

# Level 9B: The Well of Agamemnon, Upper Level

This level begins the subplot involving the evil wizard Agamemnon. Agamemnon was a servant of Hecate, and servitor of Akbeth, long before the rise of Orcus in the dungeon. He built as his tomb an imprisoning gate that lets intruders in but not out. Only by traversing the entirety of Agamemnon's Well (Levels 9B and 9C), can an adventuring party escape and return to the lands above. In order to escape, the PCs must retrieve the sword of Agamemnon, known as "Butcher," which is kept in his tomb on Level 9C.

The passage from Level 9B to 9C may be this area's most treacherous feature. It consists of a whirlpool covered in an *antimagic field* that must be crossed with boats or by swimming. Any lost to the center of the pool are dead and gone. A map of this level is depicted in Map RA-9B. The whirlpool is shown on Map RA-9C.

## Equivalent Dungeon Level: 9

**Entrances:** Secret staircase from Level 10A. This staircase is located beyond the waterfall near the center of the great cavern.

**Exits:** Whirlpool to Level 9C.

**Wandering Monsters:** Check once every 12 hours on 1d20:

1-2	1d4 crazed humans (see Area 9B-4)
3	1d4 crazed goblin scouts
4-5	3d6 giant rats
5	2d6 stirges
6	The Frogman (see Area 9B-23)
7-20	No encounter

**Shielding:** The entire level is shielded, and no means of magical transport such as *teleport*, *dimension door*, *plane shift*, *etherealness*, and so forth functions on this level, except for the *teleportals* at Areas 9B-15 and 9B-16. In addition, no spells or powers involving extra-planar contact, such as *summoning* or *commune*, operate on this level.

**Continuous Effects:** No magic of any kind functions in room 9B-26, or in the whirlpool area (9B-27) beyond. The entire level radiates soft light (equal to a *light* spell). Being on this level causes the loss of 1 permanent wisdom point per day spent here, no save. At 0 wisdom, a PC is transformed into a crazed cannibal (see Area 9B-4, below). Only *dispel evil* can restore a lost soul affected in this way.

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

The river on this level creates a circular, clockwise route that continuously runs around the level's center portion. The channel is carved and smooth, and the current is swift. Channel depth is approximately 15 ft., and the width varies from 15 to 25 ft. across. Swimming with the current (moving 60 ft. per round) is reasonably easy. Swimming against the current is more challenging.

**Crazed Goblin Scout:** HD 2; AC 7 [12]; Atk 1 handaxe (1d4) and bite (1d3 + disease); Move 9; Save 16; AL C; CL/XP 3/60; Special: Backstab for double damage, disease\*, insane (immune to mind control). Gear: Leather armor, handaxe, ear trophies.

\* The goblins carry a fever that incubates for 1d3 days and the causes the afflicted to suffer a -2 penalty to attacks and saves and cuts their movement rate in half. If the victim passes two daily saving throws in a row, they shake off the effects of the 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.

**Stirges:** 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.

## Psycho!

Normally, when a creature is reduced to 0 wisdom, it falls unconscious; within the confines of Levels 9B and 9C, however, such creatures instead go stark raving mad. A crazed creature retains all of its normal abilities except it cannot cast spells or use spell-like abilities, nor can it make use of ranged weapons of any kind.

A crazed creature cannot easily be cured of its insanity. In order to cure a crazed creature, it must first be targeted with a *cure disease* spell followed immediately with a *remove curse* spell. At that point, the curse is broken, and the afflicted is no longer crazed; it has a wisdom score of 1, making it susceptible to suffering the curse again the next day.

Crazed creatures are immune to all mind-affecting effects, including ones that would otherwise be beneficial, such as *bless*.

Finally, a crazed creature can bite for 1d3 points of damage. This bite carries the fever described above.

A crazed creature no longer desires magical trinkets such as weapons, armor, or wondrous items. Instead, it seeks only to take trophies from those it kills, such as teeth or ears. It leaves behind anything of actual value. Typically, a crazed creature possesses one weapon and shabby leather armor.

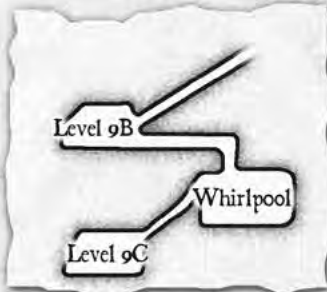
## 9B-i. Entrance

These stairs descend from Level 10A. They are neither trapped nor dangerous in any way. Once the bottom is reached, a plain looking door is present. Once opened, this door causes the stone above to seal while creating an *antimagic field* in the stairwell. There is no save, nor can the device be bypassed. The door radiates strange magic — both divine and arcane (thanks to Hecate). The PCs arrive at the room listed as 9B-1 on the map.

# Rappan Athuk

## Level 9B: The Well of Agamemnon - Upper Level

Level Connection Diagram



## 9B-2. Empty

Bones and junk litter all rooms and caverns marked **9B-2**. Referees should also roll a wandering monster check each time characters enter a room labeled “**9B-2**.”

## 9B-3. The Entrance Foyer

This room stands as a monument to the archmage Agamemnon, and the **5 pillars** along the west wall of the room depict the deeds and fortunes of the great man. Doors lead out to the north and south, and a carved passage leads to the northwest. All the writings inscribed on the columns are in ancient Draconic. Several clues can be gained if the writings are deciphered. Details of the pillars include the following information:

**Pillar #1** has writings describing Agamemnon’s rise from an apprentice to become the lover and servant of the priestess Akbeth. It tells of superhuman deeds, slaying of dragons, and communing with the great goddess Hecate. It details Agamemnon being granted a divine gift from the goddess, a sword of glowing green metal (this is *Butcher*, the Sword of Agamemnon).

**Pillar #2** has writings describing Akbeth’s fall from grace and eventual transmutation by the goddess. It explains how Agamemnon remained true to the goddess, and describes the building of the mithral gates on **Level 9A** by the archmage to guard the remains of his lost love. It tells of terrible conflict in his heart as he was forced to choose between his lover and his goddess.

**Pillar #3** has writings describing Agamemnon’s quest for immortality and how he searched the world for the secret of it. It tells of his quests and travels, and how finally only divinity or undeath would save him. It is clear that Agamemnon was an avid sailor, and the writings mention that he traveled to legendary lands in the great ships Tarun and Malgedesh (these are the command words for the folding boat in **Area 9B-9**).

**Pillar #4** describes the building of the well. It describes that only with a divine force can the well be exited, and only “with the steel of the gods” may someone open the lock that holds the gate closed. This describes how the exit can be accessed through the center pillar (#3) using the sword as a key.

**Pillar #5** shows a slow slip into evil for the old wizard, and speaks of his desire to starve any that pillage his resting place. It talks of blood being the key to divinity, and only through consumption of the living can a person achieve godhood (this is a clue that Agamemnon has become a vampire).

## 9B-4. The Fountain

This room contains an intricately carved fountain in the form of a beautiful woman standing in a circular pool of water. Those who have seen Akbeth’s statue — or a form or picture of her — recognize the woman as her. Unfortunately, before the PCs can fully take in the view, they must deal with the **crazed cannibalistic humans** who occupy this room. These men have been stuck in the well for years, subsisting on cavefish and newcomers. They eat the occasional rat or stirge to supplement their diet. These men are beyond help, except as described above, and fight maniacally until slain. If cured of their insanity, they join the party and aid the PCs in the quest to get out of the well. Their only tactic is to charge, kill, and eat the PCs.

**Crazed Raging Cannibalistic Humans (8):** HD 7; AC 6 [13]; Atk 1 two-handed sword (1d10) and bite (1d3 + disease); Move 15; AL N; CL/XP 8/800; Special: Disease (see above), insane, attack twice per round. Gear: Leather armor, two-handed sword, collection of teeth.

**Secret Door:** The secret door to **Area 9B-17** is a trap door in the floor. It is easy to find, as the crazed men who inhabit this room (they are not good about keeping it closed) use it for passage.

## 9B-5. The Underwater Tunnel

The south door leads to a downward sloping tunnel. The corridor slopes steeply down, enters the water, proceeds 15 ft., then slopes steeply up into **Area 9B-19**.

## 9B-6. The Hidden Servant

Waiting patiently in this room is the bound demon, **Nargallamar**. Nargallamar was bound by Agamemnon to “guard this area”; however, the magic-user never told him how large the area was, hence he only guards this room. Due to the lack of abilities, the XP for Nargallamar is reduced (he cannot use his normal teleport or summoning abilities due to the shielding present on this level). He attacks all that remains in this room, but does not pursue out of it.

**Nargallamar the Vrock:** HD 8 (40 hp); AC 1 [18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

**Treasure:** There are the remains of several adventurers here. Though these adventurers were stripped and devoured, 4 suits of plate mail are still present here, as is a backpack with 6 torches, 3 flasks of acid, and an ivory case (200 gp value) containing an arcane *scroll of legend lore*.

## 9B-7. The Pool

A spiral staircase leads down to a large cavern flooded with 5 ft. of water. The water is murky and still. Faint ripples can be seen if the water is entered. Three rounds after it is entered, an aquatic **black pudding** attacks. It does not pursue out of the water.

**Black Pudding:** HD 10 (45 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

## 9B-8. The Cursed Door

This door is obviously not just a normal door. It is covered with runes and writings. If the script is deciphered, it can be determined that there is a great *curse* upon the door. The *curse* states that any passing through the portal suffers a “curse of drowning.” This is true. Any that pass through the portal must make a saving throw or be permanently *curse*d to drown anytime they attempt to swim. The door is unlocked and can be easily opened.

## 9B-9. The Boat Room

This room contains a series of artistically sculpted boats and rafts of all shapes and sizes. All of the boats are old, brittle, and beyond use. Any attempt to use them in the river results in a 50% chance per 10 minutes of use that they break apart and sink. One exception to this is present. Appearing as a toy boat, about 6 inches long and in the shape of a canoe, is a magical *folding boat*. Use of this boat requires a command word to be determined. The words are “Tarun” (boat) and “Malgedesh” (ship), as noted in **Area 9B-3**.

## 9B-10. The Laboratory Entrance

Agamemnon left two nasty guardians to protect his laboratory. He had no reason to let intruders access his private laboratory, and took great pains to prevent entrance. To this end, **2 iron golems** bar the way to the door to room **9B-11**. The door itself is *wizard locked* at 18th level.

**Iron Golems (2):** HD 20 (80hp); AC 3 [16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

**Tactics:** The golems fight until slain, but do not pursue south of the river crossing.

## 9B-11. The Laboratory

This room is obviously a wizard's laboratory. It contains numerous tables and shelves filled with various powders and liquids. Two half-finished flesh golems molder on a large table, inert and never animated. If materials were recovered from this room, they would fetch over 20,000 gp on the open market. This would require transport of approximately 12 tons of gear to the surface, however. Against the north wall is a **secret door**. Beyond this door is a storeroom of magical potions. Due to the presence of the iron golems in **Area 10**, no one has yet looted this storeroom.

**Potions:** Along the shelves in the hidden chamber are the following potions, all unlabeled: *healing* x3, *giant strength*, *levitation* x2, *invisibility*, *extra healing* x2, *treasure finding* x3, *flying*, *gaseous form* and *slipperiness*. There are also 5 vials of magical poison; each registers as magical, but is instead lethal venom.

## 9B-12. The Cannibal Lair

The entrance to this room can only be accessed by grabbing onto an iron bar that juts out of the wall into the space above the river. In the distance, an arched bridge is visible over the river (**Area 9B-13**). Other than by flight, the only way to grab the bar is to make a successful melee touch attack against AC 20 while passing by it, either swimming or in a boat. Failure indicates that the bar has been missed and the PC grabbing for it has proceeded down river. Meanwhile, there is a 50% chance that the crazed inhabitants of this room complex rush forth and attack as described in **Area 9B-13**. The door is standard for this level and is unlocked.

The room beyond the entrance door contains six intact 2-person boats, carved from woodwork within the dungeon and totally functional. It also contains the rough sleeping quarters of **10 crazed cannibalistic humans**. They inhabit **Area 9B-13** and the empty room beyond, though they have not found the secret door to **Area 9B-14**. They fight maniacally until slain.

**Crazed Cannibalistic Humans (10):** HD 7; AC 6 [13]; Atk 1 two-handed sword (1d10) and bite (1d3 + disease); Move 15; AL N; CL/XP 8/800; Special: Disease (see above), insane. Gear: Leather armor, two-handed sword, collection of teeth.

## 9B-13. The Great Arched Bridge

This area consists of a 15 ft. wide, 40 ft. tall arched bridge of magical brickwork. It is inscribed with pictograms and writings. It can withstand any degree of magical assault and is made of stone that resists all blows from mundane weapons, and only half damage from magical weapons. There is a 50% chance that the crazed humans described in **Area 9B-12** are present on the bridge, and they leap from the bridge to boats below in order to attack. The bridge itself grants 70% cover to all who are on it. On the underside of the bridge is an inscription of note, written in silver inlaid script. The writings are in ancient Draconic. They read:

*“To seek the sword,  
And freedom find,  
Remove the curse of gods gone by,  
Purge the doors of sin and blight,  
Beyond the wall, of blackest night.”*

## 9B-14. The Lost Room

The crazed inhabitants of this area have not yet discovered this secret door. Beyond the door is a small chamber containing an undisturbed library. Bookshelves line the walls, and comfortable yet moldy furniture is scattered about. Most of the 700 books present, while valuable (average 20 gp each), are mundane. Two are of interest and require a thorough search to locate via searching or a *detect magic* spell to find. The first is a *manual of intelligence* while the other is a cursed *vacuous grimoire*.

A *vacuous grimoire* looks like a *magical libram*, but drains one level of experience from magic-users.

## 9B-15. The Teleportal

This area teleports anyone landing on it to **Area 9B-16**, unless they were *teleported* from **Area 9B-16**.

## 9B-16. The Second Teleportal

This area *teleports* anyone landing on it to **Area 9B-15**, unless they were *teleported* from **Area 9B-15**.

## 9B-17. The Cannibals' Den

This is the living quarters of the crazed cannibalistic humans encountered in **Area 9B-3**. If they were not found there, they are here when the PCs arrive (see **Area 9B-3**). This room contains piles of human bones, musty, rotted pallets of bedding, and an assortment of old equipment.

**Treasure:** Three suits of rusty but usable plate mail are here, as are 5 longswords, a two-handed sword, a +2 *longbow*, a *medallion of projecting thoughts*, 4 packs containing 1,100 lbs. of gold ore (worth 550 gp), 2 vials of holy water, a steel shield, 3 wooden shields, and a book of elven poetry worth 15 gp.

## 9B-18. The Boneyard

This room is stacked with piles and piles of bones. Humanoid, fish, rat, and other monster bones lie strewn about in piles. A locked secret door to the south leads to **Area 9B-19**.

## 9B-19. Feet of Clay

The floor of this room is covered in slippery mud and wet clay. Two rounds after it is entered, the ground begins to tremble. Two rounds later, a **clay golem** pulls itself free and attacks. This golem acts as the first line of defense for the priest buried at **Area 9B-21**. A **secret door** 6-inches under the mud hides the access to **Areas 9B-20** and **9B-21**.

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

**Tactics:** The golem fights until slain, but does not pursue out of this room to the north.

## 9B–20. The Pool of Oblivion

Beyond the secret door in **Area 9B–19** is a small cavern, dripping with water and covered in stalactites and stalagmites. In the center of the room is a swirling pool of black water, smelly and foul. Ten feet down is a hidden tunnel leading to **Area 9B–21**. No light source can penetrate the water of the pool, and only careful feeling (while underwater) allows the door to **Area 9B–21** to be discovered.

## 9B–21. Underwater Angel

This is the tomb and final resting-place of Nemethiar, a priestess of Hecate and friend of Agamemnon. She is long dead and cannot trouble the PCs. The entire chamber is underwater, and due to the presence of the black water, no vision is possible here either. The Referee should have fun with this. Even with a *water breathing* spell or potion, it is really creepy to be swimming in total darkness. Cold or warm water may pass by the PCs, floating debris may brush against their skin, or other creepy effects; this is all up to the Referee to improvise. If multiple PCs are in the water, they may even attack each other in the darkness. No monsters or treasure are present in this room.

## 9B–22. The Bar Across the River

Across the river, at a height of 3 ft., is a huge steel bar. Passersby in a boat may grab this bar easily. Passing swimmers may attempt to grab the bar. They have a 4 in 6 chance to do so. On the south side of the bar is a tunnel entrance leading to **Area 9B–25**.

## 9B–23. The Frogman's Lair

This room is the lair of the **frogman**, a reasonably tough creature of unknown origin. The frogman is not necessarily unfriendly and can be bargained with, even befriended if approached properly. He feeds exclusively on cave fish and bugs, and is not predatory to humans.

**Secret Door:** The secret door to his lair is hard to find, though it is possible that wet footprints may lead the PCs to his lair if they either encounter him as a wandering monster or if they are in dire need of a little “Referee intervention” to cross the whirlpool in **Area 9B–29**.

When the frogman is encountered, he will cautiously await the PCs’ reaction, diving into the river to escape if they appear hostile. He appears as a bulbous-eyed, green-skinned humanoid, about six feet tall, and with webbed feet. If he can be communicated with (*tongues*, *Speak with animals*), he may assist the PCs in crossing the whirlpool area or in other waterborne adventuring.

**The Frogman:** HD 7 (38 hp); AC 2 [17]; Atk 2 claws (1d4) and bite (1d6); Move 12 (Swim 24); Save 9; AL N; CL/XP 8/800; Special: Regenerate 3 hp/round, amphibious.

## 9B–24. The Food Cave

This cavern is fungus-filled and contains a biomass greater than most swamps. Hundreds of types of fungi are present here: 20% of the fungus is edible while 10% is deadly poisonous. Druids, rangers and dwarves can tell which are edible. There is enough material here to sustain a party of 12



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PCs indefinitely. There are 2 other inhabitants of the cavern as well. These look like giant floating eyes, but are in reality **2 gas spores**.

**Gas Spores (2):** From a distance greater than 10 ft., the gas spore is likely to be mistaken for a different orb-shaped monster. The gas spore is not related to that creature, but uses its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 6. When a gas spore contacts a living creature (or a living creature touches a gas spore unarmed or with natural attacks), it injects poisonous rhizomes into the foe if that opponent fails a saving throw. Each day thereafter, an infected creature must succeed on a saving throw (cumulative  $-1$  penalty per additional day) or take 1d6 points of constitution damage. Constitution damage continues until the victim dies or the rhizomes are destroyed. At constitution 0, a victim dies and 2d4 gas spores emerge from its body. A *cure disease* spell cast on an affected creature before it dies destroys the rhizomes and prevents any further constitution damage.

If a gas spore is struck for a single point of damage (by a weapon, natural attack, spell, or effect), it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius. A successful saving throw reduces the damage by half.

### 9B-25. Down, Down, Down You Go, Where You Stop, No One Knows . . .

This nondescript room contains very little in the way of interest, except for a bas-relief of a demonic face on the floor leading to **Area 9B-26**. The mouth of the four-horned, red-faced demon is 10 ft. in diameter and provides access to the watercourse leading to **Level 9C**, 20 ft. below.

### 9B-26. Passage to the Whirlpool

This area leads to the whirlpool and eventually to **Level 9C**. The water in the baffled area is only 3 ft. deep and provides stability for those wishing to load boats or to rest before trying to make the trip across the whirlpool. No magic functions in this area. The passage leads 200 ft. south, gradually deepening to a maximum of 20 ft. at the outlet to **Area 9B-27**.

### 9B-27. The Whirlpool

This area leads either to death or to **Level 9C**, depending on the fortunes of those attempting to cross it. For this area, use the separate map provided (Whirlpool Map). No magic functions in this area. The cavern itself is vast (300 ft. in diameter) and is totally water-filled. In the center of the cavern is a suction funnel of water leading into an abysmally deep underground lake with no air source and no escape. The only method of passage is to stay as far from the center as possible, be a strong swimmer or boater, and have good luck. Anyone lost in the whirlpool is dead and gone and can only be brought back by a *wish*. There are four zones present in this water. Difficulties and result of success and failure for those trying to cross the pool are as follows:

**Zone 1:** Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone. Failure means that the PC in question moves to **Zone 2**, and moves 1/2 the desired distance toward the targeted destination.

**Zone 2:** Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone, or he may move 1/2 and return to **Zone 1**. Failure means that the PC in question moves to **Zone 3** and moves 1/2 the desired distance toward the targeted destination.

**Zone 3:** Roll to Open Doors. Success indicates a full move is made at the rate of the swimmer/boater and that he remains in this zone, or he may move 1/2 and return to **Zone 2**. Failure means that the PC in question moves to **Zone 4**.

**Zone 4:** Cannot swim or boat in. The other PCs watch helplessly as the victim is slowly drawn into a death spiral.

**Entrance to Level 9C:** The entrance to **Level 9C** lies across the cavern, in an area of still water some 300 ft. away.