

# Level 3:

## Beware of Purple Worms!

Painted in magic runes by the famous wizard, Speigel, his warning “Beware of Purple Worms” is well-heeded by all adventurers. Though at first blush this level is incredibly difficult, the characters can avoid most trouble by sticking to the wall of the cavern and heading due south past the traps to the ghoulish room before they encounter any creatures. Be sure to pay attention to the food chain that exists on this level. Disturbing the balance can have disastrous results: killing several worms triples the rat population; killing the rats makes the worms hunt more aggressively and thus brings more beetflors. Adjust the wandering monster table accordingly. The map of this level is shown in **Map RA-3**.

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**Equivalent Dungeon Level:** 7

**Entrances:** Stairs from **Level 2**

**Exits:** Stairs to **Level 4** from **Room 3-10**; River to **Levels 3A** and **6A**.

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

- |      |  |
|------|--|
| 1    | 1 purple worm if in <b>Area 3-1</b> or <b>3-2</b> , otherwise no encounter (see <b>Area 3-2</b> )                        |
| 2    | 2 beetflors hunting for purple worms if in <b>Area 3-1</b> or <b>3-2</b> , otherwise no encounter (see <b>Area 3-2</b> ) |
| 3    | 3d6 giant rats (see <b>Area 3-2</b> )  |
| 4    | 1d3 trolls (see <b>Area 3-2</b> )  |
| 5    | A company of goblin scouts—2d4 goblins with 1d2 goblin leaders   |
| 6    | 1 undead ooze  |
| 7    | A party of acolytes of Orcus (see <b>Area 3-6</b> )  |
| 8-20 | No encounter   |

**Detections:** The magic at **3-3** used to hide the stairs cannot be detected by simple spells and thus does not register. This level (falsely) detects as having much less evil because of the shielding.

**Shielding:** Scramge's lair (**3-5**) is shielded; the secret cave (**3-3**) and the oracle room (**3-7**) are also fully shielded. All these rooms are shielded with lead and no magical detections or magical means of transport in or out (such as *teleportation*) is allowed.

**Standard Features:** Unless otherwise noted, all doors on this level are made of 2-inch-thick iron-reinforced wood.

**Purple Worm:** HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9, (Burrow 9); Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.

**Beetflor:** HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL C; CL/XP 9/1100; Special: Confusion.

**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.

**Troll:** HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

**Goblins:** HD 1d6hp; 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 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

**Undead Ooze:** HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (Climb 9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

**Orc, Acolyte of Orcus, Male Clr2:** HD 2 (8 hp); AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

### 3-1. Level Entrance

The tunnel opens into a huge cavern, with dozens of rat tunnels along the walls and ceiling. The roof of the cave is too high to see, and bats swarm about in torchlight. The way is rocky, and the PCs hear running water in the cave, somewhere out in the distance. In glowing green letters above the tunnel exit is inscribed, “*Beware of Purple Worms! Spiegel the Arch Mage.*”

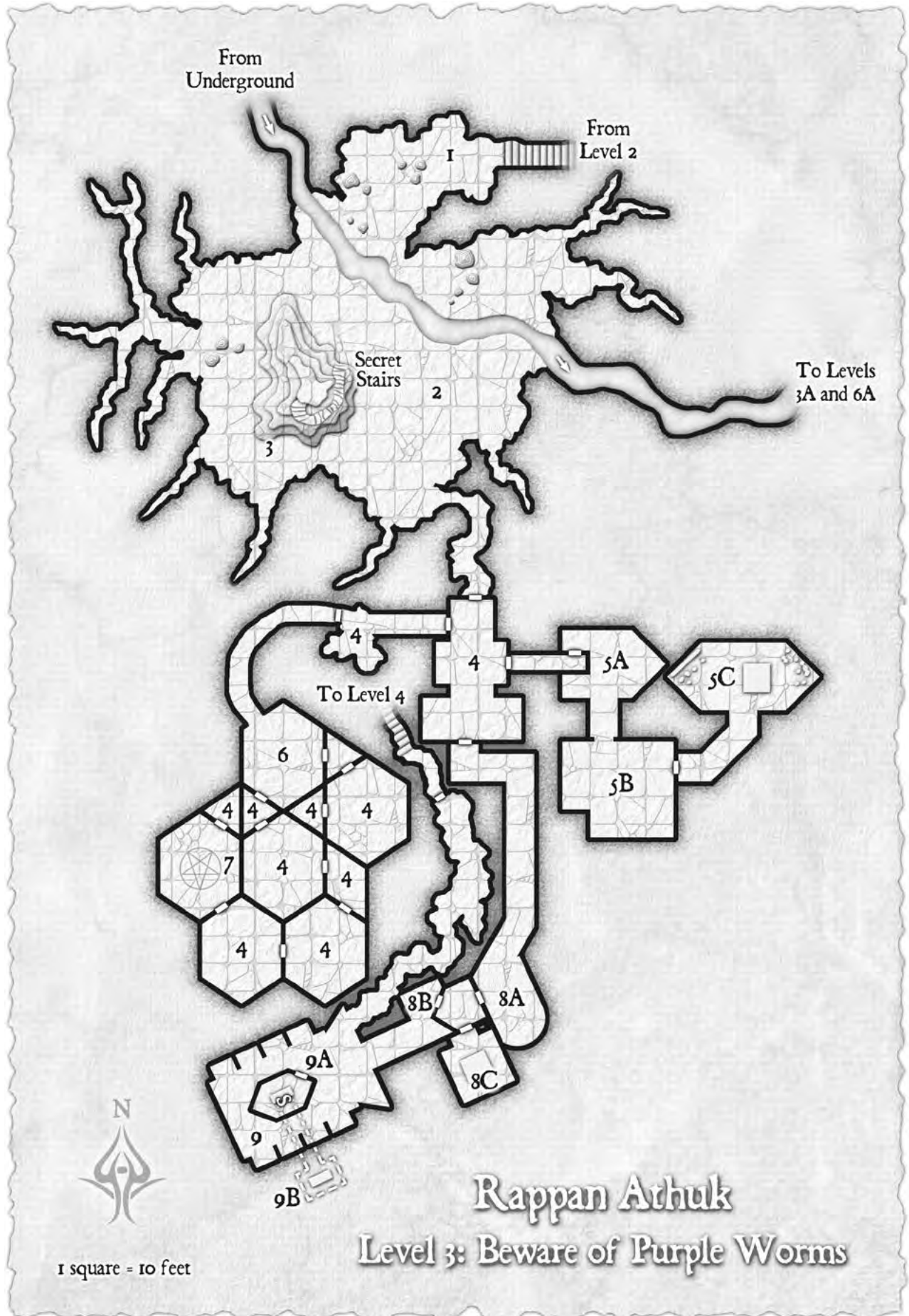
If the characters are using light here, immediately make a check for a wandering monster. Monsters have grown used to light meaning dinner time.

### 3-2. Cavern

This cavern is huge and filled with all types of fungi. Rats clatter along the walls. Several large piles of dung lie about, left by an enormous creature. An underground river roars with sound, winding its way through the cavern and then down deeper into the earth.

This cavern is filled with stalactites and stalagmites, but surprisingly no piercers. The stream goes 100 yards before splitting into a right and left passage. The right passage leads to **Level 6A**. The left leads to **Level 3A**, room **3A-7**. The left fork of the river, after flowing through **Level 3A**, rejoins the right fork before the river enters **Level 6A**. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous (save or die in 1d6 rounds). Dwarves and other underground creatures have a 2 in 6 chance of knowing which are edible. There is a 1-2 on 1d20 chance that there is a **purple worm** here waiting for the party. If not, roll for a wandering monster every 10 minutes, unless the characters stay within 5 ft. of the walls of the room. Traveling in this manner does not trigger a wandering monster. If combat with a worm takes more than 10 rounds,

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there is a 1–8 on 1d20 chance of attracting **1d2 beetlors** per additional ten rounds of combat, as they are drawn to the sound of the worms. In addition to the worms, allow a straight 1–2 on 1d20 chance per 10 minutes of **2d6 giant rats** attacking the party, and a 1 on 1d20 chance of **1d3 trolls** being here as well.

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

**Purple Worm:** HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

**Trolls (varies):** HD 6+3; AC 4 [15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3 hp/round.

**Beetlors (varies):** HD 8+1; AC 1 [18]; Atk 2 claw (3d4) and 1 bite (1d10); Move 6 (Burrow 3); Save 8; AL C; CL/XP 9/1100; Special: Confusion.

**Treasure:** The purple worms leave non-digestible castings around the cavern (a total of 2d10 such castings). These give a clue as to the type of creature that lives here. They contain various twisted remains of weapons, armor, and equipment. If dug through, one can find 1d6 of the following items: 01–35% 3d6 cp; 36–55% 3d6 sp; 56–75% 2d6 gp; 76–85% 1d6 gems (1d6 x 10 gp each); 86–99% a fully intact non-magical item resistant to acid, such as a dagger, mace or lantern; 100% 1 silver dagger.

### 3–3. Secret Room on the Rocks

There is a **magically hidden** (*invisible* and illusion-covered) staircase leading up this otherwise sheer cave feature. In order to find it, the characters must find it as though searching for a secret door. If the staircase is found, read the following:

As you look at the stone formation, you see a shimmering staircase leading up the rocks. Near the top is a small landing and what appears to be a flat rock-face.

**Secret Door:** This door can be opened easily from either side and is not locked. It slides up into a recess above and resets itself in 2 minutes. The door is lined with lead inside and magic cannot be cast through the door. The door is **trapped** with a permanent *symbol of insanity*. The *symbol* is scribed on the bottom of the door. Once the door slides up into the recess, the *symbol* is active and noticeable.

**Interior Room:** This room is totally sealed with lead and only direct physical egress is possible. Inside is a marble casket of an arch mage. Mystical runes are engraved on all the walls and the casket. When the coffin is opened a **flame jet trap** engulfs the entire room.

**Flame Jet Trap:** Deals 12d6 points of fire damage. A saving throw cuts this damage in half. The jet affects all targets in the room.

## 3-5B. The Trap Room

**Treasure:** Inside the casket on the corpse of an unknown mage lies a *staff of power* (45 charges) a jeweled bracelet of platinum and emeralds worth 3,000 gp, a mithral ring set with a huge ruby worth 6,000 gp and a *ring of fire resistance*. Each of these items bears a horrible curse.

**Curse of the Arch-mage:** Anyone who leaves the room with any of these items will never be able to touch treasure again. Coins and gems cause one point of damage per 5 gp value as they are transformed into lead and glass. This curse can only be removed by a *dispel magic* followed by a *limited wish* or *wish* and then a *remove curse*. If the curse is removed, the accursed individual is subjected to a *geas* to destroy the evil temple on Level 12 of Rappan Athuk, which must be completed within a year and a day.

### 3-4. Empty

All rooms marked 3-4 are empty. The Referee should spice each of these rooms up with the presence of a random non-magical item or furnishing, or randomly roll a wandering monster check each time a room labeled "3-4" is entered.

## 3-5. The Lair of Scramge, the Rakshasa

The air in this area is clear and smells of incense. The floors are free of dust and it is surprisingly warm. This is the lair of **Scramge**, a very old and exceptionally powerful rakshasa. He keeps **6 jackalweres** as pets/slaves. Though he does not worship Orcus, he is allowed to remain in the dungeon because of his extreme evil and because no one wants to be the one to tell him to leave. Read this encounter very carefully before you attempt to run this portion of the adventure.

Scramge the rakshasa is aware of the party's arrival because of his magical *mirror* (see **Room C** below). It is assumed that unless the party used some means of egress other than *teleport*, that he has been watching them for some time. **Rooms A** and **B** vary in character depending on the party's power and Scramge's wishes, thoughts, and desires. **Room A** is the "set-up" room. That room contains illusions designed to make the encounter in **room B** more believable. **Room B** contains the actual encounter with Scramge, where he utilizes the illusions detailed below:

**Scramge's Various Illusions:** The room is disguised using a programmed illusion in one of the following ways. If the party numbers over seven, Scramge appears in Room B as a cleric holding six werewolves at bay behind illusory bars. If the party numbers 3 to 6, he appears in **Room B** as a man chained to a wall and uses his powers to make his helpers appear as orcs torturing him. If the party numbers 1 or 2, or if they are of low level (less than 6th), he appears in **Room B** as a hospitable oracle with his jackalweres disguised as beautiful maidens. Scramge's alignment registers as Lawful.

### 3-5A. Entryway

This is the "set-up" room. There are no occupants in this room, only figures from a programmed illusion to make the party believe the encounter in the next room is real.

The particular contents of the illusion in this room depend on the various schemes of Scramge, outlined above. Under option #1 (cleric and werewolves), there are religious signs, blood splatterings, a broken mace, used scroll paper and a dead body dressed for a *raise dead* spell. Under option #2 (man tortured by orcs), there are trappings of an orc barracks, a pot of vile stew, chains and manacles on the wall, a tray of torture devices, etc. Under option #3 (oracle with maidens), there are silk curtains and plush pillows, various tomes, fine food and music.

This room is the culmination of the illusory set-up by Scramge. In this room Scramge uses another illusion to create one of the three scenarios outlined above: cleric with werewolves, man with orcs, or oracle with maidens. Once the party enters the room and interacts with his illusion for a few rounds (either to help the cleric or the man, or to talk to the oracle), Scramge springs his trap. He does this so that he can have a chance to observe the party's cleric so that he can properly imitate him or her. Once he springs his trap, read the following text:

The world seems to spin before your eyes. Dazzling lights flash from all corners, blinding you. With a hiss and a roar, (name a cleric PC) disappears. Across the room, he reappears in front of a huge demon, fully nine feet tall, with the head of a vulture, huge bat wings, talons like razors, and flames licking from his goat legs! The (werewolves, maidens, orcs) turn towards you and attack, their forms mutating to that of a half jackal, half man.

**Tactics:** Scramge is in here under his guise as determined above. His trap is an evil one: he creates an illusion of a First Category "Vrock" demon over the party's cleric. He then covers himself with an illusion of being the party's cleric. He acts as if he is being attacked by the demon. His helpers drop their illusory disguises and attack the party. Scramge's plan is to goad the party into attacking and killing their own cleric (hopefully killing the only party member able to bless crossbow bolts, his special weakness). If the party does not have a cleric, he uses the same tactic on the party's magic-user. If there is no magic-user, he does this to the paladin. Note that Scramge's illusions also include audio illusions, so any warnings shouted by the real cleric are covered by Scramge's illusions (he makes them very, very noisy), sounding only like demon growls.

During the second round of combat, Scramge uses his illusion powers to have the demon appear to slay him. Scramge (as the character) appears to die. The characters can make a saving throw at this point to disbelieve the illusion. Scramge then casts *invisibility*. He creates a permanent illusion of the dead cleric on the floor during the third round and then casts confusion in the fourth round. Scramge then picks the next member of the party he wants to kill and uses illusions to make any remaining jackalweres look like the PCs. He then makes the next party member into a "demon" and he takes the place of that party member. Scramge repeats this trick until all of the party is dead. Each time Scramge switches targets like this the party gets a saving throw to disbelieve the illusion.

If Scramge's jackalweres are slain by non-magical weapons, they feign death. Scramge provides illusory gore to help simulate their deaths. Once the party believes the jackalweres to be dead, they rise, uninjured, and continue to attack.

**Running the Encounter:** When the "demon" attacks, use the attack and damage numbers for the character covered by the demon illusion. Any time there is a change in the illusion, a saving throw is permitted. It is unlikely that at first the party realizes illusions are present. More likely, they slaughter one or more of their own. Any time a character interacts with a pure illusion (such as trying to heal or give first aid to the illusion of the dead cleric) that character gets to make a saving throw at a +2 bonus because of the physical interaction.

If Scramge's illusions are ever disbelieved, he casts *mirror image* on himself and flees. If Scramge takes over 45 points of damage, he retreats to **Room D** and disappears through his *mirror* (see below). **Note:** It is critical while playing this encounter that the Referee not give away the fact that illusory forces are at work. Make rolls in secret or ahead of time so that characters are not given undeserved hints that illusions are involved.

**Scramge the Greater Rakshasa:** HD 7; AC -4 [23]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 9; CL/XP 12/2000; Special: Illusory appearance, special magic resistance, spells.

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shield constructed of rust monster scales. Any attack with a metal weapon against the holder of the shield that misses by 1 or less means the weapon is treated as having struck a rust monster. If the holder of the shield ever rolls a natural "1" to hit, his or her weapon accidentally strikes the shield and is subject to the same effect.

The wood chest has a poison gas trap.

**Poison Gas Trap:** This gas releases 1 round after the chest is opened. It affects all targets in 20 ft. The gas is lethal.



**Jackalweres (6):** HD 4; AC 4 [15]; Atk 1 bite (2d4); Move 12; Save 13; AL C; CL/XP 5/240; Special: Sleep gaze, hit by silver or magic weapons only.

## C. The Pantry

Numerous bodies hang from meat hooks, and a vast pile of treasure lies in the corner of the room. There are tapestries, coins and three large chests: one of wood and two of bronze.

This is Scramge's pantry. It contains the corpses of the last party unlucky enough to encounter him. There are: eight fighters, one cleric, and two thieves all of levels three to six if they are *raised*, and equipped with reasonable non-magical armor and weapons.

**Escape:** The beast's greatest treasure is on the ceiling and if the battle is going poorly, he escapes through it to the Nine Hells. This great item is a *mirror of mental prowess*. Any who follow may be considered lost, unless they can cast *plane shift*.

**Treasure:** Three large chests, one made of wood and two of bronze, sit in the north corner of the room. All three are **trapped**. There is also 16,110 sp and 2,600 gp loose in piles.

**Wooden Chest:** The 8-ft. long wood chest contains: 12,000 cp, 8,000 sp, 1,200 gp, a tiger eye gem (worth 100 gp), a silver toe ring (worth 2,000 gp) and a silver over teakwood box (worth 1,200 gp) sealed with a *wizard lock*, containing a strange green, glowing gem. Inside the gem is an imprisoned faerie dragon named Snaggletooth. He accompanies whoever frees him for life and remains very loyal as long as his freer is of Lawful alignment. Freeing him requires a *legend lore* or *commune* spell to determine the freeing command word. The Oracle in room 3-7 can also reveal the command word.

Hidden inside a **secret compartment** in the lid of the wooden chest is a



**Snaggletooth, the Faerie Dragon:** HD 2; AC 4 [15]; Atk 1 bite (1d4); Move 9 (Fly 36); Save 16; AL N; CL/XP 5/240; Special: Breath weapon, spells, invisibility, magic resistance (10%), telepathy (2 miles).

**Bronze Chests:** The first bronze chest has a lethal poison needle trap. This chest contains silk, opium and pipes worth 2,000 gp. It has a secret compartment containing a *ring of three wishes*.

The second bronze chest contains 2,000 illusory platinum pieces that dissipate to lead once removed from the room. It is trapped with a globe of cold trap (as a cone of cold that deals 10d6 points of damage, save in a 20 ft. sphere).

## 3-6. Room Complex

These normally barren rooms occasionally contain a party of **3 acolytes** led by a **priest** from the temple of Orcus traveling here to consult the oracle at the direction of the more powerful priests of the temple. The higher level priests send acolytes and lower-level priests because they fear the Oracle's wisdom drain beam. There is a 50% chance that a group of acolytes are within this complex of rooms. If present, roll 1d4 to determine which of the hexagonal rooms the priests are using as their camp, other than the first hexagonal entrance room and



the oracle room. Then determine whether or not the group's priest has yet consulted the oracle (there is a 50% chance either way). If not, the priest has an item of importance to sacrifice to the oracle. If so, then the priest does not possess the listed special item—having already sacrificed it to the oracle.

**Orc, Priest of Orcus, Male Clr5:** HD 5 (18 hp); AC 4 [15]; Atk 1 morningstar (1d6); Move 9; Save 11 (9 vs. paralysis and poison); AL C; CL/XP 5/240; Special: Cleric spells: 1st—*bles*, *doom*, *protection from good*; 2nd—*hold person*, *silence 15-ft. radius*. Gear: Chainmail, shield, morningstar, holy symbol of Orcus, prayer book, fine black robes emblazoned with the symbol of Orcus and a sack containing special item for sacrifice to Oracle (250 gp gem or beetlor heart).

**Orcs, Acolytes of Orcus, Male Clr2 (3):** HD 2 (8 hp); AC 4 [15]; Atk 1 heavy mace (1d6); Move 9; Save 14 (12 vs. paralysis and poison); AL C; CL/XP 2/30; Special: Cleric spells: 1st—*protection from good*. Gear: Chainmail, shield, heavy mace, 3 vials of unholy water, unholy symbol of Orcus, black robe emblazoned with the symbol of Orcus, a small sack with 4d10 gp.

### 3–7. Oracle Room

Inside this otherwise barren room is a small pentagram inscribed on the floor with a human skull in the center. When the party approaches, it rises

into midair and the eye sockets glow with a red flame. It then speaks: "I am the Oracle, possessor of all knowledge. Ask what you wish and you shall learn the answer you seek."

The Oracle—a disembodied human skull—answers one general knowledge question per week, and it usually answers truthfully, though cryptically. For serious questions, it demands a sacrifice to be placed within its pentagram and the item then disappears. It is Chaotic. The Oracle knows and can reveal all—for a price. It can be fed life levels, attribute points, gems, unique items or magic items. The Referee should decide what price is fair. Normally, 500 gp is required for answers to simple questions, 1,000 gp value or more for answers to difficult questions and 5,000 gp value or more for answers to extremely difficult questions, puzzles or command words. It can provide the command word to free the faerie dragon described above for 2,000 gp value. It considers any question about Rappan Athuk a simple question unless it pertains to a shielded room or item, which it considers a difficult question. There is nothing about Rappan Athuk it does not know. It does not, however, know its own name and fails to function thereafter if asked this question, since it searches forever to find the answer. If attacked, the oracle retaliates. It is seemingly impervious to attacks.

Though he knows it not, the Oracle's true name is Obares Sin. His origins antedate the arrival of the followers of Orcus long ago, so long that even he remember it but dimly. The secret to the Oracle's origins are further described in the introduction to **Level 3B**.

**"The Oracle":** HD 8 (48 hp); AC -1 [20]; Atk 1 beam (1d6 wisdom drain); Move 6; Save 8; CL/XP 12/2000; Special:

Wisdom drain beam, immune to ability loss, +3 or better weapon to hit, magic resistance (60%).

## 3–8. Traps

This area contains three **traps**, at each of the locations “A,” “B,” and “C,” as detailed below:

### 3–8A. Gold Piece Arrow Trap

It appears that a gold piece is lying on the floor at this location. When picked up, it pulls the string to which it is attached, firing 6 arrows—three from each side of the angled wall. Divide the attacks evenly for all in the area.

**Arrow Trap:** Attack as 10 HD monsters and score 1d6 points of damage.

### 3–8B. One-Way Stone Door

The door here is a one-way door. It can be passed freely heading west; but returning east the door is enchanted with a *wizard lock*, making return passage difficult without the use of magic. The door itself is made of stone.

### 3–8C. Flooding Pit Trap

This pit is 20 ft. deep, locking, and filled 10 ft. deep with water. Once sprung it immediately locks and can only be opened by a successful open doors roll or by destroying the stone lid. The room floods full of water to the top of the pit in 4 minutes. As if drowning weren’t bad enough, this pit also contains a **black skeleton**. The skeleton does not chase characters out of the pit. Characters fight at –5 in the water. The black skeleton is unaffected by the water. The chest on the far side of the room is empty and was left there to draw persons over the pit trap.

**Flooding Room Trap:** Room floods in 4 rounds.

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

## 3–9. Burial Room

The passage to this room reeks of rotting corpses. The large room beyond appears to have a smaller chamber set within it. The walls are lined with recesses containing smashed caskets. Bloody debris and rat corpses litter the room. In the flickering torchlight, the characters can see hunched human forms. This room is the lair of **12 ghouls**.

**Ghouls (12):** 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.

**Treasure:** A search reveals a total of 2,055 sp, 451 gp and 2 gems worth 20 gp each, a banded agate and hematite. In the most southwesterly alcove is a *+1 longsword*.

### 3–9A. Inset Room

This room is empty, but includes a **secret door** set in the floor beyond which is a ladder set into the wall leading down to area “B,” below.

### 3–9B. Secret Tomb

This room contains frescoes depicting a young elf. At the end of the room is a stone table on top of which is the **corpse** of an elf warrior maiden in chainmail. For some reason, this tomb has resisted the powers of Orcus to convert those buried here to his undead servants. Aside from the longsword and chainmail on the body, there is nothing of interest in the room. Lawful characters looting this tomb should lose 200 XP each and paladins lose twice that amount and should be required to do substantial penance for such an act. This room is not subject to wandering monsters and is a safe haven for the party to rest.