

Level 9C: The Well of Agamemnon, Lower Level

Equivalent Dungeon Level: 11

Entrances: Whirlpool from **Level 9B**.

Exits: None.

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

1–2 1d4 crazed humans (see the **Level 9B, Area 9B–4**)

3 1d4 crazed goblin scouts (see the **Level 9B**)

4–5 3d6 giant rats

5 2d6 stirges

6 1 black pudding

7–20 No encounter

Detections: None.

Shielding: The entire level is shielded as is **Level 9B**, and no means of magical transport such as *teleport*, *dimension door*, *potions of ethereality*, and so forth functions. In addition, no spells or powers involving extra-planar contact, such as *summoning* or *commune*, operate on this level.

Continuous Effects: The entire level radiates soft light (equal to a *light* spell). This level, like **Level 9B**, causes the loss of 1 point of permanent wisdom drain per day spent here, no save.

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

This level is the final resting place of the great wizard Agamemnon and holds the key to escaping from the Well. Having passed the whirlpool, the party now confronts the archmage in the form of a vampire. In order to gain their freedom, the PCs must defeat him and obtain his sword. A map of this level is depicted in **Map RA–9C**.

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.

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.

Black Pudding: HD 10; AC 6 [13]; Atk acid (3d8); Move 6; Save 5; AL N; CL/XP 11/1,700; Special: acidic surface, immune to cold, divides when hit with lightning.

9C–1. Entrance

The sandy shore at the opposite side of the whirlpool is safe for landing. The observant can see a few footprints. These footprints look like bare human feet and can be tracked to **Area 9C–2**, where they disappear.

9C–2. Underwater Passage

Spiral stairs lead down to a water-filled passage. This passage is 60 ft. long and ends in another set of spiral stairs leading up to the dry corridor above. Swimming through this passage is not overly difficult.

9C–3. The Hanging Door

This door hangs in mid-air and is similar to those on **Level 3A** and **Level 7**. Writing above the door reads, in Elven, “*Only with Butcher may the Faithful open.*” The door cannot be opened in any way, unless the person opening it holds the magic sword from **Area 9C–19**. The door opens easily for anyone holding the sword. It is a one-way door, and PCs cannot travel back into the dungeon through this door. Those attempting to do so are stranded on the astral plane. This one-way door leads to a cave on the ground level outside the dungeon, over a mile away from the main entrance. The cave entrance is covered with a *permanent phantasmal force* and a *permanent screen* spell (see side box), hiding it from detection. The PCs may rest here without fear of detection.

New Spell: Screen

Spell Level: Magic-User, 7th level

Range: 30 feet

Duration: 24 hours

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell’s area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area with a *crystal ball* or other magic automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a saving throw, if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

9C–4. The Stirge Cavern

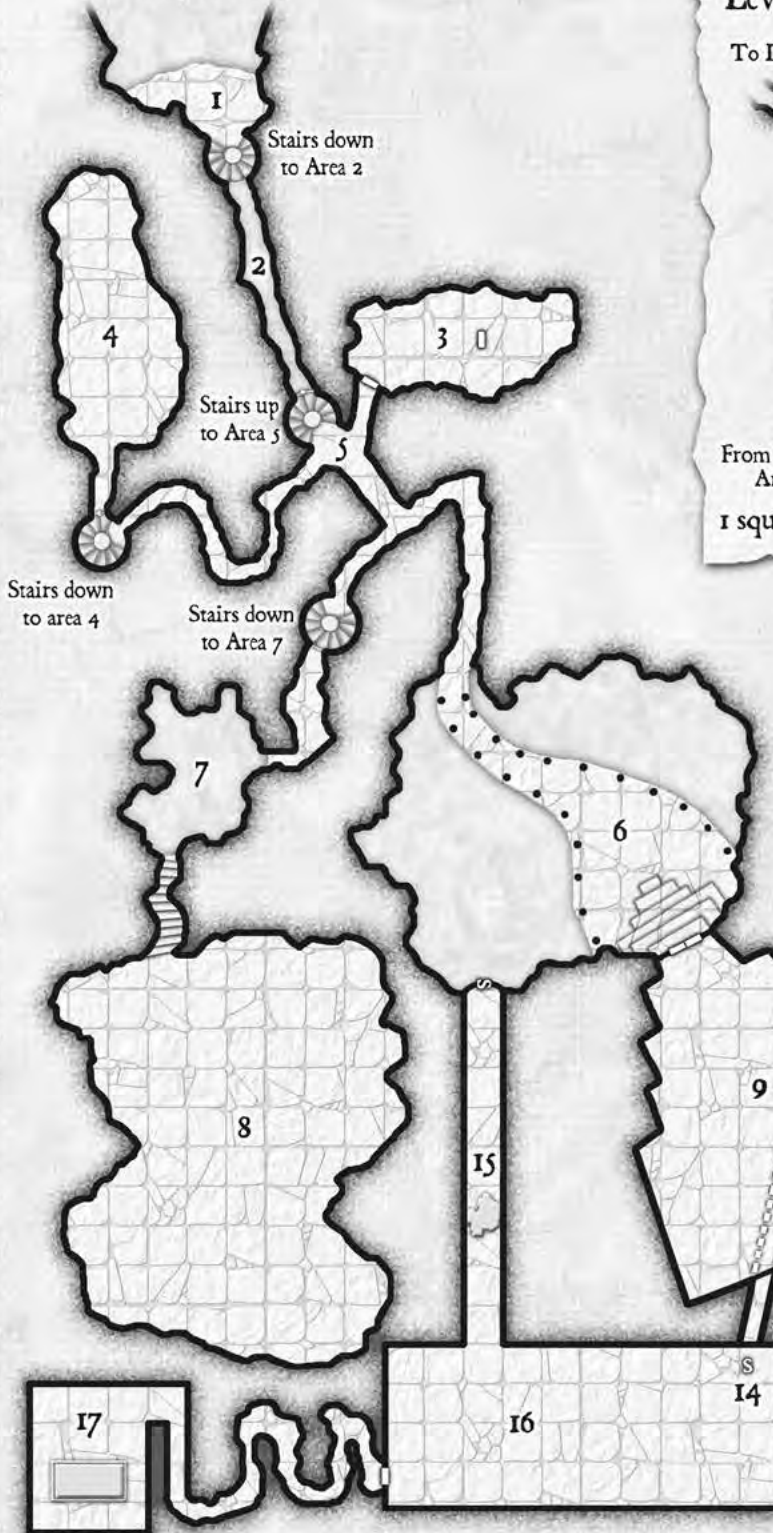
This cavern contains a great mass of **stirges**, having flown in from the area beyond the whirlpool. They are quite hungry, subsisting so far on only those lucky enough to get here and the few dire rats on this level. They attack en masse as soon as the bottom of the spiral stairs is reached. They have no treasure.

Stirge Swarms (4): HD 12; AC 3 [16]; Atk 1 swarm (3d6 + 1d4 blood drain); Move 3 (Fly 18); Save 3; AL N; CL/XP 14/2600; Special: Blood drain, half damage from slashing and piercing weapons.

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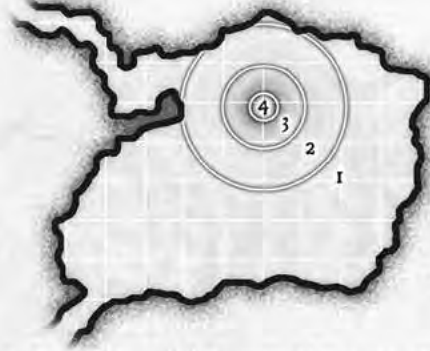
Level 9C: The Well of Agamemnon - Lower Level

From Whirlpool - 9B-27



Level 9B Area 27 - The Whirlpool

To Level 9C - Area 1



From Level 9B Area 26

Zone strength increases moving inward. Zone 1 is the weakest.

1 square = 20 feet

Zone 4 is the strongest.

1 square = 10 feet

9C-5. The Floor of Mud

This area contains 4 ft. of soft, slippery mud. This poses no real hazard to anyone taller than 5 ft., though all ground movement in this area is at 1/4 speed. At the far end of the room, the floor rises up slowly and exits the mud at the intersection.

9C-6. The Cursed Door of Agamemnon

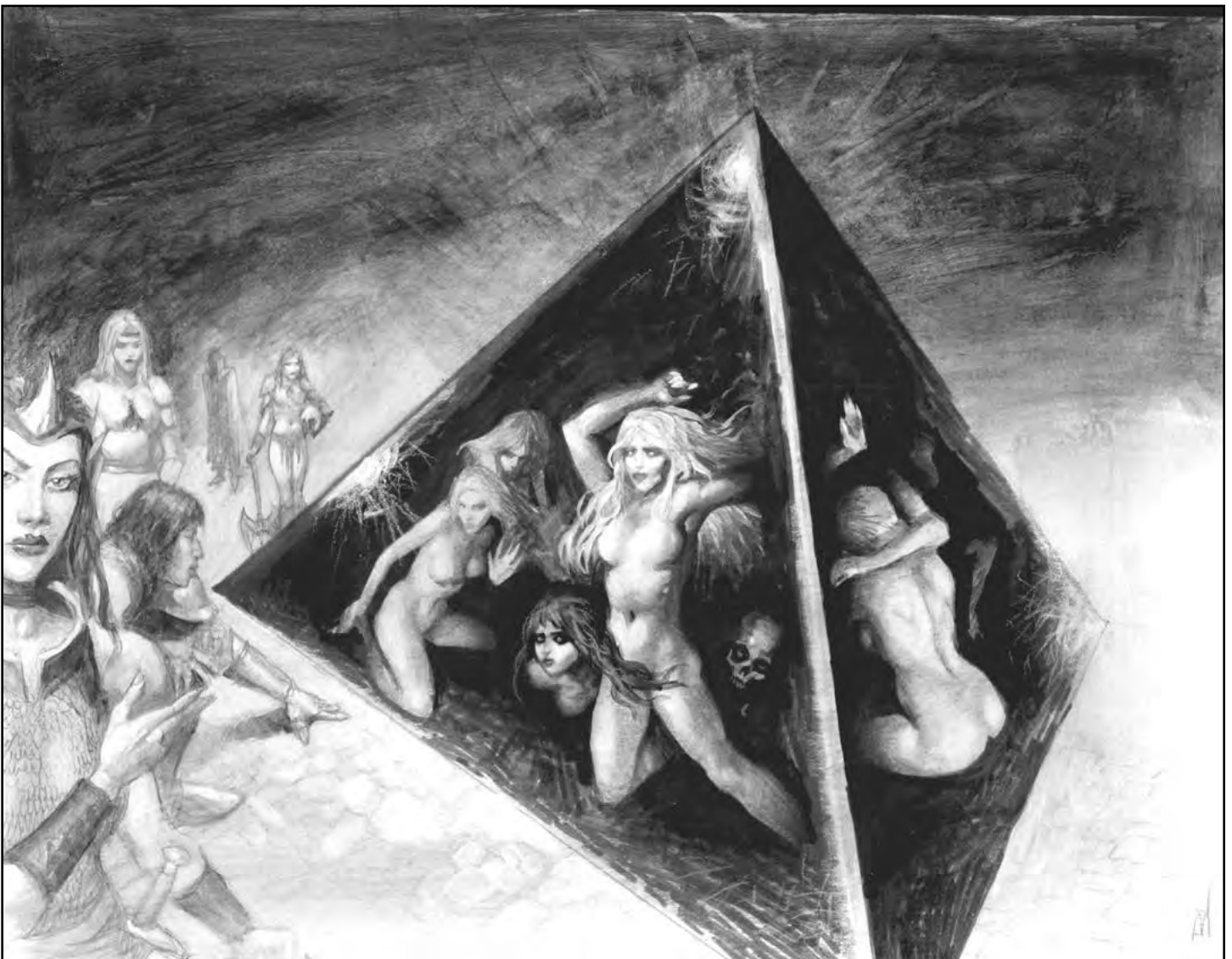
This column-lined hall is filled with 8 ft. of water except on the path between the columns. A curse is inscribed in ancient Draconic upon each pair of columns, each curse more terrible than the first, though none have any power, magical or otherwise. All warn intruders that to disturb the rest of Agamemnon is to invite plague, ill fortune, and death. At the end of the hall is a set of large stone steps made of pure white marble. At the top of the steps is a huge set of double doors, made of red stone and having no noticeable means of egress. The doors can only be opened by the casting of a *remove curse* spell, at which point they begin to bleed human blood, pouring pints of it all over the staircase and into the water. The bleeding doors are quite creepy, though the blood has no actual game effect. The doors then swing open, allowing entrance in to Area 9C-9. The doors cannot be bypassed by any other means.

9C-7. Leeches Don't Suck, They Bite

This room lies at the bottom of a 40 ft. spiral staircase. Muddy water 3 ft. deep covers the entirety of the room. A stairwell leading up to Area 9C-8 lies at the south side of the room. In the muddy water are several hundred leeches. Each round spent in the water draws attack by **2d6 normal leeches** per person. These nasties cause no pain when they attack, and armor does nothing to protect an individual. Unless the PCs inspect themselves after exiting the water, they take 1d4 points of damage each 10 minutes per 6 leeches attached. Anyone bitten by leeches must make a saving throw or contract a fever (1d3 days to incubate, -2 to attack and save, half normal movement; two daily saving throws to throw off disease). Leeches may be safely removed by heat or spell. Pulling them off ends the damage.

9C-8. The Star Room

This room radiates starlight, and the ceiling looks like the outdoor area surrounding the dungeon at night. Grass grows all over the ground, and trees dot the landscape. Birds and small animals scurry about, and berries grow on bushes. This room in all ways appears as if it were truly outdoors at night. This is in reality a powerful *phantasmal force*. The PCs could actually



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wander for years in this room, traveling for miles, only to have it remain continually night. The animals are part of the illusion, and cannot be caught or conversed with in any way. Plants or berries picked can be eaten, but they provide no nourishment. It is possible that monsters may wander in here from time to time, as the aesthetics of this room fool them as well. In that case, the PCs may interact with the monsters (or the other way around, of course). The Referee is encouraged to make the players believe they are outside, though their wanderings never seem to lead anywhere.

9C-9. The Hall of Agamemnon

This huge hall depicts the major life events of the archmage prior to his turn to evil. There are scenes of Agamemnon fighting dragons, summoning angels, fighting demons, slaying evil priests, and so on all over the walls and ceiling of this room. The workmanship of the painter (Agamemnon himself) is astounding. The room is otherwise featureless, save for a round pedestal 30 ft. across, upon which sits a large pyramid of opaque black obsidian.

9C-10. The Black Pyramid

Faint light can be seen within the pyramid, and ghostly white figures can be seen periodically pressing their faces against the sides. There is no obvious means of opening the pyramid, though it can be bashed in (hp 30). If this happens, 3 **banshees** are released and attack immediately. At the far south point of the pyramid is a secret latch. This latch must be carefully searched for by hand, and no means of magical detection discovers it. If it is found, it can be sprung, and the north-facing wall sinks into the slab, revealing an opening to the inside of the pyramid. If the pyramid is opened in this fashion, the banshees do not attack, but instead become ethereal and leave the PCs in peace.

Banshees (3): HD 7; 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

Inside the Pyramid: Within are three preserved bodies of beautiful women, in life the concubines of Agamemnon. They are dressed in royal finery and gold jewelry and preserved with magic. The woman in the center was particularly favored and still wears a large gold medallion (worth 500 gp) with the crest of Agamemnon inscribed upon it. This medallion is the key to the crypt of Agamemnon himself and is the only means for the PCs to find a way out of this level. If the bodies are molested in any way, or if a *raise dead* spell or similar magic is used, the banshees re-materialize and attack. If the medallion is taken, no harm comes to the party, but the corpses wither away to dust in 10 minutes.

9C-11. Stasis Chamber

This room contains a **horrible trap** as well as an illusory pile of treasure against the far wall to the south. Ten rounds after the room is entered, a *temporal stasis* trap is triggered. This trap is triggered by opening the door, and hence has no chance of being disarmed. A magic-user has a percentage chance equal to his intelligence plus level to determine that some form of magical trap has gone off and allows retreat from the room in time to avoid its effects. The *temporal stasis* puts people into suspended animation. For the victim, time ceases to flow. The effects of this spell are permanent until a successful *dispel magic* (against an 18th caster) is made.

9C-12. The Mummies' Tomb

This room contains 12 empty sarcophagi, tops torn off and piles of silver and cheap jewelry strewn about. Four rounds after the PCs enter the room, a strong breeze blows through it. This wind seems to stir up dust in

the shape of twelve forms. Two rounds later, each dust form materializes and creates a total of **12 mummies**, which all attack! They fight until slain. These are the remains of servants of Agamemnon, bound here for all eternity to serve him after death. They attack and follow the PCs mercilessly until all are killed.

Mummies (12): HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

Treasure: There are 14,000 sp strewn about the room, as well as 1,500 gp worth of semi-precious stone jewelry.

9C-13. The Egg Stone

There is a great treasure hidden inside a stone block. Four inches inside the outer covering of stone is a solid gold ingot weighing 200 pounds. The stone must be physically chopped away to reveal the gold, and there is no obvious way to detect it. Magical detection must be able to penetrate the outer rock coating. It is highly unlikely that this is ever actually discovered.

9C-14. The Door to the Inner Sanctum

This secret door is extraordinarily well hidden in the floor. It cannot be magically detected nor opened. An antimagic ward has been placed on the door area (like a permanent *anti-magic shell*), covering an area within 10 ft. of the door. Somehow noticing this antimagic area — and thus tipping the PCs off that something in the corner of this room is unusual — is most likely the only way their attention is drawn to the door. Otherwise, it is very difficult to locate the door (1 in 6, or 2 in 6 by an elf while actively searching). Remember that because of the *anti-magic shell*, magic does not locate the door.

9C-15. The Unmoving Stone

This hallway is blocked by a **large boulder** of blue stone, far different in make and texture from the corridor itself. In order for the party to pass the stone, it must be moved or destroyed. The stone is not magical, nor is there any easy way to move it. Many spells may be used to move it (such as *transmute rock to mud*, *stone to flesh*, *disintegrate*, and others), or it can be simply battered through.

9C-16. The Weird Hall

Ten rounds after this seemingly non-descript tomb is entered, the **secret door** to the north slams shut, held with a *wizard lock* (18th level caster). At this point, a *weird* spell **trap** goes off, covering the entirety of the hall (see side box for the *weird* spell on the following page). The secret door to **Area 9C-18** is fairly difficult to find and is located in the floor of this room.

9C-17. False Tomb

This room contains a huge ornate crypt, carved of marble in the shape of a wizard. The crypt itself is worth over 10,000 gp for precious materials and workmanship alone. The top of the crypt is heavy and difficult to remove). Inside is the decayed skeleton of a man in wizard's robes. Across his chest is a long, thin bastard sword made of a strange green metal. It radiates a strong aura of enchantment magic. The sword is a *-3 cursed sword* and does not open the door in **Area 9C-3** to allow escape. The sword remains attached to the hand of whoever grabs it and requires a *remove curse* spell to remove.

9C-18. The Passage to the Crypt

This passage appears to reach a dead-end in a rubble wall. The rock must be cleared slowly (there is 2,000 pounds of it) in order to continue on. This takes 3 hours if 4 or more characters work in tandem removing rock from the tunnel. Subtract 1 hour if 2 or more characters have stonemasonry, or if 2 additional PCs join the effort. Any more people simply get in the way.

9C-19. The Inner Crypt

This is the lair of **Agamemnon**, the Vampire-Wizard. The room appears to be an empty circular chamber, carved and painted in intricate relief with horrific images of blood sacrifice and murder. In the center of the chamber is an inlaid tile depression, bearing the trademark seal of Agamemnon. Unsurprisingly, the golden amulet from **Area 9C-10** fits snugly inside. When it is placed within the depression, the center 20 ft. of the circle begin to rise, reaching the ceiling in 2 rounds. At this point, a phase door opens on the north side of the room and out steps Agamemnon, bearing a long, green sword. Agamemnon briefly taunts the intruders and then unleashes their doom upon them. He fights until slain to protect his immortality.

Exception: If a high priestess of Hecate is present, Agamemnon may be reasoned with, only if he is immediately commanded to cease and desist, and only if he is not attacked. In this case, he does not surrender *Butcher* to the PCs, but instead escorts them to **Area 9C-3** and open the door to let them out.

Agamemnon: HD 12 (68 hp); AC -2 [21]; Atk 1 bite (1d10 + level drain), slam (1d4), and *Butcher* (1d8+12); Move 12 (Fly 18); Save 6; AL C; CL/XP 15/2900; Special: Cast spells as 17th level magic-user, level drain, vampire abilities. Gear: *Butcher*, immune to 1st- through 3rd-level spells, girdle of giant strength, spellbook.

Spellbook: 1st—*hold portal, magic missile, read magic, shield, sleep*; 2nd—*continual light, darkness 15-ft. radius, locate object, phantasmal force, stinking cloud, wizard lock*; 3rd—*clairaudience, clairvoyance, dispel magic, explosive runes, haste, lightning bolt, monster summoning I*; 4th—*confusion, dimension door, fear, monster summoning II, wall of ice*; 5th—*cloudkill, contact other plane, feblemind, monster summoning III, teleport*; 6th—*anti-magic shell, control weather, disintegrate, legend lore, monster summoning IV, repulsion*; 7th—*monster summoning V, power word stun, reverse gravity*; 8th—*mass charm, monster summoning VI, permanency, symbol*; 9th—*maze, monster summoning VII, wish*.

Tactics: This should not be too hard. Agamemnon cast spells until engaged, then he fights using his bite attacks until he spawns 1 or 2 new vampires. If finally cornered, he casts *haste* and fights using *Butcher* and his slam attacks until slain.

New Spell: Weird

Spell Level: Magic-User, 9th level
Range: 300 feet
Duration: Instantaneous

You create a phantasmal image of the most fearsome creature imaginable to the subjects (all within 30 feet of one another) simply by forming the fears of their subconscious minds into something that their conscious mind can visualize. Only the spell's subject can see the *weird*. You see only a vague shape. The target first gets a saving throw to recognize the image as unreal. If that save fails, the phantasm touches the subject and the subject must succeed on another saving throw or die from fear. Even if the save is successful, the subject takes 3d6 points of damage. If the subject of a *weird* attack succeeds in disbelieving and is wearing a *helm of telepathy*, the beast can be turned upon the spell caster. He or she must then disbelieve it or become subject to its deadly fear attack.

Minor Artifact

Agamemnon's Sword, "Butcher"

Butcher is a sword of immense power, given to Agamemnon by the goddess of magic herself. Only a non-lawful person may wield *Butcher*. It confers a +4 bonus to attack and damage rolls, as well as a +4 bonus to AC. In addition, it wards the wielder from 1st to 3rd level spells. Finally, it is the key to escape from this level of the dungeon.

Destruction

If removed from this level, the *Butcher* loses all powers and magical power.

The Legend of Agamemnon

Agamemnon was a 19th level magic-user who quested for immortality. To this end, as his life drew to a close, he willingly became a vampire, summoning and dominating a member of the undead to do his will. Using a *wish* spell, he devised a ritual that destroyed his creator after he was transformed, making him free to roam and do as he pleased without a controlling master. Sadly, this process caused him to lose 2 levels of experience; hence, now Agamemnon is only a 17th level magic-user. He roamed the world for many years, eventually becoming bored, and returned here to guard his crypt and seek to recover his lost priestess. After many years, he gave up trying to save her, and as the evil blood finally completed its work, he became a lost soul, seeking only to destroy the living and drink their blood.

Earlier in life, Agamemnon was the lover of Akbeth and a faithful servant of Hecate, goddess of magic. He remained faithful to the goddess even when she destroyed his mate, and as a reward he was given a powerful magic sword, known as *Butcher*.