

Level 3C: The Fountain of Pestilence

The original purposes of the level known as the Fountain of Pestilence can no longer be guessed at from the level's geography, for major events after the abandonment of the dungeons have made radical changes in this area. A number of years after the battles between the Priests of Orcus and the Army of Light, a religious order of healers entered the Mouth of Doom to establish a hermitage in the catacombs below. Healers from the shrine would travel throughout the lands, offering cures and medicines to the peasantry ... or such was the plan. The mission of this small community worked well for many years, and the healers were welcome guests in the hamlets and villages for a hundred miles around. The healers kept the location of their shrine a secret, and accepted no payment for their services other than freely-granted contributions to their cause of eliminating disease from the world.

During this time, the underground sanctuary of the healers grew considerably, as new novices were admitted into training by the original healers. At the same time, the religious aspect of the hermitage increased. The hermitage became less focused upon service to the outlying communities, and more focused upon its status and responsibilities as a temple to the healing god. To the second generation of healers, trained with a greater emphasis on religion, it began to seem that a greater blow could be struck against disease than merely traveling through the countryside to fight it where it appeared. A group of the healers developed a plan to take a more active role in the eternal battle between the great supernatural forces, striking their own blow against the greater servants of pestilence and plague. By mystical auguries and arcane research, they eventually pieced together enough clues to learn the name of one of the greater demons of pestilence. Armed with this knowledge, they made their plans to destroy this demon.

They failed....

This area is shown on **Map RA-3C**.

Plague Zombie: HD 2; HP 10; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Pestilenzi Demon: HD 4; HP 17; AC 3 [16]; Atk 2 claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

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.

Ochre Jelly: HD 6; AC 8 [11]; Atk acid strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

3C-1. Entry to the Healers' Hospice

When the party enters this room, they hear a loud rustling sound as an undulating carpet made up of thousands of roaches scatters for the walls and disappears into the cracks and gaps between the stones. The room once contained several wooden chairs that were apparently broken and scattered; only a few intact pieces give any clue to the fact that they were once furniture. Inspection of the pieces of wood reveals very old bloodstains. Over the north door, the words "*Healing and Recovery*"

Level 3C

Equivalent Dungeon Level: 3

Entrances and Exits: Stairs to **Level 1C** at **3C-1**, Stairs to **Level 2B** at **3C-23**, Stairs to **Level 4B** at **3C-28**.

Wandering Monsters: Roll on the table below every 30 minutes

1	1d4 plague zombies (see Area 3C-12)
2	1d2 pestilenzi demon (see Area 3C-22)
3-4	3d4 giant rats (see Area 3C-15)
5	Ochre jelly
6-10	Swarm of roaches (disgusting, but harmless)
11-20	No Encounter

*These swarms are harmless, but horrible. Several hundred cockroaches swarm from the cracks in the stone walls, and scramble around for about a minute before disappearing back into the walls.

Standard Features: Doors in this level are made of iron-banded wood, and have the standard chances to be opened. Secret doors are sliding stone unless otherwise noted, and do not have independently hidden mechanisms to open them; when the door is found, so is the opening mechanism. Pit traps are covered (concealed trap doors) but do not lock.

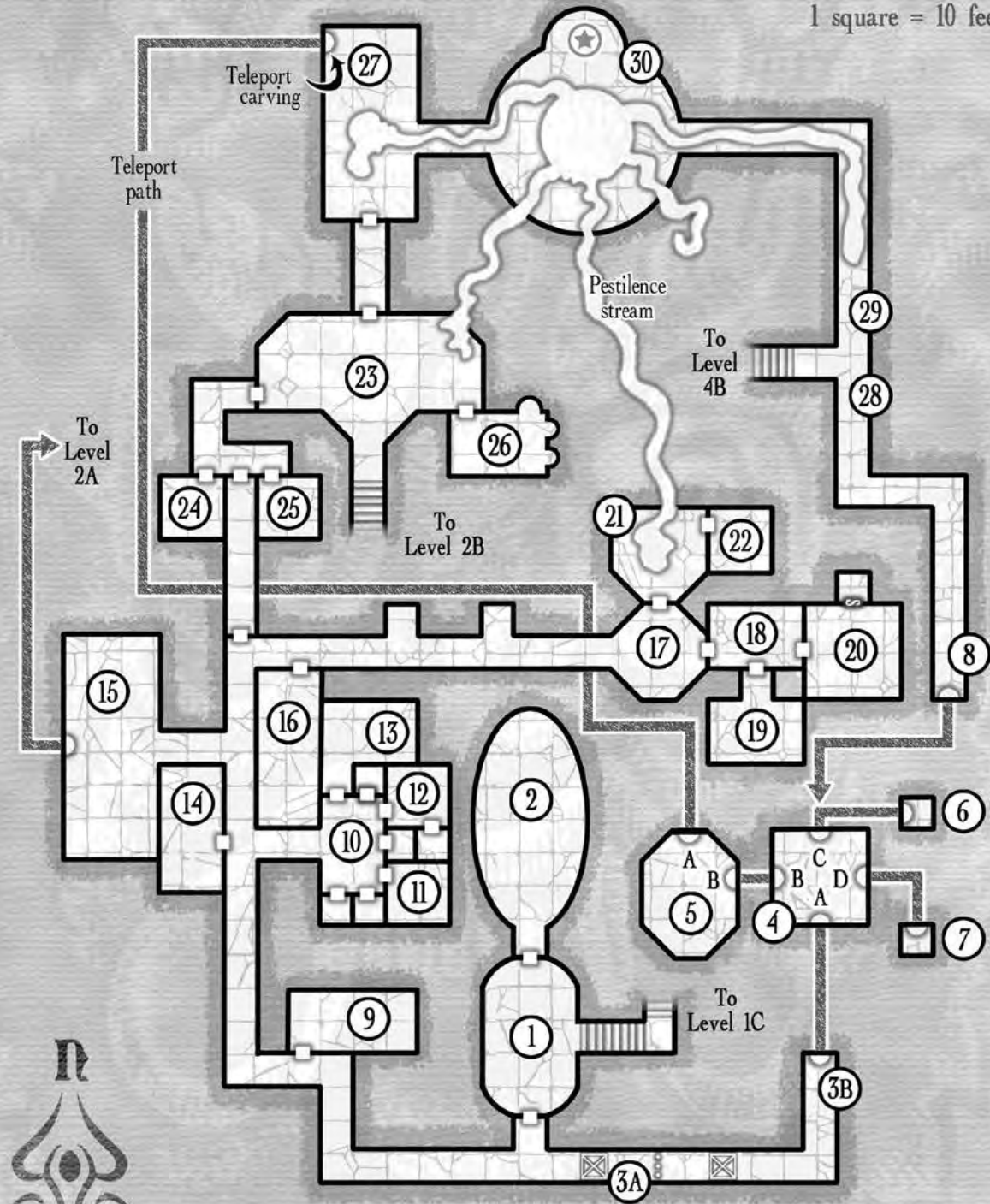
The Pestilence: The Pestilence is a disease that was spread into this level of the dungeon when the Healers failed to control the demonic power they had summoned. Various monsters and hazards in the level can infect intruders with the Pestilence. Anyone infected will begin losing hit points at a rate of one per hour until death. A saving throw at +4 is allowed each hour to avoid the hit point loss for that hour, but the process continues afterwards. Magical healing will increase the victim's hit points, but the progress of the disease will continue after the curing. *Cure disease* will completely remove the disease and return the victim back to health, although it will not restore the lost hit points. If the victim dies from the course of the disease, the body will rise as a plague zombie in 1d4+1 rounds. A sprinkling of holy water or a *cure disease* spell cast on the body will prevent this from happening. The body may be raised from the dead normally, but not while it is still "alive" as a plague zombie.

have been carved into the stone. Over the south door, there is only the word "*Forbidden*." Close inspection of the carved word "*Forbidden*" reveals that some scratches next to it actually read, in very small print, the scrawled words "*Until now*."

FOUNTAIN OF PESTILENCE

Level 3C

1 square = 10 feet



3C-2. The Hospital Ward

The walls of this room are decorated with painted murals of men and women in white robes ministering to the sick and the injured. In addition to the pictures of healing, there is also one large figure wearing a white robe and surrounded with what appears to be a painted golden aura. The significance of the large figure is unclear, but it is likely either a deity or a hero of some kind. All of the murals in the room have been badly defaced; the left hand of each healer has been painted over with black paint, and there are long scratches across all of the figures. The scratches are not in the pattern of claw-marks; they look like deliberate vandalism done with tools or weapons. Beneath the picture of the large figure, there are words written in blood, in some strange language. This is a demonic language that can be deciphered by use of a *read magic* spell, reading, “*Heal this if you can, upstart meddlers!*”

3C-3. Hallway

Location A is a series of traps; two covered, but not locking pit traps (20 ft. deep, 10x10 2d6 damage to those who fail a saving throw) with a portcullis trap between them. The pits do not fill the entire corridor; there is a two-foot walkway on the north side of each one. The walkways have a pressure plate midway across. Once anyone has stepped onto the pressure plate, the portcullis drops after a delay of one minute. This is enough time for an entire party to get past the portcullis if they are moving in a single group; if there is a scout in the front of the party it might be possible for the scout to be trapped on the other side of the portcullis before the rest of the group arrives.

Location B is the entrance to the Chambers of Isolation. The corridor stops at a dead end wall, but the wall is decorated with the bas-relief carving of a left hand. The carving is a *teleport* device, but it can only be activated by the touch of a person who is capable of casting spells (it does not differentiate between magic-users and clerics; any type of spellcasting is sufficient).

When a spellcaster touches the carving, that character and anyone in physical contact with the character is *teleported* into **Room 3C-4**. The *teleportation* is not instantaneous, and the characters are able to perceive that they are in a state of limbo for 4 seconds before they arrive in front of *teleportal* “A” in **Room 3C-4**.

3C-4. The Center of Isolation

This room has the bas-relief carving of a left hand on each wall, and has no doors at all. There is an intact but rotted table in the center of the room. A skeleton dressed in tattered white robes and holding a scroll of red parchment in its right hand lies beside the table. Its left hand is missing, and if anyone gets close to the bones (searching for treasure, for example) there is a faint but distinctly foul odor emanating from the bones themselves. On further inspection, the bones can also be found to be slightly pitted and decayed in places. These are the remains of a healer who managed (almost) to escape the carnage in the temple and get into these rooms, where he died of the pestilence before being able to cast the *cure disease* spell written on the scroll.

The four bas-reliefs in the room are all *teleportals* similar to the one in **3C-3B**. Portals **C** and **D** work without a spellcaster’s touch (on the outbound journey). **A** and **B** require a spellcaster’s touch to function, but anyone touching the spellcaster is brought along. Note that not all of the portals work the same way for a return journey back into this room.

Teleportal A leads to hallway **3C-3B**, and the length of the journey is four seconds. A spellcaster’s touch is required.

Teleportal B leads to **Room 3C-5B**, the Isolated Workroom. A spellcaster’s touch is required, and the length of the journey is one second.

Teleportal C leads to **Room 3C-6**, an Isolated Ward. The portal can be entered by a non-spellcaster (this is not the case on the way out, however).

The journey takes three seconds.

Teleportal D leads to **Room 3C-7**, an Isolated Ward. As with **teleportal C**, a non-spellcaster can make it work from here, but not on the return journey. The journey takes three seconds.

Treasure: The red scroll in the skeleton’s right hand is a *scroll of cure disease*.

3C-5. Isolated Workroom

This room contains three intact workbenches, an armchair in very bad condition, and five cabinets. There are two bas-relief carvings on the walls, both of a left hand, and both of which are *teleportals* (one of these is the one used by the party to enter the room, so it is on the wall directly beside them).

This room also contains a **guardian** that was kept by the Healers to defend this room against intruders. The guardian is a floating globe of light that fires small *lightning bolts*, and it attacks immediately when the party materializes in the room. It was warned of their approach by the aura of their *teleportation* and cannot be surprised.

Defender Globe: HD 4+1; HP 25; AC 3[16]; Atk 2 lightning bolts (2d6); Move 12 (flying); Save 13; AL N; CL/XP 5/240; Special: Lightning bolts

Teleportal A leads to **Room 3C-27**. The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 47 seconds.

Teleportal B leads to **Room 3C-4(B)**. The teleporter can only be made to function by the touch of a spellcaster, and the journey takes 1 second.

The five cabinets:

Cabinet 1 contains lots of old parchment, several quill pens, bottles of now-solidified ink, ten vials of very fine sand, and a rusty razor blade.

Cabinet 2 contains six books: (a) *Amador’s Basic Anatomical Textbook* (100 gp), (b) *Zovar’s Catalogue of Diseases and Pestilences* (10 gp), (c) *Tharo’s Introduction to Purgatives and Herbal Remedies, second edition* (250 gp), (d) *Polodor’s Collected Essays on Contagions and Cures* (75 gp), (e) *Omens, Portents, and Prophecies of the Healing Gods* (25 gp), and a sixth book that does not seem to match the others. The sixth book has no title on the cover, and the thick leather binding is held closed with a massive lock. This book is the iniquitous *Tome of Draav*, which contains the names and descriptions of a large number of demons. Perusing the Tome for 30 minutes or more reveals that the entries for five of the demons have been carefully annotated with notes and diagrams. It is at these five pages where the book’s binding cracks open, and the parchment at the edges of these pages is worn thin.

Cabinet 3 contains a row of twenty bottles of liquid. Five of these are specimen bottles of urine that were awaiting testing when the pestilence arrived. Two of the bottles are *potions of healing*. Four of the bottles were once medicines, but now have no effect after the passage of time. One bottle contains a liquid that was once medicinal but is now poisonous. The other 8 bottles are still working medicines. These are not powerful enough to cure magical diseases, but drinking one of them after being infected with the pestilence delays the onset of the pestilence for a full hour.

Cabinet 4 has been occupied by a quantity of **green slime**, which slides and splatters onto anyone opening the cabinet in a normal fashion.

Cabinet 5 contains two scrolls written on red parchment, and a locked, leather-bound book. The red scrolls are *scrolls of cure disease*. The book is filled with various notes, most of which are in code and cannot be deciphered. More information about this book is provided below.

The Book of Notes: As mentioned, most of the handwritten notes in this book are in code, so magical translation will not make them readable. At least five different handwritings can be picked out in the encrypted notes, although there are some passages here and there—all in the same handwriting—that are not encoded. These read as follows:

“*This is a terrible idea.*” (page 1)

“*There is an error in the mathematics at this point.*” (page 17)

“Did you even read what the ToD says about this being?” (page 22)

“I do not think this would be enough.” (page 23)

“Because of the vow of silence, that’s why.” (page 25)

“So are you.” (page 26)

“Because no one is going to be left alive to read it anyway, that’s why.” (page 27)

“We should stick to what we do; attacking demons is work for warriors, not healers.” (page 29)

“I had a strange dream last night, and the god told me that my help would be necessary for this project. Although I still think it is ridiculous to write the notes in code.” (page 40)

“Very well, but I still think it is ridiculous.” (also on page 40)

There are no more non-coded comments in the notes, although they continue for another 103 pages, up to page 140. After page 140, the rest of the book is blank. On page 41, just after the last un-coded entries, a set of numbers begins to appear in the notes over and over again (the first time it appears, it is in the handwriting of the individual who initially refused to write in code). The numbers are: 1–26–9–18–1–24. Each number corresponds to a letter in the alphabet; if any of the players figures this out and says the word “*Azirax*” out loud, the consequences are as follows: (1) a huge billow of smoke fills the room, and everyone inside must make a saving throw or immediately be infected with the Pestilence, (2) a **diseased-looking, glabrezu**-type demon is *summoned* into the room and attacks. It cannot leave through the portals, so if the party survives long enough to escape by *teleportation*, it does not pursue. The demon remains in the room for one year and one day, before giving up and returning to its home.

Azirax the Glabrezu (Third-Category Demon): HD 10; HP 49; AC –3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

3C–6. First Isolated Ward

There is only one bas-relief carving of a hand in this small chamber. Anyone *teleporting* into the chamber arrives standing almost on top of a skeleton that lies on the floor. Its hand is outstretched to touch the carving of the hand, which bears many scratch marks.

The room contains the remnants of a bed, but nothing else.

The bas-relief carving of the hand is, like the others, a teleporter back to **Room 3C–4(C)**, but from this side it only functions for a spellcaster, and *it does not allow anyone who is diseased to pass through*, even if that person is in physical contact with the spellcaster. Anyone infected by the Pestilence is trapped in this chamber until the disease is gone.

3C–7. Second Isolated Ward

This room is identical to **Room 3C–6**, but there is no skeleton.

3C–8. Teleportal

The hallway terminates here at a wall with one of the left-hand bas relief carvings. The carving is a one-way teleportal to **Room 3C–4** (carving **B**). It can only be activated by the touch of a spell caster, and the transit time is seven seconds.

3C–9. Storage Chamber

This chamber was either a storeroom or it has been used as a trash dump. It is filled with broken wood, ripped bags, shattered barrels, and broken earthenware. Searching the room for ten minutes turns up 250 cp and a small silver statue (100 gp). The statue is of the god of the Healers (also shown in the murals of **Room 3C–2**).

3C–10. Healers’ Common Area

This room contains a broken table, with a lantern fallen to the floor beside it, and some wall hangings that have been slashed to ribbons. The room is otherwise empty. The two small (10 ft. x 10 ft.) rooms leading off from this room contain dilapidated beds but nothing else.

3C–11. Bedroom

This room contains a shattered wooden bedframe, a chest that has been broken open, and a small table that is still in good condition. There is nothing of interest in the room.

3C–12. Bedchamber

This room was obviously once used as a bedchamber. There are bloodstains spattered on the walls and even some on the ceiling. A **plague zombie**—the former occupant—still inhabits the room, and the characters notice that it has no left hand. It is dressed in the tatters of what was once a white robe, although the robe is stained with blood.

Plague Zombie: HD 2; HP 10; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Treasure: The zombie wears a jeweled holy symbol of the healing god (300 gp).

3C–13. Empty Bedroom

This room contains a bed, a nightstand, and a small chest beneath the bed. The chest is locked and it is also protected by a dart trap (attacks as 6HD monster, inflicts 1d6 points of damage). The chest contains no treasure, but it does contain several pages of written parchment. These are notes, and they apparently have something to do with demon-summoning. The notes are written in very sparse shorthand, which makes them fairly useless. However, they appear to have something to do with a specific but unnamed demon, and the demon seems to have something to do with disease. Sold to a necromancer or other practitioner of black magic, the notes would have some value, but not much (20 gp) due to their overall incomprehensibility.

3C–14. Kitchen

This room contains a fireplace and a long, sturdy wooden table that appears to have stood the test of time quite well. Iron cooking implements are hung from hooks on the wall. One of these, a now-rusted carving knife, lies on the floor next to a very large, blackish-red stain. It looks as if a person must have died there, based on the size of the bloodstain, but there is no body.

3C–15. Refectory

This room contains three banquet-sized tables and a number of chairs, all of which have been shattered almost beyond recognition. Broken crockery is scattered all across the floor. Directly across from the entryway, there is a bas-relief carving in the wall, depicting a fat, leering face with goat horns.

In a single large nest of wood scraps, ripped cloth, and other rubbish in a corner are **2 plague zombies**, **1 monstrously huge giant rat**, and **12 normal giant rats**. The plague zombies are both missing their left hands, and are both wearing tattered white robes. The monstrously huge rat and

LEVEL 3C

each of the 4 hp giant rats is diseased.

Plague Zombies (2): HD 2; HP 10, 9; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

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

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

Treasure: When constructing the nest, the barely-intelligent plague zombies did not particularly distinguish items that would make good nesting material, and collected several bizarre oddments in addition to wood and cloth. The items in the nest include: an iron kettle, a small earthenware statue of the healer-god (1 gp), seven forks, one spoon, one utensil that seems to be a mix of fork and spoon (a spork), 272 cp, 307 sp, 256 gp, a sapphire gem (100 gp), a jeweled coronet (400 gp), six daggers (one of these is +1), and a scrap of gold-embroidered cloth (200 gp). The gold-embroidered cloth is hung on a nail in the nest, and there is a 25% chance that it is ripped when removed, cutting its value in half. The spork is enchanted to *detect poison* once per day, and can be used as a +1 magic weapon, although it inflicts only 1d2 points of damage with a successful hit.

The Wall Carving: The bas-relief carving across from the entryway is a teleportal that leads to the main levels of Rappan Athuk (via **Level 2A**). Anyone approaching the carving within 5 ft. discovers that it requires more and more effort to press closer toward the carving. To force through this magical repulsion all the way, and actually make contact with the carving, requires a strength of at least 15. Two people can assist a weaker character to reach the carving by pushing from behind. If anyone makes physical contact with the carving, that person and anyone directly touching that person is instantly be turned to dust, the mouth of the carving opens, the dust is sucked inside, and the characters are reconstituted (with all their gear) in **Room 2A-1** on **Level 2A**.

3C-16. Spider's Storeroom

This room was obviously once a storeroom, for it contains rotted bags of grain, jugs of soured wine (vinegar, at this point), and several broken barrels. A **giant spider** lurks behind a pile of broken barrels, and attacks if the party enters the room to survey the contents. It is a jumping spider, not a web-spinner, so there are no unusual spider webs in the room to signal its presence.

Giant Spider (4ft diameter): HD 2+2; HP 14; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Treasure: The various contents of the storeroom, if searched, include the following more unusual items: 12,104 cp in a non-trapped box, a silver plate (50 gp), a bag of 245 sp, and a box of spices (200 gp).

3C-17. Memorial Room

This room is painted with murals depicting five men in white robes standing next to each other (these are the first and subsequent high priests of the healing order). The last figure in line has had its left hand blacked out with paint, but the others are not defaced in this way. There is a large bloodstain (very old) in the center of the room.

3C-18. Empty Room

This room contains no identifying decorations or furniture. There are a few small holes drilled into the stone walls to hold torch sconces, but the holes have nothing interesting about them. A conversational level of noise in this room has a 10% chance to attract the giant rat in **Room 3C-19**, and an extremely loud noise (shouting or combat) automatically attracts the rat.

3C-19. Monster Room

This room is the lair of a huge, diseased giant rat that is almost ten feet long. It only has a few patches of fur sticking out from its pale hide, which is covered with oozing boils. Its eyes are bright red, and glitter with intelligence. In addition to its size and strength, the rat can vomit forth a spray of disgusting pestilence three times per day. The spray is cone-shaped, with a range and final width of 60 ft. Anyone in the area of the spray must make a saving throw or contract the Pestilence. The rat has very acute hearing, and emerges if it hears noise in **Room 3C-18** or **Room 3C-20**.

Giant Pestilential Rat: HD 4+2; HP 25; AC 6[13]; Atk 1 bite (1d12); Move 12; Save 13; AL N; CL/XP 6/400; Special: vomit spray.

Treasure: None.

3C-20. Jossel's Room

This room contains a rotted bedframe, a nightstand, and a wooden chest under the bedframe. The chest has already been broken open, and is empty. There are three pictures on the nightstand, each of which is a charcoal sketch of a different woman's face. There is nothing of value in the room itself. However, the **secret door** in the north wall of the room contains some interesting items. The contents of the secret room are: (1) an earthenware jar containing five golden rings each with the inscription "*To my one and only,*" worth 50 gp each; (2) a silver-headed light mace (100 gp), (3) a leather bag containing 500 gp, (4) an earring with an obsidian sphere dangling from it, inscribed with the words "Rappan Athuk," (5) three red scrolls (cure *disease*) tied together with a parchment note that reads, "*Jossel, if you plan on continuing your activities with the young ladies of the various villages where you are assigned, the High Priest suggests that you might need these.*"

3C-21. Fountain Room

This room reeks; when the door is opened, the stench rolls out of the room like heat from a blast furnace. At the center of the room there is a seething puddle of unbelievable putrescence, so foul that just the sight of it is enough to make the observer's eyes water. Anyone choosing to enter the room must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10ft of the pool (although after a successful save the character may remain in the area without making further saving throws until returning).

Characters can see from the door that the pool is fed from a rivulet that runs into the room through a crack in the stones of the north wall.

3C-22. Treasure Room

This room contains the remnants of a bed and a desk, both of which have been vandalized, and there are old bloodstains on the floor. A locked treasure chest has been broken open beside the bed, and coins gleam in the light. A **pestilenz demon** and 4 **giant rats** lair in this room. All of the

LEVEL 3C



Plague Zombies (4): HD 2; HP 8, 10, 7, 9; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Treasure: None.

3C-24. Empty Room

This room has no distinguishing features in it.

3C-25. Surgery

This room contains what appears to be an operating table of some kind, although the wood is rotten and the table looks like it would collapse at the slightest touch. There is a stone counter built into one of the walls that has several now-rusted surgical instruments set out upon it.

3C-26. Treasure Room

This room contains three semicircular alcoves, with a stone shelf in each one. Each shelf holds a small statue made of gold: one is a gargoyle, one is a winged horse, and one is a unicorn. The gargoyle and the winged horse statues are worth 2,000 gp each. However, if anyone touches the unicorn statue, it and one of the other two statues crumble to worthless dust.

3C-27. Library

There is a pool of Pestilence in the center of this room, essentially identical to those in **Rooms 3C-21** and **3C-23**. If the party remains in the room for more than ten minutes, **3 plague zombies** rise out of the pool, drawing their substance directly from the foul liquid.

The room contains a shelf with ten large, leather-bound books on it, as well as several copying tables. There is also a locked cabinet bolted to the north wall. At the north end of the room's west wall, there is a bas-relief carving of a left hand.

The bas-relief carving: This carving is a teleportal similar to those in the rest of the level. It can only be made to function by the touch of a spell caster. The teleportal leads to **Room 3C-5**, and the transit time is 47 seconds.

The books: The ten books are the following:

Mystical Diagnostics (200 gp)

Introversions of Toxins (100 gp)

Orminiod's Essays on Medicine (100 gp)

Kariloodian's Second Treatise on Anatomy (100 gp)

Modr's Incomprehensibulum (5 gp)

Yraric's Surgical Guidelines (50 gp)

Jamalli's Robusto (coated in **contact poison**: save or lose 1 point of strength permanently)

Thryn's Book of Medicines (50 gp)

Kormon's Catalogue of Internal Organs (25 gp)

Redrallion's Investigations Into Natural Philosophy (100 gp)

The cabinet: The cabinet contains 3 blue scrolls (*cure light wounds*) and 1 red scroll (*cure disease*). It is **trapped** with a poison needle; save or take 1d10 points of damage.

Plague Zombies (3): HD 2; HP 8, 7, 11; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

3C-28. Stairs Down to Level 4B.

This staircase leads down to location **4B-1** in **Level 4B**.

giant rats are diseased, although they are infected with a normal disease, not by the Pestilence.

Giant Rat: HD 1d4 hp; HP 1, 3, 3, 2; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: each of the rats is diseased.

Pestilenzi Demon: HD 4; HP 17; AC 3 [16]; Atk 2 claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

Treasure: The treasure chest is already broken open. It contains 20,360 cp; 10,349 sp; 2,000 gp; 4 gems (100 gp each), and a golden wand encrusted with pearls (2,000 gp).

3C-23. The Antechamber

The walls of this room are covered with murals depicting a glowing, white robed figure in various different scenes. In each scene, the figure seems to be healing powerful mythological creatures, and even one or two figures that can be recognized as well-known deities.

These details will likely be only a first impression, however, for the room also contains deadly threats. In the northeastern part of the room, there is a puddle of vile putrescence that bubbles and seethes, giving off a horrible smell. Four plague zombies are standing around this pool, apparently drinking from it, and they immediately move to the attack when they perceive the party's presence.

As with **Room 3C-21**, anyone coming within 10 ft. of the pool must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. of the pool (although after a successful save the character may remain in the area without making further saving throws until returning).

3C-29. Puddle of Pestilence

The corridor is filled at this point by a reeking, seething pool of Pestilence, similar to the others described in this level. Anyone coming within 10 ft. of the pool must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. of the pool. After a successful save the character may remain in the area without making further saving throws until returning).

3C-30. The Fountain of Pestilence

The Fountain of Pestilence formed here when the Healers attempted to use *summoning* spells to directly attack a powerful demon of disease. Their lack of experience, and the fact that they challenged a being far beyond their capability to control, caused a horrible counterattack from the demon, which is responsible for the slaughter evident throughout this level of the dungeons.

This huge room reeks with the smell of rot and disease, an overwhelming miasma that rises from a huge central pool of pus and filth. At the middle of the pool, the horrid liquids fountain upward to a height of five feet. Five large rivulets of the fluid trickle away from the fountain, threading their way across the floor to disappear down corridors or through gaps in the walls.

The room itself was obviously once used as a temple: a huge alcove in the northern part of the room contains a ten-foot-tall statue of a benevolent-looking figure wearing white-painted robes. However, the statue is splashed with blood and filth, and a grisly necklace made of human hands has been draped around the statue's neck like some sort of psychopathic offering. All of these are left hands: the ones that are missing from all the plague zombies the party has encountered.

The Fountain of Pestilence is similar to the smaller pools that the party may have encountered already on this level. Anyone coming within 10 ft. of the fountain must make a saving throw at +2 or be infected with the Pestilence; a saving throw must be made each time a character comes within 10 ft. After a successful save the character may remain in the area without making further saving throws until returning).

If the party enters the room at all, the fountain begins creating and calling various monsters to slay the intruders. The order in which these monsters are called, and other details, are set forth below. Creatures formed from the Fountain's substance take two rounds to be completed. The growing lumps of matter can be attacked while they are forming, but the attacks do only half damage since the Fountain is still feeding the growing creatures during that time.

Note: Plague zombies that are turned during this combat flee to the Fountain and remain within it; the effect of the turning is removed by the Fountain after 1 round.

- Round 1** 4 Pestilenzi demons begin forming
- Round 2** Pestilenzi demons continue forming
- Round 3** Pestilenzi demons are fully formed and can attack. Fountain begins forming 2 plague zombies.
- Round 4** Plague zombies continue forming
- Round 5** Plague zombies are fully formed and can attack
- Round 6** Fountain calls 20 giant rats, which do not arrive yet
- Round 7** 20 giant rats arrive to join the combat
- Round 8** 5 giant centipedes crawl from the Fountain to attack
- Round 9** Fountain begins forming 2 pestilenzi demons, and 5 giant centipedes crawl from the Fountain to attack
- Round 10** Pestilenzi demons continue forming
- Round 11** Pestilenzi demons are fully formed and can attack.

After these 11 rounds, the Fountain temporarily exhausts its resources, and there is a break of 1 full turn (10 minutes) during which the Fountain is not able to create or summon more monsters. After this time has elapsed, the Fountain has the ability to begin the process over again, with the one



exception described below under **Treasure**.

The Fountain cannot be killed or damaged except in one way: If the necklace of hands is removed from the statue and thrown into the Fountain, the Fountain begins to recede and eventually disappears within a month. A party that manages to defeat the Fountain in this way receives experience points equal to killing a monster of 10 hit dice.

Pestilenzi Demon: HD 4; AC 3 [16]; Atk 2claws (1d6) and 1 bite (1d4+disease); Move 9; Save 9; AL C; CL/XP 5/240; Special: Disease.

Plague Zombie: HD 2; AC 4 [15]; Atk 1 hand (1d6); Move 9; Save 16; AL C; CL/XP 4/120; Special: Disease.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: as per normal, only 5% chance for each rat to be diseased.

Treasure: Each of the pestilenzi demons *summoned* by the fountain was created from the diseased substance of the pool itself, and the pool uses gems to create the demons' eyes. The six pestilenzi demons created by the Fountain during its first 11 rounds of combat each have gemstone eyes worth 500 gp each. Subsequent demons (if the party remains in the room long enough for the Fountain to regain its power) do not have eyes, and will fight with a -2 penalty to hit as a result.