

Level 3A: “The Well” — Zelkor’s Lair

There is a reason why adventurers say “Don’t go down the Well.” The main inhabitant of this level is Zelkor, the once-good wizard who led the army of light against the fleeing priests of Orcus long ago. He has become a spectre (not a lich, as the rumors say) and he is extremely powerful. An aura of fear, darkness and dread lies over the whole level. See “Continuous Effects” in the sidebar. The map of this level is shown in **Map RA-3A**.

Stirge: HD 1+1 (5 hp each); AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL C; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Gas Spore: see the Appendix.

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.

Undead Ooze: HD 6 (20 hp); AC 9 [10]; Atk 1 strike (2d4 plus 1d6 cold); Move 9 (C9); Save 11; AL C; CL/XP 8/800; Special: Engulf, skeletons.

Juju Zombie: HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

Wight: HD 3; AC 5 [14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Tangtal: HD 6; AC 5 [14]; Atk 2 claws (1d6) and bite (1d4); Move 12; Save 11; AL N; CL/XP 7/600; Special: Triplicate images, surprise on 1-3 on 1d6 in darkness.

3A-I. Down “The Well”

As you descend through the darkness of the legendary well, the warnings of numerous adventurers resound in your mind: “*Don’t go down the Well.*” A group of bats surprises you and flies past you, into the sky above. A small cave appears to be opening below you at the end of the well. The entirety of the cave floor is covered in greenish-black water of unknown depth. Small objects float in the water. About three feet up from the water on either side of the cave are two small openings. There do not appear to be any other exits from this room—aside from the way you came in.

The well is 10 ft. in diameter and descends 90 ft. into a small cavern with two small, tunnel-like exits each about 3 ft. up the wall. The bottom of the well is covered in 2 ft. of green slimy water. Bits of human bones and wood float about in the water. The floor is quite slippery and footing is difficult due to all the bones and bits of armor, rusty metal and rotten filth that litters the bottom of the well beneath the water. Any movement in the cave requires a saving throw or the character falls into the brackish water, possibly extinguishing torches or light sources. The walls appear to have been clawed by some large monster, trying to climb out.

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Equivalent Dungeon Level: 9

Entrances: Shaft down from “the Well,” **Area G-4** on the **Ground Level**; **River** from **Level 3**.

Exits: **River to 6A**; stairs down from **Room 3A-9** to **level 4A**; passage beyond the cliff in **Room 3A-4** to **Level 7A**. Buried entrance to **Level 3B** in **Area 3A-1**.

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

- | | |
|------|---|
| 1 | 1d8 stirges (see Area 3A-5) |
| 2 | 1 gas spore |
| 3 | 3d6 giant rats |
| 4 | 1 undead ooze |
| 5 | 1d3 juju zombies that hang upside down from the ceiling and attack from above (see Area 3A-9) |
| 6 | 1d3 wights |
| 7 | 1d2 tangtals (see Area 3A-4) |
| 8-20 | No encounter |

Shielding: Room **3A-8** (Zelkor’s lair) is shielded with magic, preventing detection.

Detections: Zelkor is aware of anyone opening the secret in the south side of **Room 3A-7**. The level is permeated with evil. It is strongest from the southern half of the map. Since **Room 3A-8** is shielded, nothing is detectable from that direction.

Continuous Effects: The entirety of this level is subject to two magical effects. The first is an effect similar to a *fear* spell. Characters must make a saving throw upon entering the level. They must also make a similar save every time they take a major action—opening or passing through a door out of or into a numbered area, entering a pool, climbing a cliff, etc. Characters of 9th level or higher are not affected. Failure means that the character is reluctant to take the action (though he or she will if forced) and all his or her rolls are at -2. These effect last for the entire time the character remains on the level or until a *remove fear* is cast on the character. If all characters are afraid, Zelkor sends some of his minions (4 wights) to kill them. In addition, the entire level is covered with blanket of darkness—a spell causing all light sources to shed light at half its normal radius. Darkvision is unaffected. Because of this darkness, hide in shadows checks are made at +10% on this level against viewers not possessing darkvision.

Standard Features: The doors on this level are made of iron and are locked unless otherwise noted. The secret doors are made of stone and are of a much higher quality than normal.

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Side Tunnels: Small sized characters can enter either of the two tunnels without penalty. Medium characters must remove all but light armor to pass through the tunnels. Tower shields do not fit through the openings. The west tunnel remains small, requiring medium-sized creatures to stay in light armor and crouch as they travel, until they reach the area marked “A,” at which time the passage opens to a normal 8 feet high. The east passage opens up to normal height once the fork between **Areas 3A-2** and **3A-3**.

Buried ten feet beneath the silt and refuse at the bottom of a pool is a great, valve-like circular hatch eight feet in diameter made of solid mithral, enchanted with a permanent effect that blocks all spells of divination. The hatch bears an etching of a circle three feet in diameter at its center. Within the circle, a triangle has been etched, and where its three points touch the circle there are slots in the metal, about 1/8 inch wide and 1 inch long.

This portal bars the way into **Level 3B**, and is protected by powerful wards that prevent it from being damaged or bypassed magically. The only way past is by finding three daggers lost somewhere in Rappan Athuk. The daggers must be inserted, one to a slot, in order for the hatch to unseal— see **Level 3B** if this occurs for details as to the consequences.

Each of the slots is in effect a lock, and could be picked, with a penalty of -20%. Further, each lock must be picked simultaneously for the door to open.

The daggers are made of a mithral alloy, and each has a different colored gemstone set in its pommel: a ruby, a sapphire, and a topaz, respectively. The exact location of these daggers is left for the Referee to determine, but bear in mind that the level beyond is intended for 18th+ level characters. The Oracle of **Level 3, Area 3-7** knows the location of each blade, in case the PCs have not found them on their own. However, the Oracle is forbidden to speak of what lies beyond this hatch.

3A-2. The Claw-Shaped Cavern

Numerous side caverns branch off from this cave, making the shape of a twisted claw. The room has a large central column. Water drips from the stalactite-covered ceiling. Faint scraping sounds emanate from the cave roof. This is a large cavern with stalactites, stalagmites and **8 piercers** of two to four feet in length. They drop 2 rounds after the party enters the room.

Piercers: Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath. Those viewing a piercer have a 1 in 8 chance to discern its true nature (1 in 6 for dwarves); else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a saving throw to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers have a move of 3). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4

feet in length deal 2d6 points of damage (plus 1d6 acid damage). Those of 5 to 6 feet deal 3d6 points of damage (plus 1d6 acid damage) if they hit..

Treasure: Near the secret door in the third finger, is the corpse of a human. In his backpack are 3 oil flasks, 2 vials of holy water, some rotten food, a 60 ft. length of silk rope, thieves tools in a puzzle box (thief can open with his open locks ability, others have a 1 in 6 chance per turn of opening it or a 2 in 6 chance if their intelligence is 13 or higher) and a sack with 12 gp. On his left hand, which lays a few feet from the body, is a *ring of fire resistance*.

Secret Door: Once found, this secret door opens easily by pushing a hidden stone that works a counter-weight mechanism that must also be found.

3A-3. The Weird Room

Stone spikes protrude horizontally from all of the walls. The ceiling and floor are flat and devoid of stalactites. It is as if the cavern walls have been switched with the floor and ceiling.

This cavern has been recently horizontally faulted so that the stalactites and stalagmites point out horizontally from the walls. It has no monsters and no treasure. It slopes down into the middle, since this used to be the ceiling. If there is a wandering monster encounter in this room, the spikes may be used as weapons. Any creature thrown against them suffers an attack as per a spear attack that does double damage.

3A-4. The Rat Cliff and Tangtals

This passage opens into a very large cavern with hundreds of stalactites, though few stalagmites. The sound of running water comes from off in the distance. Eyes seem to watch the PCs as their torches reflect off of the room's walls. Several rats scurry by, and one pair of eyes seem to glow green of their own accord, though the creature remains hidden. Listening at the door reveals a purring sound, like a cat.

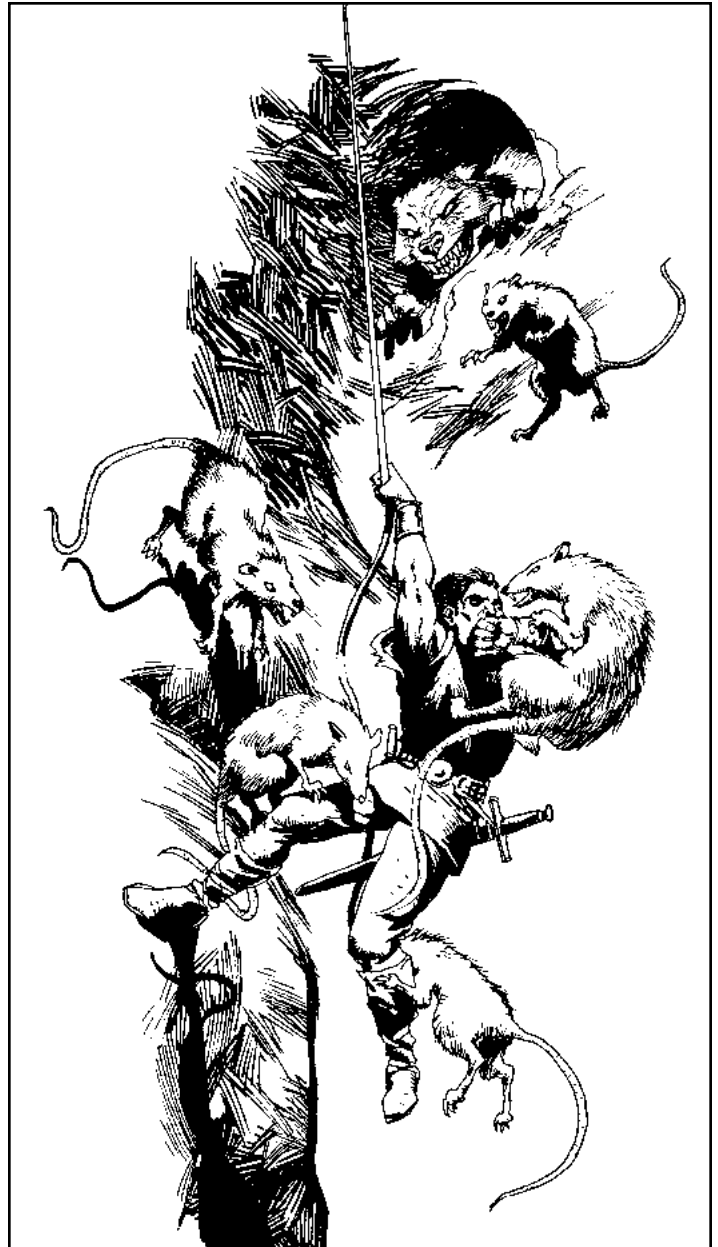
This room is a large cavern. It contains a cliff ledge that drops 90 ft. into 30 ft. of water. The cavern itself is filled with stalactites, but contains no piercers. Numerous small caves and tunnels line the walls. Some of these interconnect, and allow the displacer beasts and rats that inhabit this room to nest. Within the room are 8 displacer beasts that inhabit the upper portion of the room, and feed on the hundreds of normal rats that move about the cliff. The tangtals lurk in the shadows and wait until the party is near the ledge before they attack, hoping to strike from the flank of a surprised party.

Tangtals (8): HD 6; AC 5 [14]; Atk 2 claws (1d6) and bite (1d4); Move 12; Save 11; AI N; CL/XP 7/600; Special: Triplicate images, surprise on 1-3 on 1d6 in darkness.

Treasure: Some strange fungus grows in the northeast corner of the cavern, which has the ability to give a humanoid creature that eats it darkvision for 4 hours per use. It can be found and harvested on a roll of 1 on 1d6 (for one hour of searching) or a 2 in 6 chance for dwarves and rangers). There is enough fungus for 16 uses.

The Cliff: The cliff edge itself is dotted with iron spikes, gnawed ropes and a pair of skeletons picked clean by the rats. The rats attack anything attempting to climb the cliff face. **2d6 normal rats** attack each climbing PC while they are on a rope or climbing the cliff. Any rope has a 1-4 on 1d20 chance per round of being chewed through by the attacking rats. It takes 6 rounds to descend the cliff on a rope and 18 rounds to ascend.

Rats (100+): HD 1 hp; AC 7 [12]; Atk 1 bite (1); Move 12 (C12); Save 18; AL N; CL/XP A/5; Special: 5% are diseased.



The Bottom of the Cliff: At the bottom of the cliff is a 30 ft. deep pool of stagnant water. 30 ft. away from the cliff, across the water, is a sandy beach with a door, beyond which is a passage leading to **level 7A**. Anyone in the water has 4 rounds to cross it before a **black pudding** attacks, unless they are dropped in the water in which case this time is cut in half. Falling from over 20 ft. means they are attacked immediately.

Black Pudding: HD 10 (45 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Treasure: Among a pile of bones in the southeast corner of the pool is the treasure. It consists of a gold plated helmet worth 250 gp, a silver ring worth 10 gp, a jeweled belt worth 400 gp, and a silver dagger in a platinum sheath worth 800 gp.

3A-5. Stirge Room

A large, still pool of black water stands in the center of this room. The cavern is filled with extraordinarily large stalactites and stalagmites, many of which have formed large columns. Water drips into the pool from

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the stone above. There is a horrible whirring noise, like that of gigantic mosquitoes, and several bat-like creatures attack!

This large cavern is adorned with large stalactites and stalagmites with a pool of dark water at its center. It is inhabited by **21 stirges**. However, only 1d6 stirges attack per 6 rounds spent in this room, unless they are stirred up or a great amount of noise is made. The pool is 120 ft. deep, with sheer sides, though it has a ledge 10 ft. below the water surface on the south end that contains a passage to **Room 3A-9**. This passage can be seen by those examining the pool from the cave. Anyone attempting to swim from this room to **Room 3A-9** finds the swim an easy one. Any character attempting this swim must make a saving throw versus fear as described in "Continuous Effects" in the sidebar.

Stirges (21): HD 1+1 (5 hp each); AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Treasure: Three totally drained bodies lie near the door on the south side of the room, leading to **Area 3A-6**. The first is a dwarf in chainmail with a pack containing: 6 goblin scalps, 11 torches, 2 oil flasks and a case made of iron containing an *arrow +1/+4 vs. giants*. His axe is on his belt, and a shattered short bow lies next to him. The second body is a human dressed in leather armor with a bandoleer of 6 daggers and a pack containing a bullseye lantern and 8 candles, 3 large sacks, and 20 feet of silken rope. He wears *boots of elvenkind*. The last figure is a human dressed in robes, wearing a pack containing 12 sheets of paper, 2 vials of ink. His purse contains 11 gp and a 100 gp pearl.

3A-6. Undead Menace

The twisting cavern corridor opens to a series of small alcoves. Torchlight cannot penetrate the darkness of these niches. As the PCs draw closer, black skeletons emerge from the alcoves, shrieking in an arcane language as they attack!

These alcoves each contain a false black skeleton (8 total) which are simply normal skeletons painted black, with a minor enchantment allowing limited spell casting. Their attack triggers a fear check, as described in "Continuous Effects" in the sidebar.

Skeletons, False Black (8): HD 1 (5 hp each); AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Attacks cause *fear*, immune to sleep and charm.

Blocked Passage: There is a rubble wall blocking entrance to the passage to **Room 3A-7**. It requires 4 characters working for 30 minutes to clear a crawl space, three times as long to clear the passage completely. Roll one wandering monster check for every 15 minutes of noisy digging.

3A-7. The Pool Room

This cavern is huge. Running water can be heard nearby. As the PCs enter, they see a cut symmetrical pool of water, with a river running in one side and out the other. The cavern walls reflect a myriad of iridescent colors, dancing off of the walls in their torchlight. Across the pool to the



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south, where the river enters the pool, are two large blue stone platforms, fully 8 ft. tall and 12 ft. long. Corpses rest on them.

This room is composed of dark stone interwoven with psychedelically colored pegmatite mineral deposits. The minerals are quite worthless (only 20 sp per ton) though they are rather interesting, as reflected light glimmers with rainbow hues. The swimming pool is 20 ft. deep in the base of the “T” and 40 ft. deep in the top of the “T.”

The river flows into this room from **Level 3, room 3–2**. The current in the river and the pool is very strong, requiring an open doors check to swim 5 ft. against the current. Swimming in the pool or river for more than 1 minute requires a saving throw for each additional minute of swimming. Any character failing this save begins to drown and is washed downstream. Anyone washed downstream must make a saving throw or be knocked out by the rocky course of the river and drown. This stream joins up with the other branch of the river from Level 3 and then opens up on level 6A some 20 minutes later.

Across the river, near the pool entrance, are the two stone platforms made of blue streaked black stone upon which rest two perfectly preserved bodies of old men with long white hair and beards. Once the room is entered, both bodies begin spewing forth black vaporous mists from their mouths. These vaporous mists are **2 wraiths**. Because of the evil of the level, turning attempts against both wraiths suffer a -2 penalty.

Wraiths (2): HD 4; AC 3 [16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

Cliff to Doom: The cliff in the southwest corner of the room drops down 40 ft. at a 70-degree angle. At the bottom of the cliff are large chunks of rock with a permanent illusion cast on them to make them appear to be made of gold, which fades if exposed to sunlight. The party could literally spend weeks hauling it all out as it weighs approximately 14 tons in total. Zelkor sends his iron golems to attack anyone spending over one day in this area.

Secret Door: The secret door at the bottom of the cliff is difficult to find (1 in 10, or 2 in 10 for elves). Once found, it is locked. Opening the secret door triggers a silent alarm in **Room 3A–8**.

3A–8. The Lair of Zelkor

Passing through the corridor from **Room 3A–7** to **Room 3A–8** requires a save against the fear effect as described under “Continuous Effects” in the sidebar.

Secret Door to Zelkor’s Lair: A search at the end of the corridor reveals a small panel with three holes approximately arm-sized. Magical runes (requiring *read magic*) instruct the reader to insert his arm into a hole. They also state that anyone opening this door will have his hand cut off. It requires a *fear* check as described under “Continuous Effects” in the sidebar to place a hand in one of the holes. In addition to the results described above, a player failing this save will not put his arm in any of the holes until the fear is removed.

The holes are **trapped**. The left and center holes have levers at the end that if pulled cut off the manipulator’s hand. Pulling the lever in the right-hand hole opens the secret door and sets off a second silent *alarm* spell in **Room 3A–8**. There is no way, other than trial and error, to learn which of the three levers opens the secret door. Any attempt to disable the trap requires the person attempting to disable it to insert their hand into one of the holes. Two rounds after the secret door is opened, it closes. From the inside, the door can only be opened either by Zelkor or by a *dispel magic* spell (caster level 9th) which allows the door to be opened for 5 rounds. A *knock* spell has no effect on the door.

Arm Chopper Trap: Scything blade (4d6 damage) cuts subject’s hand cut off at mid wrist, permanently reducing dexterity by 4 until limb is restored. Failure to successfully remove the trap results in the person attempting to disable

the trap losing his or her hand, unless attempting to disable the device from the right-hand hole)

Once the secret door is opened and the party enters the room, read the following text:

The walls and ceiling are a glossy black stone. At the far end of the room, white stone stairs lead down into a lowered area. You cannot see the floor of the lowered area from where you stand. Four 12 ft. tall iron statues of warriors in armor carrying large swords stand guard in the four corners of the room—two in the upper level and two in the lower portion of the room. The statues are very well made and appear almost alive. The two statues furthest away from you appear somewhat rusty, though the two nearest show no signs of wear. You feel a darkness taking hold of your very soul as the two statues near you exhale a greenish gas.

This area is the lair of **Zelkor**, who was once a good-aligned archmage of some renown. During his quest to drive the evil from this place, he was captured by the evil priests, tortured and eventually slain by Nodroj the spectre once he agreed to worship of Orcus. He retains some of his powers though his alignment has irrevocably shifted to chaos. Zelkor very much enjoys his new life, taking wicked glee in using his new evil powers. Read this encounter very carefully before you attempt to run this portion of the adventure.

All of the walls, ceiling and floors of this room are glossy black, except for the stairs leading down to the crypt which are white in color. The two iron statues closest to the entrance are **iron golems**. These monsters attack as soon as the party enters the room. They radiate magic even before they animate. The other two statues are identical but non-animating. Even worse, once the golems breathe, Zelkor begins his attack.

Tactics: The golems breathe and attack. Zelkor is highly intelligent and does not materialize in spectre form unless his other attacks fail. He uses *magic jar* on the strongest looking fighter in the party. Avoidance of this possession requires a saving throw. Note that if a save is made, that person is thereafter immune to possession from Zelkor’s *magic jar* spell. Zelkor commands his golems to attack any person who saves against his *magic jar*. If successful in taking control of someone, Zelkor uses them to attack spellcasters in the party. When the first possessed body dies, he uses his next action to possess another body. One of his favorite tactics is to possess a person and make them stand in front of the golems and inhale deeply—subjecting them to the gas and letting the golems destroy them. He tries to kill each character in turn and then returns to his jar for another attempt. Only if the party reaches his crystal box and opens it (which is nearly impossible due to the number of traps on the boxes) does he materialize and attack as a spectre. Since Zelkor’s golems are healed by fire, Zelkor enjoys casting a *wall of fire* around the party and the golems so that his golems can move into and out of the wall to be healed as they require. Zelkor also casts *fireballs* at the party—healing his golems and damaging the party at the same time. He may also cast *cloudkill* from a scroll at the party since his golems are immune. It should be nearly impossible for any but the highest level party to defeat Zelkor.

Iron Golems (2): HD 20 (80 hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Zelkor the Spectre-Mage, Magic-User Lvl 9: HD 7 (42 hp); AC 2 [17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 11/1700; Special: Drain 2 levels with hit, immune to non-magical weapons, magic-user spells (4/3/3/2/1).

Treasure: If not used in combat, Zelkor has a *scroll of cloudkill* in his possession. In Zelkor’s crypt—located in the lowered portion of the room to the north—is a box made of ebony (2 ft. by 2 ft. by 2 ft.) worth

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1,100 gp. The box is locked and trapped with a poison needle trap and a *cloudkill* trap.

Poison Needle Trap: Wyvern poison, save or die.

Cloudkill Trap: *Cloudkill* as though cast by a 9th level magic-user.

The ebony box contains 720 gp in a silken bag and a small crystal box worth 1,000 gp. The crystal box is trapped with a *lightning bolt* trap. The trap is triggered by anyone touching the box.

Lightning Bolt Trap: *Lightning bolt* as cast by an 9th level magic-user (9d6 points of damage).

The crystal box contains several items including:

- A potion testing stick (red equals poison, blue equals magic, white equals neither)
- A miniature sword (the size of a toothpick) which enlarges to a longsword when the word “Azathar” is spoken and shrinks again when the word “Torizuth” is spoken.
- A *potion of heroism*.
- A crystal ball (non-magical).
- A *wand of monster summoning V* with 4 charges (command word: “Gurth-a’rajur”)

Last but not least there is a beautiful 10,000 gp peridot gem which serves as Zelkor’s magic jar. If the *magic jar* is destroyed, any soul within is lost forever—irrevocably.

Underneath the crypt are Zelkor’s spellbooks (1 each of levels 1–5) and perhaps two even more important works: A manual of iron golem creation trapped with a *fireball* (9d6), and his journal. Of course, the *fireball* more than likely destroys the books—books failing a saving throw (18) are destroyed.

His spell books contain all of his memorized spells (Referee’s choice) plus: *monster summoning I–VI*, *teleport*, *charm monster*, *wizard eye*, *tongues*, *fireball*, *fly*, *fog cloud*, *darkness 15-ft radius*, *strength*, *knock*, *charm person*, *cause fear* and *read magic*.

Zelkor’s Journal contains many informative tidbits about Rappan Athuk (roll 10 times on the rumor list). In addition, it tells of the phase minotaurs on **level 7A** and the confusion gas in the maze which he notes is unavoidable; it discusses his plans to capture a rust monster and charm him to use against his enemies on a cavernous level nearby; and finally it tells that he is looking for Akbeth so that he can ask her where she hid her ring.

3A–9. Juju Means Bad Luck, Mon

As the PCs break through the surface of the water and they see six tattooed men gathered around in a circle. They seem to be upset about something. Their eyes, mouths and even ears have been sewn shut. All anyone can hear now is the mumbled sound of their speech. They seem to be saying one word over and over, “*brains... braaaaaains...*”

The creatures are **6 juju zombies**. These tortured creatures were warriors of light who refused to join the army of evil. Their mouths and eyes were sewn closed by evil priests while they were alive and then sacrificed to Orcus. Against their will, they are now undead creatures. They attack without hesitation, their tortured consciences suffering with every evil act their bodies commit. They pursue creatures throughout the dungeon, and can climb walls with amazing ability, often dropping from above.

Juju Zombies (6): HD 3; AC 2 [17]; Atk 1 weapon or fists (1d6); Move 12; Save 14; AL C; CL/XP 5/240; Special: +1 or better weapon to hit, immunity to electricity and cold, immunity to magic missile, resistance to fire (50%).

Exits from this room: The pool of water leads back to **Room 3A–5**; The door on the west wall is ajar and leads to stairs down to **Level 4A** is ajar; the door on the east wall leading to **Room 3A–10** is locked

3A–10. Gatehouse

Four doors stand suspended in this room 2 ft. off the floor, apparently unsupported. All of these doors are magical portals. The northeast portal leads to a small grove 5 miles from Fairhill (see the **Necromancer Games** product *The Crucible of Freya*) and is one-way. The northwest portal leads to an oasis between the two statues of the Numenorean gods, approximately 400 miles to the south in the southern desert—this gate is two-way (and can be used as a means of transport to a future **Frog God Games** product—*The Sword of Air*). The southeast door is a one-way gate to the Upper Temple of Orcus on **Level 4, Area 4–1**. This portal is a good means of launching a surprise attack on the evil temple on that level. The southwest door leads to **Level 6A—The Lair of the Spider Queen, Area 6A–4**.