

Level 7A: The Hall of Kazleth, The Phase Minotaur King

Largely an extension of the primary maze on **Level 6** — though the two are not connected — this level combines a large, minotaur-inhabited maze and a goblin outpost from which surface raids are staged. Kazleth, a powerful minotaur — blessed by the evil gods and cursed by the good gods to interesting magical effect — rules this level. Finally, though quite difficult to locate, a well-hidden crypt (**Area 7A-9**) poses a greater danger than does anything else on this level. The map of this level is shown in **Map RA-7A**.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

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.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Goblin Leader: HD 3; AC 5 [14]; Atk handaxe (1d6) or shortbow (1d6); Move 9; Save 14; AL C; CL/XP 2/30; Special: -1 to hit in sunlight. Gear: Ring armor, shield, handaxe, shortbow, 20 arrows, mining tools, thieves' tools, 2d4 sp, 2d4 cp.

7A-1. The Entrance

The unlocked and trapless door from **Level 3A**, room **3A-4**, opens into this area.

7A-2. Empty Rooms

The occasional piece of junk or debris litters those rooms marked **7A-2**. Referees should spice up each of these rooms with various minor additions such as pieces of furniture, a unique feature such as pock-marked floors, or a minor item with no relative value such as a brass brazier with red-hot coals, etc. Also, roll a wandering monster check each time PCs enter a room labeled “**7A-2**.”

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Equivalent Dungeon Level: 9

Entrances: Tunnel from **Level 4A**, room **4A-C**; door from **Level 3A**, room **3A-4**

Exits: Stairs to **Level 9A**; stairs to **Level 10**

Wandering Monsters: Check once every 60 minutes on 1d20:

- | | |
|------|--|
| 1 | 1 gelatinous cube |
| 2-3 | 2d6 giant rats |
| 4-6 | 1d3 phase minotaurs (see Area 7A-3) |
| 7 | 3d6 normal rats |
| 8 | A company of goblin scouts—2d4 goblins accompanied by 1d2 goblin leaders |
| 9-20 | No encounter |

Detections: None.

Shielding: None.

Standard Features: Confusion gas suffuses all maze sections and is unavoidably inhaled by every breathing creature. No save is allowed. Minotaurs enjoy immunity to its effects, however. This gas causes a loss of sense of direction. Referees should randomly reverse the PCs' directions every few turns within a maze. Referees have

few opportunities to intentionally mislead PCs in such a malicious way! The confusion gas permeates every room on this level, except the (better-ventilated) exit areas.

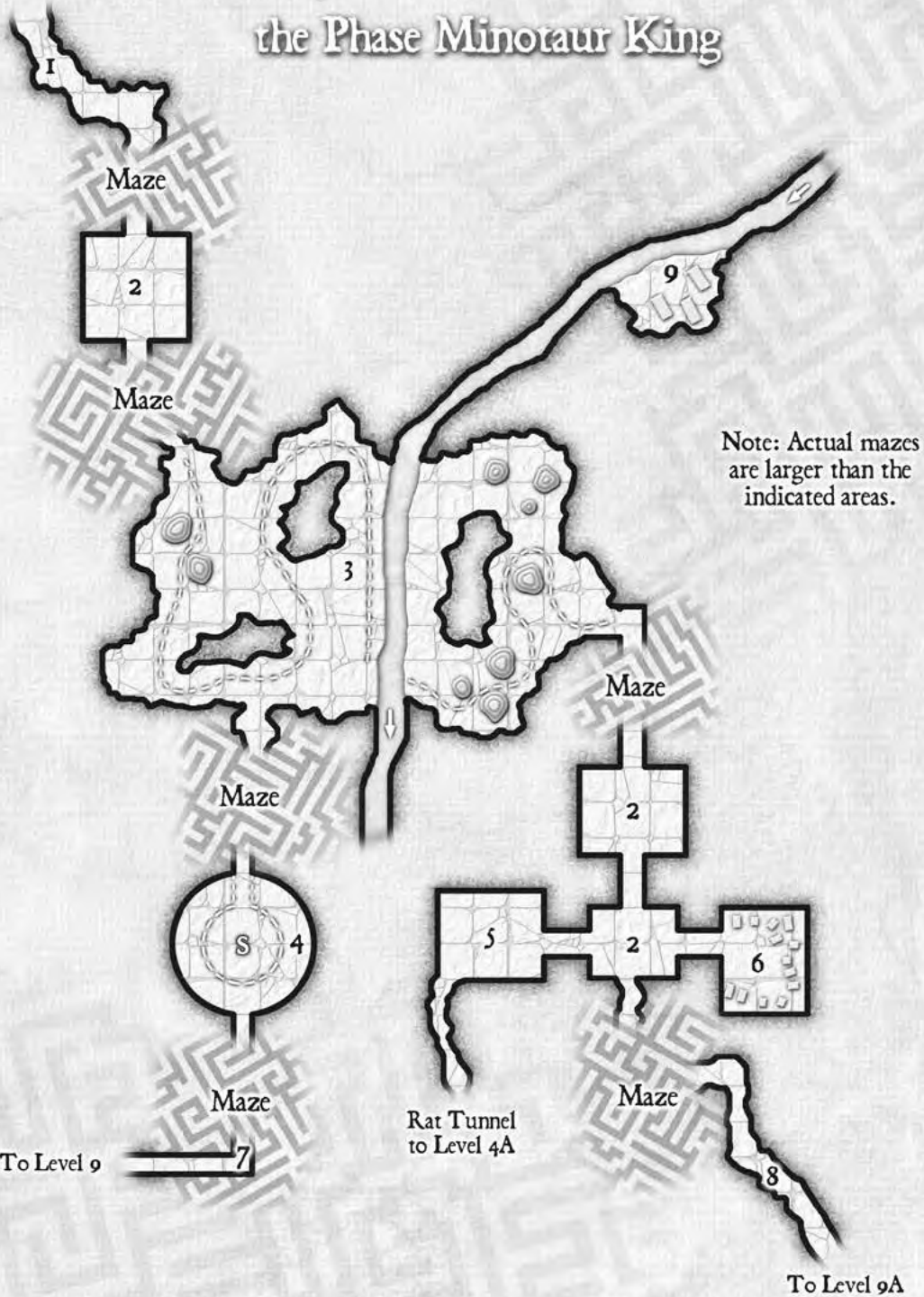
The ground, level in all areas, offers good footing. Walls, columns and other features, pockmarked with numerous handholds and holes, are easy to climb. Fungus encrusts this level's natural cavern Areas; 20% of the fungus is edible, while 10% is deadly poisonous. Rangers, druids, dwarves and other underground-dwelling creatures can determine which are edible. Mazes and manmade corridors are free of fungus.

The River and Swimming: The channel in **Area 7A-3** runs swift and deep, and no human could possibly swim against this current; a creature in the water must have a strength of 13 or greater to keep above water. PCs wishing to travel upstream (to **Area 7A-9**) must employ some other means (i.e., water walking or flying). If PCs swim downstream, off the mapped area, they are doomed (unless they can breathe water), as the river flows through a subterranean sluice and does not resurface.

Rappan Athuk

Level 7A: The Hall of Kaleth, the Phase Minotaur King

To Level 3A
Room 4





7A-3. The Hall of Kazleth

Stalactites and stalagmites accent this large, rubble-filled cavern. PCs falter through at half their normal movement, but monsters move normally, having adjusted to the area's condition. A PC engaging in full movement or running must succeed on a saving throw or fall and suffers 1d3 points subdual damage. The ceiling is visible, 30 ft. overhead, and PCs can navigate the rubble without clearing away any material by following the route highlighted on the map (the dotted line). Finding this route requires that PCs succeed on a find secret doors check. The fallen rubble creates a maze-like effect within the cave.

Kazleth the Phase Minotaur King and 12 phase minotaur servitors make this cave their den. The minotaurs attack immediately—neither asking for nor giving any quarter. Kazleth appears two rounds after battle is joined.

Phase Minotaurs (12): HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 battleaxe (1d8); Move 12; Save 11; AL C; CL/XP 7/600; Special: Never get lost in labyrinths, etherealness (as the potion).

Kazleth the Phase Minotaur King: HD 18+4 (87 hp); AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 +2 battleaxe (1d8+2); Move 12; Save 3; AL C; CL/XP 19/4100; Special: Never get lost in labyrinths, etherealness (as the potion).

Tactics: These vicious minotaurs fight to the death. Their primary tactic is to phase out then reappear a few yards away from their adversary to use

their powerful charge attack. They fight normally for one round, and then repeat the process. Typically, they move behind a victim or to his flank, thus avoiding shields and catching opponents flat-footed. Kazleth attacks with his huge axe until he has lost 75% of his hit points, at which time he withdraws to let his servitors bear the brunt of the fighting, stepping in only when he can best avoid counterattacks. Kazleth also fights until slain—though with more cunning and tactical ability than that of his servitors.

Treasure: The minotaurs have situated several bed-down areas throughout the cavern Kazleth sleeps near a large throne's base. His bedding of soft debris contains the following: 2,100 gp worth of gold ore and nuggets (weighing 80 pounds); an intricately carved jade statue of a three-eyed frog, fully 1 foot in diameter (worth 1,500 gp); 14 large uncut gems (125 gp value each); and a large ivory drinking horn, set with gold and emeralds (2,500 gp). The throne itself, weighing 1,500 lb., is constructed of fine wood, inlaid with gold filigree and inset with semiprecious gems — its value altogether over 5,000 gp, if it could be transported to the surface.

7A-4. The End of the Maze

This area's maze terminates in a 40 ft. diameter, circular room. Fixed in its ceiling a secret door, which requires a PC to succeed on a find secret doors check to discover, offers access to a 60 ft. diameter, circular room with one exit: to the south, which leads to another maze section and eventually to **Area 7A-7**. Three rounds after PCs enter the upper room, a hidden **gelatinous cube** enters and heads for the PCs. It uses no tactics,

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but PCs may not immediately notice the transparent cube.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

7A–5. The Entrance from Level 4A

This small (3-foot-diameter) tunnel leads from room 4A–2C on Level 4A. The climb to Level 4A is steep, but not too difficult.

7A–6. The Goblin Outpost

Several very confused, very frightened goblins inhabit this area. They had become trapped in the maze and wish only to return to Level 12A. Because the phase minotaurs have eaten several of their comrades, the goblins do not willingly pass through the minotaur lair, even to escape. Nor do they go through Level 10 to return home. **Thirteen goblins** have survived—12 warriors and a shaman. If the PCs are using a light source, the goblins become aware of their presence with a roll of 1-3 on 1d6. The goblins' strategy is to capture a wizard or lightly armored PC using four sneak attacks, then ransom that hostage, demanding proof that the minotaurs are dead. They avoid direct confrontations with PCs. The goblins have no treasure beyond what they carry.

Goblin Warriors (12): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Oswald, Goblin Shaman: HD 8 (26 hp); AC 3 [16]; Atk 1 mace (1d6) or light crossbow (1d4+1); Move 9; Save 8; AL C; CL/XP 9/1100; Special: Cast spells as 8th level cleric (1st - *cause light wounds, protection from good*; 2nd - *hold person, silence 15-ft. radius*; 3rd - *cause disease*; 4th - *cause serious wounds*). Gear: Heavy mace, chainmail, +1 shield, light crossbow, 20 bolts, 25 gp.

7A–7. Passage to the Lava Pit

This very warm corridor's temperature increases as the PCs follow it to a locked door that leads to Level 10.

7A–8. Passage to the Hydra's Lair

This passage, extending 50 ft. into eerie darkness, ends at rough-carved stairs that lead down to Level 9A.

7A–9 The Secret Tombs

The party can reach this area only by way of the river channel in Area 7A–3. PCs wishing to travel upstream, against the channel's strong current, must employ some means other than swimming (i.e., water walking or flying). This room contains three sunken crypts, and its floor lies beneath two feet of water. The crypts' lids rise 3 inches above the water line. The crypts, made of common stone, require that a PC succeed on an open doors check to pry open. They contain the remains of an evil sorcerer and his two apprentices (refugees from Tsar). Deviating from standard Rappan Athuk protocol, the wizards are actually dead; they neither reanimate nor attack PCs.

This is not to say that the crypt is unguarded. A **crimson death** makes this area its home. This very hungry creature has not eaten in some time, enduring only by force of will and supernatural strength. Ravenous, it attacks immediately. The creature is only sated after devouring 24 points of constitution. After feeding, it moves further upstream and hides underwater.

Also note: In addition to a waterlogged, lifeless corpse, each of the three submerged tombs contains a **water weird**.

Crimson Death: HD 17 (55 hp); AC 1 [18]; Atk 2 tentacles (1d6 + engulf); Move 24 (12 after feeding); Save 3; AL C; CL/XP 20/4400; Special: +1 or better weapon to hit, magic resistance 40%, engulf (by moving over opponent; engulfed creatures suffer 1d6 points of damage and lose 1d6 points of constitution each round), after draining a creature's constitution it moves at half its normal rate and its Armor Class is reduced to 5 [14].

Water Weirds (3): HD 4; AC 3 [16]; Atk 1 slam (1d6 + grab and drown); Move 12 (Swim 36); Save 13; AL C; CL/XP 20/4400; Special: Transparent, reform body 1d4+1 rounds after killed, control water elemental (30 ft. range), creatures grabbed must pass a saving throw or be pulled into the water.

Tactics for the crimson death: The crimson death waits in silence until the PCs open the crypts. It attacks from the rear, avoiding armored individuals if possible. It attempts to kill one or two people before retreating into the river. If wounded for over half its hit points, it continues its attack only if it has not yet claimed a victim; otherwise it retreats as described above.

Tactics for the water weirds: These creatures act as if they are water until all of the crypts are opened. They attack in unison and fight until slain. Note that, due to the ground's saturated state, they fight as though they were in water.

Treasure: Most of the sorcerers' treasures have rotted. A find secret doors check reveals, under several inches of silt, *bracers of defense AC 4 [15]*, 215 gp, and 3 gems (each worth 100 gp).