

# Level 3B: Down the Well

This level is both difficult to find and extremely deadly. It is a vault holding a weapon of great power, placed here in a time before the coming of the followers of Orcus, and has been disturbed only a few times in recent history. Finding the vault accidentally through its hidden entrance on **Level 3A** is unlikely; opening it is even more difficult. And those who do survive its perils may unwittingly unleash a great threat to the world at large in their overeager delvings. Such are the perils of adventuring. The map of this level is shown in **Map RA-3B**.

## Dungeon Level Background

This lost vault was created millennia ago. At that time two great powers were at war. One group lived by the sword and axe, overwhelming their foes with countless numbers, and believing in rule through strength and merit. Their symbol was the bloody sword. The other group was much smaller, and believed in a unified principle of body, mind and soul at harmony with one another. They had great magic at their command, including sorcerous access to druidic magic in a manner long lost since that time. Their symbol, a triangle within a circle, symbolized their core belief in a three-fold harmony.

In their war, both sides marshaled weapons of great destructive force; many of these have been lost, but some still remain, whispered in legend or preserved as artifacts and relics of unknown or mistaken provenance. One of these, long lost to scholars and bards alike, is a terrible creation of the followers of the three-fold path. Using their abilities to command nature, magic, and the body, they bred a fearsome living juggernaut of destruction, one which would make the tarrasque of later years seem tame by comparison. This creature they housed in a vault hidden in the extensive network of caves that would eventually become Rappan Athuk. They placed guardians over the beast, and also housed several other lesser, but still terrible weapons to be used in their war as final options if things went against them.

Their primary creation, known only as the Ravager, they placed in hibernation in a stasis field, to be preserved against the day when it would be needed. And there it has remained, guarded by a gauntlet of traps and undead servitors, from that day to this, sleeping restlessly through the ages.

The arrival of the followers of Orcus did not initially disturb the vault. It was concealed well enough that they did not even realize it was there. However, as Orcus' power waxed strong within the dungeon, his dark thoughts brushed against the defenses of the vault, and ultimately invaded them in the form of a hairline crack of jet black stone that has served to weaken the wards in place around the Ravager. His touch has tainted those wards, disturbing the Ravager's rest, and tainting its nature. It also upset the stasis field, so that although the Ravager continued to sleep, it grew pregnant, giving birth to spawn slowly over the years even as it slumbered.

At the behest of their demon-god, the priests of Orcus mounted an expedition to penetrate the vault and loot it. None of them returned, but their master discovered enough to disturb even him—a weapon of such great potency that it could ravage the face of the planet, but also one that he could not control, and which might be turned against him.

The raid by the Orcus priests did have one unforeseen consequence. One of the spawn of the Ravager was awakened in the battle outside their crypt, and won free of the wards. Clawing through the surviving intruders, it fled through the dungeon, warding or fighting through traps placed to slow its parent, and ultimately won free into Rappan Athuk. There it clawed its way up out of the well, and began a spree of wanton destruction that lasted several years until it was put down by an adventurer named Mailliw Catspar and his band.

After defeating it, the doughty warrior tracked it back to Rappan Athuk, and noting the claw marks in the shaft of the well (which are still present to this day) left by the beast he defeated, he and his comrades descended into the dungeon, entered the vault—and were never seen again.

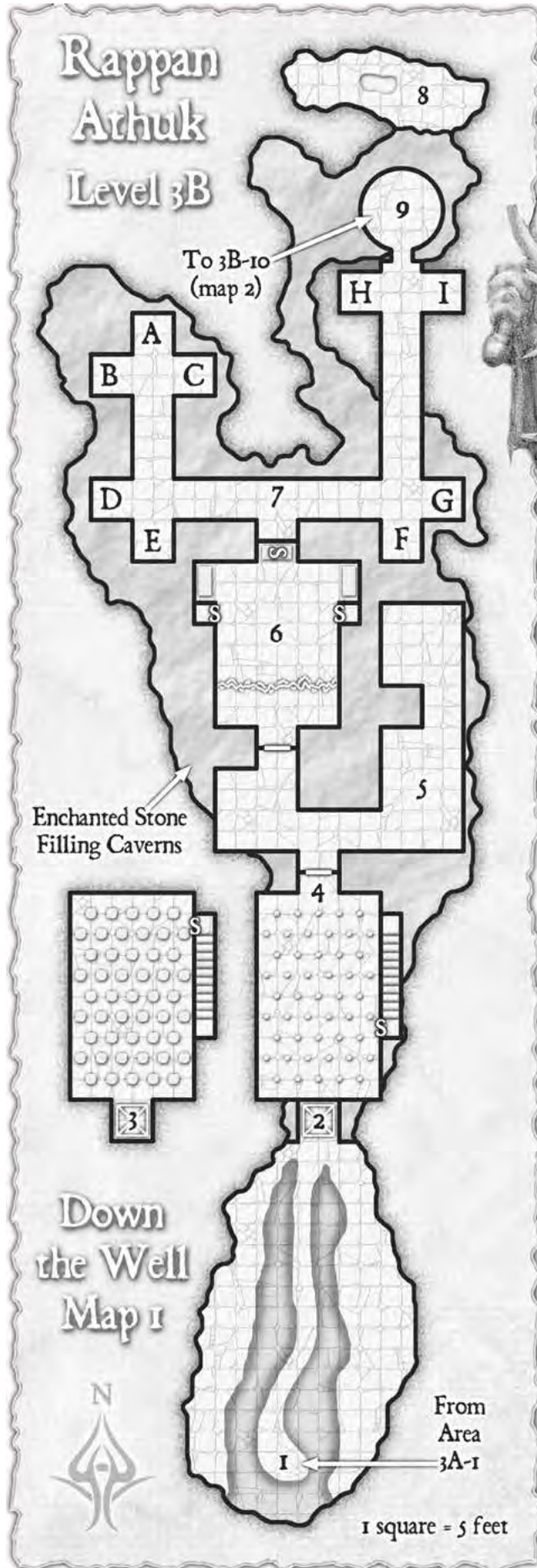
Since then, the Ravager has slept restlessly within its wards; its dreams have been disturbed by dark and bloody visions of destruction fueled by the taint of Orcus, and it is only a matter of time before it awakens, to emerge and unleash a swath of destruction so vast that the world will be forever changed, or lost.

The ancient people who first bred the Ravager were aware of the danger it presented should it escape, and emplaced a number of safeguards to prevent this. First, they entrusted a custodian named Amurru to watch over the vault and the wards, and they granted him the assistance of many powerful spellcasters to aid him. They also emplaced weapons that might be used against the Ravager, should it awaken uncontrolled, and built means within the vault to slow the Ravager's progress should it be freed, and allow anyone within the complex time to escape and prepare to defeat it.

In the years that passed, Amurru and his comrades died, yet lived on in undeath, sworn to their charge for so long as it remained in their care. Eventually they lost contact with their people on the surface. Fearing that all memory of the vault would be lost, Amurru entrusted one of their number, the sorcerer Obares Sin, to leave the dungeon but remain forever nearby, to provide information on the vault to those who seek it. Injunctions were placed upon him and he was set loose; he dwells today as the Oracle in Rappan Athuk, having rested there so long he has forgotten his own name.

## Finding the Vault

There are a number of ways adventurers might discover and enter **Level 3B**. First, they may find it simply through thorough exploration, and find a means to penetrate it. Second, they may find one of the keys to the vault door (see below), and through magical inquiry locate the door to which they go. Third, they may be sent in quest of the vault specifically, after a vision or prophecy reveals that a terrible menace will soon arise from the earth if it is not stopped. Finally, the wards around the Ravager may have weakened so much that another of its offspring awakens and wins free; in this case they may follow in the footsteps of the adventurer Mailliw and track it back to this level, seeking its origins.



# Entering the Vault

The vault entrance is located in **Area 3A-1**, buried beneath ten feet of silt at the bottom of a pool of water, directly beneath the well entrance on the surface. The door itself can only be opened when three keys are inserted and turned simultaneously. These three keys resemble daggers made of some unknown mithral alloy, and are capped with a colored gem in their pommels: a star sapphire, a star ruby, and an oriental topaz (also known as a yellow star sapphire). In addition to their function as keys and wards within the vault, each dagger is a +2 *magical weapon* with an additional property: returns to hand when thrown (red gem), extra attack (blue gem), and dancing (yellow gem). Finally, so long as the Ravager remains imprisoned and the vault sealed, the daggers are effectively indestructible.

Further information on the vault door is contained in the entry for **Area 3A-1**. Information on what occurs when the door is opened is detailed in **Area 3B-1**.

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**Equivalent Dungeon Level:** 17+

**Detections:** The crystal-laced stone radiates intense magic of all schools. Otherwise, there are no uniform magic auras blanketing the complex.

**Shielding:** Protected by 9th-level magic vs. scrying and teleportation into and out of complex; this protection is imbued within the stonework lining the complex walls. *Teleportation* and *scrying* within the complex works normally, so long as one does not attempt to penetrate through the warded stone.

**Construction:** Walls, floor, ceiling built of dark gray limestone lined with veins of red, blue, and yellow crystalline deposits that give it a glittery rainbow look; this stonework is sometimes hidden beneath a surface façade, but is always there. Should the stone be breached, those within can leave the shielded areas and teleport out normally. The stone repairs itself in 6 minutes.

The magic of the stone gradually leaches air from the surrounding area, eventually turning the entire complex into a vacuum. This is an intentional part of its design. When the vault door is opened and air floods in, it triggers the **first trap** (see **Area 3B-1** below), and activates many of the other traps deeper within the complex.

Should the vault door be sealed, the air within the vault once again thins until it has become an airless void, a process that takes approximately a week.

**Doors:** The complex holds two major types of door: vault doors, and secret doors built of the magic stone described above. The vault doors are composed of a magically hardened alloy similar to mithral, giving them immunity to all spells and supernatural effects, 100% resistance to fire, lightning and cold, and immunity to rust. Further, while the regenerating stonework of the complex remains viable, the vault doors repair damage at the same rate.

The anti-scrying properties of the rock prevent the secret doors from being detected magically.

## 3B-1. Vacuum Slide

If the valve-like hatch in **Area 3A-1** is unsealed, it opens violently downwards on recessed hinges, and the vacuum beyond sucks all in that room through to **3B-2**. Characters may make an open doors check to avoid being hauled through, and anyone wise enough to secure anchor themselves beforehand can avoid this fate.

Once the vault door has been opened, the three dagger keys used to unlock it can be easily retrieved from their slots. The vault hatch can then be closed from beneath with a successful open doors check, and a wheel on its underside allows it to be reopened with no difficulty.

The hatch opens into a large, rocky cavern, with a slightly concave stone ramp dropping rapidly northeast, running through the center of the room. The chamber is airless, so when the hatch is opened, air is pulled in from **Level 3A** and down through the well shaft into the chamber, filling it in a round. It also sucks anyone near the opening onto the slide.

Those on the ramp are allowed a saving throw to flip off to one side or the other before reaching the bottom, where a pit gapes open. Those rolling off the side suffer 6d6 points of falling damage as they land on the jagged rubble on the ground. Those failing the saving throw or not attempting to roll off the ramp fall into the pit at **3B-3** and take 3d6 points of damage from the fall. The pit lid then closes and locks in place (see below).

Walking on the rubble lining the sides of the cavern slows movement to 1/4 and requires a saving throw at +5 to save to avoid twisting or breaking an ankle, which causes 2d6 points of damage and slows walking speed by half until the damage is healed.

**Vault Door Suction Trap:** Sucks all in room into area beyond (open doors avoids if something can be used as an anchor); This trap cannot be found or disabled, for it depends upon the airlessness of the area beyond for its effect, which cannot be accessed without opening the vault door and setting off the trap

## 3B-2. Vacuum Pit

The vacuum held this pit open, through a mechanism buried within the stonework. Once air floods into the complex, the suction releases its hold, and a 2-ton slab of stone swings down to cover the pit—and reveal the doorway it had been blocking. Once it touches down, it locks into place, and the pit lid does not release until the chamber is once again drained of air, a process that takes one week, assuming the vault door is shut and sealed. The pit drops 30 ft. into **3B-5**. Those falling into the pit suffer 3d6 damage.

The pit lid is **trapped** with a magical glyph on its underside that activates casting *Finger of Death* only if the stone is damaged in any way. The glyph is a permanent part of the stone lid, and regenerates just as the lid does.

## 3B-3. The Lower Chamber of Pillars

This lower chamber lies 30 ft. directly beneath the Upper Chamber, **Area 3B04**. Those who fall through the pit at the end of the slide are deposited at one end of it. The chamber height is only 4 ft., and it is filled with staggered rows of stone pillars 2 ft. square, with 3 ft. gaps between them.

The chamber is guarded by **9 wraiths**, that attack anyone entering the chamber, through the pit or otherwise.

**Wraiths (9):** HD 4 (24 hp each); 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.

**Tactics:** The wraiths use the pillars and low ceiling to their advantage to gain a -2 [+2] bonus to AC against attacks. Because of the cramped

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quarters, two-handed swords and axes cannot be wielded at all. Corporeal creatures taller than 4 feet suffer a –2 penalty to attack rolls due to the need to crouch, and move at half speed. Creatures more than 8 feet tall must crawl, move at quarter speed, lose any dexterity bonus to AC, and suffer a –3 penalty to attack rolls. Anything larger cannot fit into the chamber.

In the east wall, a **secret door** opens onto a set of spiral stairs leading up to **Area 3B-4**.

### 3B-4. The Upper Chamber of Pillars

The room beyond the door is filled with circular steel pillars 1 ft. in diameter set in staggered rows 5 ft. apart. At the far end of the room is another vault door, this one set with a circular wheel. If the wheel is cranked counterclockwise, all the metal pillars descend 1 ft. for every revolution of the wheel. Cranking the wheel requires one open doors check per revolution. For the door to open, the wheel must be turned 12 times, which causes the pillars to fully lower into the floor and lock into place. After 4 turnings, the tops of the pillars are revealed, where they taper to sharp points like upward-pointing spears. If the wheel is released before 12 revolutions, the wheel whips back to its original position, slamming the pillars into the ceiling. Once the pillars have locked in place, bolts within the mithral hatch release, and the door swings open.

Opening the vault door in effect transforms this chamber into a trap designed to snare gargantuan creatures. It activates if more than 8 tons of weight are applied to the floor, which causes the vault door to slam shut and the sharpened pillars to stab upward.

Creatures in the chamber when this happens are effectively attacked by one pillar (4 for giant-sized creatures, 9 for large dragon-sized creatures, etc.). Further, those struck must make a saving throw, or be pinned to the ceiling.

**Steel Pillar Trap:** Atk as 20 HD creature that deals 10d10 points of damage.

In the east wall, a **one-way secret door** opens into the room from the secret staircase up from **Area 3B-4**. Finding the secret door on this side is very difficult (1 in 10 chance, 2 in 10 for elves), and it cannot be opened without magic or brute strength from this side.

**Development:** Should the Ravager be caught in here, the spears impale it, pinning it to the ceiling, which requires it to rip the steel pillars apart to break free. This process takes two rounds per pillar. It then rests until it has at least 3/4 of its hit points back, and continues its bid for the surface. The Ravager's offspring each weigh approximately 2 tons, so it takes four of them in the chamber to set off the trap.

### 3B-5. Hall of False Offerings

This area is used to store offerings, supposedly burial goods for those interred in the **Crypt of Floating Skulls** beyond. This is intended as camouflage, to disguise the level as a simple burial chamber for some important official or ruler of ancient times. The offerings are real, though some have been damaged. Other items were looted, but after the previous intruders met their doom deeper in the vault, Amurru restored them to their rightful place in this chamber.

Access to **3B-6** is blocked by another vault door, set with a wheel. The door can be opened by simply turning the wheel one full rotation clockwise. Like the hatch at **3B-1**, the area beyond this door is a vacuum, so once the door is opened, it slams into the room beyond, sucking those in this hall into the room beyond if they fail an open doors check to grab something solid and hold on. Characters with any wisdom rope themselves together and tie themselves down before opening it.

**Vault Door Suction Trap:** Sucks all in hall into the violet energy field in the area beyond, (saving throw avoids if something can be used as an anchor, those sucked through take 10d10 points of damage). This trap cannot be found or disabled, for it depends upon the airlessness of the area beyond for its effect.

### 3B-6. Crypt of the Floating Skulls

Beyond the vault door, a wall of crackling violet energy separates the entry from deeper into the room. This is a *brilliant energy* field that acts similar to the weapon property — all nonliving material passes through it unharmed, but living tissue is cut into one inch square cubes by it. Anyone attempting to move through it suffers 10d10 points of damage, typically emerging on the far side as fleshy cubes still contained within intact garments and armor. A hidden lever inside a secret panel deactivates the field. Otherwise, inflicting at least 120 points of damage to the surrounding stonework disrupts the field. Remember that the stonework self-repairs; once it has repaired to 120 hit points, the energy field reactivates.

Beyond the field, the chamber opens into a crypt, with three stone plinths upon which rest bodies. PCs may notice that the skulls of the ones to left and right are missing. The body at the end looks fully preserved, wearing platemail with a two-handed sword across its chest.

PCs may also wonder why the dust/bones were not disturbed when the vault door was opened and air rushed in. This is due to the fact that each set of remains is protected by a *wall of force*.

If any of the *walls of force* or the plinths is touched, two panels slide open in the side walls, and a pair of floating skulls emerge, with gems in their eye sockets and taking the place of their teeth. Though these skulls resemble demiliches, they are in fact powerful illusions, designed to scare away would be looters.

Anyone interacting with them, or spending one round studying them, requires a successful saving throw to recognize them for what they are; this is considered a 9th level spell effect created by a 20th level magic-user.

Assuming they are not disbelieved, the demilich apparitions unleash their death wails, then start imprisoning the soul of the intruders; see **Area 3B-20C** below for more details on their tactics. Any PC that succumbs to their attacks falls to the ground in a catatonic state, which lasts until the effect has been dispelled from them. Should the entire party fall victim to these illusions, Amurru in **Area 3B-13** arrives within 24 hours to slay slumbering intruders, collect the bodies, and return with them and their gear to **Area 3B-18**.

Once the illusions have been dealt with, PCs may explore the area more thoroughly. None of the remains is magical or remarkable in any way. However, beneath that body (magically preserved) is a secret trapdoor which leads down beneath the vault and into the area beyond.

The body is that of an ancient warrior of the three-fold path. His spirit has long departed, and the body warded against speak with dead effects.

**Secret Door:** The secret door is difficult to find and is locked.

### New Spell: Wall of Force

**Spell Level:** Magic-User, 5th Level

**Range:** 60 feet

**Duration:** Permanent until dispelled

The wall of force conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall) or 100 feet long (in which case it would be only 10 feet tall).

The wall of force is completely transparent and has the same strength as stone.

## 3B-7. The Memorial Gallery

The walls are scribed with thousands of names in ancient, dead language related to Druidic; these are people who lost their lives in the long ago war, recorded here as a memorial. This area also serves as a repository for a number of devices from that long ago war.

In each 10 ft. alcove is a pedestal of white marble, smooth and featureless. Atop each is a different item. In all cases, the items are surrounded by permanent **prismatic spheres**. The contents of each alcove are as follows:

**A.** Weapon with a blade of obvious quality, shining silver and sleek, and a handle of polished duskwood. The weapon identifies as a +3 *weapon*, preferably of a type wielded by one of the party's main fighters (adjust as needed to suit power level of your campaign—it should be a nice plum, but not wildly overpowered). In actuality, it is a *cursed +1 weapon* that drains 1 point of constitution every round it is wielded in battle. The wielder does not realize the blade is responsible for the loss, though others might notice the weakening as the constitution loss mounts. This cursed blade has been deliberately placed here as a trap for looters.

**B.** A rod of reddish metal, etched with arcane runes related to fire and evocation. This is a *rod of meteor swarm* with 3 charges.

**C.** A golden necklace on a marble bust. The necklace is set with mithral plaques bearing sigils of power and puissance. This jewelry is the *necklace of ultimate command*. It provides its wearer an effective 18 charisma and a +2 bonus to all saves against fear or charm effects. However, the necklace has a drawback: when worn, it induces a sense of megalomania in the wearer (requiring a saving throw when first donned, and every hour it is worn). Victims of this effect believe that all others must bow to their will, and that none can stand against them. Because of this effect, the *necklace of ultimate command* was only employed in the direst of circumstances to rally despairing troops before important battles. The megalomania effect suffered by the wearer can only be removed by a *wish* spell, and then only if the necklace is first removed and never worn again.

**D.** The item on this pedestal resembles a square glass bottle 1 ft. tall, filled with murky darkness. If the stopper is removed, a **wraith** emerges. The opener may attempt to make a turn undead attempt to gain control of it, provided he is a chaotic cleric. If control is not gained, the wraith begins to attack any living creature nearby. The bottle continues to produce one wraith every 1d3 rounds, and can produce a maximum of 20 total. However, any wraiths that are destroyed re-manifest in the bottle 1 round later. If destroyed, any wraiths contained within the bottle are freed at once.

**Wraith:** HD 4 (24 hp); 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.

**E.** A strange contraption rests here, resembling a sphere encircled by several bands that can rotate on an axis around it. When activated the bands start to spin, and the device causes insanity (as the *confusion* spell) in all animals and vermin in a 100 ft. radius spread. Every round the device remains active, the radius increases by 10 ft., until it covers a half-mile radius. This device was created to inflict panic in enemy cavalry, or to turn nature against their foes. It was seldom employed because, to be most effective, it would have to be placed in the midst of enemy troops, and they did not want to run the risk of their enemies getting a hold of it and turning it against them.

**F.** Within the *prismatic sphere* on this pillar is no object, but simply a glowing field of energy. It is part of an ancient enchantment used in the creation of artifacts — an art lost millennia ago. If an item is placed on the pedestal and left for 24 hours, the field is absorbed into the object, and it gains lesser artifact status. How the new artifact is subsequently used influences its development as it grows into a full artifact. If it is used in a

manner noble and just, it becomes an artifact of Law; if the person using it is chaotic or betrays another, it will become a corrupting artifact. The exact nature of this enchantment, as an artifact-level effect, should not be immediately apparent to divinations.

**G.** A small cauldron one foot in diameter rests here, holding what appears to be quicksilver. This oily substance is actually *oil* that imbues a -4 [+4] bonus to AC and makes them immune to stone and wood weapons. Applying a dose of this oil on a person takes one minute. The cauldron holds ten doses, and replenishes the substance at the rate of one dose per hour. Oil removed from the cauldron must be used within 10 minutes, or it disenchant. The ancients used this oil to protect their elite champions.

**H.** Atop this pillar, a delicate ceramic bowl rests upon a soft cushion. Within the bowl are a dozen acorns. These nuts belong to a species of tree long extinct, a relative of the yew, with wood especially prized in the manufacture of bows and other wooden weapons and devices. The wood can also be easily manufactured into duskwood-equivalent items. Druids, elves and botanists would find these nuts extremely valuable, for they would allow the restoration of a species of tree long ago harvested to extinction.

**I.** A vase rests atop this pedestal, holding a bouquet of fresh flowers. The blossoms are kept magically preserved, but otherwise there is nothing remarkable about them; this arrangement was placed long ago simply to provide a memory of the joys of nature to Amurru and others guarding the vault.

## 3B-8. The Forgotten Cavern

This chamber was walled off when the complex was first built, deliberately kept isolated from the existing complex. It serves as a prison for Amurru to *teleport* intruders to, should they reach him in **Area 3B-13**.

At the center of the chamber a small pool boils and froths, producing a constant supply of air through electrolysis, which keeps the chamber from being sucked clean of air by the vacuum. Despite its boiling appearance, the water is not heated, though it does tingle to the touch.

The chamber also holds a pair of bodies: one the corpse of the adventurer Mailliw Catspar, and the other the remains of a priest of Orcus. The latter corpse has reanimated as a **ghast**.

**Ghast:** HD 4 (20 hp); AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.

**Tactics:** Claw and gnaw until destroyed, a task that probably won't take the PCs very long.

**Treasure:** The body of the priest of Orcus wears chainmail, bears a steel shield and a +1 *morningstar*, and also bears rotted robes, a holy symbol of Orcus, four empty vials, a broken lantern, and a largely empty backpack. The body of Mailliw carries a spear, a longsword, leather armor fashioned from the scales of a red dragon (provides 50% resistance to fire), a buckler, a *potion of invisibility* and standard—if ancient—adventuring gear. Neither body carries any rations.

**Development:** Because the level, when sealed, provides no exit for disembodied spirits, the soul of Mailliw lingers still in this chamber, bound in eternal slumber. Within 1d4 minutes of the chamber being entered, however, Mailliw manifests as a **ghost**, asking to have his remains returned to the surface and buried in state. He gladly informs them of what little he knows — he made it only as far as **Area 3B-13** before being *teleported* here, but he could tell them about why he sought and found the complex in the first place. He cares little of his body's possessions after all this time, and gladly surrenders them to the party without fuss if they desire them.

Lawful PCs should be awarded 1,000 XP each if they take his body and bury it as requested.

## 3B-9. The Elevator

This 20 ft. high cylindrical chamber accessed by 10 ft. wide, 10 ft. tall arch. The room is covered on the walls and ceiling with wood paneling. Hanging from the ceiling by a thread is a golden key, dangling about 4 ft. off the ground.

There are no secret compartments in the chamber walls, though rapping on the ceiling elicits a hollow sound, and close examination of the thread where it meets the ceiling reveals that it passes through a crack in the wood, and is not simply tied off. The thread leads up to a counterbalanced mechanism that was activated when the complex was first entered. Should the thread gain or lose even an ounce of weight (if the key were to be grabbed or the thread cut, for example), a two-ton metal grille festooned with downward-pointing spikes slams down on anyone in the chamber.

**Falling Grille Trap:** Saving throw avoids 20d10 points of damage from the two ton spiked grill.

The weight of the grille hitting the floor activates the elevator: the entire chamber starts to descend at a rate of 2 ft. per round, revolving slowly counterclockwise as it descends. Thus, the opening sinks below the level of the floor outside the chamber in 5 rounds.

The chamber descends 120 ft. until it reaches the access point to **3B-10**, where it halts at a passage leading 40 ft. to that area.

Above the elevator chamber there is a 10 ft. space where the grille was anchored, and above that solid stone. Anyone wishing to get down after the shaft has descended, or to get back up, must somehow bore through 95 ft. of solid rock to do so.

**Development:** Once the Ravager has been freed (see **Area 3B-21**), an extradimensional portal appears at the entrance to **3B-10**, which transports any human-sized or smaller creature that steps through it back to the Memorial Gallery (**3B-7**). This is a one-way transportation. Once the Ravager reaches it, its natural anti-magic properties disrupt the portal, dispelling it permanently.

## 3B-10. Six Stone Trees

The passage opens into a chamber that looks like a forest, with a ceiling 40 ft. high. The walls and ceiling have been carved in bas reliefs, depicting a forest scene.

Six of the trees are actually **stone treants**, ancient, stony creature native to an obscure part of the plane of elemental earth. They cannot be *dismissed* or *dispelled* while they guard this room. The stone treants surprise on a roll of 1-2 on 1d6 in this chamber.

Should one of these guardians be destroyed, a new one appears to replace it 24 hours later, so long as the Ravager's containment field holds.

**Stone Treants (6):** HD 21; AC -2 [21]; Atk 6 slams (3d6); Move 12 (Burrow 3); Save 3; AL N; CL/XP 25/5,900; Special: Acidic blood (3d6, save for half), half damage from normal weapons, radial symmetry, magic resistance (35%).

**Tactics:** The stone treants remain immobile until intruders have reached the center of the chamber; then they close in from all sides, trampling where possible, and then seek to hem them in and pulverize them with flailing limbs.

## 3B-11. The Wringer

This area is activated when the vault is first opened. Four spinning columns, rotating in the direction marked on the map, fill the intersection with a whirling array of hooked blades. Anyone passing through the four points marked "X" on the map are subject to attack by the wringer's blades. The pillars and blades are made of the iridescent stone of the

complex, and self-repair if damaged, even regenerating from the floor and ceiling if completely removed or disintegrated.

**Wringer Trap:** Attacked by 1d6 blades. The blades attack as 18 HD monsters and deal 1d10 points of damage. One must make a saving throw for each time they are hit or be swept between pillars and automatically struck by 2d6 blades each round.

**Development:** Once the Ravager is freed, it pauses in this area to destroy each spinning pillar, one by one—a process that takes it 8 rounds. Any offspring freed beforehand may be trapped by these pillars for a longer amount of time.

## 3B-12. The Angel of Death

A great statue of an angelic being stands here at the head of a 30-40 ft. diameter cavern, wings outspread, wearing armor, and with sword raised on high. Strangely, the statue faces down the cavern away from the PCs as they enter. The walls of the cavern have been smoothed, and carved with images of oversized human warriors marching in the same direction. At the far end of the cavern rests another vault door, opened by turning the wheel at its center 10 times counterclockwise.

The great statue is a masterfully crafted **greater stone golem**, though it only activates if the Ravager itself comes into view—even standing still for direct attacks from lesser creatures. However, hidden amid the carved images in the walls are **20 hasted stone golems**, and which move to intercept anyone moving into the cavern.

All golems are made of the same iridescent stone that coats the walls of this cavern, and even if completely destroyed they regenerate from the walls at the rate listed below, so long as the stone remains magical.

**Greater Stone Golem:** HD 30 (120 hp); AC 5 [14]; Atk 1 fist (4d8); Move 6; Save 3; AL N; CL/XP 31/7700; Special: +2 or better magic weapon to hit, immune to most magic, regenerate 3 hp/round so long as the Ravager is confined.

**Hasted Stone Golems (20):** HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; AL N; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic, permanent haste effect, regenerate 3 hp/round so long as the Ravager is confined.

**Tactics:** The stone golems move to intercept intruders, attacking from all sides until destroyed. If any intruders are present by the time one fully reforms, it moves forth once again to attack. The greater stone golem only attacks the Ravager, ignoring all other targets.

**Development:** Should the Ravager engage the huge-sized golem, it manages to destroy it in 1d6+6 rounds. The Ravager then rests a number of rounds equal to the battle, and presses on.

## 3B-13. Crypt of the Servitors

The vault door opens into another crypt chamber, its walls lined with niches containing **mummified corpses** of muscular humans. Each wears an ancient breastplate, and wields a 2-handed curved sword.

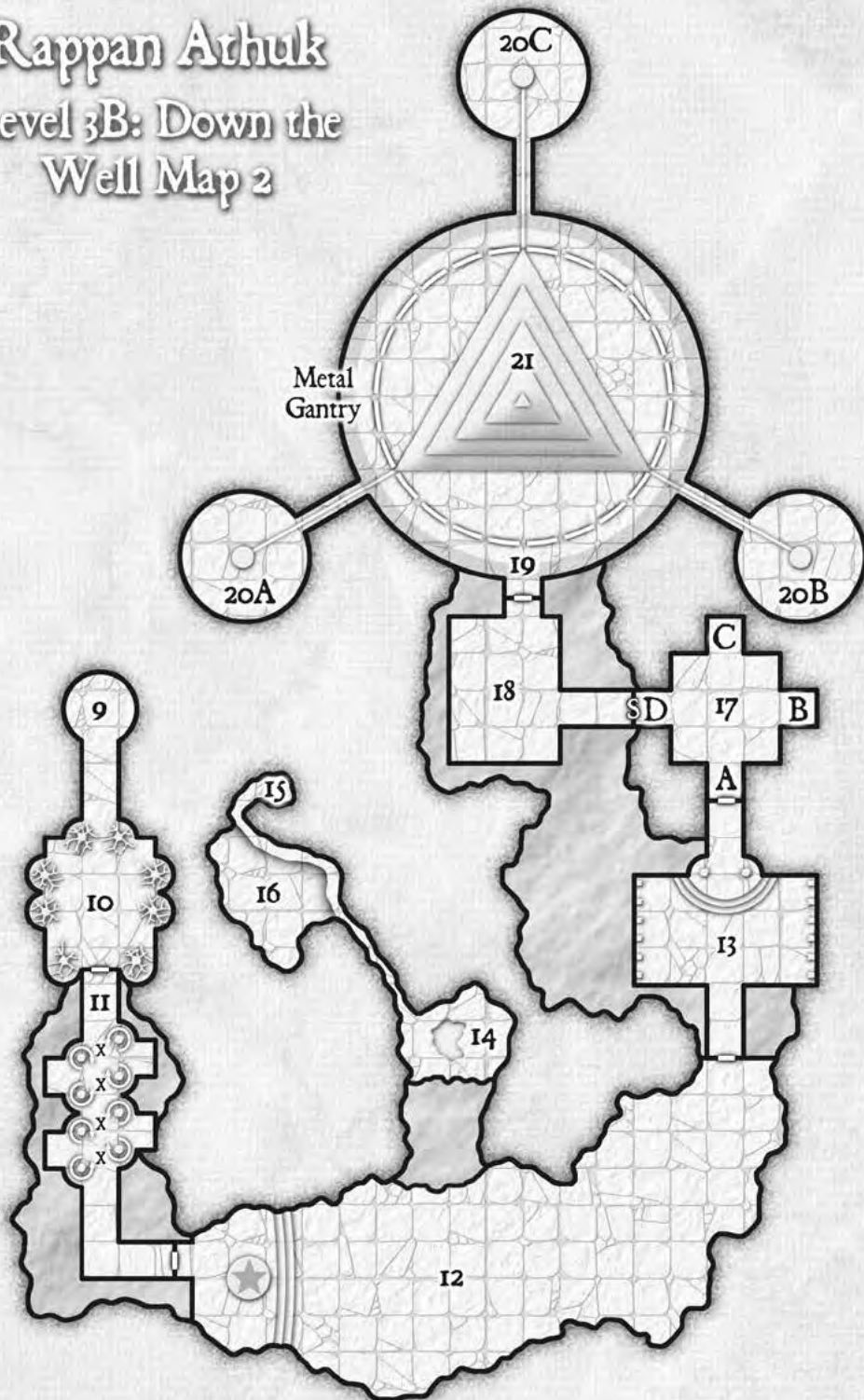
Atop a dais at the far end of the room stands another figure, his body desiccated but intact, eyes gleaming with a fierce light even after all these centuries. This is **Amurru**, the guardian of the vault, keeper of the Ravager.

If intruders approach with hostility, Amurru does not waste time in conversation. If they try to speak, he bids them return this one time, saying that what lies beyond is something they should not meddle with. He does not answer any questions as to what it might be.

The only things that prevent Amurru and his minions from attacking are if the PCs retreat, or reveal they are here because they believe that the

# Rappan Athuk

## Level 3B: Down the Well Map 2



1 square = 10 feet

## LEVEL 3B

thing he guards shall soon be freed. The ancient guardian is aware of this fact, and it has been troubling him for centuries. With a supreme effort at diplomacy, they might persuade Amurru to let ONE character pass, to inspect the vault beyond in his presence, while the others remain under guard by his minions.

Unfortunately, the damage done by Orcus's influence is irreparable, even should he fall. It is only a matter of time before the barriers fail and the Ravager awakens, and even before then more of his offspring might work their way free.

Amurru has no direct control over the guardians of the **Chambers of the Three Aspects**, though he can tell them that the artifacts contained therein may help them defeat the Ravager. He also informs them of the utility of the dagger keys used to access this level.

Should Amurru and his cohorts be slain, they reform within 24 hours, so long as the barrier surrounding the Ravager is in place. The defenders in this chamber are also resistant to turning: turn/rebuke attempts last for only one round, and they cannot be destroyed or controlled.

**Amurru:** HD 24 (80 hp); AC 2 [17]; Atk +1 *light mace* (1d6+1) or 2 claws (1d6); Move 12; Save 3; AL C; CL/XP 27/6,500; Special: Teleport other, +1 or better weapon to hit, magic-user spells (1st – *charm person*, *detect magic*, *magic missile* (x2), *read magic*, *shield*; 2nd – *ESP*, *hold person*, *invisibility*, *mirror image*, *silence* 15-ft. radius, *stinking cloud*; 3rd – *dispel magic*, *fireball* (x2), *haste*, *hold person*, *protection from evil* 10-ft. radius; 4th – *confusion*, *dimension door*, *fear*, *ice storm*, *monster summoning II*, *wall of ice*; 5th – *cloudkill*, *feeblemind*, *hold monster*, *telekinesis*, *teleport*, *wall of stone*; 6th – *anti-magic shell*, *death spell*, *disintegrate*, *repulsion*, *stone to flesh*; 7th – *conjunction of demons*, *monster summoning V*; 8th – *power word blind*, *symbol*; 9th – *time stop*).

**Mummy Guardians (10):** HD 10+4 (50 hp each); AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 5; AL C; CL/XP 11/1700; Special: Rot, hit only by magic weapons.

**Tactics:** Amurru starts by using his *teleport other* ability on PCs while the mummies move to intercept. He then *hastes* the mummies, and while they engage any intruders he hammers them with the highest-level spells in his arsenal. He uses his *time stop* spell if seriously wounded to gather strength and summon allies, using his *wish* as a last-ditch means of defense.

### 3B-14. Cavern of the Pool

This cave resembles 3B-8, above. It is completely isolated, and holds only a pool of frothing water. Unlike that chamber, there are no bodies here, and chemicals in the water have poisoned the air. Every minute a character breathes the air in, they must make a saving throw or suffer 1d6 points of damage.

### 3B-15. The Low Cave

This cave has a ceiling height of only 3 ft., and is filled with a foul, rancid stench emanating from a lone passage leading away. The air is cold enough to cause plumes of steam when people exhale.

#### Items that can be found on the shelves in Area 3B-18

##### DIE ROLL RESULT

1	<i>Potion of frozen concoction.</i>
2	<i>Potion of gaseous form.</i>
3	<i>Potion of poison.</i>
4	+1 <i>shortsword</i> .
5	+2 <i>freezing shortsword</i> .
6	<i>Scroll of protection from undead.</i>
7	+1 <i>battleaxe</i> .

Everyone within the room must make a saving throw or be sickened for as long as they stay in **Areas 3B-15** and **16**. Those who make the save still need to re-roll once every 10 minutes or succumb to this effect. Sickened characters suffer a -1 penalty to hit, save and damage.

### 3B-16. The Pit

A narrow tunnel from 3B-15 worms its way through the stone, narrowing at points to little more than 2-1/2 ft. in diameter. Eventually it opens onto a ledge running along the side of a 30 ft. deep pit. The cold is very strong here, coating the pathway with a rime of ice.

Anyone attempting to fight on the ledge, or hit and damaged, must also make a saving throw or fall into the pit for 3d6 points of damage. Dwelling within the pit is a **nightcrawler**, which moves to attack anyone traversing the ledge once they are halfway across.

Those who make it past the pit find themselves in another meandering passage that eventually dead-ends; however, at the point where it ends the stone is smooth and worked, and a bit of digging allows one to tunnel through into the main passage beyond.

**Nightcrawler (Nightshade):** HD 25 (110 hp); AC -6 [25]; Atk 1 bite (4d6) and sting (2d10 + poison); Move 12 (Burrow 12); Save 3; AL N; CL/XP 30/7400; Special: Immune to cold, magic resistance (60%), poison paralyzes for 2d6 rounds, swallows whole on natural '20' attack roll.

**Tactics:** The nightcrawler waits until victims are halfway across the ledge, then moves up and starts biting and swallowing. It is large enough to reach them from the bottom of the pit where it dwells.

### 3B-17. Chamber of the Maze

The secret door at the back of Amurru's crypt opens into an innocuous-looking 30 ft. square chamber, with openings at the center of each wall. However, the chamber is actually filled with a permanent *maze* effect, as if cast by an 18th level magic-user. Anyone entering disappears, and is seen as brief flickers as they traverse the extradimensional labyrinth. Should they succeed in navigating the maze, roll 1d4 to determine which of the four exit points they arrive at.

Characters who are roped together or join hands can stick together; in this case, only the person at the front of the line needs to make these checks.

An *anti-magic shell* allows one to easily bypass this effect.

### 3B-18. Workshop

This room is a combination storeroom, work room, and laboratory. Construction materials are present, to repair damage to non-stonework items in the complex, along with replacement parts for damaged traps and the like. There is also a small library, holding ancient texts of long-lost lore. The texts may also hold ancient or epic spells, as it suits the Referee. The laboratory is suitable for brewing potions, scribing scrolls, and crafting magic items, and has been specifically adapted to function in a vacuum. A number of unfinished scrolls and other items are also located amid the shelves (see **Treasure** below).

##### DIE ROLL RESULT

8	<i>Scroll of summon monster VI.</i>
9	Slammed by mundane objects (2d8 points of damage).
10	<i>Scroll of hold monster</i> and <i>scroll of summon monster IX</i> . Used in that order.
11	+2 <i>flaming heavy crossbow</i> , with 20 +1 bolts.
12	+3 <i>intelligent long sword</i> (18 Int; makes wielder immune to level drain attacks).



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As a final defense, an enchantment has been laid upon this room, causing everything within to animate and attack should any living creatures enter it. Note that area of effect spells are liable to damage much of the chamber's contents.

**Amalgamation:** HD 30 (150 hp); AC -4 [23]; Atk 1d6 weapons (as weapon); Move 3 (Fly 15); Save 3; AL C; CL/XP 33/8300; Special: Magic item use, swarm attack (10d6 damage), immunities.

**Tactics:** In the first round, the acid flies at the interlopers. Meanwhile, the room's remaining components come together to form the amalgamation. Thereafter, the construct attacks until destroyed.

**Treasure:** The library books weigh a total of 100 pounds, and could fetch up to 10,000 gp to interested collectors. The lab setup is worth 1,000 gp. In addition, the racks and shelves hold 2,500 gp in rare components for spells and magic item creation, all in hermetically-sealed jars. There are also 10 flasks of acid, 14 flasks of oil and 8 vials of holy water and a number of other minor items. Once the amalgamation is defeated, any unused items have a 90% chance of having been destroyed during the battle.

### 3B-19. The Uttermost Vault

This final area is the vault where the Ravager has long been kept in stasis. Due to the influence of Orcus in recent centuries, the Ravager has produced spawn, which share its imprisonment. Should the three energy beams that hold it in place be disrupted, the Ravager will be freed immediately, and should even one be disrupted, its awakening becomes inevitable. Thus, unless the PCs realize that some things are best not tampered with, it is likely that they unleash upon the world a terror the likes of which it has not seen in millennia.

The passage past the laboratory ends at a final vault door, easily opened by turning the wheel counterclockwise one complete revolution.

The door opens into a 100 ft. diameter chamber, dominated at its center by a three-sided pyramid composed of prismatic light. At each of the outer points of the pyramid, a five-foot diameter beam of colored energy—one yellow, one red, and one blue—moves out from the pyramid and through a 5 ft. wide passage in the outer wall.

On the floor, a mithral band encircles the pyramid, touching it at each of its three points. Tiny iridescent runes seem to float and swim within it, should it be examined closely.

Around the periphery of the room, a metal gantry encircles the chamber 20 ft. up, accessed by iron ladders on either side of each beam. This gantry can be used to circumvent the energy beams if that is desired.

Adventurers have a 1 in 6 (2 in 6 for dwarves) while in the northeastern portion of the room of spotting, a vein of jet-black material can be seen running along the floor, through the outer circle, and intersecting the base of the energy pyramid. This dark intrusion represents the influence of Orcus. There is a slight weakening of the energies in the pyramid where it intersects; if a study is made with *detect magic* or the like, it can be determined that there is a small but perceptible weakening in the field here, though not enough of one for the PCs to exploit.

Investigation of the pyramid reveals it to be some form of *wall of force*, preventing anything from going in or coming out. Even spells such as *wish* are not sufficient to penetrate the barrier. Only by following each of the beams to its source, and deactivating it there, can the pyramid be dispelled.

Once a single beam has been disrupted, that color vanishes from the spectrum within the pyramid. After the second beam shuts off, the pyramid retains only the color of the third beam. With even a single beam shut off, the pyramid becomes permeable to certain effects, as indicated in the sidebar.

Entering any of the beams renders one susceptible to their malign effects. Those within the red beam take 6d8 points of damage per round (saving throw for half damage). Anything inside the blue beam is subject to a *dispel magic* effect every round from a 10th level magic-user. Those within the yellow beam must make a saving throw each round or be dazed and unable to act. However, anyone holding one of the original

keyed daggers used to enter this level is immune to the effects of the corresponding colored beam.

**Development:** Because of the weakening caused by Orcus's influence, the Ravager and his brood have slept lightly. Once the first beam is shut off, one of the offspring starts to awaken; after the second beam is shut off it is able to penetrate the barrier and escape. Before the party can shut off the third beam, they need to deal with this escapee.

**Ravager Spawn:** See the Appendix.

## 3B-20. Chambers of the Three Aspects

Each of the beams originates in a 35 ft. diameter circular chamber, with a pedestal at its center. Resting upon each of the pedestals, encapsulated by a field of the corresponding energy, is an object that powers the effect. Each of the beam chambers is filled with the same effects as the beam that exits the chamber, and each chamber has a guardian, described below.

### Shutting Down the Beams

As each beam is shut down, the pyramid walls lose that corresponding color. This makes the pyramid permeable, but also starts to rouse the Ravager and its spawn within. Beam shutdown effects are cumulative.

BEAMS OFF	EFFECT
Red	Nonliving objects can pass through
Blue	Can transport through via <i>teleportation</i> or magic
Yellow	Can use divination magic to see through (by placing a <i>wizard eye</i> inside)
Red + Blue	Spell effects can pass through
Red + Yellow	Creatures and objects may pass through, spells, magic items, etc. cannot
Blue + Yellow	Incorporeal creatures may pass through

Each beam contributes to the stasis field within, and so long as it remains active, anyone passing into the pyramid is subject to its effects. These are as follows:

Red	Aging stops
Blue	All magic effects suppressed
Yellow	Coma

There is no save against any of these effects.

If a single beam is shut off, the Ravager and its brood break the shackles of the stasis in one month. If two beams are shut off, they awaken in 1d6 days. If all three are shut off, the offspring awaken in 1d10 rounds, and the Ravager in 1d10 minutes, though any attacks upon them awakens them immediately. See 3B-21 for further details on the Ravager and its children.

To retrieve the item atop the pedestal, each sphere must be shattered. They can only be harmed by using the dagger whose pommel gem color corresponds to that of the beam and sphere. Each sphere must take 30 points of damage from the appropriate dagger to shatter, and each regenerates hit points at the rate of 1 per round, until such time as it is shattered.

The astral and ethereal planes cannot be accessed from within the three chambers.

## 3B–20A. Chamber of the Body

This chamber is filled with lurid red light; no other colors are visible within the room. The chamber is guarded by **Luke the baalroch demon**.

**Baalroch:** HD 9 (50 hp); AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 6; AL C; CL/XP 13/2300; Special: Magic resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

**Tactics:** The baalroch attacks first whoever holds the red-hilted dagger. Should the red sphere be shattered, the pit fiend's service is ended, and it gratefully *teleports* away to its home plane.

**Treasure:** Once the sphere is shattered, the object can be retrieved: a +3 *flaming weapon* composed of red light. Through a simple act of concentration, the wielder of the blade can cause it to resize or transform into any one-handed melee weapon desired.

## 3B–20B. Chamber of the Mind

This chamber is guarded by a **syanngg**, whose beam powers are not disrupted by the blue glow that otherwise pervades this chamber.

**Syanngg:** HD 8 + 20; AC 2 [17]; Atk Up to 6 bites (1d4); Move 6; Save 7; CL/XP 14/2600; Special: Slow, lightning bolt, dispel magic, petrify, paralysis, charm, magic resistance (25%).

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:

- 1 slow (range 40ft)
- 2 lightning bolt (5d6 damage, range 60ft)
- 3 dispel magic (level 12, range 40ft)
- 4 turn to stone (range 30ft)
- 5 paralysis (range 30ft, duration 3d6 turns)
- 6 charm (range 20ft)

Syannnggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannnggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

**Tactics:** The syanngg unleashes its eye rays at anyone intruding, using its most lethal effects against the wielder of the blue-hilted dagger. It uses its dispel magic effect if confronted with a sizeable group of heavily equipped foes.

**Treasure:** Resting in a slot in the center of the pedestal is a *staff of the magi*, which is responsible for powering the beam.

## 3B–20C. Chamber of the Spirit

This chamber is guarded by a demi-lich.

**Demi-Lich:** HD 11 (62 hp); AC 0 [19]; Atk steal soul; Move Fly 12; Save 4; AL C; CL/XP 13/2300; Special: Immune to most spells, +3 or better magic weapon to hit, immune to acid, electricity, fire, cold and polymorph, rejuvenation, steal souls.

**Tactics:** Tactics for a demi-lich should not tax your brain too hard. Suffice to say liberal application of defensive spells and steal soul should suffice.

**Treasure:** Inside the sphere is a skull, which is intelligent and animate. It is animated by the spirit of **Nycristi**, who was once the sister and lover of Obares Sin (better known today as The Oracle). She has all the powers of the Oracle, and remembers his name.

**Development:** Should Nycristi and the Oracle meet, they remember one another, and understand their duties with regard to the Ravager. They then seek to aid any who seek to destroy the Ravager and his brood as best they can. Once this task has been accomplished, they can finally abandon their mortal shells and transcend to the outer planes, their duties fulfilled.

## 3B–21. That Which is Bound

At the center of the pyramid rests the **Ravager**, a gargantuan creature that in its current form looks something like a giant, hairless ferret, with bulging muscles rippling along its sides, teeth the size of longswords, and claws that can eviscerate a man in one swipe. Piled around it are **8 smaller versions** of it (the size of elephants); these are in addition to the one that the PCs face after breaking the second sphere.

**The Ravager:** See Appendix.

**Ravager's Spawn (8):** See Appendix.

# The Ravager Awakens

Assuming their sleep is not disrupted ahead of schedule, the offspring begin to awaken before the parent. Parties that faced the lone offspring before should realize the trouble they are in, and either flee at once or attempt to kill each offspring as it awakens. Ultimately, however, they likely need to flee.

The Ravager and offspring all have one imperative: cause as much mayhem as possible. They start by attacking anyone in the chamber with them. If no targets present themselves, they make their way for the entrance to the level, destroying as they go. Should they reach it, they all split and go their separate ways; one or two of the offspring that survive this far likely work their way deeper into Rappan Athuk, causing great damage until they are stopped. On the surface, even one of the offspring is a deadly adversary; having several of them plus the Ravager itself creates a widening swath of destruction as they spread and systematically destroy every dwelling and sentient creature they come across. Ultimately, it is likely that the party members shall need to seek allies, possibly even with great enemies, to amass enough firepower to put these creatures down for good.

Alternately, should you not wish these doomsday weapons unleashed, you might allow the characters the opportunity to restore the field. Nycristi, the sister of the Oracle, can inform them how to do this. Three PCs must volunteer for sacrifice, giving up their life forces forever to restore each of the three energy beams. Their remains become new, undead guardians for the beam.

If you wish to have a less tragic outcome, you could also reduce the number of offspring, or eliminate them entirely. Armed with the weapons and devices located within this complex, along with their own native ability, the PCs should have a good chance of halting the Ravager before it reaches the surface.