

Level 2: Marthek's Place & Ambros' Base

This level is the home of the madman, Marthek, and Ambro the ogre. Marthek was placed on this level by the evil priests on **Level 4**. All evil creatures on this level leave him in peace. The level has poor ventilation and smells of smoke and ogre urine. If any characters are wounded and left on this level, Marthek eats them within two days. The map of this level is shown in **Map RA-2**.

Level 2

Equivalent Dungeon Level: 5

Entrances: Stairs from **Level 1, Room 1-12**.

Exits: Stairs to **Level 3** from **Room 2-7**; Tunnels to the surface from **Rooms 2-10** and **2-20**; Tunnel to **Level 4** from **Room 2-20**.

Wandering Monsters: Check once per 30 minutes on 1d20:

- | | |
|------|--|
| 1 | 3d6 giant rats and 1d2 wererats |
| 2 | 2d6 ghouls and 1d3 ghaists (see Area 2-22) |
| 3 | 1d3 ogres (see Area 2-18) |
| 4 | A company of goblin scouts—2d4 goblin scouts accompanied by 1d3 goblin leaders |
| 5 | 1d3 black skeletons (see Area 2-2) |
| 6 | Marthek (see Area 2-5) |
| 7 | 2d6 ghouls (see Area 2-22) |
| 8-20 | No encounter |

Detections: Faint evil from the whole place.

Standard Features: Unless otherwise noted – all doors on this level are made of 2-inch-thick iron-reinforced wood and all secret doors are made of 4-inch thick stone.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghast: HD 4; HP 18; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Ghasts are highly intelligent ghouls. Their charnel stench is so powerful that anyone nearby (about 10ft) must make a saving throw or suffer a -2 penalty on attack rolls. As with ghouls, a hit from a ghast causes paralysis if the victim fails a saving throw.

Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Large club, javelin (x3), 3d12 gp, 4d10 sp each.

Goblin: HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

Skeleton, Black: HD 6; AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; AL N; Save 11; CL/XP 6/400; Special: Shriek, immune to sleep and charm.

2-1. Entrance

The air here is foul and eight giant rat corpses lay about, apparently torn apart by some wild animal. Blood splatterings cover the entire area.

The north door has been scratched and hacked with a handaxe that is still embedded in it. The key is in the lock to the north door and it unlocks the other three doors in this room as well. A loose tile in the floor at "x" hides a secret compartment containing stagnant water and the bones of a small animal. This is one of Marthek's secret food hiding places. He forgot about this one.

2-2. Skeleton Surprise

If the secret door to this room is opened, or 5 rounds after the door to **Room 2-3** is opened, 6 black skeletons emerge shrieking. One of the black skeletons is further enchanted with a permanent *darkness 15-ft. radius*, which does not affect the undead. If the head of this skeleton is severed and cast upon the ground, it springs up and acts as a servant to the caster, remaining for 2d6 days before falling to pieces at which point it is utterly destroyed.

Skeletons, Black (6): HD 6 (24); AC 4 [15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; AL N; CL/XP 6/400; Special: Shriek, immune to sleep and charm. All are immune to darkness; one is enchanted with an unending version of *darkness 15-ft. radius*.

2-3. The Ball Room

Dim firelight can be seen coming from south. The corridor beyond the archway is filled with smashed bits of armor, bones, etc. A huge ball rolls back and forth sporadically along this corridor. It is 3 ft. in diameter and covered with sharp spikes. The corridor leaves enough room between the wall and the spiked ball for the very brave to attempt to pass. The attempt requires a saving throw to avoid being contacted by the spiked ball, which inflicts 2d6 points of damage. Failing this, an additional saving throw is required to avoid being knocked down and taking another 2d6 points of damage per round for 1d3 rounds. In addition, the west wall of the hallway is covered in brown mold.

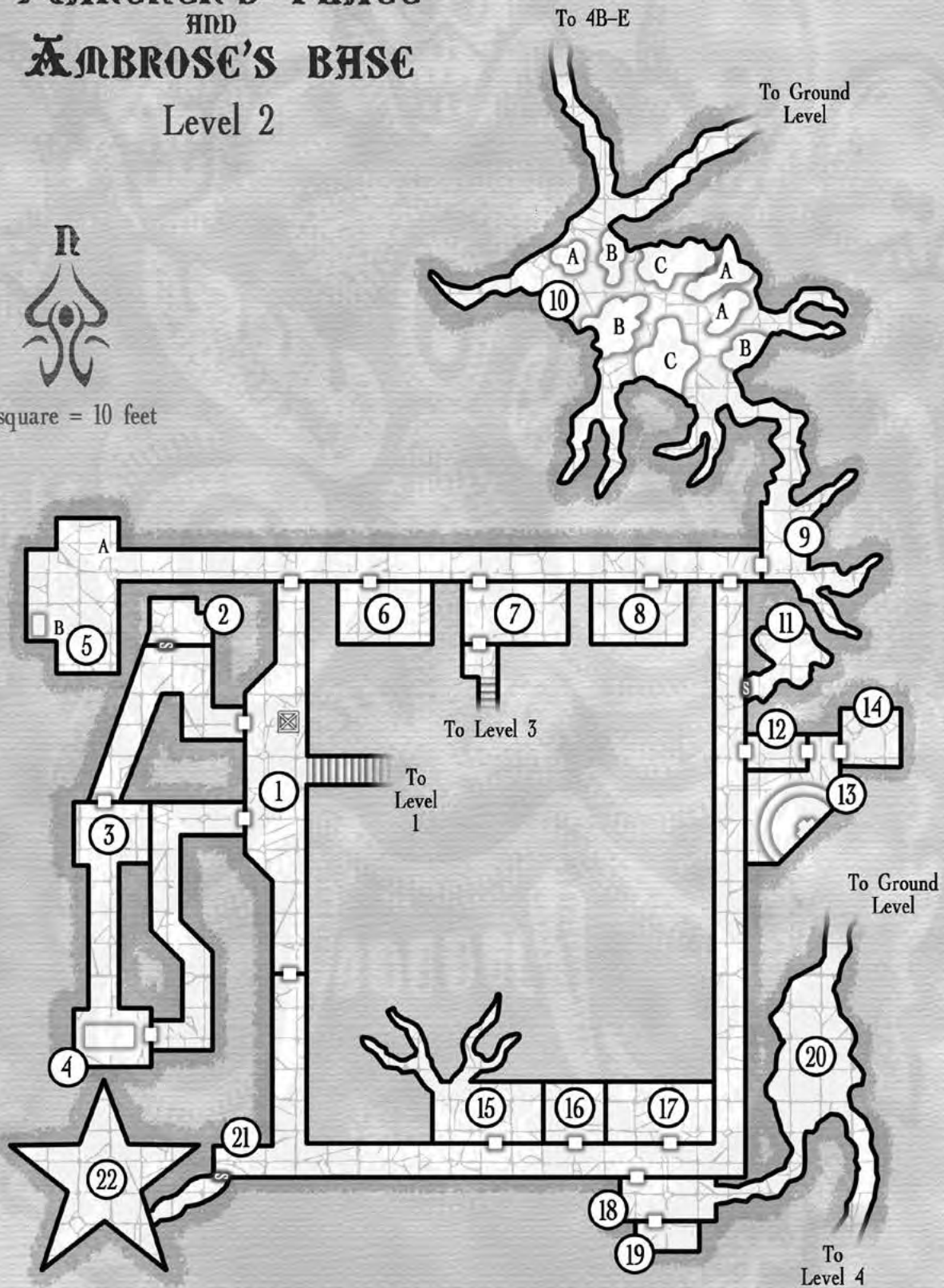
Brown Mold: Brown mold feeds on warmth, drawing heat from anything around it. The temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of freezing damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from an *ice storm*, instantly destroys it.

MARCHEK'S PLACE AND AMBROSE'S BASE

Level 2



1 square = 10 feet



LEVEL 2

2-4. Crypt

This room contains a huge stone coffin and the moldering corpse of a small humanoid next to it. The stone coffin itself contains the skeletal remains of a human female clad in rusty chainmail. A sword lies over her in a rusted scabbard, as does a rotted wooden shield.

If the body or any of the items in the coffin are disturbed, **rot grubs** attack. If the body next to the coffin is disturbed, more rot grubs attack. The corpse appears to be that of a halfling or gnome.

Rot Grubs: HD 1 hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart.

Rot grubs are sometimes found, as one might expect from the name, anywhere flesh is left to rot. They are horrid things about an inch long, but they are quite dangerous – any flesh touching them is at great risk, for they bite in and burrow deeply (rolling to hit). For a period of 1d3 turns, rot grubs can be killed by burning (1d6 points of damage will be inflicted per rot grub). Casting Cure Disease will kill all the rot grubs in a person's body. After the 1d3 turns elapse, however, the grub has burrowed too deeply to be affected by spells or fire, and the victim will die within one more turn.



Treasure: The body next to the coffin has 120 gp in a rotting pouch inside of a rotting pack. None of the items on the corpse in the coffin are salvageable.

2-5. Marthek's Lair

This room appears to be a campsite of some sort. Bedding and bones litter the floor. A metal spike covered with blood sticks out of the wall near the corridor entrance, about four feet above the floor, indicating something must have recently been impaled on it. **Marthek the madman** is here 90% of the time. He is asleep on a 1-2 on 1d6. At "A" is a two-foot long metal spike protruding from the wall. Marthek's nest of furs and debris is located at "B."

Marthek the Insane Guard, Fighter Lvl 6: HP 33; AC 7 [12]; Atk 1 large club (1d6+3); Move 12; Save 9; AL C; Special: +2 to hit from strength; multiple attacks; Str 18, Dex 13, Con 13, Int 10, Wis 11, Cha 10. Gear: Large club, leather armor, loincloth, rat tooth necklace, fleas and the key to the storage room at area 2-6.

Tactics: Marthek attacks wildly, using his unbelievable strength to great effect. He uses his club and attempts to grapple and throw or slam any lightly armored characters onto the metal spike (treat as charge attack against a set spear. If wounded for over half of his hit points, Marthek flees

to his nest at "B," where he pretends to cower in fear, but then begins to throw jars of green slime at armored characters.

Green Slime Jars: Any metal or organic substance green slime touches begins to turn to green slime (saving throw to negate). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *cure disease* spell.

Note: Marthek is under a curse cast by the evil priests on **Level 4**. He was once lawful in alignment. He is now chaotic, and remains so until healed of his affliction. Marthek was placed here as a guardian by the evil priests, and serves them as his masters. None of the other denizens controlled by them (the ghouls, ghosts and ogres) dare harm him, though all fear him. If he is cured of his insanity by a *heal*, *dispel evil*, *remove curse* or *cure disease* spell, he joins the party as a loyal member.

Treasure: His nest contains 3 ceramic jars of green slime, various bones, a beaver pelt worth 22 gp, a gold bar worth 400 gp, 62 cp and a spell book with the following spells: *detect magic*, *light*, *magic missile*, *levitate*, *hold person*, and a secret page containing *cloudkill*.

2-6. Pantry

The outside door to this room has an excellent quality lock (-10% to open). From within, the door may not be broken down without magical aid. There are 16 giant rats here. They have low hit points due to starvation. If any characters are taken prisoner by Marthek, this is where he stores them until he decides to eat them or forgets about them. A knife sticks out of the back of the door, with the gnawed remains of a human arm attached to it. Marthek is still wondering what happened to that human thief he captured.

Giant Rats (16): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

2-7. Forgotten Pantry

The outside door to this room has an excellent quality lock (-10% to open). Marthek has lost the key. The room contains 11 rat skeletons and smells horrible. The opposite door leads down to Level 3. There is also an old brass spittoon which contains a thick layer of vile liquid. Inside the spittoon can be found a small gold chain with a ruby on it worth 300 gp.

2-8. Storage Room

Strangely, the walls, ceiling and floor of this room are made of hard-packed dirt. As you look up, a slight trickle of loose dirt falls from the ceiling to the ground.

The door to this room is locked. The room contains 20 smashed boxes and chests, though nothing of apparent value. A detect magic reveals a *stone to flesh* potion (per the spell) with four doses under a pile of rubble.

2-9. The Dirt Room

Once the door to this room is opened, read the following:

This whole room is made of dirt and appears to be very unstable. No dwarf in his right mind would cross this room. With each step, bits of dirt fall from the ceiling. Nevertheless, the room is actually completely stable and can withstand even magical assault without collapsing.

LEVEL 2

2-10. Fungus Garden

Sunlight penetrates the ceiling of this cavern. Innumerable fungi cover the walls and floor. Bats can be seen flitting about the ceiling, and rat squeaks can be heard within the cave. A rotted rat corpse lies a few feet inside. Various mosses, plants and rat tunnels occupy this room. There is a 1 in 10 chance per turn of **1d6 giant rats** showing up if the characters are using light or making noise in this room. The room is rather humid. Most of the fungus is harmless, and can be eaten (1 in 10 chance it is poisonous, save or 2d6 points of damage).

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Patches marked "A" are **shrieker colonies**, each containing 2d6 shriekers, orange/red in color, streaked with white. They stand in 3 ft. tall clumps. They shriek if approached with a light source within 30 ft. or movement within 10 ft.

Note: Their shrieks attracts both Marthek and the violet fungus at "C" below. It scares away any rats in the room (they know and fear the violet fungi.)

Shrieker: HD 3; AC 7 [12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

The patches marked "B" are **yellow mold**, which erupt with deadly spores if disturbed. Note that one patch is located right by the large rat tunnel that leads to a cave outside.

Yellow Mold: If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a save or take 1d6 points of constitution damage. Another save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

The patches marked "C" contain 6 colonies of **violet fungi**.

Violet Fungi (12): HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.

Violet fungi are large mushrooms with tentacle-like growths at the base. The tentacles are not long, averaging about 2-3ft. A hit from a tentacle causes flesh to rot (saving throw applies) unless a cure disease spell is cast upon the afflicted area.

2-11. Ice Box

The **secret door** to this room can be detected rather easily because it is noticeably cold (3 in 6 for most, 4 in 6 for elves). It opens by pulling outwards. This room seems to radiate cold. A silver sphere rotates slowly in midair in the center of the room. Characters in the room can feel the heat from their bodies being slowly drawn into it.

Inside the room it is exceedingly cold due to the presence of a permanent magical effect that inflicts 1d6 points of damage per round and freezes liquids. Needless to say, the room makes an excellent meat locker.

2-12. The Entrance Chamber to the Tomb of Saracek

This door is different than all the others so far seen in the dungeon. It is finely crafted, made of ebony wood and bound with gold. The door has an obvious internal lock, also of fine quality. Strange runes are rudely carved in the door. Simply looking at them makes one uneasy.

The door itself is worth 500 gp intact. The carving on the door mockingly uses the infernal alphabet to spell out words in the lawful alignment language:

"Saracek: In life a deluded slave of blinding light; In death a dark warrior-king." Unless the characters can read both languages, the writing is indecipherable without magical aid. This evil warning has kept the crypt beyond from being disturbed by adventurers. It is not intended that a low level party enter this crypt. Attempt to open the locked door are made at a -25% penalty.

Once the characters bypass the exterior door, read the following text:

Beyond the ebony door is a richly-appointed anteroom. Runes and frescoes adorn the walls, depicting a heroic man in the prime of life fighting evil creatures. The last frame of the fresco, however, shows the same man kneeling before a black altar with a shadowy demonic figure above him. An intricately locked door, similar to the one just entered, appears to lead to a tomb beyond.

This is the entrance to the tomb of an evil warrior. The small antechamber contains ancient runic text along the walls of the room indicating that the tomb of Saracek lies beyond and should not be entered. A lengthy description is given of Saracek and his lineage. Saracek was a fighter of great renown and was one of the heroes who went with the army of Light in pursuit of the evil priests of Orcus many years ago.

As with the outer door, the inner door is also worth 500 gp intact. In addition, the inner door is trapped with a **poison needle trap** (save or die).

2-13. Saracek's Tomb

This room is the tomb of a rich man who in life was a warrior. The main tomb itself is richly appointed and has never been looted. Fine tapestries hang on the walls, though now mostly in tatters. There are a number of ornate funerary items worked of gold, including several censers of incense. There is also an intricately-carved wooden chair here. Once rich rugs lie one on top of the other on the floor. Evil runes cover the walls. If **Saracek the Fallen** is here, he is seated on the great wooden chair is a skeletal figure bearing a greatsword and wearing a bejeweled crown.

The funerary items are worth a total of 500 gp. The rugs and tapestries can be salvaged for a total of 250 gp, though they would require several pack animals to transport out of the dungeon. The door to **Area 2-16** is an ebony door identical to the outer door to the anteroom above.

If the **shriekers** in **Room 2-10** have shrieked, if significant combat has taken place on this level or if the party is using a great deal of light, Saracek is in this room, seated on his chair. He attacks the party if they are of lawful alignment. If they are evil, he may talk with them and offer them some task. If not so alerted, Saracek molders in his crypt, at **Area 2-14**, below.

Saracek the Fallen, Skeletal Warrior: HD 12 (50 hp); AC -1 [20] Atk +1 long sword (1d10+2); Move 12; Save 3; AL C; CL/XP 12/2000; Special: Fear aura, find target, +1 or better weapon to hit, immune to clerical turning, magic resistance (60%).

Like many of the pursuing army of Light, Saracek joined the legions of evil in worship of Orcus. When he converted, he became a skeletal warrior. His utter corruption gives him abilities beyond those of normal skeletal undead. Saracek was the guardian of this level prior to Marthek.

2-14. Saracek's Crypt

Beyond the locked entrance lies an ornate crypt. A bronze chest with intricate designs lies in front of a large stone sarcophagus. Standing next to the chest, leaning against the wall of the crypt is a steel shield. A large chair sits to the left of the crypt. If Saracek was not encountered in the tomb, he is here seated on his chair. Use the description and statistics above.

Locked Bronze Chest: Poison dart trap attacks as an 8 HD



monster and deals 1d4 points of damage plus a mild poison that inflicts an additional 1d4 points of damage on a failed saving throw.

Treasure: Inside the chest are 2,500 cp, 3,219 sp and 982 gp as well as 12 50 gp. Also found inside the chest are a *medallion of ESP* and six *+1 arrows* in a rotten quiver. Inside a hidden compartment in the lid of the chest are 3 potions: *diminution*, *delusionary healing* (PC believes he is healed for 2d6 hp), and *healing*. Next to the chest is a *+2 shield* (can flash with light and blind opponents once per day, can only be used by lawful characters) that Saracek can no longer use, due to his evil nature.

2-15. Rats Nest

There are 3 **female giant rats** here with 33 babies (hp 1 each), which do not attack. The rat tunnel here leads to **Level 1**, but is too small for even a halfling to crawl into.

Female Giant Rats (3): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Treasure: In the nest are 66 cp and a blood-covered child's doll with gem worth 20 gp sewn into the hem.

2-16. Storage Room

Along the walls lie piles of wood and tools, neatly stacked. A large box sits in the center of the Room. Various carpentry equipment used for making coffins is stored here, including 120 8 ft. long 2x4s, 3 hammers, 2 saws, one axe, a chisel and 10,000 rusty but usable nails in an iron box.

2-17. Broom Closet

Everything in this room is smashed, but is kept in a neat pile by a magical broom that sweeps everything into the center of the room. The broom sweeps continuously and on command ("sweep"). It could be sold to an upper-class housekeeper or to a curio collector for 750 gp.

2-18. An Ogre and his Money

This room contains **Ambro the ogre** and his 4 **ogre buddies**. On the floor of the room are 3 rows of 100 cp each. The first row is all heads, the second is all tails, and the third all heads again. Unfortunately, before the party can determine this unusual arrangement, they must deal with the ogres who are intently sorting the coins, and who quickly grab their weapons and attack.

Ambro the Ogre: HD 6+1 (40 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 5/240;

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Special: None. Large greatclub, large hide armor, sack with human skull and hunk of uncooked meat, empty sack which previously held his 300 cp, a 5 sp silver ring and a map to the Stoneheart Mountain Dungeon where his brother Gorbash lives (the Stoneheart Mountain Dungeon and Ambro's brother Gorbash are detailed in the Necromancer Games dungeon module *The Tomb of Abythor*).

Ogres (4): HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None. Gear: Large club, javelin (x3), 3d12 gp, 4d10 sp each.

2–19. Ambro's Base

This room is the den of the ogres. It consists of a 5 piles of skins including a bearskin (300 gp). Buried in the soiled furs can be found a silver-edged two-handed sword, several half-eaten rat corpses, a keg of wine, a bottle of brandy (which Ambro thinks is magic because it makes him go to sleep), and a magic *potion of flying* (which he thinks is poison because it tastes icky).

2–20. Dirt Cave

The walls, ceiling and floor of this Room are made of hard-packed dirt. As you look up, a slight trickle of loose dirt falls from the ceiling to the ground. Two large tunnels are present on the far wall.

This room is a boring, featureless dirt cave. The tunnel to the outside is nearly vertical (80 degree slope). Unless precautions are taken — such as using a rope — navigating either the passage to the surface or the passage to **Level 4** requires a saving throw or the passage is treated as a slide, with characters being rudely (and rather noisily) deposited in a cavern on **Level 4**, or back in this room if they were attempting to use the passage to the surface.

2–21. Ghouls and Ghosts

The **secret door** from the corridor that leads to this series of rooms is not difficult to spot and opens by being pulled towards the opener. As the secret door opens, the PCs smell a horrible stench, as if it were a hot summer day following a battle. Chattering can be heard from down the corridor and see bits of bone and flesh litter the way.

2–22. Star-Shaped Room

This star-shaped room has a pentagram inscribed within a hexagon in the center of the room. In each of the points of the star there are numerous wooden coffins, some broken. Dozens of hunched humanoids move in flickering torchlight.

This room is the lair of **21 ghouls** and **6 ghosts**. The Referee should subtract any slain as wandering monsters from this total, though slain ghouls are replaced within one week. These creatures were common soldiers of the army of good, buried within the room and reanimated by the evil presence of the priests of Orcus. They primarily remain in this room, only venturing forth in search of food. They are prevented from attacking Marthek due to the priest's orders. These creatures are primarily responsible for destroying most low-level parties that enter Rappan Athuk. As such, they have a large amount of treasure.

Ghouls (21): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

Ghosts (6): HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

Treasure: Scattered about the opened crypts are 2,301 gp, 4,204 sp, 2,910 cp, all manner of common weapons and armor, including several suits of chainmail, a suit of platemail, a suit of dwarf-sized platemail, two steel shields, 2 heavy maces, a short sword, a silver dagger, a short bow, a +1 *dagger* and a +2 *warhammer* and a *potion of treasure finding*.