

Level 9: The Lower Temple of Orcus

This level contains the second of three power centers for the evil temple of Orcus in the dungeon of Rappan Athuk. Just as Zehn rules **Level 4** with an iron hand, so does Gudmund rule this level. If the PCs are to have any hope of expunging the evil forces of this place, they must first succeed in the destruction of this temple. Gudmund keeps a stable of servant creatures near the temple. Minotaurs haunt the maze area, and a large pack of leucrottas are kept fed and happy in the caves. A herd of gorgons lives in yet another area. Worse encounters are hidden in the temple as well. A map of this level is depicted in **Map RA-9**.

Minotaur: HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

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.

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Equivalent Dungeon Level: 9

Entrances: Stairs to **Levels 7A, 10,** and **11A** from **Area 9-1**. River from **Level 1**.

Exits: Stairs to **Levels 7A, 10,** and **11A** from **Area 9-1**.

Wandering Monsters: Check once every hour on 1d20:

- | | |
|-------|---|
| 1 | 1d3 acolytes of Orcus (see Area 9-8) |
| 2 | 1d6 minotaurs |
| 3 | 3d6 giant rats (cavern areas only, otherwise no encounter) |
| 4-5 | 1d3 leucrottas (see Area 9-5) |
| 6 | A company of goblin troops —2d4 goblin fighters accompanied by 1d2 goblin leaders |
| 7 | 1d2 vrocks |
| 8-9 | 1d3 small piercers (cavern areas only, otherwise no encounter) |
| 10-20 | No encounter |

Detections: Strong evil emanates from the temple at **Area 9-8**.

Shielding: None.

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

All attempts to turn undead receive a -4 profane penalty due to the evil temple. No turning is possible in the temple area itself. **Areas 9-8 to 9-11** radiate a continuous *dispel good* aura.

Fungus encrusts most cave surfaces on this level; 20% of the fungus is edible, while 10% is poisonous (lethal). Druids, rangers and dwarves can determine which are edible.

Leucrotta: HD 6; AC 4 [15]; Atk 1 bite (3d6); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Goblin Fighter: HD 2; AC 6 [13]; Atk 1 handaxe (1d6) or shortbow (1d6); Move 9; Save 16; AL C; CL/XP 2/30; Special: None. Gear: Ring armor, handaxe, shortbow, 20 arrows, 20 gp.

Goblin Leader: HD 3; AC 6 [13]; Atk +1 *shortsword* (1d6+1) or crossbow (1d8); Move 9; Save 14; AL C; CL/XP 2/30; Special: None. Gear: Ring armor, +1 *shortsword*, crossbow, 10 bolts, 25 gp.

Demon, Vrock: HD 8; AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12/18 (flying); Save 8; AL C; CL/XP 9/1100; Special: Magic Resistance (50%), immune to fire, darkness.

Small Piercers: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: None.

9-1. Entrance

This small room contains stairs leading down to **Levels 10** and **11A**, and up to **Level 7A**.

9-2. Empty Areas

The occasional piece of junk or debris litters those areas marked **9-2**. Referees should also roll a wandering monster check each time PCs enter areas designated “**9-2**.”

9-3. The False Wall

The wall on the north side of this room simply looks fake. It is made of very weak paper and mortar, and can be easily broken down. If this occurs, an alarm is triggered in the evil temple at **Area 9-8**, and the gorgons are sent to the area by Gudmund from **Area 9-7**. Other than that, this area is yet another time waster.

9-4. Gathering Ground

This area is used as a base camp for the minotaurs that serve Gudmund. At all times, **12 minotaurs** are present in this area, and a total of 24 are present on this level. Any not here are assumed to be wandering the maze (**Area 9-6**) or elsewhere. There is a large iron bar across the door to the tunnel complex at **Area 9-7**. This is to keep the gorgons shut in, as the minotaurs fear them. Strewn about the room are small piles of rubbish that double as the minotaurs' beds (24 separate piles).

Minotaurs (12): HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP

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6/400; Special: Never get lost in labyrinths.

Tactics: The minotaurs are too chaotic to formulate any real battle plan. They are relentless foes, however, and track anyone fleeing as long as one side or the other is alive. They fear wizards, and anyone who can be seen casting spells is preferentially targeted. Any non-spellcasters captured are eaten. Captured spellcasters are tossed into the gorgon area beyond the north door (it is bad luck to eat a wizard).

Treasure: Three of the piles have some items of interest. Pile #14 has 1,400 gp in a large locked leather sack. The lock is of fine quality. Pile #19 has hidden in a pile of feces a +2 *short sword* in a lead sheath (*detect magic* cannot find it). Pile #23 contains a small statue of pure adamantite. The statue is of a young man kneeling beside two lions; it is worth 2,500 gp and weighs 2.5 pounds.

9–5. Leucrotta Caves

Two interconnected areas are labeled as 9–5 on the map. Each serves as the den for a pack of 6 **leucrottas** that are used as guardian animals by Gudmund. These packs do not care for each other. Any combat in one area is only 30% likely to draw additional leucrottas from the other area. The river in this area can be swam, though downstream it leads nowhere. The source of the river is **Level 1, Area 1–14**. The beasts have no treasure.

Leucrottas (6): HD 6; AC 4 [15]; Atk 1 bite (3d6); Move 18; Save 11; AL C; CL/XP 6/400; Special: None.

Tactics: These beasts hit and run, avoiding heavily armored opponents until all others have been dealt with. The pack attacks in two groups of three, with each group dedicating all of its attacks on one individual until he falls. If seriously wounded (75% or more of hit points), a leucrotta flees and hides, avoiding further conflict if possible.

9–6. The Maze

This area is a total time-waster and was built to distract invaders while the priests gather their forces to fight them. Hidden throughout the maze are a series of undetectable *glyphs of warding* that do not harm anyone, but instead trigger an alarm in **Area 9–9**. Once the alarm is triggered, Gudmund releases the gorgons from **Area 9–7** into the maze. These beasts track by scent until they find the PCs. Wandering the maze at any given time are 6 **minotaurs**, who feel at home here. There is a 50% chance per 10 minutes of encountering such a wandering group. Once they are slain, no further encounters with minotaurs occur in the maze.

Minotaurs (6): HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Tactics: The minotaurs are too chaotic to formulate any real battle plan. They are relentless foes, however, and track anyone fleeing as long as one side or the other is alive. They fear spellcasters, and anyone who can be seen casting spells is preferentially targeted. Any non-spellcasters captured are eaten. Captured spellcasters are tossed into the gorgon area.

9–7. Cave of the Gorgons

Only Gudmund himself dares enter this room, as his amulet protects him from the breath of the foul creatures stabled here. This cave complex smells of cow dung and vermin. Careful inspection of the area behind the door reveals a whole troop of small rat statues, 20 in total. Here and there a stone stirge may be found as well. Each minute spent north of the door from **Area 9–4** brings a 35% chance of an encounter with 1d3 **gorgons**.

These beasts are used as a weapon by the evil priests of this level and are kept well fed with slaves, goblin trespassers, and adventurers. The gorgon lair (statuary, really) is in the back corner of **Area 9–7**. Gudmund removes all treasure.

Gorgons (4): HD 8; AC 2 [17]; Atk 1 gore (2d6); Move 12; Save 8; AL C; CL/XP 10/1400; Special: Breath turns to stone.

Tactics: Moooo!!! Charge, breathe, charge, breathe, charge, etc.

Treasure: In a large pile of offal a long lost *iron flask* (see below) containing a vrock can be found with a search. The command word for the flask is “Muzekseg.”

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a saving throw. The range of this effect is 60 ft. Only one creature at a time can be so contained. Loosening the stopper frees the captured creature. The command word can be given only once per day.

9–8. The Lower Temple of Orcus

Entrance Portals: The divided corridor leads down an 80-ft. hall and ends in a set of huge, carved double doors. Unholy scenes of demonic faces and rites are carved in these bas-relief halls and doors, evidence that something wicked this way comes. The doors are unlocked, and may be opened easily by pulling on their great brass handles. The doors are, of course, trapped, with a *glyph of warding* that bestows a curse that imposes a -3 penalty on all attacks and saving throws on non-chaotic creatures passing through the portal.

Beyond the Doors: Inside is the Lower Temple of Orcus, the last of the human-occupied shrines of power dedicated to this evil god. Like the Upper Temple (**Level 4**), this area is designed to be horribly deadly and should not be taken as “just another encounter” by the Referee. It is critical that the PCs destroy this power source if they want to have any chance of defeating the evil of Rappan Athuk.

The room itself is shaped like a cross, with two large pools of bubbling blood flanking a large altar upon which rests a shimmering globe of scintillating colors. The globe spins wildly along its axis, creating a *blur* effect within 20 ft. of the altar. Around the altar is inscribed a pentagram. This pentagram radiates a permanent *protection from good* aura within 120 ft. Remember as well, the entire temple area radiates a *dispel good* effect. In order to destroy this shrine, the PCs must not only deface the temple, but must also destroy the globe, known as the sphere of souls.

Like the Upper Temple, an evil priest and his minions guard this shrine. **Gudmund**, a high priest of Orcus, and several attendants oversee this shrine. The demon prince has bequeathed Gudmund an assistant to aid in the temple’s defense: **Geelzabigth**, a labrezu demon. Gudmund has also created a **clay golem** to protect him. Several — if not all — PCs may perish in an attempt to destroy this den of evil. Wise and well versed in combat, the priests never surrender or parley. Anyone captured alive is either immediately killed or sacrificed to Orcus after the battle. Combat such as this is the stuff of which legends are made. Referees should play these NPCs with all their guile and skill.

Magical Protections: The temple is under the effects of a permanent *dispel good* spell. All these spells are as powerful as if cast by an 18th-level caster.

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Gudmund, Cleric of Orcus 12: HP 46; AC -2 [21]; Atk +2 mace (1d6+2); Move 12; Save 4; AL C; CL/XP 14/2600; Special: Rebuke/command undead, cleric spells (1st—cause light wounds x2, detect magic, protection from good; 2nd—bless, hold person, silence 15-ft radius, snake charm; 3rd—cause disease, prayer, remove curse, speak with dead; 4th—cause serious wounds x2, protection from good 10-ft radius, sticks to snakes; 5th—dispel good, finger of death, insect plague, quest; 6th—blade barrier. Gear: +2 mace, +2 platemail, +2 shield, potion of extra healing, magic key to secret door in Area 5-11, gold unholy symbol (grants permanent prayer spell to bearer if servant of Orcus)

Geelzabigh the Glabrezu: HD 10 (52 hp); AC -3 [22]; Atk 2 pincers (2d6), 2 claws (1d3), bite (1d4+1); Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Clay Golem: HD 12 (50 hp); AC 7 [12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

Priests of Orcus (6), Cleric 6: HP 24 each; AC 4 [15]; Atk 1 mace (1d6); Move 9; Save 10; AL C; CL/XP 7/600; Special: Rebuke/command undead, cleric spells (1st—cause light wounds, protection from good; 2nd—bless, hold person; 3rd—prayer; 4th—cause serious wounds). Gear: Chainmail, shield, mace, potion of healing, unholy symbol of Orcus, 18 gp.

Acolytes of Orcus (12), Cleric 3: HP 12 each; AC 5 [14]; Atk 1 light mace (1d4); Move 9; Save 13; AL C; CL/XP 4/240; Special: Rebuke/command undead, cleric spells (1st—cause light wounds, protection from good). Gear: Ring armor, shield, light mace, unholy symbol of Orcus, 38 gp.

Tactics: The priests use fairly simple tactics. Gudmund casts *blade barrier* and *prayer*. He then casts additional spells as seen fit by the Referee, aiding his demon and clay golem servitors to slay anyone still standing. He uses *protection from good* areas for any close-in combat he is forced to join.

The acolytes cast *protection from good* and then wade into melee, relying on their god's protection. The priests' actions parallel that of the acolytes, but they also cast *bless* before joining combat. When the opportunity presents itself, each priest uses *hold person*. As befits their chaotic nature,

Shrines of Power

The unholy shrines in this dungeon, of which this is the second, provide power to the demon prince, Orcus, and his avatar, the "Master." To cleanse the area of evil, PCs must destroy and consecrate each unholy shrine. Additionally, destroying the unholy shrines weakens Orcus' avatar, making it possible for a high-level party to defeat him on **Level 15**. Note that to access the Chapel of Orcus (**Level 14**), the PCs must obtain the magical key held by Gudmund. No other means of opening the door at **Area 5-11** is available.



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the higher-level priests let the acolytes bear the brunt of combat (e.g., melee with PC fighters). The glabrezu and clay golem simply bashes the closest opponent. None of Orcus' minions retreats or gives quarter. Priests sacrifice charmed PCs immediately following combat.

Treasure: Other than the priests' respective treasures, as listed above, the sphere of souls appears to be quite valuable (in excess of 10,000 gp). It radiates non-detection, and may be simply removed or taken away by unwise PCs. It is the power focus for this evil temple, and unless destroyed, the avatar on **Level 15** loses no vitality. The sphere may be destroyed simply by smashing it to bits.

9-9. The Priests' Quarters

This room functions as the temple priests' sleeping quarters. The room contains six beds, evenly spaced apart, and six wooden chests, one situated at the foot of each bed. The beds and chests are of simple yet practical construction. The acolytes sleep on the floor. One more bed is hidden, however, in **Area 9-10**. All of the chests contain various mundane items, unholy writings, black robes, and other minor priestly trappings. Nothing of value is present in this room. The secret door to **Area 9-10** is very difficult to find.

9-10. The Hidden Room

This is Gudmund's room, as well as the treasure room for this temple. The room is lavishly furnished and adorned with tapestries, golden idols encrusted with gems, and various magical trophies taken from dead adventurers. Three large chests sit along the south wall, locked with finely crafted locks. Each is trapped. Chest #1 is trapped with a poisoned needle in the lock. Chest #2 is trapped with a 5 dice *lightning bolt* with a 50-ft. range. Chest #3 is trapped with a magic jar effect that uses a 15,000 gp emerald. Disarming the trap or freeing the captured soul shatters the gem, leaving shards worth only 3d6 x 100 gp.

Treasure: This room contains the vast wealth of this temple. The tapestries alone are worth over 5,000 gp, though finding buyers of the evil scenes depicted may be difficult. Six large pieces of artwork are present. The first is a silver water fountain enchanted to run water continuously. The fountain is in the shape of a swan in a pool, and the whole is worth 3,000 gp. The second is a large statue of Hecate, made of pure platinum and with emeralds for eyes, worth over 10,000 gp in precious materials alone. This statue is hallowed, though its aura is suppressed by the *unhallow* effect of the temple. The third piece of art is a golden flute, inlaid with fine gemstones and of purest quality, worth 1,500 gp. The final two items are a pair of ornamental swords, inlaid with gems and edged with platinum; their hilts are wrapped with mithral wire. These two swords are worth 6,000 gp as a set. A *bronze horn of Valhalla* rests on the wall. Chest #1 contains 2,800 sp and 3 scrolls of magic-user spells. The first scroll contains the spell *stone to flesh*, the second *passwall*, and on the last is inscribed a single *wish*. Chest #2 contains velvet lining and is filled with 4 potions; all potions are unmarked. There are 3 potions of *healing* and one of *heroism*. The last chest contains a *decanter of endless water*, and a long, thin puzzle box made of adamantite. The box contains a *wand of fear*. Hidden in a secret compartment of this chest is a *ring of poison resistance*. This compartment is trapped with a poison gas trap (20-ft. radius, save or die).

9-11. Land of the Dead

This room is literally piled wall to wall with bones and rotting bodies, all sacrificed to the evil lord of the dead. Nothing of value remains, as the bodies were searched prior to disposal here. This room is used as a resource for animating skeletons to serve in the evil temple.