

Level 0A: The Cavern of the Kraken

This sea cavern is a long lost entrance point into the deep levels of Rappan Athuk. Located over 12 miles from the main dungeon entrance, it connects to the depths of the dungeon via a series of winding tunnels and hidden ways. That being said, this lost entrance is no easy way to bypass the normal method of delving, for it is the lair of a fearsome, evil sea monster known as "The Kraken." Even the dread red worm living to the south gives this area a wide berth, having once almost been dragged down to the surf in one encounter near the shore. Fortunately, the wise adventurer can avoid this many-tentacled horror if he knows the way. This map of this area is shown on **Map RA-0A, part 1 and 2.**

Level 0A

Difficulty Level: 9 or 15+ (if the secret path is discovered 8, if Kraken is encountered 15+)

Entrances: Ocean Cave from surface, secret underwater tunnel from surface

Exits: Tunnel to **Level 12C** from **Room 0A-6**; tunnel to **Level 10A** in **Area 0A-9**, waterfall cliff to **Level 10D** in **Area 0A-12**; tunnel from **Area 0A-11** to **Level 13C**.

Wandering Monsters: Check once per hour on 1d20:

1	1 otyugh
2	1 roper (see Area 0A-4)
3	3d6 giant rats
4	1d3 trolls
5	1 black pudding (see Area 0A-7)
6	1 grey ooze
7	1 will-o'-wisp (see Area 0A-8)
8	2d6 stirges (see Area 0A-5)
9	1d3 piercers
10-20	No encounter

Detections: Strong evil emanates from the water at **Area 0A-3**.

Shielding: None, however all treasure in **Area 0A-3** is buried under several ft. of muck, requiring a *locate object*, *potion of treasure finding* or other means to effectively locate it.

Standard Features: The floors and ceilings are covered with stalagmites and stalactites. The sound of the waterfall makes hearing most noises impossible in **Area 12**. Walls, columns and other features on this level are wet and slippery. Light sources used by PCs result in automatic surprise for most monsters. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous (save or 2d6 points of damage). Underground creatures like dwarves and wilderness-types like druids and rangers have a 4 in 6 chance of identifying which are edible.

0A-1. Secret Entrance

Hidden beneath the waves on the side of a near shore (40 ft. from shore) coral reef is a tunnel. The entrance is approximately 6 ft. in diameter and roughly circular, at a slight angle cut into the pink coral. The entrance teems with marine life, and dozens of sea anemones and fish play near the entrance. For some reason, the entrance itself is lined with peppermint shrimp in a large colony. A small octopus (shades of things to come) lairs in the roof 5 ft. inside (harmless). At low tide, the tunnel entrance can be seen from the surface of the water, and is 12 ft. down. At high tide, the water above the entrance is over 20 ft. deep, and cannot be seen except by a diver. The problem is that the tunnel works like a siphon. At low tide, one must swim against the current to move towards the beach (impossible without a *water breathing* spell). At high tide, the water pulls one in towards the air-filled pockets and exit, and anyone who can swim makes it easily inside.

The tunnel runs for 200 ft. underwater towards the shore, with breathing space after 100 ft. at low tide, and 140 ft. at high tide. The tunnel daylights in a sandy-beached cavern at this point, and winds for another 300 ft. until it opens into the side wall of a vast cavern, 60 ft. above the surface of **Area 0A-3**. Stalactites and stalagmites grow from the roof and ceiling of the cave in great numbers. The roof of the cave is over 80 ft. higher, and bats swarm about in the torchlight. The way is smooth and slippery, running water can be heard from somewhere out in the distance, as can the tidal surge washing out **Area 0A-2**. The water below is filled with wrecked ships and flotsam, and has an eerie stillness to it. The tunnel continues up the side of the cavern, terminating in **Area 0A-4**.

0A-2. Empty Caverns

Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing they feel is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter), an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

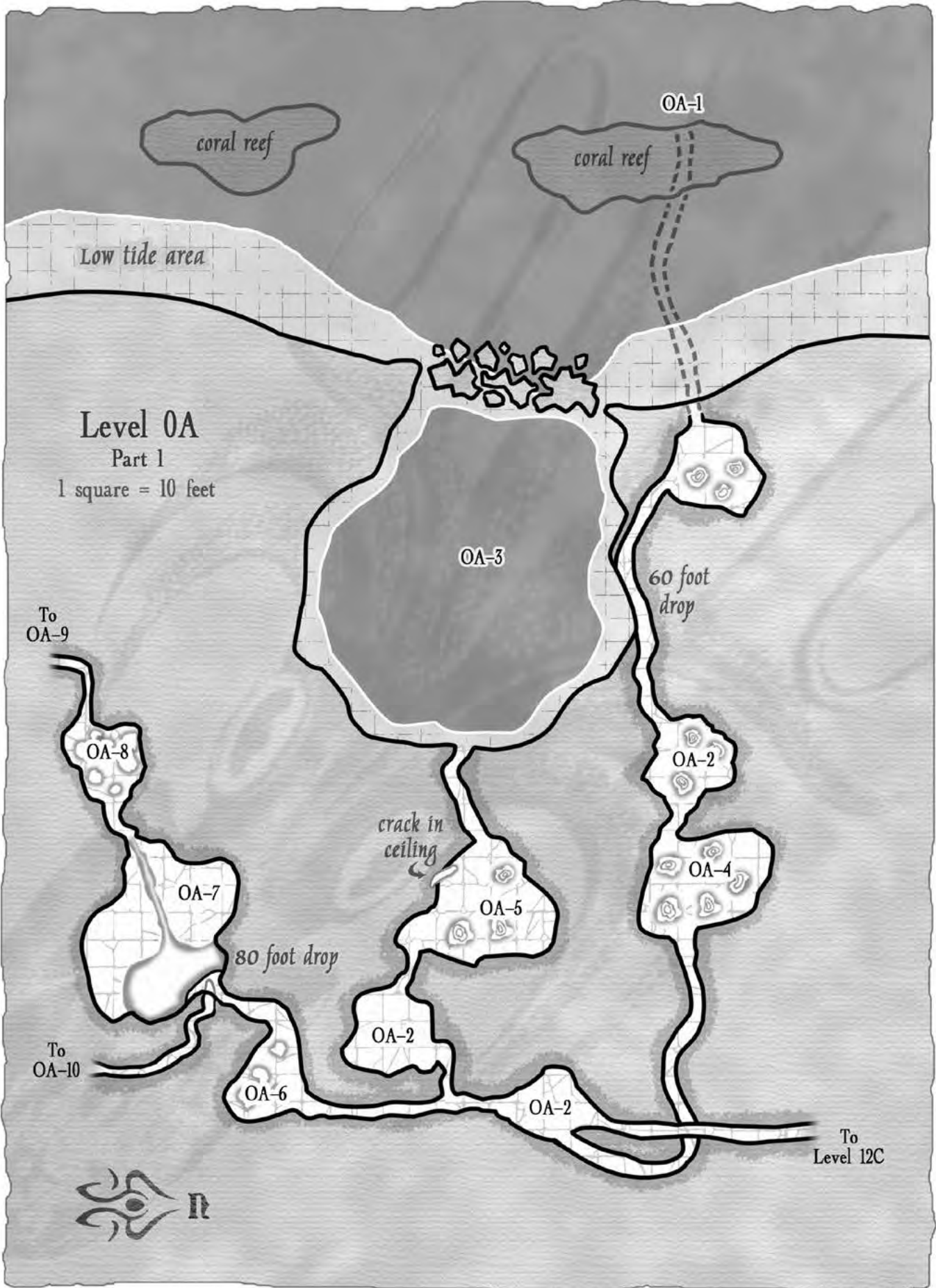
0A-3. Cavern of the Kraken

Open to the ocean at high tide, and to a 40 ft. stretch of beach at low tide, is a vast cavern. The entrance itself is shielded by a rocky outcrop of 5-7 ft. boulders spaced every few feet. The entrance is approximately 100 ft. across in a semi-circle with a peak height approximately 50 ft. above the beach surface. At high tide, the entrance is 10 ft. underwater. A few feet past the entrance, the land drops off to a deep tide pool inside the cave.

The cave itself is over 400 ft. in diameter, and roughly oval shaped. Along the edges, a sandy beach runs from 10 to 40 ft. from the water's edge (no beach at high tide, although the edge is very shallow), terminating in steep walls that gently slope to the roof apex, giving the whole a strange "egg" shape. At the far end of the cavern, a rough-cut tunnel leads up into **Area 0A-5**.

The water surface is filled with wood and other debris, with this

LEVEL OA



LEVEL 0A

Level 0A

Part 2

To
Level
13C

OA-12

70 foot
waterfall

OA-11



1 square = 10 feet

To
Level
10A

OA-9

To
OA-8

OA-2

cliff up

OA-10

To
OA-7

LEVEL OA

area acting like a sump, and retaining floating material as well as fine grained sand and silt. The water inside the pool is murky and filled with silt, and visibility is limited to ten feet underwater. There are the remains of several (7 total; 2 large and 2 small galleys, a caravel, and two merchantmen) crushed ships, some broken in two, others with sides dashed in, partially submerged. Within the hull of one large galley resides an evil horror.

If the water is disturbed in any way, a **kraken** knows there are intruders and attacks. A careful (read: stealthy) group can avoid the encounter if they work their way around the beach at low tide, but even the slightest amount of noise of rippling of the water is noticed.

Kraken: HD 20 (85 hp); AC 0 [19]; Atk 6 tentacles (2d6), bite (3d6); Move (Swim 3) (Jet 21); Save 3; CL/XP 24/5600; Special: Ink cloud, control weather.

Tactics: If the kraken attacks (it can reach 60 ft.!), all that can be seen initially is grasping tentacles. Two rounds after it attacks, its body crests the surface. It attacks primarily with its tentacles, dropping its poisonous ink cloud into the water two rounds after it attacks. If it loses half its tentacles, it closes to crush and bite prey and presses them against the walls of the cave. In doing this, it attempts to block the exit. If its body (tentacle damage does not affect the Kraken's hit point total) takes over 50% damage, it retreats to its lair and hides beneath the pool (effectively invisible due to the ink cloud). Anyone incapacitated by an active tentacle is dragged beneath the pool and eaten later.

Treasure: A great deal of treasure is present beneath the silt and sand of the pool. The problem is that hundreds of tons of material must be moved to locate it, and *detect magic* is baffled by the thickness of the overburden. If a *locate object* is used on "gold coin," "gold bar," "necklace," "scroll" or "sword," several treasures can be found. Digging them up takes several hours. A *potion of treasure finding* will locate the caches of gold and silver coins. The following treasure "piles" exist within the pool:

Cache 1 — In 10 ft. deep water, buried under 4 ft. of silt and sand, is a merchant ship's hull. Within the hull is a locked copper chest (dulled green with verdigris) in the shape of a cat with opals for eyes. The chest itself is worth 3,000 gp if undamaged and polished, and weighs 80 pounds (it is 3 ft. x 2 ft.). Inside this chest are 11 gold bars (worth 1,000 gp each), a silver necklace set with a dozen black pearls (worth 5,500 gp), and a matched pair of jeweled cups set with a variety of semi-precious stones in silver and gold filigree (worth 2,500 gp as a set).

Cache 2 — In 4 ft. deep water, buried under 2 ft. of silt and sand, is the rotted remains of a wooden chest. An obvious but non-functional scythe blade trap is set on its interior. Careful removal of the chest, or mass-excavation of the silt, reveals a total of 4,000 sp and 2,200 gp.

Cache 3 — In 40 ft. deep water, buried under 6 ft. of silt and sand, is a pile of rusted metal. Wrapped up in this pile is a single intact sword, seemingly unharmed by the saltwater. Its scabbard is long since rotted away, and it glows with a dull (10 ft. radius) light once exposed. This sword, "**Grindor**," is a +2 *longsword of dragonslaying* (+4 and double damage vs. chromatic dragons). It has an Int, Wis and Cha of 14 and. It's alignment is Lawful, and it can speak the Common tongue. The sword casts *heroism* (effects as the potion), *protection from evil*, and *protection from fire* each 3/day.

Cache 4 — In the heart of the Kraken's lair (30 ft. deep water), buried under 4 ft. of silt and sand is a grey stone sarcophagus shaped like a man. It has retained its watertight seal, and floats in the water if uncovered (the stone is pumice, and sarcophagus is filled with air). It is sealed with a deep purple wax and can be opened easily by removing the wax seal. This should be played up to freak the PCs out (stone floating in water! Oh no, a lich!). Inside the vessel (worth 2,500 gp in its own right) are the (inanimate) mummified remains of a man. Beneath the wrappings are three scrolls: scroll #1 (*lower water, speak with monsters,*

animate dead), scroll #2 (*passwall, disintegrate, mind blank, cloudkill*), scroll #3 (*summon monster VI, contact other plane, wish*), and a spellbook containing all 1st and 2nd level spells, 7 x 3rd level, 5 x 4th level, and 3 x 5th level random Magic-User spells. These treasures are all lost if the coffin gets wet or is burned.

oA-4. The Back Door

The corridor stone changes color from slate grey to reddish brown as the PCs enter this chamber. Torchlight gleams off of the calcite and halite that line the corridor and ceiling, and drops of water ping on the ground as they drip from above. The temperature of the room is noticeably warmer, and the air feels humid. Hiding among the columns and stalagmites that cover the floor is a single **roper** that attacks as soon as the party moves to the exit. Due to the uneven and rock-cluttered floor, no more than 3 characters can melee the roper at any given time. All targets in the room greater than 10 ft. away from each other are more difficult to hit due to the cave's features (-4 [+4] to AC).

Roper: HD 12 (55 hp); AC 0 [19]; Atk 1 tentacle (weakness), 1 bite (2d10); Move 3; Save 3; CL/XP 13/2300; Special: tentacles grab and cause weakness.

Tactics: Using the pillars and columns as cover, the roper attempts to attack 1-2 characters at a time, using its strands to incapacitate them prior to choosing a second target. If possible, all of its attacks are focused on a single character each round, trying to reduce the number of opponents to be faced. If any PCs are abandoned, or if all are incapacitated, the roper eats them once per hour, after first biting their heads off to prevent any from being rescued.

Treasure: Inside the roper's gullet are 220 gold pieces and four beryls worth 100 gp each.

oA-5. The Way is Up!

This tunnel leads out of the Kraken's lair in a steep (30 degree) climb up loose, wet rock. Inside this 200 ft. tunnel are **20 stirges**, who attack at the 100 ft. point. Each melee round that someone swings a weapon or tries to move at greater than one-half speed, the PC in question must make a save or slide down the slippery slope and land in the pool below (stirring the kraken). If a PC slides into a comrade, that comrade must in turn roll a save at -2 or both will slide. This can cause a cascade effect whereby each save is made at a cumulative -2 penalty over the previous save, hence the 5th character in line (with 4 PCs sliding into him) must save with a penalty of -8 to his roll. Damage from the slide is 1d2 per 10 ft. slid. They have no treasure. The tunnel the stirges come from daylights in an empty cave on the top. The cave has sunlight shining through at its apex, and holes big enough for the stirges to pass through. Just outside this hole in the ceiling is a patch of **twilight mushrooms** (inactive in daylight), that affect any that climb through the 4 ft. wide exit at night.

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

Twilight Mushrooms: Grow in patches of 5-10. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed on a saving throw or take 2d6 points of damage. One minute later another saving throw must be made—even by those who succeeded on the first one—to avoid another 1d6 points of damage. Whether or not the saves are successful, a creature is disabled for 2d4 rounds from

LEVEL 0A

fits of choking and coughing. Such a creature can take no action other than to defend itself. Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

Tactics: The stirges are hungry. They are tired of rats, and they wanna eat! They attack in swarms of up to 5 per PC (then they crowd the rest out). They avoid the pool of course, and will not attack a PC within 40 ft., even abandoning a PC they are attached to as soon as possible if they get within that range.

0A-6. The Hot Springs

Clouds of steam billow from the ground ahead, and gurgling water noises can be heard. The air smells of sulfur, and gets warmer as the pools are approached. Steam fills the air, and vision is limited to 10 ft. Anyone running through the room has a 1 in 3 chance of falling into a pool (and suffering 2d6 damage).

This area contains a series of pools of water fed by a geothermal pipe from **Level 10**. The water is hot (180 degrees Fahrenheit) and full of minerals. Pools range from 5 to 25 ft. deep. The pools contain large colonies of bacteria (harmless), and fungus grows in abundance near the hot springs. Bats, rats and other small inhabitants of the cavern frequent this area, as the abundant fungus provides a large supply of food. There is a 50% chance of a wandering monster here due to the abundance of "easy to catch" food.

The left tunnel leads back 50 ft. and then drops off a cliff 80 ft. to **Area 0A-7**. The right tunnel leads to **Level 12C**, **Area 12C-1**.

0A-7. The Slippery Slope

Torchlight seems to lose some of its vigor, and the swirling mists of the hot springs create a surreal effect of shimmering colors as light is reflected back by the mists. One can see there is a pit into an abyss, but cannot tell if its ten feet down or a hundred. Water spills down the cliff, creating a slimy, slippery climbing surface (-40% on climb checks). The cliff to the bottom drops from 80 ft. above into a shallow 40 ft. diameter pool of warm, mineral rich (and slippery) water. Any movement beyond half speed, or combat, requires a save or the PC in question slips and falls (no damage). At the center of the pool, 20 ft. away from the bottom of the cliff is a **black pudding**. It is surprised by anyone entering the pool, and fails to react for 2 full rounds. The PCs may not notice it due to the steamy mists unless they approach within 10 ft. before it reacts. The tunnel leading past the pool and chamber leads to **Area 0A-8**. Sounds of combat in this area (splashing and shouting) draw the will-o'-wisp from that area. Behind the waterfall is a second tunnel leading to **Area 0A-10**.

Black Pudding: HD 10 (48 hp); AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Tactics: The black pudding preferentially attacks PCs in the pool, avoiding fire by staying submerged. It is unaffected by the slimy pool bottom. If the pudding is slain and the party looks hurt, the will-o'-wisp appears and starts shocking the pool (damage affects all within the water area).

Treasure: In the bottom of the pool are 3 mithral nuggets (worth 500 gp each) mixed with the bits of limestone detritus. They are fairly easy to spot if the pool is illuminated in any way. Mithral is, of course, unaffected by the acid of the pudding.

0A-8. The Will-o'-Wisp Lair

The tunnel from **Area 0A-7** leads 20 ft. down to another mist-filled 100 ft. diameter cave of hydrothermal pools and cluttered debris. Movement through the area is at half speed at best. Combat or movement over 1/4

speed requires a save each round or the PC falls prone (25% chance of falling into a pool). These pools are far more acidic than those in other areas. Sulfuric acid in the pools causes 1 point of damage if touched, and 2d4 per round if a player falls or slips into one of the pools, with 1d4 residual damage the round after exiting it.

Further, each PC must save upon entering the room to realize the air is **poisonous** (save each round or lose 1d3 hp from the sulfur dioxide gas present, roll but don't tell the players until they exit the gas or collapse, see text below). The gas is only toxic in this low cave (it is heavier than air). Once back in **Area 0A-7** or through the **Area in 0A-9**, the gas ceases to affect the players. Note, one of the properties of this gas is to deaden the senses to its presence — one may be poisoned and not realize it until they feel weak to the point of collapse.

This gas is precisely why this cave's inhabitant, a **will-o'-wisp** decided to stay here, feeding off the dead and dying vermin that pass through the area. It of course sees a party of adventurers as an even greater food source, feeding off their emotions as they die slowly of gas poisoning.

Will-o-the-Wisp: HD 9 (32 hp); AC -8 [27]; Atk 1 shock (2d6); Move 18 (flying); Save 6; CL/XP 10/1400; Special: None.

Tactics: Unless it is encountered in **Area 0A-7**, the wisp is in this room. If it shocks the party in the pool in **0A-7**, it then retreats here if it encounters resistance. The wisp does everything in its power to keep the PCs in the poison air, attacking any who tries to escape, and avoiding all others. It tries to bait the PCs into the area, only to fly away once the wisp is reached. The wisp feeds more heartily on creatures that die from the poison air than creatures it kills. If reduced below 5 hp, a wisp burns out, not returning to the fight.

0A-9. Out of Gas

This 120 ft. tunnel leads up 40 ft. at a 30 degree slope out of the poison gas area. The mists are heavy, and end at the 40 ft. mark (players still on their feet take damage now). The room has no denizens unless the PCs are still in combat with the wisp. A cool, clear stream of water flows down the far side of this chamber, pooling at the end and running down the 30 ft. wide tunnel leading out to **Area 0A-10**. The water is potable.

This passage leads for about a mile into **Level 10A**, **Area 10A-43**. Occasional wandering monsters come up from that level to hunt or head out to the ocean. Trolls are particularly common in this passage (50% chance an encounter is 1d3 trolls, otherwise roll as usual).

0A-10. Behind the Falls

This narrow passageway is 6 ft. off the ground and travels in a winding pattern for over 200 ft. before leading into **Area 0A-11**. The passage is only 3-4 ft. wide in places, and varies in height between 3 and 8 ft. After the 100 ft. mark, the tunnel becomes very noisy, and the sound of the waterfall in **Area 0A-11** drowns out normal speech. After 175 ft., verbal communication becomes impossible except by shouting. In some areas, man-sized creatures must crawl and squeeze. The end of the passage is 20 ft. off the floor of a large (200 ft. diameter) cavern. Due to limited visibility, unless care is taken to move slowly and carefully, a save at -5 must be made to avoid falling out of the end and taking 2d6 damage.

0A-11. The Loud Cave

This cavern is over 200 ft. across, with a floor almost completely covered with water. In most places the water is only inches deep, but there are randomly spaced holes ranging in size for a few inches to several feet across. None of these is particularly dangerous, though characters could get wet if they are not careful. At the far end of the cavern, opposite the entrance from **Area 0A-10**, the floor of the cave drops off sharply in a waterfall. This has the effect of creating a loud, crashing waterfall,

LEVEL 0A

completely drowning out any other sound in the room. Speech, even yelling, is overwhelmed by the sound of the waterfall. Due to the shallow water, there is no real risk of anyone being swept over the side (unless they are foolish). It is an easy task to secure ropes of other means of descent down the falls to the bottom.

At the bottom of the falls is a 6 ft. deep pool of water, 70 ft. across, and filled with hundreds of small blind crawfish. Careful search of the area reveals a few rusted links of iron chain, the links themselves being 2 in. or so in length. Two of the links appear to have been torn apart. The chained gorgimera, the guardian of **Area 0A–13**, has since left its post, and wandered to **Level 13C** (down the left passage). Grubbing around in the pool reveals dozens of pieces of what appear to be chunks of broken statues (people turned to stone and smashed by the gorgimera).

Gorgimera: HD 10 (42 hp); AC 2 [17]; Atk 2 bites (1d10), 1 butt (1d8), 2 claws (1d6); Move 15 (Fly 18); Save 5; AL N; CL/XP 13/2300; Special: Breath weapon (turn to stone), Breath weapon (20-ft cone of fire: 3d8 damage, usable once every 1d4 rounds).

Intelligent players look for something that a chain was hooked to. Careful searching of the far wall reveals an iron ring set in the mineral encrusted wall. Encrustations cover the spike that holds the ring in place. If the calcite and halite crust is broken away, one can see a mural painted on the cave wall, and a faint crack running along the floor. If this crack is traced, it can be discovered that additional cracks run at right angles on both sides of the floor crack, and along the wall at 7 ft., in a roughly rectangular pattern. Basically, a large stone block or door has been placed to look like a natural part of the cave wall. The block cannot be moved by brute force. It is 12 ft. x 12 ft. x 20 ft. in size. A *passwall* spell with can bypass the block. An easier way is to solve the riddle.

The mural contains a series of runes, a picture of a man-headed snake, and a symbol of the god Muir. Careful examination of the runes by a skilled thief using his read languages skill, or a read normal languages ability reveals the following:

*“My step is slow / the snow’s my breath
I give the ground / a grinding death
My marching / makes an end of me
Slain by sun / or drowned in sea.”*

The answer to this of course, is “glacier” or “ice,” and is precisely the way the block can be moved. Water in the cracks of the wall expand when frozen, pushing the v-shaped 120-ton block of stone free, and allowing passage beyond to **Area 0A–12**. Any source of magical cold serves this purpose. If the water in the cracks is frozen, the block moves forward 4 ft., allowing passage beyond.

0A–12. Stasis Chamber

This cut-stone room is adorned with symbols of Thyr and Muir, and appears for all intents to have once been a holy shrine of some sort. In the center of the room, cast in a bluish force field is a **guardian naga**. All wealth and other matter has long-since been removed by the evil that trapped it. This naga is in *temporal stasis*, the result of a spell cast upon him. If this can somehow be reversed a good aligned party gains a powerful new ally. The naga serves any like aligned being who frees him until the party leaves the area of Rappan Athuk.

Guardian Naga: HD 11 (49 hp); AC 3 [16]; Atk 1 bite (1d6 + poison), 1 constrict (1d8), 1 spit (poison); Move 18; Save 4; CL/XP 13/2300; Special: Poison, constriction, spells.