

# Level 2A: The Teleportal Maze

This level is a group of unconnected rooms linked by a web of teleport lines that ultimately join the Mouth of Doom levels with the Crypt. Various monsters pass through the area, with intelligent beings using the teleportals deliberately, and in the case of heavy-enough unintelligent monsters, often entirely by accident. This area is shown on **Map RA-2A**.

## Level 2A

**Equivalent Dungeon Level:** 2

**Entrances and Exits:** One-way teleportal exit to **G-1**; two-way teleportal between **2A-1** and **3C-15**.

**Wandering Monsters:** Roll on the table below once per hour

01-10 **Shadow** (see **Area 2A-3**)

11-20 **Ghoul**

21-30 **Giant Rat** (see **Area 2A-10**)

31-00 No encounter

**Detections:** This entire level radiates faint magic, due to the various teleportation pathways that cross and crisscross it throughout. The teleporters themselves all radiate magic.

**Standard Features:** All of the rooms in this level, with the exception of the natural cavern at **Area 2A-12**, have flaking, black-painted walls as described in **Room 2A-1**. Unlike **Room 2A-1**, the other rooms are not filled with cobwebs, for creatures do move through them from time to time using the teleporters.

**The Teleportals:** The description of each teleporter has its destination(s) in parentheses, and the pathways are also marked on the map for quick reference. After any of the teleportals in this level have been used, it requires 3 rounds to recharge before it can be used again. In order for one of the teleporters to be used a second time, it is necessary to step off the disk and then step back on again. Teleportation into a room from anywhere else arrives at the same teleporter each time, which is noted in the teleporter's description as "all arrivals." The exception to this rule is the two arrival points in **Room 2A-9**, which do not have teleportal-dials at all.

**Shadow:** HD 3+3; HP 18, 13; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL N; CL/XP 4/120; Special: Drain 1 point of strength with hit, hit only by magic weapons.

**Ghoul:** HD 2 (12 hp); AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

**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.

## 2A-1. Entrance from the Pools of Pestilence

This room is a shadowy place filled with spiderwebs and the unpleasant feeling that unspeakably evil things have been done here. The stones of the wall are securely mortared into place, and the stones themselves have been painted black, although so long ago that it has begun to chip and peel slightly — the black flakes are all over the floor. If the party is arriving from **3C-15**, they materialize on the northern teleportal disk. This room contains two large iron disks five feet in diameter, set into a circle of mortared stones about a foot tall. On the top surface of each disk is the image of an arrow, cut deeply into the iron. Around the circumference of the disk there are four handles, as if the disk is intended to be lifted up.

The disks are teleportation devices, as the party likely discovers. When the arrow is directed to one of the appropriate directions, and sufficient weight is placed onto the disk itself (200 pounds), the weight on the disk is teleported to the location indicated by the arrow. As the arrow might suggest, the disk is designed to operate like a dial, pointing to more than one possible target for the teleportation. Dialing it around is a formidable task, for it must be lifted upward before it turns. When it reaches one of the grooves that indicate a teleportation target, the disk clanks down into place at the new position.

**North Teleporter:** This disk has only one point where it can rest in its groove (pointing north and leading to **Room 3A-15**). It can be dialed around like the other teleporters; but it turns without clicking down, until it returns to the northern position and drops back into place. It may be used to teleport in between this level and **3A-15** in the Pools of Pestilence as described in the descriptive text box for this level.

**South Teleporter:** The first position (where the dial initially rests) points southwest (to **Room 2A-2**). The other positions into which the disk can be slotted are: south (to **Room 2A-4**), southeast (toward **Room 2A-3**) and east (to **Room 2A-9A**). The teleporter to **Room 2A-2** causes the characters to materialize on the northern teleporter of that room, into the spider webs.

## 2A-2. Giant Spiders

Two giant spiders have filled this room with webs, concentrating on the teleporters. Anyone teleporting into this room must immediately make a saving throw or become caught in the spider webs that have been spun from floor to ceiling over and around the teleportal.

There are two large floor-dials in this room, identical to the ones in **2A-1** other than the number and direction of the stations where the dial clanks down into place.

**North Teleporter (all arrivals):** The north teleporter only points north, and goes to **Room 2A-1** only. It can be turned like the other teleporters in this level, but turns all the way around without clicking down until it reaches the northern position again.

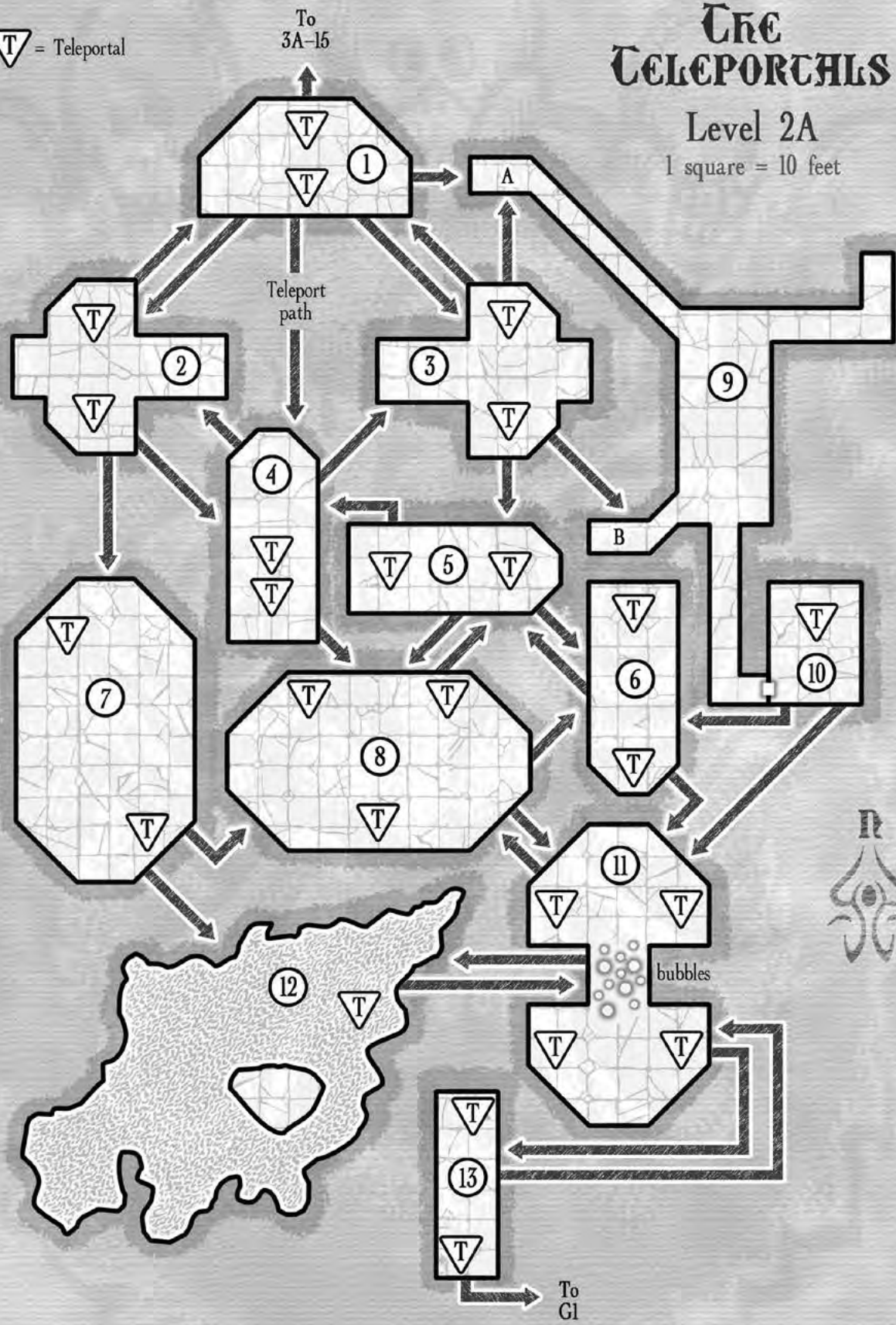
**South Teleporter:** The south teleporter can only be pointed in two directions: southeast (to **Room 2A-4**) or due south (to **Room 2A-7**).

**Giant Spiders (2) (6ft diameter):** HD 4+2; HP 11, 13; AC 4 [15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

# THE TELEPORTALS

Level 2A  
1 square = 10 feet

▽ = Teleportal



## LEVEL 2A

**Treasure:** The corpses of two bugbears lie in the eastern portion of the room, entirely drained of blood but not dead for more than a week. Both wear ring mail of dismal quality, but one of the bodies wears a belt pouch with four diamonds in it (400 gp each) and the other's pouch contains 112 gp.

### 2A-3. Shadows

This room is the abode of **three shadows**, which are virtually invisible against the black-painted stone of the walls and often lurk within the stone itself.

**North Teleporter:** The north teleporter points only to the northwest (**Room 2A-1**) or to the north (**Room 2A-9A**).

**South Teleporter (all arrivals):** The south teleporter points only to the south (**Room 2A-5**) or to the southeast (**Room 2A-9B**).

**Shadows (3):** HD 3+3; HP 18, 13; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL N; CL/XP 4/120; Special: Drain 1 point of strength with hit, hit only by magic weapons.

**Treasure:** The shadows have no treasure.

### 2A-4. Empty Room

This room contains nothing other than two teleport-dials, both in the southern part of the room only two feet from each other, one slightly further north than the other.

**North Teleporter (all arrivals):** The north teleporter only points to the northwest (**Room 2A-2**).

**South Teleporter:** The south teleporter only points to the northeast (**Room 2A-3**) and the southeast (**Room 2A-8**).

### 2A-5. Empty Room

There is one teleport-dial in the western half of this room, and a second in the eastern half. Other than the teleport-dials, the room is empty.

**West Teleporter (all arrivals):** The west teleporter only points to the west (**Room 2A-4**).

**East Teleporter:** The east teleporter only points to the southwest (**Room 2A-8**) or to the southeast (**Room 2A-6**).

### 2A-6. Empty Room

Other than the two teleporter-dials in this room (one in the north, one in the south) this room is empty.

**North Teleporter (all arrivals):** The northern teleporter points only to the west (**Room 2A-5**).

**South Teleporter:** The south teleporter points only to the south (**Room 2A-11**).

### 2A-7. Stone Adventurers

This room contains ten statues, each of them extremely lifelike. Three are humans dressed in leather armor, and carrying spears and backpacks. Four of them appear to be peasants: two of these are right next to each other, carrying a stone treasure chest between them by the handles. The eighth statue is that of a mule, carrying saddlebags. The ninth statue is of a man dressed in a wizard's robe and wearing a pointed hat, and the tenth statue is a minstrel carrying a mandolin.

This is a party of adventurers that was turned to stone elsewhere in the dungeon. The statues were brought here as decorations by the ogre who once inhabited this room, but who was later killed and eaten during the course of

his wanderings through the other levels. If the adventurers are turned back from stone into flesh, it is found that they have entirely lost all memory of who they are and what they were doing in the dungeon. This is a natural result of having been transformed to stone, and cannot be undone except perhaps by the use of some very powerful magic. The gear personally held by the petrified adventurers is all turned to stone; however, the gold within the stone chest held between the two baggage-carriers is not. If the stone chest itself is broken open, 519 gp simply spills out onto the floor.

There are two teleporters in the room, one in the northwest and one in the southeast.

**Northwest Teleporter:** This teleporter can only be pointed to the southeast (**Room 2A-8**).

**Southeast Teleporter (all arrivals):** This teleporter can also only be pointed to the southeast, but it leads to **Room 2A-12**. There is no way to backtrack northward from this room; neither of the teleporters allows a return journey to **Room 2A-2**.

### 2A-8. Giant Ticks

This room has three teleporter-disks in it. **Three giant ticks** have situated themselves over the arrival-teleporter in this room, where anyone teleporting into the room materializes. These creatures teleport from room to room (often accidentally), but they spend most of their time simply waiting for other creatures to appear, as a convenient source of food. As soon as anyone appears on the teleporter disk, the ticks drop down and attack.

**Northwest Teleporter (all arrivals and the ticks are here):** This teleporter can only be pointed to the northeast (**Room 2A-5**).

**Northeast Teleporter:** This teleporter can only be pointed to the east (**Room 2A-6**) or to the southeast (**Room 2A-11**).

**South Teleporter:** This teleporter turns all the way around without ever dropping into a groove (it is not broken; it was simply never completed and cannot be used for teleportation).

**Giant Ticks (3):** HD 3; HP 14, 12, 12; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; AL N; CL/XP 3/60; Special: Drain blood.

**Treasure:** In various places scattered on the floor, the characters can find a total of 122 gp and 900 sp.

### 2A-9. Nexus Room

The Nexus Room has four corridors branching from it: one of them a dead end, one of them leading to a door (**Room 2A-10**), and the other two leading to sites into which characters may be teleported, but where there is no teleporter-dial (these are noted as "A" and "B"). It is only possible to leave this area (other than by using spells or other such resources) via the teleporter in **Room 2A-10**.

### 2A-10. Giant Rat Nest

This room is crawling with giant rats, and the walls contain many rat-holes, although none of them are large enough for a character to enter. There is one teleporter-disk in the middle of the room, which points to the west (**Room 2A-6**) or to the southwest (**Room 2A-11**).

There are **25 normal giant rats** and **4 monstrously huge** ones in the room. An additional **1d3 giant rats** (normal, not monstrously huge) enter the room every second melee round after any combat begins.

**Giant Rats (25):** HD 1d4 hp; HP 1, 1, 1, 1, 1, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4, 4, 4; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

**Monstrously Huge Giant Rats (4):** HD 3; HP 16, 10, 14, 12; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; AL N; CL/XP 3/120; Special: 5% are diseased.

**Treasure:** The rubbish and filth in the room contains scattered coins and treasure. It takes a full turn to collect it all, but the total amount is 40 gp, 300 sp, 900 cp, and 2 gems worth 50 gp each.

## 2A–II. Death Bubbles

The narrow, central part of this room is filled with dark green bubbles that are about 1 ft. in diameter, packed so closely that they have to be pushed aside in order to get through. This also means that anyone entering the room is not be aware that there is a southern half to the room at all; it is clear that there is some sort of bubble-filled alcove, but neither the depth nor the fact that it opens up on the far side is apparent.

In addition to the tightly packed bubbles in the room's narrow center, there are **1d4+1 bubbles** floating around in each of the room's northern and southern chambers. They float between waist and head height.

It is easy to puncture one of the bubbles; the merest touch of an unsheathed sword or spear point cause a bubble to explode. The blast is quite minor, with only a 50% chance per individual to inflict 1 hit point of damage within 10 ft. However, the chain reaction of an explosion in the center of the room is absolutely devastating; everything in both chambers of the room suffers 4d10 points of damage if the bubbles in the middle of the room explode. The only safe way through is to push through the wall of bubbles with all weapons sheathed or covered. **Note:** If the players *have already figured out the possibility of a chain reaction*, and are about to set off the bubbles from a distance in order to cause one, it is only fair to point out to them that the range of a massive explosion would be increased beyond the 10 ft. range of a single exploding bubble. There is no way of estimating how far the shock wave of a large explosion would be. Bypassing the bubbles is equivalent to defeating a CL 4 creature.

The room has four teleporter-disks in it, located in the northwest, northeast, southwest, and southeast corners.

**Northwest Teleporter (all arrivals):** This teleporter can only be pointed to the northwest (Room 2A–8)

**Northeast Teleporter:** This teleporter can only be pointed to the southwest (Room 2A–12)

**Southwest Teleporter:** This teleporter can be pointed to the north (causes arrival at the northwest teleporter of the same room) and south (which does not function at all).

**Southeast Teleporter:** This teleporter can only be pointed to the south (Room 2A–13) and the northwest (Room 2A–8).

## 2A–12. Crystal Lake of the Hydra

The floor and ceiling of this natural cavern are very uneven and are filled with stalagmites and stalactites. In the approximate center of the chamber there is a lake of crystal-clear water. An island of rock rises from the middle of the lake, and one of the teleportation disks can be seen at the top of the island. A **five-headed hydra** makes its lair under the waters of the lake, and attacks anyone attempting to reach its island.

This room contains two teleporter-disks, one on the island in the middle of the lake, and the other in the northeastern part of the cavern.

**Hydra (5 headed):** HD 5; 26; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; AL C; CL/XP 7/600; Special: None.

**Island Teleporter (all arrivals):** This teleporter's dial points only to the east (Room 2A–11)

**Northeast Teleporter:** This teleporter also points only to the east (and also goes only to Room 2A–11).

## 2A–13. The Graveyard Express

The walls of this room were once painted a bright yellow, but the paint has faded and is peeling in strips from the damp stone walls. There are two teleporter disks in the room.

**North Teleporter:** This teleporter (all arrivals) points only to the north (Room 2A–11).

**South Teleporter:** This teleporter points north, south, east, and west. However, any use of the teleporter, in any direction, is a one-way teleport to the surface above the main levels of Rappan Athuk, many miles away from Zekkor's Ferry. The characters arrive standing in front of location G–1.