

Level 8: Caves and Caverns — The Tomb of the Evil King

A nexus point in the dungeon, this cavern connects both **Levels 6 and 6A** with Rappan Athuk's lower reaches. Several individual cave complexes, separated by large river channels, comprise this cavern level. In addition to Goo, the undead king, and Yokim, his concubine, this level contains a manticore lair, a nest of river trolls and numerous goblins that mine for gold on **Level 10A**. The goblins know and fear **Area 8-3**, which contains a nest of huge, blind cave scorpions that serve the evil king. Gundar, a creature related to an eye of the deep resides here as well. The map of this level is shown in **Map RA-8**.

Manticore: HD 6+4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes.

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

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

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.

Giant Scorpion: HD 6; AC 3 [16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12 (Swim 9); Save 11; AI N; CL/XP 7/600; Special: Lethal poison sting.

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

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

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Equivalent Dungeon Level: 10

Entrances: Stairs from **Level 6**; river tunnel from **Level 6A**

Exits: Stairs to **Level 10A**

Wandering Monsters: Note: There are only **5 manticores** and **1 eye of the deep** on this level, but effectively endless quantities of the other monsters. If the PCs slay Gundar and manticores, treat the results for these monsters on the following table as "no encounter." Check once every hour on 1d20:

1	1 manticore
2	Gundar (see Area 8-8)
3	2d6 giant rats
4	1d3 river trolls
5	A company of goblin miners—2d4 goblins accompanied by 1d4 goblin leaders
6	1d6 giant scorpions
7	4d6 normal rats
8	2d6 stirges
9	1d2 manticores
10-20	No encounter

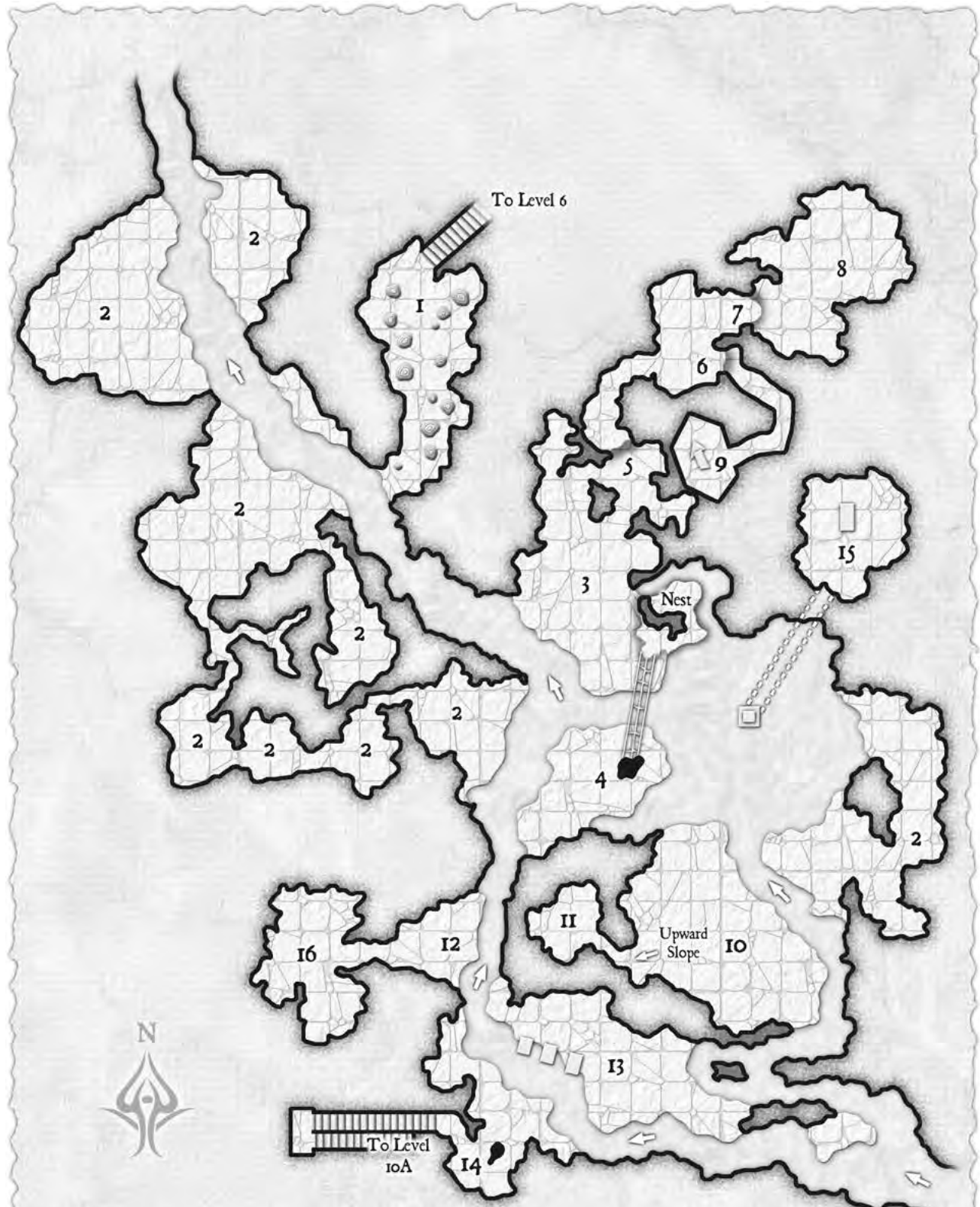
Detections: Evil emanates from **Area 8-15's** tomb.

Shielding: Lead shields **Area 8-15** from magical

detections and any magical transportation into or out of the area (e.g., *teleportation*).

Standard Features: The ground in this level, though sandy, offers good footing. Walls, columns and other features, though somewhat wet and slippery, are pockmarked with numerous handholds and holes and are easy to climb. Fungus encrusts this level's cave Areas; 20% of the fungus is edible, while 10% is poisonous (lethal). A druid, ranger or dwarf can determine which are edible.

The River and Swimming: Unless PCs have some way to avoid swimming (e.g., *flying*), they will encounter difficulties navigating this level. For instance, all down-gradient movement (north of **Area 8-4**) will be a lethal, one-way trip. The channel near **Area 8-12** runs swift and deep, and no human could possibly swim against his current. Conversely, PCs can wade through the **Level 6A** entrance Area (to the east) until reaching **Area 8-10**. Also, PCs can easily swim across the wide, slow-current pool between **Areas 8-10, 8-4, and 8-3**. The Area past **Area 8-3**, to the north, is difficult to swim. 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 Arhuk
Level 8: Caves and Caverns
The Tomb of the Evil King

1 square = 10 feet



8-1. Entrance

The stairs from **Level 6** descend into a small cavern. Dozens of rat tunnels dot the walls, running as high as the ceiling. Stalactites and stalagmites grow toward one another, from the roof and floor of the cavern, respectively, in vast numbers. If the PCs are using light, check immediately for a wandering monster. PCs hear running water nearby — time to learn how to deal with the river!

8-2. Empty Caves

The occasional piece of junk or debris litters those caves marked **8-2**. Referees should spice up each of these rooms with random items or garbage such as torch stubs, bones, unidentifiable stains, cobwebs, clothing and pieces of wood. Also, roll a wandering monster check each time PCs enter a cave labeled “**8-2**.” In one of the caves (Referee’s choice), a find secret doors check uncovers verse (composed by the famous bard, Gaylon Swordsinger) scratched onto the cavern’s wall. The poem, translated from elvish, reads as follows:

*“Be wary, Travelers, of the scorpions’ nest,
And manticores—doth dearly test;
In this cave did Gaylon rest.*

*Before King Goov’s lair to seek,
And past the many-eyed Gundar sneak,
I know neither within this darkened cave
How long I have traveled nor the day.*

Horrors I have seen and more,

*In search of the fabled Mithral door.
With fearless Bannor and the Bulviegh at my side,
We take a rest that’s been long denied.*

*When we wake we shall proceed
To traverse the darkness of the demon’s lair
In hopes that Orcus shall not prevail.*

— *Gaylon the Sword Singer*”

8-3. The Scorpion Nest

The white sand of this broad, clean beach reflects torchlight. Numerous cave openings pockmark the east wall of the cliff that towers above the beach. Small footprints, like scratches in the sand, cover the area. As soon as anyone sets foot on the beach, dozens of giant scorpions stream out of the caves.

This beach area, surrounded by caves, forms the nest of **48 giant scorpions**. These blind, albino vermin, drawn here by **Area 8-15**’s resident, protect his bride’s resting place (**Area 8-9**). Fine swimmers (see below), the scorpions can traverse the water except in **Area 8-12**. They attack until slain and pursue swimmers. After 3d6 scorpions immediately launch the attack, 1d6 more scorpions join the fray every 10 rounds until all are slain. The scorpions add dead PCs to their larder, devouring them in 1 day.

Blind Albino Giant Scorpions (48): HD 6; AC 3 [16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12 (Swim 9); Save 11; AL N; CL/XP 7/600; Special: Lethal poison sting.

Tactics: The scorpions swarm the nearest opponent until no more

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scorpions fit; the remainder move on to the next-closest victim. They concentrate their frenzied attacks due to hunger, not intellect.

Treasure: The scorpions have secreted their egg nest in a cave behind the beach. These eggs look like hard-shelled, oval objects about 1 ft. in diameter. There are hundreds of them. If this nest is destroyed, scorpion losses are permanent; Referees should award 500 XP. If PCs leave the nest intact, scorpions repopulate the Area at a rate of 1d6 per week, until reaching a maximum of 48. Several goblin bodies clutter the nest, as do the corpses of a long-dead party of adventurers. Carefully searching the remains reveals intact mundane equipment for a party of 5: two fighters in plate, a priest of Ra in chainmail, a thief in leather armor and a magic-user in robes. All wood, paper and other soft material are useless. The magic-user's neck still bears a *medallion of ESP*.

8-4. The Rope Bridge

Suspended 10 ft. above the beach areas that bracket the swift channel, three ropes, tied through iron pitons driven into the cliffs, comprise a makeshift bridge. Goblin miners, intending to cross over to **Area 8-3**, established this crossing but abandoned it when the scorpions killed several workers. The ropes and fixing points—all fully intact—remain quite sturdy. Best of all, being on the bridge puts PCs beyond the scorpions' reach.

8-5. The Cliff Up

This cave entrance opens into a larger passage. The tunnel behind it leads up at a sharp angle but offers enough headspace to walk upright. The cliff itself, merely 20 ft. high, is easily climbed. The tunnel slopes up for 100 ft. and opens into room 8-7.

8-6. The Brick Wall

A shoddy, hastily fashioned brick-and-mortar wall suggests that something had been entombed by a person or persons with limited skills or time! Because it is not really a secret door, opening it means removing bricks. The bricks, layered six feet thick, take two characters three hours' work to clear away. This activity, generating a lot of noise, definitely attracts Gundar from **Area 8-8**. Additionally, Referees should perform wandering monster checks at twice their normal frequency during deconstruction activities. Beyond the wall, a 60 ft., winding tunnel leads to Yokim's tomb (**Area 8-9**).

8-7. Gundar's Doorstep

On the opposite wall of this rectangular cavern, a cliff leads down. A stone, giant rat statue, poised on the cliff's edge, seems to peer into the darkness. The cliff face—a descent of 40 ft. leads to **Area 8-8**. As all the local denizens know what lives in **Area 8-8**, few monsters willingly wander here.

8-8. The Eye's Lair

Gundar lurks here. The aberration belongs to a group of subterranean creatures related to the aquatic race known as eyes of the deep. Because King Goov does not get out much, Gundar is by far the most powerful monster on this level. This level's other monsters give Gundar a wide berth. Gundar sometimes bargains and trades with the goblin miners in **Area 8-13** and remains neutrally disposed toward them—as long as they stay away from his lair! He feeds on scorpions, rats and the occasional, amusing adventurer who crosses his path. Wise in the ways of the world, Gundar usually attacks PCs on sight (and he sees very well). If PCs instead pursue

a more diplomatic course of action, Gundar may parlay. If successful, he allows only one PC to approach within 50 ft. Any proposition must be to his benefit. This encounter offers Referees a good roleplaying opportunity beyond a more typical monster slugfest. Specifically, Gundar wants the PCs to slay the lesser gibbering orb on **Level 10A**. This orb (Villix by name) drove Gundar out of his own lair on that level, and Gundar wants very much to return to it. If this deed can be proven, he rewards the PCs with a pair of *wings of flying* from his treasure hoard.

Gundar: HD 16 (73 hp); AC 1 [18]; Atk 2 pincers (2d4), bite (1d6) and eye rays; Move 3 (Fly 12); Save 3; AL C; Special: +1 or better weapon to hit, eye rays (left eye produces *hold person* ray, right produces *hold monster* ray, both eyes together produce a *phantasmal force*; rays have 150-ft range), stun cone (central eye, 30-ft range, save or stunned for 2d4 rounds), immune to surprise.

Tactics: Gundar typically attacks half of the party when it is descending the cliff, which allows him to use all of his eye rays during each round of action. Gundar uses his *hold person* and *hold monster* rays on fighter types but concentrates his *stun cone* on any obvious spellcasters.

Treasure: Gundar's treasure lies hidden under a 500-pound rock in the cave's north wall, so Referees should treat this rock as a secret door. Moving the rock reveals the following items: a human skeleton wearing a set of druid's vestments; a *chime of opening* folded up in a blue silk cloth (worth 250 gp); a small coffer holding 2 potions (*fire resistance* and *flying*); a pair of *gauntlets of swimming and climbing* and an ivory scroll case (worth 50 gp) containing a scroll of 3 arcane spells (*mind blank*, *phase door* and *wall of ice*).

8-9. Yokim's Tomb

Beyond the brick wall, a corridor leads down to a small crypt: Yokim's tomb. The acolytes of Orcus entombed **Yokim**, the unwilling elven concubine of King Goov during life, alive—her crypt sealed and walled up so that she could not leave Goov after his undeath. As she starved to death, sealed in her coffin, Yokim transformed into a banshee. Bound by her curse to Goov, she nonetheless hates him and speaks with the PCs unless they immediately attack her. She pleads with them, asking them to free her spirit by destroying Goov, and gives them a key to his underwater door. Though bound to help him when called, she explains, she is unwilling to serve him; she does not use her *wailing voice* against the PCs if they agree to help her. When called (arriving in 1d6 rounds) to Goov's lair (**Area 8-15**), Yokim attacks physically. Destroying Goov frees Yokim, allowing her to finally die, thus leaving the PCs in peace. If the PCs refuse to help her, she wails twice and attacks them. Full experience for encountering Yokim should be awarded in either case.

Yokim, Banshee: HD 7 (34 hp); AC 0 [19]; Atk 1 claw (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; Special: Magic or silver to hit, magic resistance 49%, shriek of death, immune to enchantments

Treasure: Yokim's crypt contains rotted finery, a gold ring worth 50 gp (Goov was a notorious cheapskate) and a *potion of giant strength*, as well as the key to Goov's tomb (**Area 8-15**).

8-10. The Playground

This sandy beach serves as the primary attack zone of **Area 8-11's** manticores. The beach's condition betrays their presence: piles of bones, disturbed earth and catlike footprints. The manticores favor this spacious area, as it allows them to use their flight and tail-spike-throwing abilities. A steep hill leads to **Area 8-11**. Three rounds after the PCs land on the beach, all living manticores (up to 5) from **Area 8-11** swoop down to attack.

8-II. The Manticore Nest

The nest houses as many as **1d4+1 manticores** at all times, unless PCs slew one or more as wandering encounters. The manticores attack as soon as the PCs reach the beach. Three are male, two female. They enjoy an uneasy truce with both the goblins and Gundar.

Manticores (5): HD 6+4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes.

Tactics: The manticores swoop in and shoot tail spikes. They do not join combat until all but one volley of spikes are exhausted. Then they land and attack. If three are slain and the remaining manticores are wounded over 50%, the survivors fly to **Area 8-14** and retreat into the vast cavern at **Level 10A**, returning in two days' time.

Treasure: A pile of debris in the manticore nest contains some valuables: a suit of masterwork full plate, a +2 *short sword* and 2,100 gp worth of gold ore stolen from goblins (weighing 4,200 gp). Beneath skeletal remains, PCs will find a magical flute. When played, the instrument acts as *pipes of the sewer*.

8-12. The Swift River

The river's current, very strong and fast, makes swimming impossible. Anyone entering the water, voluntarily or otherwise, is in real trouble. PCs might catch land at **Area 8-2**, **-3** or **-4** with a successful saving throw (**Area 8-1** is too small and offers no purchase). Failing all saves, waterborne PCs drown, swept downstream. The current also impedes PCs' attempt to recovering their comrades' bodies or belongings.

8-13. The Goblin Camp

Goblins laboring on **Level 10A** established and populate this mining camp. The goblins—**42 normal goblins** and **7 goblin leaders**—gather ore here, bribe the trolls at **Area 8-16** to ferry it to **Level 6A** and then carry it themselves to **Levels 4A, 9A** and **12A** (wherein lies the goblin city!).

Goblin Scouts (42): HD 3; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 14; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Leather armor, buckler, short sword, shortbow, 20 arrows, dagger, 1d4 gp, 1d4 sp.

Goblin Leaders (7): HD 5; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 12; CL/XP 5/240; Special: -1 to hit in sunlight. Gear: Mining tools, thieves' tools, leather armor, buckler, short sword, shortbow, 20 arrows, dagger, 2d4 gp, 2d4 sp.

Tactics: The goblins scatter, negating the effectiveness of area-affect spells, and rain missile fire on their opponents. They do not pursue anyone who leaves them alone. Guarding quite a stash of loot has elevated their morale; they withdraw only after all of the leaders and over half of the remaining goblins are dead. One leader, using a *ring of swimming*, travels to and requests help from **Area 8-16's** trolls upon the PCs' arrival. The trolls arrive 3d6 rounds after the battle begins. If the PCs try to negotiate, the trolls attack from the river, surprising both the PCs and the goblins (except the goblin leader accompanying the trolls). The next round, the goblins attack. If the PCs leave in peace before the trolls arrive, the trolls swim further, looking for later opportunities to ambush the party.

Treasure: Piled around the goblin camp are 12 man-months' worth of food (edible, but not appetizing), 49 sets of mining tools and 15,600 gp worth of gold ore (weighing 31,200 gp). One goblin leader owns a *ring of swimming*.

8-14. Down, Down, Down You Go

A roughly carved staircase descends for over 100 ft. At its terminus, a landing guides PCs to another set of stairs running switchback and descending another 100 ft. Goblin miners carved these stairs to reach the gold mine on **Level 10A**. On the switchback, a careful search reveals a gold nugget worth 22 gp.

8-15. King Goov's Tomb

Forty feet below the pool's surface, a manmade structure, a stone box 10 ft. square, seems curiously out of place. From above the surface of the water this structure is noticeable. A person underwater has a better chance of finding it. An intricate lock and what is obviously a door together adorn one of its faces.

The door opens into an upward-sloping corridor that terminates in the lair of the greater mummy, **King Goov**. Egotistical, thoroughly evil but incredibly stupid, King Goov ruled ineffectually. Lacking charisma—owing to his horrible personality and disfigured, pear-like shape—Goov wielded a *rod of rulership* to coerce fealty from his unfortunate subjects and his unwilling concubine, Yokim. Goov made a covenant with Orcus to remain alive after death. In trade, Goov sacrificed 500 young maidens to the evil god, which triggered a revolt among his people, leading to regicide. Honoring his promise, Orcus made Goov undead. Discovering his concubine in a tryst with a halfling named Helman, Goov kidnapped Yokim by the dark of night and whisked her away to **Level 4's** evil temple.

King Goov: HD 15 (76 hp); AC -3 [22]; Atk 1 slam (2d6 + mummy rot); Move 6; Save 3; AL C; CL/XP 16/3200; Special: Rot, +1 or better weapon to hit, double damage from fire, magic resistance (55%), exhale insects (as *insect plague*, once every 4 rounds), spells (*symbol of fear* 2/day, *symbol of discord* 2/day, *symbol of stunning* 2/day), summon 1d4 giant scorpions in 1d6 rounds, once per day. Gear: Armor of golden scales (as ring mail), *rod of rulership*.

Tactics: King Goov, very upset that his rest has been disturbed, attempts to kill all intruders. He begins by using his *rod of rulership*, following with a *symbol of stunning* and *symbol of discord*. After King Goov summons giant scorpions, he wades into melee. If sorely pressed, he summons his concubine, Yokim, from **Area 8-9** (she arrives in 1d6 rounds), calling her name in a bellowing voice with a strange and unidentifiable accent.

Treasure: Other than Goov's personal items, his coffin, made of solid stone and weighing 4,500 lb., is worth 20,000 gp. But getting it to the surface may prove an impossible task. Goov's triangular crown, ostentatiously gaudy and worth 1,000 gp, might fetch 1,500 gp if melted down—the pure gold is more valuable than the horrid item created from it!

New Magic Item

ROD OF RULERSHIP

This 3 ft. long rod is adorned with mystic symbols that seem to shift and flow together. The effect is strangely hypnotic, and cause viewers to accept verbal commands given by the wielder. Anything said by the bearer is looked upon with a favorable attitude. The bearer of a rod of rulership may cast a charm person spell 3 times per day.

8–16. The Troll Lair

This is the lair of a new strain of **troll**. These creatures, river trolls, bear some resemblance to normal trolls. While they lack normal trolls' climbing acumen, they are instead fine swimmers. They must also spend at least 4 hours each day in the water; otherwise, they dry out and lose their regenerative abilities. This encounter assumes that the trolls have not helped the goblin miners in **Area 8–13** or at least have had time to return to their lair.

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

Tactics: Excellent swimmers, these trolls do not fear the swift channel of **Area 8–12**. They typically grab their opponents and either throw them into the river or jump in while grappling them, but only if the trolls are within 15 ft. of shore. This strategy prevents the use of fire against them and simultaneously allows them an opportunity to drown their victims, as it is unlikely that PCs can hold their breath as long as a troll can (amphibious nature). The trolls can easily swim to **Area 8–4**. After dispatching their first set of victims, the trolls return to their lair by swimming past **Area 8–10**, wading to the southeast corner of the map and slingshotting back to **Area 8–12** (and **8–16**). This circuitous route takes about 20 minutes. Once they return, the trolls grab 3 additional victims and repeat the process. Corpses are left in the shallows south of **Area 8–10**, in about 3 ft. of water. When all the PCs have either died or run away, the trolls then loot the bodies, feasting all the while.

Treasure: These trolls have acquired quite a hoard. Successful hunters, they have also developed a good trade relationship with the goblin miners. Treasure is liberally strewn around their lair in three separate piles:

Pile 1 contains the following: 14,000 gp of fine-grade gold ore (weighing 28,000 lb.); 6 gems — a fire opal (worth 500 gp), a jet (50 gp), a red spinel (50 gp), a piece of amber (50 gp), a bloodstone (25 gp) and a moss agate (worth 5 gp); and a +1 *battleaxe*, with garnet studs and gold wire set in the pommel (worth 1,000 gp extra).

Pile 2 contains the following: 8,000 gp worth of ore (weighing 16,000 lb.); a jade jewelry box decorated with carved serpents worth 250 gp and containing a pearl necklace worth 1,000 gp and an uncut star sapphire worth 2,500 gp; a suit of plate mail (ornate, fit for a prince); and a set of cursed *boots of dancing*.

Pile 3 contains the following: 4,400 gp worth of ore (weighing 8,800 lb.), a scroll of 3 druid spells (*neutralize poison*, *dispel magic* and *sticks to snakes*), a scroll of 5 magic-user spells (*geas*, *phantasmal force*, *water breathing*, *web* and *mass invisibility*) and a locked, trapped box (poison needle, 1d12 points of damage) containing a *manual of beneficial exercise*.