

# Level 9D: The Bloodways

Beneath the Temple of Final Sacrament, at the bottom of the great shaft at its center, a passage leads off, slanting downwards deeper underground. This leads into the heart of the fallen Duke Aerim's domain — the mist choked halls of the Bloodways. Maps of this level are depicted in **Map RA-9D**.

## Describing the Halls

When describing the corridors, free reign is given to the Referee to make the party's progress vivid and provocative.

First, remind the players frequently of the mist, describing how it moves, how warm or cold it is, how dense, its smell, and the like. Remember that the density of the mist affects the distance characters can see.

Second, consider any sounds the characters might hear, particularly when setting up a random encounter. This may include splashing or squelching noises if there is a layer of water on the floor, or the distant sounds of scales rasping against stone. Also, be sure to keep the players informed of any noises their characters make — how loud they are, whether they echo, and so on.

Third, while it is a good idea to vary the style of the passages the characters encounter, consider creating a gradual but definite progression as they proceed through the Bloodways. This gives them the sense they are making headway, even while they remain utterly lost.

Fourth, you can always spice things up with special magical effects: dim lighting, strange persistent noises, an area saturated with an *anti-magic shell*, caverns where magical lighting does not work, or an area filled with an *unhallow* effect and lurking undead. The *unhallow* effect increases the effective CL of all undead by 1 and decreases all healing spells effects by 2 hit points (minimum 1).

Here are some suggestions of possible passageway styles the group might run into:

- A 15-foot-wide smooth-walled passage with the floor coated in an inch of blood-red liquid
- A shaft leading upward from a corridor; investigation reveals it to end at the underside of a pit trap door.
- A set of spiral stairs leading up and down, with passages leading outward at irregular intervals; there may also be secret doors or openings on the inward side of the curve that open into a narrower set of stairs spiraling in the opposite direction. An entire session could be spent

## Running the Bloodways

The Bloodways is a seemingly endless tangle of passageways, with occasional rooms encountered within the maze. Because of the confusion effect present within the maze, combined with frequently shifting walls in the corridors, an option has been provided for you to chart the characters' progress through the labyrinth using the flowchart provided below. Between encounter areas, you are welcome to describe passages, galleries, halls, chasms, and so forth as you see fit, perhaps drawing inspiration from the Bloodways maps and the encounter areas not included in the flowchart.

Four Sublevel Maps (for **Sublevels 9D-I** through **IV**) have been provided. Further, an additional 41 encounter areas are detailed (**9D-29** through **70**) which briefly summarize additional areas found on the four-sublevel labyrinth maps. Note that using these supplemental maps and areas may seriously prolong a party's sojourn in the Bloodways, particularly if teleportation areas are liberally employed.

Alternately, the additional encounter areas and the corresponding maps can be broken apart and used elsewhere in Rappan Athuk, to provide additional small lairs and encounter areas.

**Keyed Entry Map Notations:** Each keyed entry provided below includes a reference to one of the Detail Maps (**9D-A** through **N**) where appropriate, as well as the Sublevel Map (**9D-I** through **IV**), to aid the Referee in locating it when sublevel maps are employed.

## Using the Bloodways Flowchart

When PCs enter the labyrinth, they travel for approximately 1d20 minutes before encountering any of the keyed areas. To determine what area they reach, roll 1d6 on the table below. If they go through the area and exit using a different passage, check that entry off on the chart, and when that number is rolled again, move to the next entry. Some areas are marked on the flowchart more than once, as PCs stumble back upon old areas they have explored earlier.

*A note on the maps:* Several locations are keyed to use the same detail map. This is because there are several similar-looking locations throughout the Bloodways, and the characters might well confuse one for another.

### Bloodways Flowchart

1	2	3	4	5	6
2. Fresco Room #1	3. Chaos' Den	4. Looted Crypt	5. Mimic's Crypt	6. Fresco Room #2	7. Charred Room
8. Corrupted Pool	9. Abandoned Lair	1. Entry	10. Healing Spring	11. The Floodgate	12. Obligatory Chess Room
13. Fresco Room #3	5. Mimic's Crypt	14. Goblin Outpost	15. River Crossing	16. The Chute and the Pit	17. The Throne of Minos
11. The Floodgate	7. Charred Room	18. Pause and Reflect	19. Abandoned Throne	20. Talon of Orcus	21. Red Vortex
22. Goblins and Bloodwraith	24. Fresco Room #4	17. The Throne of Minos	23. Orcus's Hall	25. Water, Water Everywhere	22. Goblins and Bloodwraith

## LEVEL 9D

exploring interconnected spiral staircases.

- A straight set of stairs with a drop-off into darkness on either side. 10 ft. from the top is a pressure plate that causes a boulder to fall from the ceiling at the top of the stairs and roll down them. Exploring where the boulder came from reveals a shaft to a chamber holding more boulders, along with shafts to trapdoors in other passageways.

- A passage opens out on the side of a cavern wall, with a drop-off to the left or right. It might also arc through the middle of the chamber in a natural or constructed bridge or archway — always a good place for a random encounter check.

- A series of 15-foot-diameter circular chambers with passages leading to other identical chambers; each time one is entered, characters experience a sense of vertigo, and are no longer sure which passage they just came from.

- Some smoothed natural passages floored in blood-red sand or silt, with the sound of water flowing in the distance; as they travel, characters

may come across enigmatic footprints left in the sand by shadow hunter snakes, the Fire Hawks, or wandering monsters of the Bloodways.

- A 20-foot-wide hallway lined with graceful fluted pillars; the walls of the hall are carved with demonic and skeletal faces that leer out at the PCs from the shadows cast by the pillars.

- A tangle of interconnected natural passages, with a path marked through them in chalk; this could lead to the next encounter area, to the hungry maw of a random monster, or in circles.

- A natural passage with a low ceiling that continues to get lower as the party continues, until they are all worming along on their bellies. An unstable ceiling or ominous noises in the distance should serve to heighten the claustrophobia.

- A half-flooded passage; the surface of the water is agitated by strange currents and ripples, as of unseen creatures moving beneath.

## Level 9D

**Equivalent Dungeon Level:** 10

**Entrances:** Passage from **Level 1A** in **Area 9D-1**; passage from **Level 9A** in **Area 9D-28**.

**Exits:** Connections to **Levels 10B** and **10C** at **Areas 9D-14** and **20**, respectively. Waterways lead into Under Realms.

**Wandering Monsters:** See the separate Wandering Monsters section, below.

**Detection:** Divination spells reveal a general aura of magic, and a dim but pervasive evil.

**Shielding:** All attempts to *teleport* to a location within the Bloodways without a definite fixed point automatically results in a “false destination” result, depositing the victim at some random location in the maze. Teleportation out of the Bloodways is not impeded. Scrying spells do not penetrate the Bloodways from outside, though once one is within the Bloodmists, they function normally.

**Continuous Effects:** The Bloodways are saturated with a mild confusion effect that causes corridor lengths to subtly distort, skews sense of direction, and fosters errors in mapping.

**Standard Features:** While the tunnels lacing the Bloodways are highly variable in width and height, rooms within the complex are 15 ft. high unless noted otherwise. The stone in the corridors was partially smoothed and dressed long ago when the maze was initially constructed, so some passages are fully finished, while others have never been touched by mallet or chisel. There are numerous branches, stairwells, and empty mist-choked galleries. The passages are also subject to a direction confusion effect as mentioned above, which makes reliable mapping impossible, even magically. The walls have a tendency to shift, to the dismay of those relying on string or dropped pebbles to retrace their steps. Shifting stonework occurs regularly, and dwarves and others with stonecunning should receive rolls to detect these. They are triggered randomly, or sometimes by the opening of doors, and have no independent triggering mechanism unless the Referee wishes to provide one.

**Doors:** The doors in the maze are made from

unadorned granite slabs, unless described otherwise. Each door has gaps at the top and bottom one inch high between the door itself and the floor and ceiling, sufficient to allow gaseous creatures and most oozes to pass through.

In addition, each door has holes in the top and bottom between the gaps, into which steel bars extend when an accompanying door to a particular room is opened, thus preventing more than one door to be open at once. This mechanism is not difficult to spot, but is hard to disable. When all exterior doors to a room are closed, none of the bars are extended. Catching the sound of the bars retracting or extending from other doors in the room requires careful listening. Tiny creatures can fit between them; halfling-sized creatures require at least one bar to be removed to pass, humans require two, and ogre-sized creatures would require three. There are a total of six steel bars that extend from both the top and bottom, meeting in the middle of the doorway.

**The Bloodmists:** The entire labyrinth is filled with a swirling crimson mist. Its consistency and movement vary. In some places, it fills the halls in thick billows, while in others it flows along the floor in a swift current. Temperature varies from bone cold to clammy to slightly sticky warmth. The coloration of the mists is caused by algae which feed off the magical emanations of the Bloodways. It has a tendency to condense on creatures, and those who spend much time in the passages look as though they have been doused with blood or red dye. This red pigmentation is difficult to wash out. The mists have a coppery reek, similar to blood, with an undercurrent of vinegar and rotting flesh, the latter a legacy of past victims rather than a property of the mists themselves. Despite their ominous appearance, they are not in and of themselves harmful.

The bloodmists obscure vision, reducing maximum visibility to a distance of 30 to 60 feet, depending on how dense the mist is at any given point. Creatures within the last third of this range have 20% concealment due to the mists.

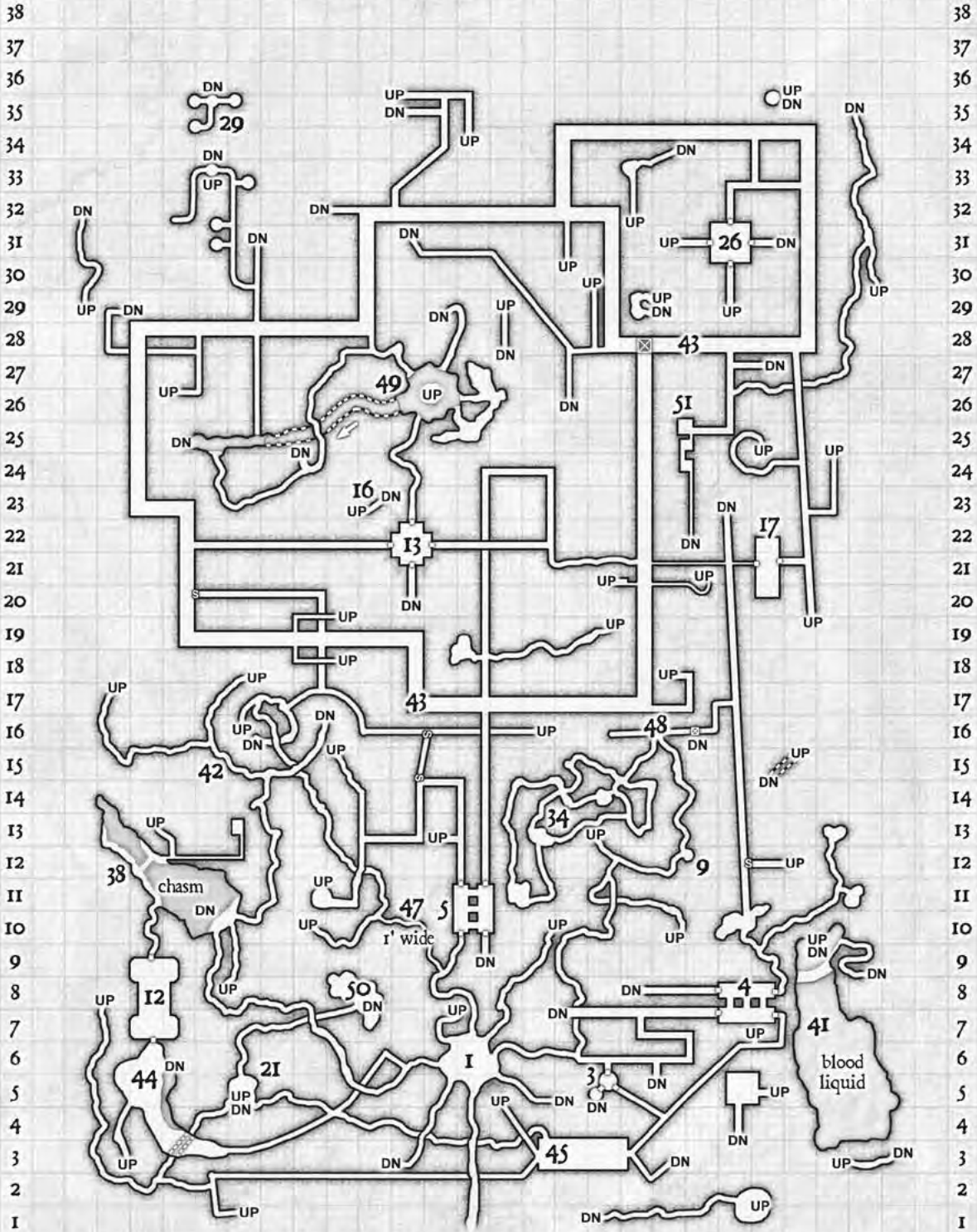


# Rappan Athuk

## Level 9D: The Bloodways - Level 2



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



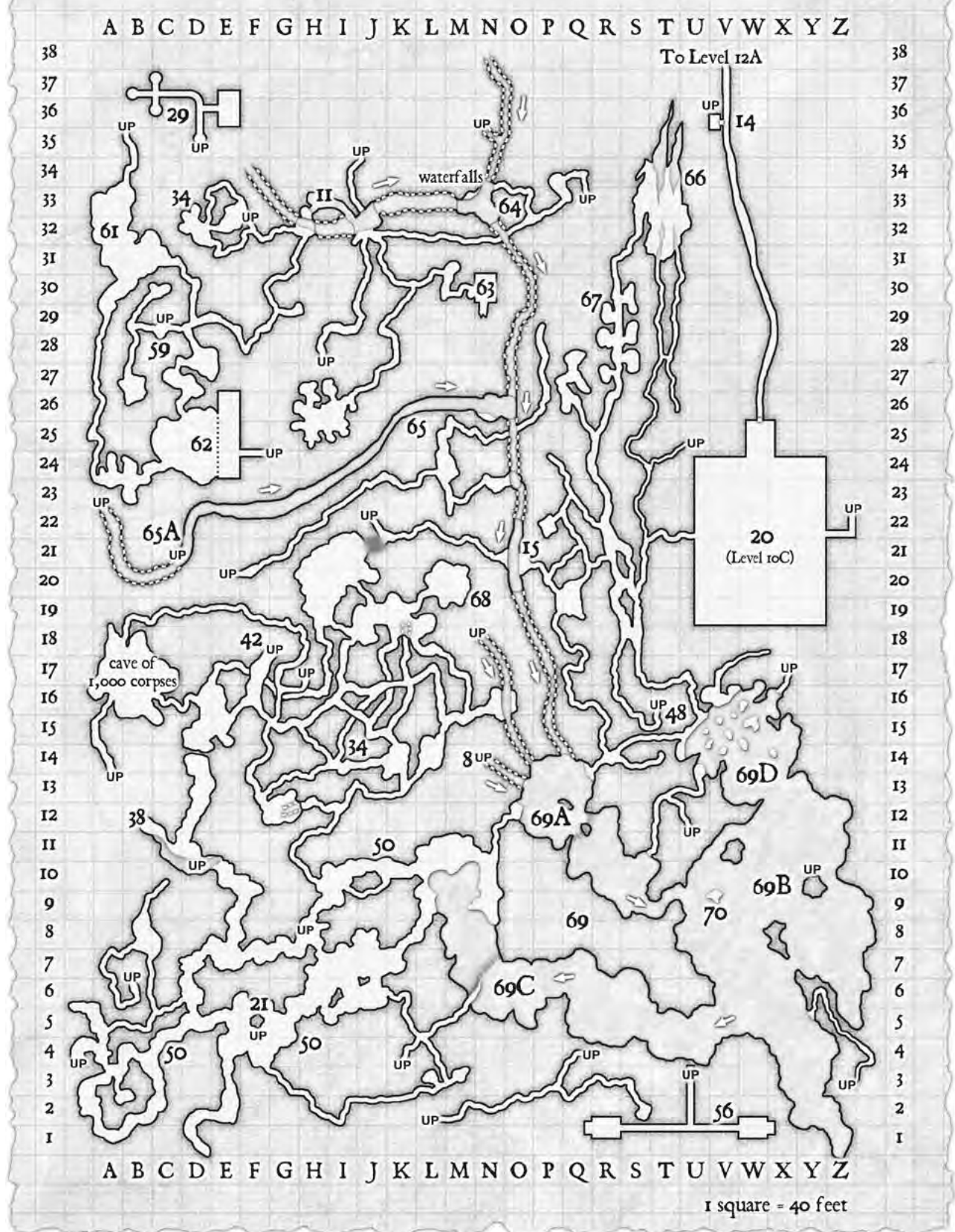
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

1 square = 40 feet



# Rappan Athuk

## Level 9D: The Bloodways - Level 4



# Rappan Athuk

## Level 9D: The Bloodways - Detail Maps

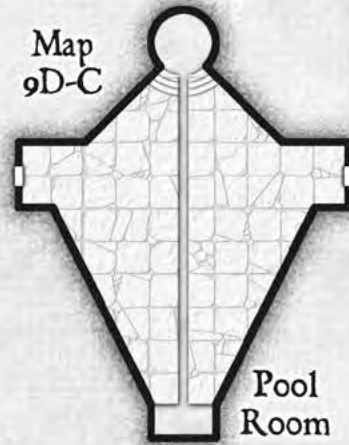
Map 9D-A



Map 9D-B



Map 9D-C



Map 9D-D



PCs  
Enter  
Here

Ooze  
Room

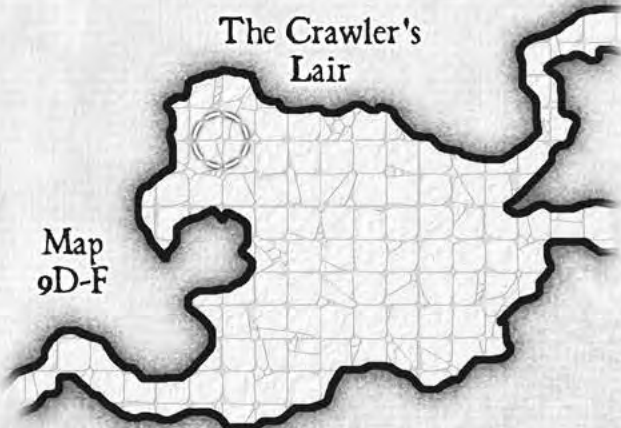
Map 9D-E

The  
Floodgate



The Crawler's  
Lair

Map 9D-F



Old  
Lair

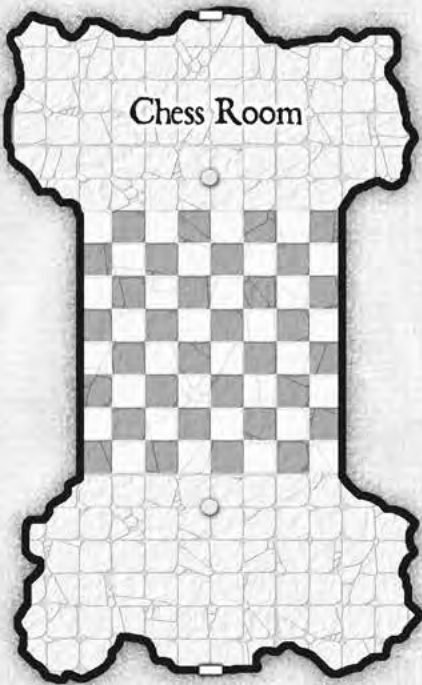
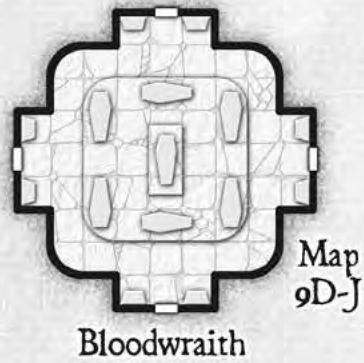
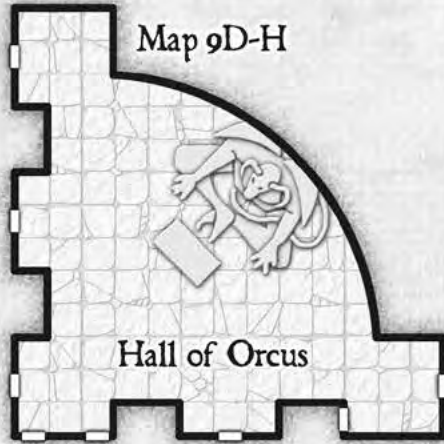
Map 9D-G



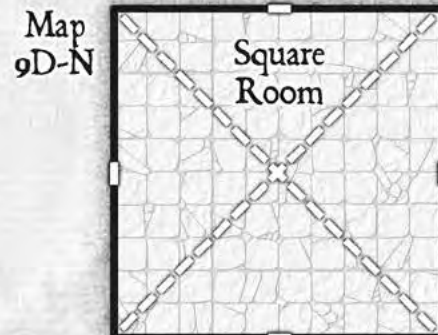
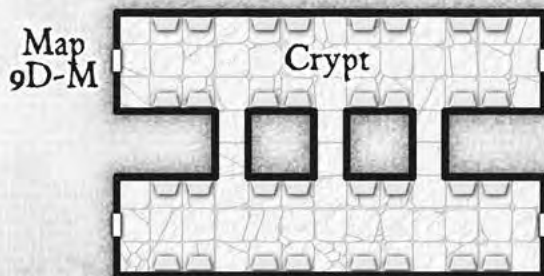
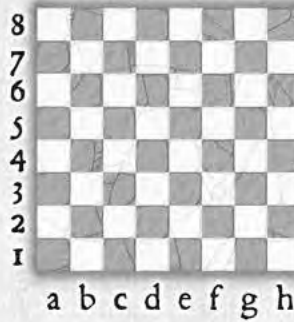
1 square = 5 feet

# Rappan Athuk

## Level 9D: The Bloodways - Detail Maps



Map 9D-K  
Chess Room Detail



1 square = 5 feet



# Wandering Monsters

Roll or select from the table below once an hour, or when you grow bored.

## Wandering Monsters

### Die Roll Result

01–03	Blood Golem (2–4)
04–06	Crimson Jelly (2–4)
07–08	Devouring Mist (1–2)
09–11	Gelatinous Cube (1)
12–13	Invisible Stalker (3)
14–19	Meat Puppet (human) (8–12)
20–22	Meat Puppet (otyugh) (3–4)
23–25	Shadow Hunter (1–3)
26–27	Mordnaissant (2–3)
28–30	Vampire Spawn (8–12)
31–33	Will-o'-Wisp (4)
34–36	Goblin Patrol
37–39	Priest of Orcus Patrol
40–44	Pit in the floor
45–48	Signs of battle
49–53	Strange noises
54–56	Teleporter
57–00	No encounter

**Blood Golem:** These slithery horrors try to ambush the PCs in an intersection or from a hidden crevice in the stonework. They fight until dead. They resemble a 10-foot-long crimson-colored slug-like creature with two long, spindly arms protruding from its sides, and a toothy, sphincter-shaped maw. They are essentially living blood animated by the influence of the Bloodwraith. **Treasure:** None.

**Blood Golem:** HD 6; AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; AL N; CL/XP 9/1100; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate 2 hp/rd, immune to mind-affecting abilities, resistance to fire (50%).

**Crimson Jelly:** This ooze seeps from cracks or tries dropping from above onto unsuspecting characters. It fights until destroyed. It resembles a giant, dark red amoeba. Despite its unusual coloration, its stats are identical to those of a standard ochre jelly. **Treasure:** None.

**Crimson Jelly:** HD 6; AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

**Devouring Mist:** A fearful exhalation of the Bloodwraith, the devouring mist seeks only to feed its insatiable hunger for blood. It slips up to the group concealed by the mists, then tries to latch onto one victim and drain him completely if it can. It fights to the death. **Treasure:** None.

**Devouring Mist:** HD 14; AC 6 [13]; Atk 1 swarm (2d4); Move 9 (Fly 15); Save 3; AL C; CL/XP 19/3100; Special: Half damage from bludgeoning weapons, no damage from slashing and piercing weapons, magic resistance 50%, surprise (3 in 6; in the red mists), those killed rise as vampires 1d4 days later unless their remains are *blessed*.

**Gelatinous Cube:** Mindless sweepers of the dungeon such as this use no tactics against PCs. It's easier to spot them due to the fact that there is no mist in the space they occupy; accordingly, they are best placed in pits and around blind corners.

## New Monster: Devouring Mist

Spawned of the dreams of the Bloodwraith, devouring mists are undead composed of equal parts blood and malice, wedded together by negative energy. They drift the halls of the Bloodways, looking for living prey to feed on and torment. When they strike, they surround their enemies and draw their blood from their bodies.

Devouring mists are possessed of a malicious cunning. They are quite capable of blending into the mists of the Bloodways so as to take their prey unaware. They may also follow creatures for a time and attack when they are distracted or preoccupied. A devouring mist may even stalk its prey over hours or even days, striking again and again, in effect milking them of blood.

**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.

**Treasure:** Zero to 600 gp in loose coins and gems scattered through its mass; 5% chance of a random magic item (something that would not dissolve in its acidic embrace, like a weapon, armor, or a potion vial).

**Invisible Stalker:** These creatures were actually summoned by the priests of Orcus to patrol the halls and keep the mists flowing evenly, as well as to do battle with intruders. They fight to the death, though it is possible for one to be questioned if a PC speaks air elemental. **Treasure:** None.

**Invisible Stalker:** HD 8; AC 3 [16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; AL N; CL/XP 9/1100; Special: Invisible, flight.

**Meat Puppet (human):** These loathsome, twitching undead either descended from the Temple of Final Sacrament, or arose spontaneously from the corpses of victims slain within the Bloodways. They fight to the death. **Treasure:** None.

**Human Meat Puppet:** HD 4 (18 hp); AC 7 [12]; Atk 1 slam (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Throttle, fleshknit, half damage from slashing and piercing weapons.

**Meat Puppet (otyugh):** Some years back several clusters of otyughs swarmed into the Bloodways, only to fall victim to its malign influence. Now the remains of these long-dead creatures roam the halls, attacking any living creature they come upon. **Treasure:** None.

**Otyugh Meat Puppet:** HD 12; AC 9 [10]; Atk 3 tentacles (2d6 + constrict); Move 12; Save 3; AL C; CL/XP 14/2600; Special: Regenerate 2 hp/rd (overcome by silver weapons), constrict with tentacles (save to negate, 2d6 damage per round).

**Shadow Hunters:** A lone shadow hunter may try to ambush the PCs; two or three instead stalk the party, cornering them, and then striking from several directions, or one may drive the characters toward a location where another lies in wait. **Treasure:** Standard, located in slimy or crusty piles where it was disgorged during the digestion process.

**Shadow Hunter:** HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

**Mordnaissant:** A rare but deadly creature, the mordnaissant attempt to ambush any intruders within the Bloodways, though they retreat if outmatched, using small passageways to their advantage to evade pursuit. **Treasure:** None.

## New Monster: Shadow Hunter

The shadow hunter is a great, dark serpent that dwells in deep caverns beneath the earth, where it hunts dark elves and other Medium to Large sized creatures. An adult specimen is over 40 feet long and nearly 5 feet thick in its midsection. In bright light it can be seen to be covered with non-reflective black scales, and its underbelly is the dark red of clotted blood. Shadow hunters have the supernatural ability to blend in with shadows, both to protect themselves and to stalk and ambush prey. Unlike normal snakes, shadow hunters often work in groups of two or three to corner prey in passages.

Shadow hunters generally prefer to hunt in networks of twisting passages that allow them to move around their intended prey, or even approach it from multiple directions. They are particularly fond of elf flesh, but will eat any Small to Large creature as long as it is living, organic, and animal-based (i.e., not a plant or fungus). When they attack, they prefer to strike and envenom their prey, holding on and chewing the poison into their opponent until it stops struggling. If there is more than one foe present, they do not try to grab their prey, preferring to strike at those that threaten it, retreating if need be to return later to consume their hopefully dead prey.

**Mordnaissant:** HD 9; AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; AL C; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail. See Appendix: New Monsters, for more.

**Vampire Spawn:** These debased vampires are constantly hunting for fresh, warm blood. They attack swiftly and voraciously. **Treasure:** Approximately 1,000 gp per spawn in equipment, magic items, etc.

**Vampire Spawn:** HD 6; AC 2 [17]; Atk 1 bite (1d8 + level drain); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1100; Special: Vampire weaknesses and immunities, regenerate 2 hp/rd, drain one level with bite.

**Will-o'-Wisp:** These creatures lure victims into pits or other hazards. Or they may simply attack. Unlike most other creatures of the Bloodways, they retreat if they suffer more than half their hit points in damage, or over half are slain. **Treasure:** None.

**Will-o'-Wisp:** HD 9; AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: Change appearance, lightning.

**Goblin Patrol:** A patrol of goblins from the nearby goblin outpost (Level 10B). The patrol consists of 7 **goblin lieutenants** led by **Morask**. The goblins are observing the conditions in the labyrinth, and keeping an eye out for unusual developments or intruders.

**Morask:** See introduction to Level 10B

**Goblin Lieutenants (7):** See introduction to Level 10B

**Priest of Orcus Patrol:** A patrol of 8 **acolytes of Orcus** and 4 **priests of Orcus**, led by **Hesperix**, from the Talon of Orcus (Level 10C). They are in the process of surveying the maze and performing maintenance on the fresco rooms, traps, and the like.

**Hesperix:** See the introduction to Level 10C  
**Priests of Orcus (4):** See the introduction to Level 10C

**Acolytes of Orcus (8):** See the introduction to Level 10C

**Pit in the Floor:** The pit traps in the Bloodways usually open into drops of 10–60 ft.; the lids are hinged and designed to swing shut and automatically reset after being triggered. The Referee may wish to place a wandering monster or minor treasure and remains at the bottom, particularly of the deeper pits. There may also be passages opening off from the bottom, or the pit may empty into a chute that leads to another corridor elsewhere in the complex. **Treasure:** roll 1d20: 1–8 = 2d100 gp in treasure, 9 = random minor magic item; 10–20 = no treasure.

**Signs of Battle:** Bloodstains, possibly dried, on the walls, floor, and/or ceiling; body parts or even whole corpses of creatures. The bodies are too fragmented for raising or speaking with the dead to work. **Treasure:** roll 1d20: 1–4 = 2d100 gp in treasure, 5 = random minor magic item; 6–20 = no treasure. There is a 10% chance any magic item found is actually cursed.

## The Fire Hawks

The Fire Hawks are a band of experienced adventurers who journeyed into Rappan Athuk in the recent past (within the last month or so), accessing it via the Temple of Final Sacrament (Level 1A) and traveling to the Bloodways (Level 9D). There they came to a bad end when they encountered a group of priests from the Talon of Orcus (Level 10C) at Area 9D-3. Although they defeated the evil leader of the Talon, transforming him into 9D-3's current inhabitant, the members of the Fire Hawks were badly wounded and forced to flee, splitting up in the process. The members of the group and their ultimate fate are given here.

**Azarthraine of Hollowfall (male elf fighter 4th/magic-user 9th):** Party leader. Spells nearly exhausted, he came to an ignominious end in the clutches of several mustard jellies in Area 9D-9 (it is his headless skeleton there). His companion Mezuryk was able to retrieve his head, hoping to escape to the surface and have him resurrected. Instead, Mezuryk was captured (see below), and the skull of Azarthraine now decorates the Seer's private chambers in Level 10C, Area 10.

**Mezuryk (male human thief 12th):** The Fire Hawks' trap disarmer and lock opener. Priests of Orcus captured him, and he has been tortured and driven insane. He remains a prisoner in the Talon of Orcus (Level 10C, Area 13A).

**Kalina (female human cleric 10th):** A follower of a god of knowledge, Kalina was separated from the rest of the group. She too was captured, and tortured to death at the Talon of Orcus. Her lifeless corpse was then reanimated, and now stands ready to serve her former captors in the Talon as one of the zombies in Area 10C-7.

**Oldaric (male human fighter 6th):** He died early on in the Bloodways after a devouring mist sucked him dry. He has become one of the many vampire spawn that lurk within the labyrinth.

**Andwyn (male dwarf fighter 7th):** Andwyn died trying to hold off the priests so the rest of the group could escape area 9D-3. The fate of his remains is unknown.

**Adrenai (female elf thief 6th):** Adrenai was separated from the group and became lost in the labyrinth just before the priests of Orcus were encountered; she eventually became a snack for a shadow hunter serpent.

**Marsenter (male human fighter 6th):** Separated from his companions during the battle and hounded through the dungeons, he sought to evade his pursuers by hiding in a pool of water, using a magical ring to breath like a fish. However, the chill temperature of the water induced hypothermia, and he ended up falling asleep and dying. His remains can now be found in Area 9D-8 of the Bloodways.

## LEVEL 9D

**Strange Noises:** A distant screaming or howling; sounds of battle that stop quickly; the rasping of scales on stone; the sound of footfalls following the party that stop and do not resume. This is intended to keep the PCs guessing.

**Teleporter:** Walking through an opening, stepping on a section of floor, part of a stair, etc. teleports the person triggering it to some other location in the Bloodways. Roll a saving throw for each PC in the marching order to determine who passes through it (first one who fails does). You may wish to check for a wandering monster at the other end of the teleport, especially if the others in the group don't immediately follow. Teleportation is almost always one-way. Some teleporter traps are only active at certain times, while others change their destination from time to time.

### 9D—I. Entry (9D—II)

#### (Sublevel 9D—II)

The shaft from **Level 1A** drops several hundred feet then opens into a passage which slopes down. Reddish mist starts to coil at the feet of the adventurers as they continue. After traveling 500 ft., the passageway opens up into a large, red mist-filled cavern, with many passages branching off from the cave. Most of the passage mouths look unremarkable, but carvings of people being tortured and bled are chiseled into the stone around the passage through which the PCs enter.

This cave marks the start of the Bloodways. It does not matter down which passage the party travels, as all lead into the maze. If they somehow make their way back here, the exit passage is at least clearly marked, so they may flee if they wish.

### 9D—2. Fresco Room I

#### (Sublevel 9D—I; Detail Map 9D—A)

This is the first of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the followers of Orcus. The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved sections of this chamber hold frescoes depicting the settling of the Bloodways by the original followers of Orcus. There are depictions of cult members descending into a dungeon complex with another army in pursuit. The Orcus forces are depicted as noble and vibrant even after all this time, with the demon prince's holy symbol prominently displayed on banners. The figures of those that hunt them look misshapen, hard and cruel. In the rearguard of the fleeing army, a figure in blood red is displayed in each fresco, cutting down pursuers who come too close.

### 9D—3. Chaos' Den

#### (Sublevel 9D—II; Detail Map 9D—B)

This 20-foot diameter circular chamber looks like an abattoir — chunks of flesh and bone lie strewn about the floor, and the entire area is thick with the stench of blood. Even the ceiling is covered with thick clots of meat, dangling intestines, and other less identifiable things. The air is hot and acrid, searing the nostrils even over the stench of death saturating the room. The bloodmists are particularly thick in here, almost as if they are feeding on the unwholesome remains, filling the air with a thick, roiling haze.

Examination of the remains produces indeterminate results — there are definitely some humanoid remains, along with those of other creatures, but from the few fragments of bones, loose organs, and shredded muscle

tissue it is impossible to determine exactly what creatures these once were.

Clinging to the ceiling of this room is a **chaos beast** — all that remains of Aaban Bonegnasher, one-time leader of the Talon of Orcus, **Level 10C**. During a battle with adventurers several months ago, a magical mishap transformed Aaban into his present form.

**Chaos Beast:** HD 16 (92 hp); AC -2 [21]; Atk 4 claws (1d8 + corporeal instability); Move 9; Save 3; AL N; CL/XP 21/4700; Special: Magic resistance (45%), amorphous (immune to backstabs), immune to polymorph and petrification, corporeal instability (save or become spongy, amorphous mass and lose 1 point of wisdom per round; save each round to regain normalcy; at 0 wisdom, effect is permanent).

**Tactics:** The beast takes advantage of the obscurity of the mists to hide from intruders; the mists allow it to surprise on a roll of 1-3 on 1d6. It tries to attack with surprise, going for a random target within range each round. Once it attacks its appearance changes to a writhing mass of barbed tentacles, glistening eyes, jutting fangs, and half-formed limbs that constantly evolves and reshapes each round. It fights to the death as long as anyone remains in the room, but does not give chase more than 30 feet outside its lair.

**Treasure:** A single *bracer of AC 5 [14]* lies amid the carnage.

One of the doors leading out of this chamber is stuck with gore from the chaos beast's past victims. It can be pushed open with a successful open doors check. However, it opens immediately upon a 70 ft. deep pit, and the person forcing the door may end up tumbling in.

### 9D—4. Looted Crypt

#### (Sublevel 9D—II; Detail Map 9D—M)

This hallway is obviously a crypt. Upright sarcophagi stand facing each other across the hall, with red mist swirling at their feet. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has been thoroughly looted. A few scraps of cloth and bone fragments remain within each, but items of value — including the corpses — were stolen away long ago. However, this is a good time to roll for wandering monsters.

### 9D—5. The Mimic's Crypt

#### (Sublevel 9D—II; Detail Map 9D—M)

This hallway is obviously a crypt. Upright sarcophagi seven feet tall stand facing each other across the hall, with red mist swirling at their bases. The sarcophagi depict warriors with a sword in one hand and a shield in the other. All look to be in fairly good condition.

The crypt has also been looted; however, one of the sarcophagi is actually a mimic named **Gaeleron** that attacks when the best opportunity presents itself.

**Gaeleron:** HD 7 (40 hp); AC 6 [13]; Atk 1 smash (2d6); Move 2; Save 9; AL N; CL/XP 8/800; Special: Mimicry, glue.

**Tactics:** Gaeleron is familiar with the Dung Monster of **Level 1**, and capitalizes on its reputation to dissuade intelligent creatures. When he first attacks, he releases a flood of fecal material and rotted flesh from a pocket within his mass, producing a horrible stench reminiscent of his distant cousin. Characters who have encountered the Dung Monster and are familiar with it may notice, however, that while foul-smelling, Gaeleron's stench and appearance do not match those of the Dung Monster.

Gaeleron prefers to wait until an unsuspecting opponent attempts to

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search or open him, whereupon he attempts to lash out with a surprise attack, achieve a hold, and constrict. Once he secures a hold he ejects the fecal material to intimidate his prey and drive off any allies.

**Treasure:** Gaeleron's treasure is contained in a compartment in its body, and can be found only through a thorough search of its remains. He has 139 gp, an opal worth 500 gp, and a plain ebony baton that is actually a *wand of darkness 15-ft. radius* with 3 charges remaining.

**Development:** If reduced to below 10 hp, Gaeleron attempts to surrender, offering information or valuables in exchange for his poor, miserable existence. He has some knowledge of the layout of the Bloodways, and knows of many of the creatures that roam its halls. He may therefore be a valuable source of information. He never encountered the Fire Hawks, and has had no dealings with the clerics of Orcus or the goblins in their nearby outpost, except to snack on their patrols.

### 9D-6. Fresco Room 2

#### (Sublevel 9D-I; Detail Map 9D-A)

This is the second of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting people from a pursuing army (see **Fresco Room 1, Area 9D-3**) invading Rappan Athuk and getting slaughtered by Orcus cultists, monsters, and other gruesome but not readily identifiable means. Many of the depictions are rather graphic.

However, before they have a chance to do much examining, the PCs are likely to trigger the trap. Any pressure on the frescoed walls, including trying to brush off accumulated cobwebs and dust, triggers four pistons in the ground right in front of the frescoed areas. These pistons slam up into the ceiling, taking anyone standing near the frescoes with them, dealing 10d6 points of damage and pinning them against the ceiling (open doors check to escape). All four are triggered simultaneously, so if the party tries studying several sections at once, it is possible that several people may be nabbed. While the pistons are raised, the bulk of the frescoes cannot be seen.

### 9D-7. Charred Room

#### (Sublevel 9D-I; Detail Map 9D-B)

The floors, walls, and vaulted ceiling of this circular room look heavily charred, like the area was the site of a massive conflagration. A faint odor of charcoal and cooked flesh still lingers in the air. The chamber is free of mist, except for that which swirls in when any of the doors are opened.

The stench of burned flesh increases slightly as PCs explore the room, kicking up ash and bits of bone. Those studying the ground notice numerous unidentifiable tracks throughout the chamber, with the heaviest concentrations going from one door to another.

### 9D-8. Corrupted Pool

#### (Sublevel 9D-III; Detail Map 9D-C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a

minimum.

This room is one of several pool rooms throughout the Bloodways. The water comes from one of the local rivers. There is a faint, foul smell like stagnation, emanating from the water. Inspection of the five foot deep pool reveals the source: the bloated body of a human in plate mail lies curled on the bottom. These are the remains of Marsenter, one time member of a band of adventurers called the Fire Hawks. After becoming separated from his comrades, he took shelter from his pursuers in this pool. He relied on his *ring of water breathing* to stay alive. Unfortunately, the ring did not protect against the cold and blood loss, so eventually Marsenter fell asleep and died of hypothermia. His rotting remains now contaminate the water: Anyone who drinks from it is subjected to a particularly virulent form of blinding sickness (1d3 days of incubation, then save or go permanently blind).

Searching the body reveals the following arsenal: +1 *platemail*, +1 *bastard sword*, 143 gp, 89 pp, a gem worth 100 gp, four empty potion flasks and standard adventuring gear that has been exposed to water for a long period of time.

### 9D-9. Abandoned Lair

#### (Sublevel 9D-II; Detail Map 9D-G)

The passageway opens onto a small cave coated with a thick layer of yellow-tinged ooze. A headless skeleton lies half-immersed within this foulness, and the glint of coin can be made out amid the foul-smelling slime as well. The red mist saturates the air in a thin haze.

This chamber was once the lair of a colony of mustard jellies, recently slain by a band of adventurers. One of their number fell to the jellies, and it is his remains which now recline within the mustard jelly residue. The remaining coins scattered beneath the dead jellies are the leftover coins the adventurers did not bother taking, and which other creatures have been unwilling to go fishing for: 1,063 cp and 5 sp.

A thorough search turns up one other item: buried beneath the slime and jammed into a crack is a *magical charm bracelet* (see sidebar). The bracelet is wedged in tightly, requiring some excavation to dislodge without damaging it. Any loud digging doubles the frequency of wandering encounter checks.

### Handy Charm Bracelet

This piece of jewelry is a platinum or gold chain festooned with tiny charms, objects that bear a resemblance to mundane items. When a charm is pulled from the bracelet, it transforms into a permanent, nonmagical object. As long as at least one charm remains on the bracelet, it regenerates one charm per day. Removing a random charm is a swift action; removing a specific one is a move action that does not provoke an attack of opportunity. Either action requires a free hand to pluck loose the charm.

Bracelets come with six charms maximum, and always regenerate the same charms they had when they were first created. Possible charms include: A tiny mug (produces a frosty mug of decent quality ale), a scroll (produces a blank parchment scroll, a vial of ink, and a quill pen), a lantern (produces a lit standard lantern filled with lamp oil), a ladder (produces a 15 ft. long wooden ladder), a coil of rope (produces a 50 foot length of rope with a grappling hook attached to one end), and a dagger (produces a steel dagger). The Referee is free to improvise items, but they should have a market value of less than 25 gp and cannot be magical.

## 9D–10. Healing Spring

### (Sublevel 9D–III; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room's pool of water is quite refreshing, and the water within the basin radiates strong transmutation magic. Those who drink from it feel refreshed, as if they had spent a full day resting. Hit points, ability score points, etc. return as per a full day of rest, and spells can be re-prepared. A person gets this benefit only once per week. The process also ages the drinker one day. The duration of magical effects, such as spells previously cast on the imbiber, does not change.

This area is also quite popular with maze inhabitants; while in this room, the frequency of wandering monster encounters is tripled.

## 9D–11. The Floodgate

### (Sublevel 9D–IV; Detail Map 9D–E)

Traveling downward through some especially convoluted passages, the PCs come out to a sandy shore bordering a small underground river. The river disappears beneath the walls to the left and right. It is swift-flowing, deep, and about eight feet wide. Opposite the shore is another clear area, at the back of which stands one of the dungeon's stone doors. Because of the river, the area is fairly free of the bloodmist, so visibility is good.

The door is part of a **trap**. Actually, there is nothing unusual about the door itself; it even has gaps at the top and bottom similar to the other stone doors. However, behind the door is an area that holds an offshoot of the river, and when opened, the door lets loose a deluge of water which may well sweep characters into the river itself (2 in 6 chance).

Those who end up in the river are sucked beneath the south wall and swept into the area immediately downstream, getting buffeted for 2d6 points of damage in the process. The river then widens and slows, and it is not difficult to catch oneself and climb ashore with a successful saving throw. If a PC fails, however, he has one final chance to grasp the edge of the cavern ceiling before being swept beneath it, with another saving throw. If this save is failed river carries him off to the river crossing (**Area 9D-15**) after five minutes.

Once the door has opened and the initial flood passed, the passageway beyond can be accessed. This leads up a slippery shaft into a smaller chamber, where an offshoot of one of the rivers gushes from a crack in the wall. Another passageway to the south leads off, returning to the river near the southern landing area. With the door open, the water flow is diverted from this passageway, and it may be traversed fairly safely.

The southern landing is inhabited by **three crimson jellies**, which enjoy snacking on people who get caught by the door trap. Party members separated from the rest of the group by the trap may find themselves in dire straits.

**Crimson Jellies (3):** HD 6 (36, 33, 27 hp); AC 8 [11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: Lightning divides creature.

## 9D–12. Obligatory Chess Room

### (Sublevel 9D–II; Detail Map 9D–K)

The door opens into a rough-hewn room filled with a fine red haze, and lit by some dim unseen ruby glow, washing over the chamber like old wine. About 30 ft. ahead, the chamber narrows, and its floor is covered

with a checkerboard pattern. Curiously, the mist does not drift over this surface like it does elsewhere; instead, it looms in dusky columns over the darker squares. Mounted on the floor just in front of the black and white squares is some sort of metal plaque on a low stone pedestal.

The worshippers of Orcus can have a strange sense of humor, as witnessed by this chessboard trap. It is designed solely to torment overly clever adventurers while priests of Orcus observe the room remotely from the Talon of Orcus (**Area 10C–9**) and observe the would-be tomb raiders perform for their amusement. The Seer, who oversees all scrying from that location, has managed to pierce the veil that protects this part of the Bloodways from remote visualization.

The plaque on the floor bears a message to explorers to encourage them to experiment with the floor. Though it contains cryptic-seeming clues, these ultimately have no meaning. The plaque is made of oily-looking steel, and reads as follows:

*“Life is a dirge of shadow and light  
A terrible chore ‘ere blessed sleep  
Resting in peace of eternal night  
A knightly prize for those who would leap  
Into the fray knowing their right  
A foolish whim whose meaning is deep  
Fraught with the force of clerical might  
A bound to the left and so we shall reap  
Yet stay the true course in blooded sight  
A castle falls east in a weatherworn heap  
Then comes freedom to victors of peril-fraught fight  
And journey continues with prize one can keep.*

*Seek the prize within the eightfold field.  
Orcus watches and cheers the struggle.”*

Also written in chalk at the base of the statue is some sort of inscription in Common. Most of it has been subsequently erased, but the following remains:

*” .....false.  
..... true line .....  
follow ..... not .....”*

Every minute the PCs are in the room there is a cumulative 5% chance that a priest of Orcus from the Talon of Orcus responds to a chime and series out this room. Though they may be watched, the observers do not interfere in any way with what occurs in this room. (Actually, they place bets on how the party handles the puzzle.)

## Crossing the Chessboard

Examination of the board itself yields the following information: The entire area radiates magic, centered on the tiles of the board. The tiles are separated from each other by a six inch wide decorative border of bloodstone, inlaid with gold images of demons eating mortals.

Each of the tiles of the chessboard is trapped with a variant *glyph of warding*, set off if anyone steps on a tile or tries to cross over a tiled space by means other than walking. The effects of each tile on the chessboard are given on the chart in the sidebar. Once a person has triggered a tile, they may move about on it safely, but if they leave it and then return to it, it triggers again. The *glyphs* affect everyone standing on or moving over the tile, not just the person who triggered it.

There are several ways past the chessboard. *Teleport* and *dimension door* spells work just fine to shuttle PCs across, or the walls could be tunneled through to bypass the board. A simpler method is to walk across on the six inch border between tiles. A successful climb walls check is needed to avoid inadvertently stepping on a tile each round a character balances on the border. A *find the path* spell reveals that this is the most direct way to cross.

If twelve tiles are triggered, a one-round window of opportunity occurs for people to move across the board safely. Characters could send summoned monsters or animated dead across the board until enough tiles

## Area 9D–12 (Chess Room) Glyph Chart

**Note:** All effects target the victim and everyone else in the square's area whenever a glyph is triggered. If no save is specified, there is none for the effect.

<b>8</b>	<i>Cause serious wound</i> (save for half)	<i>Deafness</i> (save neg.)	5d8 acid damage (save for half)	<i>Teleport</i> to start location	All hair falls out (save neg.)	1d4+1 Cha damage	<i>Curse</i> : -2 to all rolls (save neg.)	1d4+1 Dex damage (save neg.)
<b>7</b>	No effect	<i>Curse</i> : 50% no action (save neg.)	Receive 1 negative level	Skin color becomes ebony black	5d8 acid damage (save for half)	<i>Silence</i> * (save neg.)	<i>Blindness</i> (save neg.)	No effect
<b>6</b>	1d4+1 Cha damage (save neg.)	5d8 sonic damage (save half)	Fear: flee for 1d4 rds (save neg.)	1d4+1 Dex damage (save neg.)	Comatose slumber ## (save neg.)	5d8 fire damage (save for half)	PRIZE/ Harm	1d4+1 Wis damage (save neg.)
<b>5</b>	<i>Teleport</i> to start	1d4+1 Int damage (save neg.)	Permanent <i>slow</i> effect (save neg.)	Mummy rot (save neg.)	Unholy insight @@	Speak in gibberish (save neg.)	<i>Cause serious wounds</i> (save half)	5d8 cold damage (save half)
<b>4</b>	1d4+1 Str damage (save neg.)	Limb goes numb** (save neg.)	5d8 electric damage (save half)	1d4+1 Int damage (save neg.)	5 <i>magic missiles</i> (victim only)	No effect	1d4+1 Str damage (save neg.)	<i>Curse</i> : 50% no action (save neg.)
<b>3</b>	Fear: flee for 1d4 rds (save neg.)	<i>Silence</i> * (save neg.)	No effect	Abyssal chanting @ (save neg.)	Speak in gibberish (save neg.)	Receive 1 negative level	5d8 sonic damage (save half)	<i>Emotion</i> : calm # (save neg.)
<b>2</b>	5d8 cold damage (save half)	1d4+1 Wis damage (save neg.)	<i>Blindness</i> (save neg.)	Area <i>dispel magic</i>	<i>Deafness</i> (save neg.)	Limb goes numb** (save neg.)	1d4+1 Con damage (save neg.)	Mummy rot (save neg.)
<b>1</b>	<i>Curse</i> : -2 to all rolls	5 <i>magic missiles</i> (victim only)	1d4+1 Con damage (save neg.)	5d8 fire damage (save half)	Permanent <i>slow</i> effect (save neg.)	Strobe light glow*** (save neg.)	Area <i>dispel magic</i>	5d8 electric damage (save half)
	<b>a</b>	<b>b</b>	<b>c</b>	<b>d</b>	<b>e</b>	<b>f</b>	<b>g</b>	<b>h</b>

\* *Silence*: One foot radius around victims; permanent until *dispelled*. Otherwise acts as a *silence 10-ft. radius* spell.

\*\* Limb goes numb: One random arm or leg becomes senseless and useless. Effect removable by a successful *remove curse*.

\*\*\* Strobe light glow: Bodies of all effected emit a bright, flashing light illuminating a 30-foot radius.

Until this effect is removed, all wandering monster encounters happen at double frequency, and attempts to hide automatically fail.

@ Abyssal chanting: Dire chanting in the primordial tongue of Chaos, reciting psalms to Orcus, follows victim wherever he goes. This gives foes a bonus to hear the person coming, and the victim must make a saving throw whenever casting spells to avoid disruption, unless the caster is a worshipper of Orcus. Orcus followers actually gain the effects of *protection from good* for as long as the effect is active. A successful *remove curse* ends the effect.

@@ Unholy insight: Gain insight into the next puzzle or dilemma (information determined by

Referee). This knowledge comes at a price; lawful creatures who gain the insight are *confused* for 1d4+1 rounds; neutral creatures are stunned 1d4+1 rounds, and chaotic creatures suffer no adverse effect. These penalties apply when the insight is gained. The insight cannot be used for this encounter area.

# Calmness: While under the effect of the calming emotion, the victim receives a +2 bonus on saves against all other spells and effects that generate emotional reactions (*fear*, etc.).

## Comatose slumber: This sleep lasts indefinitely until *dispelled*. If the victim is damaged, he is allowed a saving throw to awaken.

**PRIZE:** Whoever steps on this square first gains a permanent +1 bonus to all ability scores. This is a one-time benefit; after it has been triggered, if it is activated again it produces a *harm* effect, no save.

are triggered to allow this. A *legend lore* spell could also be used to read the erased warning, which originally stated: *The poem above is entirely false. Walk the true lines between squares; follow these and do not step on the tiles.* This was written by Azarthraine, leader of the Fire Hawks adventuring group; Marsenter (Area 9D–8) could also state what it said if he were somehow put to the question.

In addition to the traps sprung when stepping on a tile, there are additional effects that occur depending upon how many are trod upon:

- Four tiles triggered: All white squares turn blood-red, a transformation taking 1 round. This has no effect on the function of the tiles.

- Eight tiles triggered: The entire board turns jet black for 3 rounds; during this time, anyone stepping onto the board or traveling over it

(including on the borders) must make a saving throw or die; those who save take 3d8 points of damage instead. People already standing on the board are safe as long as they do not move during this period. After 3 rounds, the tiles resume their previous blood red and black coloration

- Twelve tiles triggered: The blood red tiles turn black, and the black tiles turn blood red, in a transformation taking one round to complete. The mist held in place over the black tiles is freed during this time, until it gets sucked into the area above the newly formed black squares at the end of the round. More importantly, while this transfer is taking place, all glyphs on the board are deactivated, and tiles can be freely moved across without marking them off against the tile count.

- Sixteen tiles triggered: All blood-red tiles turn white in a transformation

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taking one round. At the end of this, the board should look like a mirror image of its first appearance when the PCs entered the room. The count also resets at this point.

### Ad hoc XP adjustment:

If PCs show ingenuity in getting across this chamber, award them 2,000 XP, but drop this by 300 XP for every three tiles they themselves trigger (as opposed to remotely triggering by summoned creatures, captives, etc.).

## 9D–13. Fresco Room 3

### (Sublevel 9D–II; Detail Map 9D–A)

This is the third of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus.

The stone door opens into a cross-shaped room with a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here. At the inward corners of the cross, there is a concave alcove in each corner; these areas seem to be decorated with some sort of fresco, though detail is impossible to make out due to the accumulation of dust and grime upon them.

The curved corners of this chamber hold frescoes depicting shadowy forces building and consecrating tombs, digging graves, chiseling tombstones, and interring creatures (people who saw the previous two frescoed areas recognize many of the figures being buried as members of the pursuing army). There are no traps or guardian beasts in this room, though the Referee is free to roll a wandering encounter check just the same.

## 9D–14. Entrance to Goblin Outpost

### (Sublevels 9D–III and IV)

The passageway leads into Level 10B: The Goblin Outpost. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

## 9D–15. River Crossing

### (Sublevel 9D–IV; Detail Map 9D–L)

This river crossing should be located at a low point within the Bloodways. Be sure to have characters descend before arriving at this point.

The mists of nearby passages move forward, flowing out onto an underground river. The water is wide and deep and dark, with crimson mist dancing over its surface. Characters with sufficient light or visual capabilities may be able to make out the opposite shore 25 ft. away. It is up to them to determine how to cross the water. Those who fall in run the risk of being swept southward into a submerged passage, which flows into the Under Realms after leaving the Bloodways.

Searching the opposite shore reveals a grappling hook embedded in the stone near the southern end of the shore, at the waterline. Attached to the hook is a *rope of climbing*, which is currently submerged. It was abandoned by a group of adventurers some years back when they were being pursued by a trio of devouring mists, and did not have time to retrieve it.

## 9D–16. The Chute and the Pit

### (Sublevels 9D–I through III; Detail Maps 9D–B and F)

This round room is dank, with moss growing on the floor, and trailers of slimy fungus dangling from the ceiling, dripping water. The red mist trails through the room in thin streamers, like the fingers of a hungry beast.

The chamber is normally unlit, but if examined without light sources, millions of glowworms can be seen festooning the walls and ceiling, giving the place the feeling of an observatory.

The entire floor of this room is the lid to a pit trap; it is triggered if more than 500 pounds of weight is applied to the floor. Because of the moss on the floor, it is especially difficult to detect. However, there are a couple telltale signs to its presence: There are no clumps of larger fungi on the ground, the water dripping from the ceiling is not pooling up anywhere; and search reveals that there are no obvious footprints of creatures in the room, but there are a few scuffed areas.

If the trap is triggered, the floor swings down in eight pie-shaped wedges, dumping everyone in the room into a 15-foot diameter chute which slopes down steeply, dumping victims into a lower cavern (see below). Although the chute is 120 ft. long, most of it is sliding (not falling), so falling damage is minimal (2d6). The sides of the chute are slick with water and slimy moss, making climbing difficult.

If any PCs fall through the chute, they see a cavern filled with bones, garbage, feces, and other debris. A sharp, sour stench predominates, with the gagging odor of rotted flesh beneath that. The debris is mounded particularly thickly against the center of the northwest wall. Anyone entering by way of the chute gets dumped atop the refuse pile.

The room is home to a trio of impressive **otyughs**. Living in the Bloodways has made them tougher and more belligerent, but also made them stupider. They attack all who enter. The otyughs get most of their nourishment from the chute trap, and come scurrying the moment they hear it open.

As if the otyughs weren't bad enough, the refuse pile is also riddled with vile crimson worms two inches long, laced with pulsing black veins; these are **rot grubs**. Anyone coming in contact with the mound is subject to infestation by these foul parasites. Those who fall through the chute onto the pile are automatically exposed and infested by the grubs; those who come through but do not land on the pile have a chance of seeing them before coming into contact with the worms.

Buried in the refuse pile among the burrowing grubs, rotting flesh, offal, and rusted bits of metal is a *wand of magic missiles*, (3 charges). The magic-user who enchanted this wand attempted to cut costs in the enchantment process, and in the stress of use a nasty quirk has developed: Each time this wand is used, there is a 30% chance that the wand fires off an additional volley of magic missiles, one charge per round, for the next 1d4+1 rounds. Each missile fired off is directed at a random target within 60 ft. of the wand, provided the target can be hit (e.g., is not behind a closed door or other barrier that the missile cannot move around). There is no way to remove this flaw from the wand without destroying it, short of a *wish* spell.

**Rot Grub:** HD 1 hp; AC 9 [10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart in 1d3+1 turns – must cure disease or burn out in 1d3 turns to save victim.

**Otyughs:** HD 9 (45, 44, 35 hp); AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1 + bubonic plague); Move 6; Save 9; AL C; CL/XP 9/1100; Special: Disease.

*Bubonic plague:* Onset is after 1 day. Victim loses 1d4 points of constitution and 1 point of charisma per day thereafter; they may attempt a save each day to avoid the ability damage; two successful saves in a row defeats the disease.

## 9D–17. Throne of Minos

### (Sublevel 9D–II; Detail Map 9D–D)

What maze would be complete without a minotaur? This particular labyrinth is sadly short of the beasts. Fortunately, this room helps correct this deficiency.

This large, rectangular chamber is dominated at one end by a great stone throne. The wall behind the throne is decorated with a huge bas relief of a minotaur flexing its thews and bellowing furiously. A pair of wooden doors flanks the throne. Red mist crawls across the floor in slow, lazy curls a foot deep.



If magic is detected for, the throne radiates moderate transmutation and enchantment magic. Anyone with any sense should know better than to sit upon the throne; adventurers being what they are, however, one of them likely tries out the granite seat. Doing so activates its magic. If someone sits voluntarily to “see what happens,” there is no save or spell resistance. However, if they are forced struggling into the chair, give them a saving throw against the effect.

Whoever sits on the throne is instantly transformed into a **minotaur**, with all its special attacks and qualities. Further, the victim is filled with a frenzied rage. The transformed person immediately attacks anyone it sees. This rage is intrinsic to the transformation, and cannot be removed until someone *dispels* it (an effect similar to *polymorph object*).

Note also that this transformation causes all of the victim’s items to merge with the form, and become unusable. However, the minotaur gains the use of a battleaxe; this weapon has the same special qualities derived from magic or special materials as the victim’s primary weapon. Finally, the transformation process heals the victim as if he or she rested a full day.

Killing the minotaur returns the character to his or her natural form (dead), as does any other means that annuls polymorph spells and effects.

**Minotaur:** HD \*; AC 6[13]; Atk 1 head butt (2d4), bite (1d3) and 2 axe attacks (1d8); Move 12; Save 11; AL N; CL/XP varies on PC; Special: Never get lost in labyrinths.

\* As PC plus 1d6

If searched, the throne contains a secret compartment under its seat. This holds 510 gp.

## 9D-18. Pause and Reflect

### (Sublevel 9D-III; Detail Map 9D-N)

This large, square room is dominated by the statue of a skeletal figure at its center, lit from above by a lurid green glow that endows the thin wisps of red mist in here with a truly diseased coloration. The statue stands ten feet tall, and seems to be that of a large humanoid with large, bony hooks mounted where hands should be, not unlike the claws of a praying mantis. Despite its skeletal appearance, it is made out of metal, not bone.

In addition to the central figure, the walls are mounted with large mirrors on all the walls of the chamber, barring only the center point of each wall where another door stands.

Once the PCs have entered the room the statue activates, sending a **strange aspect** of itself forth to slay the intruders. This aspect is not the statue, but rather its reflection, and can only be seen in the mirrors.

Due to the peculiar enchantments of this figure, it cannot be attacked directly; doing so strikes only air. Instead, a person must look into the mirrors and fight it while keeping his eyes fixed on the creature’s reflection; only then shall his weapons strike home. Attacking in this fashion incurs a -4 penalty to attack rolls and a 2 point penalty to armor class. Further, the reaper reflection gets a bonus to armor class the further away from the mirrors one is: 20% if 10 ft. away, 30% if 15 ft., and 40% if 20 ft or more away. The bone reaper reflection cannot leave the room.

The statue is surrounded by a solid, permanent cage of force (10-ft cube). If this barrier is somehow bypassed and the statue within damaged, the reflected statue is likewise damaged. However, if all the mirrors in the room are destroyed, removed, or covered, the reaper becomes unable to



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attack the PCs, though it is not destroyed. Creatures that are invisible or otherwise do not reflect cannot be struck by the bone reaper, since they have no reflections for it to attack. Shattering the mirrors does not stop it, as it can still attack reflections viewed in the shards.

Examination of the mirrors reveals them to be nonmagical.

**Bone Reaper Reflection:** HD 11 (45 hp); AC 0 [19]; Atk 2 claws (1d8); Move 15 (cannot run); Save 4; AL N; CL/XP 15/2900; Special: +1 or better weapon to hit, immune to mind effects, immune to fire (healed 1 point for every 3 points of damage and breaks slow effects), slowed by at least 5 points of electricity damage, rusted normally, immune to all other spells.

**Treasure:** The statue is constructed of mithral with a steel core. Once the reflected bone reaper is destroyed, the statue's remains can be harvested for 6,000 gp worth of the silvery metal.

## 9D-19. The Abandoned Throne

### (Sublevel 9D-I; Detail Map 9D-D)

A great stone throne dominates one end of this large rectangular chamber. Badly scarred and chiseled bas reliefs encrust the wall behind the throne, and a pair of wooden doors flanks it. A uniform thickness of red mist a foot deep obscures the floor.

If magic is detected for, the throne radiates a moderate amount of magic (an illusion).

The seat of the throne holds a concealed compartment which is empty. This compartment is in the same location as the one at the Throne of Minos (Area 9D-17), and if one is found, the other can be easily located and opened.

The wooden doors lead to a pair of small antechambers. The left one is empty, but the right one holds the desiccated corpses of half a dozen goblins that a devouring mist feasted upon some time ago. Each room also holds a secret door opening on a connecting passage. Within this passage are the remains of another dead goblin; it carries ring armor, a short bow, 13 arrows, a handaxe, 3 sp, 5 cp and a rough semi-translucent gemstone that looks like an agate worth 10 gp (actually an uncut diamond worth 2,500 gp).

## 9D-20. Entrance to the Talon of Orcus

### (Sublevel 9D-IV)

The passageway leads into Level 10C: The Talon of Orcus. To progress further through the Bloodways on the flowchart requires passing through that level and exiting back into the Bloodways by another passageway.

## 9D-21. Red Vortex

### (Sublevel 9D-I through IV)

As the PCs draw near this cavern they hear a distant roaring sound, as of high winds or a waterfall, and the mist around them starts flowing in a breeze in the same direction they are traveling. 100 ft. further on the passageway opens into a large cavern.

The roaring sound resolves into a whirl of red vapor, propelled into a swirling cone in a funnel-shaped chamber. The mist is being drawn around and downward to a dark, narrow opening far beneath. Openings of other passages from this chamber beckon, accessed by a network of one foot wide ledges that web the walls of the cave. The wind plucks at garments and gear, tugging anyone near the edge toward the dark abyss, and the sound of the wind seems to echo with mocking laughter.

This funnel-shaped cave has a domed ceiling, and is 80 ft. wide near the ceiling, narrowing down to a diameter of only 8 feet at the base, 100 ft. from the ceiling. A total of 12 passages open into the room, accessed by ledges. Without the wind, land-bound folk need to make a saving throw at +8 to traverse the ledges safely, with failure resulting in a fall of 10-60 feet before landing on another ledge, or disappearing through the opening at the bottom. With the gusty wind, the saving throw is made at +4. The wind remains as long as the room's occupant is alive to move them.

The winds in this cave are propelled by a greater air elemental named **Shreee**, of particularly malicious disposition, who enjoys tormenting fleshy mortals before disposing of them. If addressed in air elemental, Shreee responds to their inquiries, but fully intends to play with and kill its new toys no matter what is discussed.

While it dwells in this chamber the elemental is able to remain in whirlwind form indefinitely, thanks to special enchantments placed upon the cavern.

Passages opening out from this chamber lead to other parts of the Bloodways. Those falling through the bottom shaft fall 100 feet before landing on a pile of rocks and debris in the middle of a small cavern with other exits; the cave around the debris pile is covered with a 2-foot-deep layer of foul water.

**Shreee, Air Elemental:** HD 16 (73 hp); AC 2 [17]; Atk 1 strike (3d8); Move (Fly 36); Save 3; AL N; CL/XP 17/3400; Special: Whirlwind.

**Tactics:** The elemental assumes its whirlwind form and delights in snatching up targets, battering them a bit, then tossing them against walls, only to snatch them up again. If seriously threatened it focuses on killing off one opponent at a time, favoring targets that seem most susceptible to its attacks.

**Treasure:** Lodged high in a crack in the wall near the ceiling of this chamber are the splintered remains of the top third of a gnome adventurer. If his corpse is pried loose, a search of it reveals a mithral dagger whose hilt (not blade) has been coated with poison. This item belonged to a glove-wearing assassin who used it as a lure for his prey, whom he would kill once the poison did its work. The body also carries in a leather pouch at its hip, a collection of teeth from various creatures. Amid the dross are three capped with gold, worth 1 gold piece each; a hollow tooth filled with blue liquid (a false tooth that can be placed in an empty tooth socket, and when bit upon it releases an ingested poison; used by assassins on suicide missions). The blue liquid is a form of cyanide (save or die). Another tooth, actually a half-orc tusk, is scrimshawed with delicate patterns and worth 10 gp. Finally, one tooth is a *tooth of emergency air* (see sidebar).

### Tooth of Emergency Air

This looks like a normal human or humanoid tooth. When placed in the socket of a freshly-removed tooth, it grafts itself in place, and assumes a form in harmony with the teeth around it. Thereafter, whenever the creature with the tooth bites down upon it, it provides one minute of breathable air, protecting against vacuum, drowning, and poisonous fumes for the duration. Once the tooth has been activated, or when it is first emplaced, it requires one hour to charge itself before it can function again.

## 9D-22. Lair of the Bloodwraith

### (Sublevel 9D-III; Detail Map 9D-J)

This is a roughly square chamber crowded with sarcophagi. A door stands at the center of each wall, flanked by a pair of upright sarcophagi carved to resemble warriors wielding a variety of different weaponry. The central portion of the room is raised slightly, and a ring of six sarcophagi surround a seventh, which is slightly larger and raised above the others at the center of the room. The six encircling sarcophagi depict warriors with two-handed swords lying upon their bodies.

The air in this room is very cold, and the ubiquitous red mist is particularly thick in here. Condensation of the mist coats the walls and sarcophagi, giving them the appearance of being coated in a layer of fresh-spilled blood.

The sarcophagi in this chamber are all occupied by undead tenants. Any attacks that damage the sarcophagi or any attempts to open them result in their arising. In this room, **8 bone warriors** stand within the upright sarcophagi near the doors; **6 sword wights** lie in the sarcophagi surrounding the centermost one, which holds the remains of **Duke Aerim, the Bloodwraith**.

**Bone Warriors (8):** HD 5; AC 0 [19]; Atk 1 falcata (1d8) or battleaxe (1d8); Move 9; Save 12; AL N; CL/XP 7/600; Special: Regenerate 2 hp/rd, destroyed when reduced to 0 hp, but returns to unlife 1 hour later at 1 hit point, can be permanently destroyed only if the Bloodwraith is destroyed. Gear: Half wield battleaxes, the other falcatas, chainmail, shield, all but one wear a golden circlet set with ruby (worth 250 gp).

**Sword Wights (6):** HD 8; AC -1 [20]; Atk 1 two-handed sword (1d10 + level drain) or slam (1d4 + level drain); Move 9; Save 8; AL C; CL/XP 10/1400; Special: Drains one level per hit. Gear: Two-handed sword, chainmail, gold circlet set with sapphire (worth 800 gp).

**Duke Aerim the Bloodwraith:** HD 12 (65 hp); AC 0 [19]; Atk 1 touch (1d6 + 1d6 levels); Move Fly 24; Save 3; AL C; CL/XP 20/4400; Special: Drain 1d6 levels per hit, silver or better weapons to hit, minimum damage from arrows and other missiles, cough up devouring mist 3/day, creatures killed by Aerim rise as a sword wight in 1d4+1 rounds, senses living creatures within 60 feet, reforms after destruction in 2d4 days unless properly destroyed (see sidebar for further details), can seize control of bodies of those who possess his remains or gear (per *magic jar*), *teleport* at will to any portion of his remains or gear.

**Tactics:** In the first round of being awakened, the Bloodwraith leaves its enclosure and attacks the nearest living creature, while the other undead use full round actions to open their containers and arise. The next round, the undead begin their assault, not stopping until everyone in the room is slain.

**Treasure:** The outlying sarcophagi contain nothing of value beyond the items carried by their tenants, but the central sarcophagus is another story. It is magically trapped with a curse that affects anyone opening the sarcophagus, or assisting in its opening, with hemophilia (anytime they suffer damage from a physical blow they take 1 point of bleed damage per round until magically healed).

Within the sarcophagus lie the remains of the Bloodwraith, which bear the following: A robe fashioned of cloth-of-gold (*cloak of protection* +2), a golden circlet about its brow that functions as a *headband of mental prowess* (increases wisdom and charisma by 1), a +2 *two-handed sword*, and a suit of +1 *plate mail* that grants a +3 bonus to save vs. spells. These items are clad on the physical remains of Duke Aerim, once a human 15th level fighter centuries ago.

**Development:** The Bloodwraith may be defeated, but it manifests 2d4 days later until its essence is purged from its remains and all of its gear. This means that if Duke Aerim's sarcophagus is looted, the characters have to deal with the Bloodwraith again and again until laid to rest (see sidebar).



## Laying the Duke to rest

In order to permanently lay Duke Aerim's spirit to rest, the following must be done:

1. Before anything else, his remains must be properly buried in a sanctified ceremony at the graveyard of a lawful deity.

2. Each of the items need to be taken on a *quest* and blessed after a specific deed has been performed:

- The circlet must be placed upon the brow of his brother Damien, now a lich in the service of Orcus at a location of the Referee's choosing.

- The sword must be touched by the tears of Duke Aerim's mother. Her body currently resides in the demon- and undead-haunted cellars in the crumbling ruins of Duke Aerim's ancestral home; her spirit needs to be contacted there to perform this service. When done, the sword becomes a holy weapon.

- The armor must be worn by a devout worshipper of a lawful deity in a battle where a priest of Orcus of at least 15th level is defeated. If the wearer of the armor acquits himself particularly well, the armor gains the benefit of granting its wearer a *protection from evil* effect that can be employed once per day.

- The cloak must be worn by a demon that repents of its evil ways, and throws itself at the mercy of a deva, planetar or solar for redemption.

The Referee should feel free to substitute quests of his own design in place of these to properly fit in with his campaign.

a door at the end of each arm. The floor is tiled with a mosaic of black and gray tiles, clearly visible as the red mist is very thin here.

The curved corners of this chamber hold frescoes depicting creatures sculpting, reinforcing, and designing passageways in an underground labyrinth. Unlike the previous frescoes, some effort has gone into making these passageways realistic in outline.

Anyone studying the maps for a half hour or so gets a general idea of the overall layout of Rappan Athuk, and the Bloodway's location within its overall structure. The maps are not complete, so feel free to hold back any areas the players should not know about at this stage of their exploration. This is also a good place to plant directions to specific hidden locations, such as the secret entrance to **Level 7** located in **Area 6–15**.

## 9D–25. Water, Water Everywhere

### (Sublevel 9D–III; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room is one of several pool rooms throughout the Bloodways. Close investigation of the pool reveals that it descends into cool blue darkness. Viewers notice a stone box with a closed, locked lid protruding from the wall at the back of the pool, about two feet beneath the surface, but before they can do anything about this, they are attacked! The top of the pool is actually **Agoragia**, a water elemental that monitors the flow of water through the room. It attacks anyone who comes within five feet of it, probably with surprise (3 in 6 chance). When it does so, it no longer controls the flow of the water from the pool, releasing a geyser of water that shoots to the ceiling.

This release also eases pressure off a trigger mechanism 60 ft. down the shaft, causing the stone doors to close unless previously blocked open. In addition, steel bars extrude from the floor and ceiling in the doorways, entering shafts in the top and bottom of each door. Once activated, the only way to reverse this is to either wait for the trap to run its course or else descend 60 ft. into the shaft, find the trigger, and then attempt to disable it. Alternately, the characters can try to smash through the doors. If the stone doors are smashed or if they had been previously spiked, the characters must still penetrate the steel bars blocking the doorway.

Meanwhile, a trapdoor beneath the drainage grate closes when the geyser begins, and the room starts to flood. The water level in the room rises at the rate of 1 ft. per round until the chamber is entirely flooded (in 15 rounds). Of course, characters may be preoccupied the first few rounds due to the rampaging elemental.

**Agoragia, Water Elemental:** HD 16; AC 2 [17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; AL N; CL/XP 16/3100; Special: Overturn boats.

**Tactics:** The elemental attacks until reduced to 25 hit points or less, at which point it retreats down the shaft of the well. If the water flooding the room reaches a depth of 10 ft. before this happens, the elemental creates a vortex.

Ten minutes after the room completely fills, assuming no outlet is found for the water, the trapdoor and grate at the drainage area both swing open and the water leaves the room in a rush. Unsecured characters are allowed a saving throw to grab onto something before they are swept away. Those who fail their saves get swept down a winding underwater channel to **Area 9D–64**, or whatever other location you may prefer.

The stone box within the pool shaft is locked but not trapped. It contains a small, locked, watertight steel box that can be picked or smashed open. The steel box contains five lustrous pearls that function as *elemental gems*, each one summoning a 12 HD water elemental when shattered.

## 9D–23. Orcus's Hall

### (Sublevel 9D–III; Detail Map 9D–H)

A 20-foot-tall statue of Orcus dominates the angle of this L-shaped hall. The statue is hewn from black marble with virulent red veins running through it like a disease, seeming to pulse with unholy vibrancy beneath the unpolished black surface. Before the statue is an oval altar of the same stone, about five feet wide and 15 ft. long. Billows of mist hang about the hall near the doorways, but the area around the statue and altar is free of vapors.

The surface of the altar is covered with bloodstains, some old and crusty, others fairly new. On close inspection, flecks of gold can also be made out amid the bloodstains.

Aside from their menacing appearance, no harm comes to the PCs here unless they (a) desecrate the statue or altar, or (b) offer up a sacrifice. If desecration occurs, the Referee is left to determine what sort of punishment, if any, would be appropriate, depending on how serious the desecration is (ranging from disparaging remarks, to pouring holy water on the altar, to urinating/defecating on the altar, to trying to destroy the altar or statue). On the other hand, parties can benefit from a sacrifice: for each sentient creature slain on the altar and dedicated to Orcus, or for every 5,000 gp in treasure that is offered up, one room (rolled randomly on the Bloodways Flowchart) should be marked as having been explored. This benefit can be gained for no more than three rooms. Any subsequent desecration immediately negates this benefit. If not using the flowchart method, the PC instead gains an intuition that helps guide them toward their next goal in the labyrinth, whatever it may be.

## 9D–24. Fresco Room 4

### (Sublevel 9D–I; Detail Map 9D–A)

This is the fourth of four chambers decorated with frescoes. Each depicts a scene from the history of this dungeon, particularly as it relates to the Cult of Orcus. The stone door opens into a cross-shaped room with

## 9D–26. The Square Room

(Sublevel 9D–II; Detail Map 9D–N)

This fifty foot square room has a door on the center of each wall. Running diagonally along the floor from each corner of the room to its opposite is a glowing line of runes, which causes the hip-deep fog in the room to glow with a fiery light. The floor is otherwise smooth and seamless.

The runes radiate strong enchantment and necromantic magic auras if such are checked for, and throb ominously whenever a living creature comes within five feet of them.

Despite the foul appearance of these rune lines, they are completely harmless. Have anyone fooling with the runes or crossing over them roll bogus saving throws, then make some “secret notes” like you are recording the hidden results. If the party spends too much time poking around in here, roll for wandering monsters.

## 9D–27. The Naga’s Den

(Sublevel 9D–I; Detail Map 9D–C)

A two-foot wide channel bisects this kite-shaped chamber, running from a raised area holding a pool at one end to a large algae-shrouded grate at the other. Water gurgles from the pool, through the channel, and empties into the damp grating. Two doors face each other at either side of the chamber. A current of cool air keeps the blood-tinged mists to a minimum.

This room is one of several pool rooms throughout the Bloodways. The water in the pool flows from one of the local rivers.

Beneath the grate at the opposite end of the room is the lair of a large water naga named **Moigil**, who takes great pleasure in eating intruders.

The naga’s lair is an underwater cave located beneath the grate, about 25 ft. in diameter. Water flows from the cavern back into the underground river system.

**Moigil, Water Naga:** HD 7 (36 hp); AC 5 [14]; Atk 1 bite (1d4 + poison); Move 12 (Swim 20); Save 9; AL C; CL/XP 10/1400; Special: Poison, spells as magic user (4/2/1).

**Treasure:** Within Moigil’s lair is her treasure: 870 gp, 1,623 sp, an *elixir of truth*, and a silver-chased ivory scroll tube (value 100 gp) containing a scroll that has become waterlogged and useless. There is also a dismembered hand wearing two rings, a plain platinum band (worth 50 gp), and a *ring of spell storing, magic-user*.

## 9D–28 Exit

(Sublevel 9D–III)

There is no detail map for this area. Eventually the Bloodways open into another natural cavern. Much like the entry, many similar-looking corridors open into this chamber. The red mist fills the bottom three feet, swirling around in a great pool that drains into a pit in the room’s center. Beyond the pit, a set of stone stairs ascend eight feet to an opening on one wall, which is surrounded by etchings of people being bled and tortured. The passage beyond the lintel leads to a sinkhole in a great cavern (**Area 9A–5**). The pit descends 80 ft. before opening into a swiftly-flowing underground river. Those who fall in are swept back into the Bloodways via an underwater floodway (**Area 9D–65**).

# Supplemental Areas for Level 9D

The following encounter areas are designed for use with the Bloodways Sublevel Maps, though they can easily be cannibalized and used elsewhere in the Bloodways using the flowchart method, or even placed in other parts of Rappan Athuk.

## 9D–29. Strange Haunts

(Sublevel 9D–I through IV)

These tunnels are composed of smooth circular 10 ft. wide passages disintegrated out of the stone, with numerous circular chambers for nesting or other unknown uses. Vertical shafts lead up and down between levels, connecting them. The creature that created these shafts is long gone, but its passages remain.

## 9D–30. Worked Passages

(Sublevel 9D–I)

This area is webbed with 10 ft. wide worked stone corridors, with ceilings 15 ft. high. A couple of passages end in small, identical room suites of unknown purpose. These halls are highly susceptible to moving stone blocks and intermittent *teleportation* fields.

## 9D–31. Long Hall

(Sublevel 9D–I)

This long passage is 20 ft. wide. Its walls are carved to resemble pillars supporting an ornate ceiling, while the areas between these false pillars depict a weathered but beautiful landscape. These images, a memorial to Duke Aerim, are depictions of the landscape around his ancestral home, long ago. No specific landmarks are shown, unless you choose otherwise.

## 9D–32. Hunting Grounds

(Sublevel 9D–I)

This large natural cave has a ceiling up to 60 ft. high, and is filled with stalagmites and stalactites. Water flows in from the west, enters a large central basin, then flows out through a crudely carved channel into the north wall, where it eventually curves around to **Area 9D–33**. Because of its size and water supply, it is frequently used as hunting grounds for creatures of the Bloodways — wandering monsters should be checked for at double the standard frequency.

## 9D–33. Waterfall

(Sublevel 9D–I)

Water from **Area 9D–32** flows into an open cavern where the water eventually plunges over a precipice to **Area 9D–49**. A ledge runs along the north wall near the plunge, where those in the water might try to pull free before going over. There is also a two foot wide crack in the south wall that opens into a passage leading southward. Getting from one to the other would require much skill and effort without magical aid.

West of the waterfall there is one other point where the ceiling of the submerged river hits an air pocket. At this point, a bridge built long ago arches over the flow, with passages exiting north and south.



## 9D-34. Snake Warrens

### (Sublevels 9D-I through IV)

Tangled passages like these are preferred hunting grounds for **shadow hunter** snakes, which use the interconnecting corridors to surround prey and come at it from different directions. There is a 50% chance 1d3 snakes inhabit the warren, and if so, a 30% chance they have 1d6 hatchlings as well.

The warren near the center of **Sublevel 9D-IV** is larger than the others, and contains **3 shadow hunters** and **1d4+6 hatchlings**, which live in the northern cave.

**Shadow Hunter:** HD 8; AC 1 [18]; Atk 1 bite (1d8 + poison); Move 12 (Climb 9, Swim 12); Save 8; AL N; CL/XP 10/1400; Special: In shadows AC improves to -3 [22], lethal poison.

**Shadow Hunter Hatchling:** HD 3; AC 6 [13]; Atk 1 bite (1d4 + poison); Move 9 (Climb 6, Swim 9); Save 14; AL N; CL/XP 5/240; Special: In shadows AC improves to 2 [17], lethal poison.

## 9D-35. Circle Maze

### (Sublevel 9D-I)

This area is filled with identical 20 ft. diameter circular rooms, interconnected by plain stone archways. Ceilings are domed, and rise up 30 ft. at their apex.

## 9D-36. Cave-in

### (Sublevel 9D-I)

The earth collapsed here long ago, bisecting a once larger cavern. The blockage is impassible without serious earth-moving efforts, and even then there is a significant risk of further collapse.

## 9D-37. Teleporter

### (Sublevel 9D-I)

A network of passages surround a central point that ironically cannot be accessed from them. The chamber at the center of the web holds a *teleportation* device resembling a swirling helix of air, made visible by the bloodmist. It has four settings, which change randomly every 12 hours: 1 (clockwise helix) — transport to random point of Referee's choice in the Bloodways; 2 (counterclockwise helix) — transport to Entry (**Area 9D-1**); 3 (clockwise double helix) — transport to distant location on surface of Referee's choice; 4 (counterclockwise double helix) — transport to the Healing Spring chamber (**Area 9D-10**).

## 9D-38. Chasm

### (Sublevels 9D-I through IV)

A great rift runs through all four sublevels of the Bloodways. Near the top, a few ledges open out from it, revealing the yawning gulf below. On

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**Sublevel 9D-II**, a natural stone bridge connects two of these levels. On **Sublevel 9D-III**, the majority of the chasm ends where it connects with the Purple Worm Complex (**Area 9D-50**), though a final fissure continues deeper into the nest on **Sublevel 9D-IV**. The total height, top to bottom, of this chasm is roughly 350 ft. Feel free to stock the chamber with flight-capable wandering creatures, like dire bats or devouring mists.

### 9D-39. Upper Chasm

#### (Sublevel 9D-I)

Separated from **Area 9D-38** by an earthquake millennia ago, this chamber has a ceiling reaching up 100 ft.

### 9D-40. Geodes

#### (Sublevels 9D-I and II)

These spherical caverns were created through volcanic activity eons ago. Once lined with thousands of beautiful amethyst crystals, the geodes were harvested long ago by priests of Orcus for their coffers. However, the smallest geode, **40C**, still has about a third of its crystals left un-mined — mostly on the ceiling. The exact quantity and value, and difficulty in harvesting these gem deposits, is left for the Referee to determine. **Area 9D-40C** is also the only one to reach down as far as the level below.

### 9D-41. Blood Liquid Reservoir

#### (Sublevels 9D-I to III)

This cavern was dammed to the north by priests of Orcus, and now contains a vast quantity of blood-red liquid — condensed bloodmist. The liquid spills through channels atop the dam and into **Area 9D-54** on **Sublevel 9D-III**. Several nearby chambers were carved out for monitoring of the dam and reservoir, but these have been abandoned and stripped of contents long ago. A ledge to the south on **Sublevel 9D-I** provides one of the few access points to the Forgotten Tombs (**Area 9D-56**).

### 9D-42. Double Spiral Stairs

#### (Sublevels 9D-I through IV)

Stairs have been carved into two passages that spiral downwards from the top of the complex to the bottom. The inward spiral moves down counterclockwise, while the outer spiral travels downward in the opposite direction. Interestingly, there is no direct connection between the two staircases.

### 9D-43. Grand Halls of Blood

#### (Sublevel 9D-II)

This 20 ft. wide corridor traverses much of the northern half of **Sublevel 9D-II**. The floor is coated with a two-inch-deep layer of blood-red liquid (condensed bloodmist), which imposes a –10% penalty on move silently through it, as well as serving to conceal a pit trap at an intersection to the northeast, that drops 60 ft. to **Sublevel 9D-III**. The Grand Halls are also filled with a large concentration of moving stone walls that seal and unseal sections, so while the halls themselves cover a large area, PCs may only be able to explore one segment at any time.

### 9D-44. Stream Cave

#### (Sublevel 9D-II)

This cavern is not particularly notable, except for a small stream that seeps out of the rocks in the ceiling, flows along a channel on the northern wall, and empties through a hole in the floor, dumping the water eventually in a pool in **Area 9D-50A**. Noises of the purple worms that live down there might drift up through this hole, and heard by the attentive.

### 9D-45. Symbol Room

#### (Sublevel 9D-II)

This large hall has the symbol of Orcus carved into the floor at its center. It is impossible to get from one end of the hall to the other without traversing it. The symbol radiates evil and magic if checked, and has the following effects: devout followers of Orcus are blessed; lawful beings must make a saving throw save or be struck by a reverse *bless* effect that lasts 12 hours. Award lawful PCs who deface the symbol a suitable XP bonus.

### 9D-46. Pit Base

#### (Sublevel 9D-II and III)

Bones from several past fallen victims of the pit trap in **Area 9D-3** litter the floor at the base of the pit. Careful inspection turns up broken and tattered equipment, but also 33 gp, 29 sp, and a *potion of extra healing* in a steel vial.

Furthermore, inspection of the remains reveals one set of humanoid remains near the passage leading out of the chamber, that appear strangely porous (this is from a victim of the *disintegration* effect of the *teleporter* in **Area 9D-54**).

### 9D-47. Narrow Fissure

#### (Sublevel 9D-II)

This one-foot wide passage worms between two larger corridors. Small creatures may get stuck within it, and Medium or larger creatures cannot pass through without serious risk of getting stuck. Details of how likely this occurs are left to the sadism of the Referee.

### 9D-48. Boulder Bait and Switch

#### (Sublevels 9D-II through IV)

The east-west passage on **Sublevel 9D-II** slopes down noticeably to the east. Those approaching the west end of the hall note a large boulder, held in check only by a set of rusty iron rods. In the floor 20 ft. west of the trapdoor in the floor to the east (the trapdoor is marked on the map with an X) triggers this fiendish device. Those in the hall hear a rumbling sound, of stone rolling on stone, coming from the west and getting louder! This is actually an illusion, designed to encourage victims to flee eastward, and fall through the now active pit trap.

The pit plunges down two sublevels (120 ft.) to **Sublevel 9D-IV**. To make matters worse, there is a pressure plate in the floor at the base of the pit that causes a boulder to come rocketing through a side passage on **Sublevel 9D-III** (from **Area 9D-53**), right onto the heads of anyone unlucky enough to fall through the pit for an additional 6d6 points of damage! The Referee may wish to locate some valuables from past victims at the bottom of the pit, though if he is feeling particularly cruel, he may put a devouring mist down there as well, ready to feed on the carcasses of anyone who falls prey to this deathtrap.

## 9D-49. The Water Pillar

### (Sublevel 9D-II)

Water flows from Area 9D-33, over a waterfall, and into a large chamber. At the center of the chamber is a massive stalagmite 20 ft. in diameter at its base, and stretching up 35 ft. Water from above strikes the stalagmite dead center, and flows around it into the chamber below, where it swirls and foams violently, then travels through a passage westward, bound for Sublevel 9D-IV. Anyone falling from above risks impalement on the stalagmite (4d10 damage, plus 1d10 damage every additional round until dead and ripped apart, or an open doors check is made to pull oneself free). Those who escape impalement still must deal with the falling damage (6d6) and the high risk of drowning in the turbulent waters. Several passages slope upward from the chamber floor, leading to other parts of the complex.

## 9D-50. Purple Worm Haven

### (Sublevels 9D-II through IV)

Stretching from a single cavern on Sublevel 9D-II, down through a network of tunnels on Sublevels 9D-III and IV, these 20 to 30 ft. wide tunnels have been bored out by purple worms, who use this area for nesting and breeding, as such, purple worms are encountered in frequency here.

At the point marked 9D-50A, water flows in from a crack in the ceiling (from Area 9D-44) and into a large pool that fills most of the chamber. This area is particularly likely to hold purple worms involved in mating rituals.

**Purple Worm:** HD 15; AC 6 [13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; Special: Poison sting, swallow whole.

## 9D-51. Damned With Faint Praise

### (Sublevel 9D-II)

These interconnected rooms are coated with stucco, over which a thousand maledictions against Duke Aerim were inscribed long ago. Over time, the stucco has been damaged, but a few months ago it was fully repaired, so the writings have a fresh, well-maintained look.

## 9D-52. Approaches to the Bloodwraith's Lair

### (Sublevel 9D-III)

These long corridors are decorated with bas reliefs depicting humans locked in mortal combat with other humans, demons, and stranger monsters; in general, the demons and their allies are depicted as winning. Two small chambers to the north, flanking the entrance to Area 9D-22, are lined with small stone sarcophagi, each stuffed with a moldering corpse. Ceiling height is 20 ft. in the passages and chambers.

## 9D-53. Where the Boulders Come From

### (Sublevel 9D-III)

This circular chamber holds a half dozen smooth stone boulders 8 ft. in diameter, set in a massive stone bin over a switching mechanism at the center of the room. When a trap is activated, the mechanism swivels, and

directs a boulder down the appropriate passage. The swiveling mechanism broke long ago, however, so now all boulders travel northeast, to Area 9D-48. The southwest passage slopes down to a cave-in that occurred long ago, while the eastern passage curves around to a ceiling panel at Area 9D-53A; though the trap there no longer functions, a PC who gains access to this forgotten part of the dungeon may still make use of it in their explorations. Because the chamber sees so little use, roll wandering encounters at one third the usual frequency.

## 9D-54. The Atomizer

### (Sublevel 9D-III)

Blood liquid from the reservoir in Area 41 flows through a passage into a large chamber where it is churned up into a mist and dispersed throughout the complex via a powerful magical effect. This effect has very unfortunate consequences on other items brought in as well. Anything entering the cavern is subject to a *disintegrate* effect. *Disintegrated* matter is actually spread throughout the complex, where it joins the existing gore and debris that grants the Bloodways its pleasant ambience.

## 9D-55. Dire Rat Nest

### (Sublevel 9D-III)

This small section of the Bloodways is the home of a large nest of giant rats, which have inexplicably managed to survive in the face of ever-hungry devouring mists and other creatures. Over 60 of the beasts dwell in these caves. A passage leading northeast of the breeding cave ends in a cave-in, where it once attached to one of the boulder room traps.

**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.

## 9D-56. The Forgotten Tombs

### (Sublevels 9D-III and IV)

In this isolated portion of the Bloodways, tombs were consecrated long ago when the Bloodways were first founded, and they have not been visited since. As such, the original wards and contents of these tombs are undisturbed.

On Sublevel 9D-III, two 3 ft. high, 3 ft. wide side passages lead to 20 x 30 ft. tombs, each holding a large stone sarcophagus. Within each sarcophagus is a mummy priest of Orcus, which rouses if either chamber is entered, or the guardians on Sublevel 9D-IV are aroused.

On Level 9D-IV, the stairs connecting these areas end at a 10 ft. wide hall connecting two additional tombs, each 40 ft. square, with the sarcophagus located on a dais at the far end of the chamber. Entering either tomb alerts the guardians who defend this area — the two mummy priests on Sublevel 9D-III (which take 1 minute to open their sarcophagi, descend the stairs, move down the hall and enter the violated chamber), and a pair of demons, one per chamber, summoned straight from the Abyss. The western chamber summons 1 marilith, while the eastern crypt summons 2 nalfeshnees.

The mummy priests on Sublevel 9D-III, and two buried individuals in the tombs on Sublevel 9D-IV, should be interred with valuables and magic equivalent to about 80,000 gp value. The exact identity of the fellows buried here and their treasure is left for the Referee to determine.

**Mummy Priests of Orcus (2):** HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; AL C; CL/XP 10/1400; Special: Rot, hit only by magic weapons, resistance to fire (50%) from magic ring, cast spells as 10th level clerics (1st—cause light wounds, detect magic, protection from good; 2nd—bless, hold person, silence 15-ft radius; 3rd—cause disease, prayer,

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*speak with dead*; 4th—*cause serious wounds, protection from good 10-ft radius, sticks to snakes*; 5th—*dispel evil, finger of death, insect plague*). Gear: +2 chainmail, ring of fire resistance, 5 vials of holy water.

**Marilith:** HD 8; AC -3 [22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; AL C; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

**Nalfeshnee (2):** HD 11; AC -1 [20]; Atk 2 claws (1d4), bite (1d6+2); Move 9 (Fly 14); Save 4; AL C; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical abilities.

### 9D-57. Teleport Chambers

#### (Sublevel 9D-III)

These three rooms are all identical (two located at the north end of the level, one in the middle of the eastern end); they are 20 ft. deep and 30 ft. wide, and featureless. However, at random intervals every 1d20 rounds, all within are *teleported* to one of the other two chambers. This *teleport* produces no discernible phenomena, so victims only begin to suspect what happened if they happened to be detecting for magic at the time it occurs, or once they leave the chamber and continue to explore.

### 9D-58. Whirlpool and Golem

#### (Sublevel 9D-III)

Water from the water pillar chamber (Area 9D-49) flows westward and downward at a slant, eventually emptying into a roughly 40 by 80 ft. cavern, with a whirlpool at the southwest end. Anything entering the whirlpool is sucked down to Area 9D-65, taking 6d6 points of falling damage in the process.

Long ago, a **stone golem** was *teleported* into this chamber through a magical mishap from the Talon of Orcus (Level 10C). They have never found it, and in the absence of orders, the golem continues with its last instructions: to fight anyone not wearing vestments of the Orcus priesthood, and obey the orders of anyone wearing such vestments until instructed otherwise. In the unlikely case that a PC wears such garments, and can find a way to get the golem out of this isolated region, they could take the golem along with them as a useful ally, at least until it receives orders to the contrary from a legitimate Orcus priest!

**Stone Golem:** HD 15 (60 hp); AC 5 [14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

### 9D-59. Stair Trap

#### (Sublevel 9D-III)

At a landing on a stairwell, a standard issue pit trap dumps anyone unlucky enough to trigger it down an 80 ft. shaft to a rough stone cavern on Sublevel 9D-IV. After activating, the stone lid closes and locks shut, and does not reset until an hour has passed.

### 9D-60. The Grand Basin

#### (Sublevel 9D-III)

This large stone chamber is dominated by a working fountain. On a stone platform to the southwest, a 20 ft. tall statue of a pit fiend stands

clutching a pair of human figures; blood-red liquid gushes from their mouths, ears, and rents in their sides, filling the pool with the foul stuff. This liquid is condensed bloodmist, identical to that found in Areas 9D-41 and 43 (see above), and apart from its color and foul taste, is harmless. Behind the statue, a passage leads southwest to Area 9D-42.

Ceiling height in this chamber is 40 ft.; the blood liquid filling the pool is only 2 ft. deep. This is a popular location for **blood golems**, which feel soothed by the liquid, and there is an 80% probability 1-2 of them are present, sloshing about in the liquid.

**Blood Golem:** HD 6; AC 3 [16]; Atk 2 strikes (1d8 + blood consumption); Move 12; Save 11; AL N; CL/XP 9/1100; Special: Blood consumption, cell division, +1 or better weapon to hit, regenerate 2 hp/rd, immune to mind-affecting abilities, resistance to fire (50%).

### 9D-61. Fungus Caverns

#### (Sublevel 9D-IV)

A large colony of pallid white toadstools sprout from the rocky floor in this large cavern. **Giant rats** can occasionally be found here, along with more deadly creatures hunting them. Double the frequency of wandering encounters.

### 9D-62. Gallery and Fighting Pit

#### (Sublevel 9D-IV)

This 40 ft. tall, 80 ft. diameter chamber was once considered for use as a fighting pit for goblins before the complex became the tomb of Duke Aerim. A gallery for spectators 30 ft. deep runs along the eastern wall, 10 ft. above the pit floor.

### 9D-63. Unfinished Construction

#### (Sublevel 9D-IV)

Like Area 9D-62, this chamber is the legacy of an early intent to convert this part of the labyrinth into a home for the faithful of Orcus. When the Duke was interred here and made his influence known, they ended up moving elsewhere. This chamber was being excavated when that long ago decision was made; a few ancient picks with hafts rotted away still lie near the southern wall.

### 9D-64. Waterfalls

#### (Sublevel 9D-IV)

Two streams merge in a natural cave; the one from the west falls over a 20 ft. drop, while the smaller stream from the north drops 40 ft. Water then flows southward and back underground.

### 9D-65. Sluice

#### (Sublevel 9D-IV)

Water and other materials sucked through the whirlpool on Sublevel 9D-III (Area 9D-58) is flushed through a long, smooth passageway eastwards to where it joins up with another river flowing in from the north. At the point marked 9D-65A, a smooth bore leads straight up to the Bloodways exit cavern (Area 9D-28). Mist drains down through it and merges with the water here. Swimming here is quite difficult.



## 9D-66. Cavern of Fissures

### (Sublevel 9D-IV)

This large cavern is split by numerous fissures, running north to south. Some are little more than cracks in the floor, while others are large enough to swallow an ogre whole. They range in depth from 10 to 50 ft. Moving around requires a saving throw, and if anyone falls into a crack, they take falling damage and are 75% likely to get stuck, requiring an open doors check to get back out.

Note that two of the fissures on the southern end of the cavern actually widen into southward-running passages 20 ft. beneath the cavern's floor. Locating these without falling into them requires a search.

## 9D-67. Mordnaissant Lair

### (Sublevel 9D-IV)

A nest of 6 **mordnaissants** have formed an alliance of pain, and have taken over these six caves as their domain. Should one be disturbed, it cries bring the others in 1d4 rounds.

**Mordnaissants (6):** HD 9; AC 5 [14]; Atk 2 claws (1) or ray; Move 3 (Fly 24); Save 7; AL C; CL/XP 12/2000; Special: Death curse, lash of fury, pain wail. See Appendix: New Monsters, for more.

## 9D-68. Crystal Obelisk

### (Sublevel 9D-IV)

Tucked away off the shadow hunters' largest lair is a 50 ft. diameter cavern with a strange obelisk of pale blue crystal at its center. The exact meaning of this obelisk is left to the Referee, though here are a few suggestions:

- The crystal has grown from a gem set in a major magic item; if the crystal is shattered, the item can be retrieved, though it will need repair work equal to 1/4 its market value to be rendered functional.
- The crystal marks the final resting place of a fallen druid with close ties to the elemental plane of Earth; damaging or breaking the crystal *summons 2 16 HD earth elementals* to defend the grave.
- The obelisk is actually a mutated **crystalline roper**, with all the stats of a standard roper save that it can only be harmed with +1 or better weapons; shards of the roper's body can be sold for up to 7,500 gp.

## 9D-69. The Lake

### (Sublevel 9D-IV)

The southeastern portion of the lowest level of the Bloodways labyrinth is dominated by a large subterranean lake. Water from several streams, many of which have descended from higher sublevels, ultimately lead here. The lake is teeming with blind freshwater fish, along with any other aquatic predators you see fit to provide.

## 9D-69A. Upstream

### (Sublevel 9D-IV)

Three submerged streams empty into this arm of the lake; ledges to the northeast and southwest overlook the area, each 15 ft. above the surface of the water. The current flows southwest, over a waterfall that drops 15 ft., with a massive stone dividing the falls into two smaller offshoots. Past this, the lake flows to **Area 9D-69B**, with the only other opening being a small, sandy beach to the northeast.

## 9D-69B. Main Lake

### (Sublevel 9D-IV)

This immense cavern has a ceiling 30-60 ft. high, and a depth of up to 80 ft. Several massive pillars help support the ceiling, and a lone rocky island (**Area 9D-70**) provides footing in the lake. There is an opening to the north leading to **Area 9D-69D**, and one in the southwest leading to **Area 9D-69C**. Water exits this cavern through **Area 9D-69C** and through a submerged passage to the southwest, which leads out of the Bloodways and into deeper caverns beneath the earth.

## 9D-69C. Downstream

### (Sublevel 9D-IV)

A long arm of the lake travels westward, with a single opening on the southern wall set 30 ft. above the water level. Eventually the lake comes to another waterfall, this one only 8 ft. high, and thence into a pool at the edge of the purple worm caverns (**Area 9D-50**). From this final point, a vertical shaft at the bottom of the lake drains water downward into deeper caverns beyond Rappan Athuk. There is one additional passage leading off here, to the south of the waterfall, on a low, rocky ledge.

## 9D-69D. Cathedral of Water

### (Sublevel 9D-IV)

This northern antechamber of the lake is populated by a number of natural stone pillars 10-20 ft. in diameter. Symbols of Orcus and other graffiti have been chiseled onto these in a few locations. There are a number of ledges and passages leading off near the edge of this cavern.

## 9D-70. The Lonely Isle

### (Sublevel 9D-IV)

This 20 ft. diameter knob of rock seems completely desolate, as in fact it is, save for the permanent teleportation zone at its center. Anyone coming within the centermost 10 ft. of the island is whisked away to a distant location on the surface; the exact location changes every midnight, and is never the same twice.