

RAPPAN AT'HUJ

Mouth of Doom: First Taste



FROG GOD
GAMES

Welcome to Rappan Athuk, the Dungeon of Graves!





Introduction

Rappan Athuk is a sprawling adventure that occurs above and below ground, and possibly over multiple worlds. In addition, *Rappan Athuk* “sprawls” across several hundred pages and several editions of the world’s greatest roleplaying game. This chapter talks a little about both of these. The beginning of the chapter talks about the book itself — room numbering and descriptions, locations of monsters and magic items, and so forth. The middle gives some general information about the world, and the rest is about combining the fifth edition rules with an old school adventure.

Finding your way around the maps: Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are labeled with a level prefix and a room number suffix. For example, Zelkor’s lair is Area 3A-8, meaning room number 8 on Level 3A. Rappan Athuk also uses an old-style level numbering convention with “main” levels and “side” levels. The “main” levels are numbered consecutively, indicating relative depth below ground. The “side” levels (those marked with A, B, C, or D), often skip numbers. The numbers of the side levels indicate depth relative to the main levels. For example, Level 3A (beneath “the Well”) is approximately the same depth underground as Level 3. A cross-sectional view of the levels of Rappan Athuk is shown on the Rappan Athuk Side View map. This map also details the entrances and exits to various parts of the dungeon. These connections are also listed in the introduction to each level and are given in the Level Connections List. While the characters may get lost frequently, hopefully you will always know where they are.

The Levels of Rappan Athuk

Ground Level: The Sunken Graveyard and the Mausoleum

Level 0A: The Cavern of the Kraken Level

Level 0B: The Cloister of the Frog-God Level

Level 0C: Zelkor’s Ferry

Level 0D: Castle Calaelan

Level 0E: The Ruined Keep — The Tunnels of Terror

Level 0F: The Sea Cave Dungeon

Level 1: The Lair of the “Dung Monster”

Level 1A: The Temple of Final Sacrament

Level 1B: The Bastion

Level 1C: The Mouth of Doom

Level 2: Marthek’s Place and Ambro’s Base

Level 2A: Teleportals

Level 2B: The Demon’s Gullet

Level 3: “Beware of Purple Worms!”

Level 3A: “The Well”—Zelkor’s Lair

Level 3B: Down the Well

Level 3C: Fountain of Pestilence

Level 3D: The Gilded Demesne

Level 4: The Upper Temple of Orcus

Level 4A: The Basilisk Caverns

Level 4B: The Gut

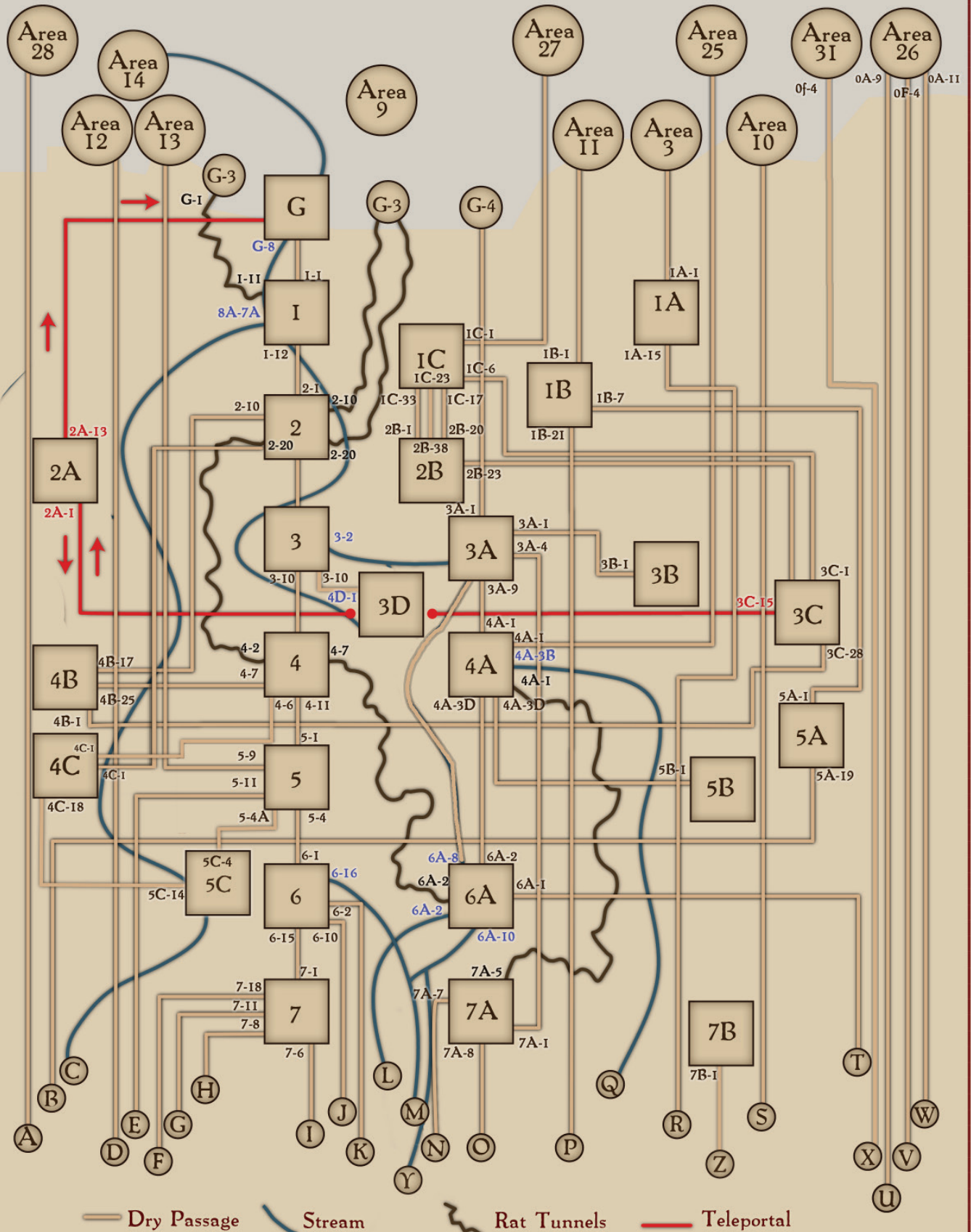
Level 4C: Last Stand

Level 5: Banth’s Lair and the Wight Catacombs

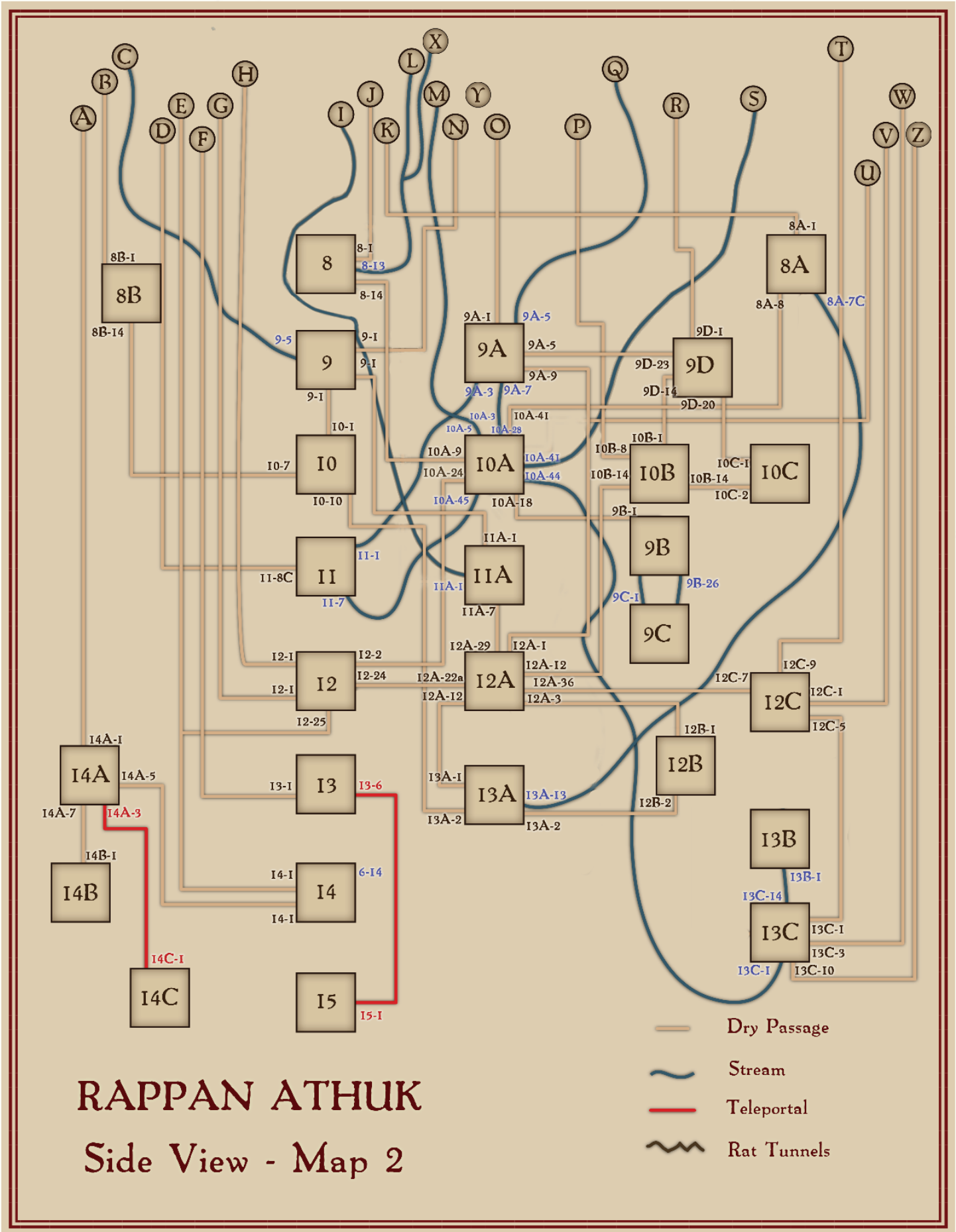
Level 5A: The Prison of Time

Level 5B: Alladin’s Torment

RAPPAN ATHUK Side View - Map I



RAPPAN ATHUK



Level 5C: Syanng a Song
Level 6: The Maze
Level 6A: Caves and Caverns — The Lair of the Spider Queen
Level 7: The Gates of Hell
Level 7A: The Hall of Kazleth, the Phase Minotaur King
Level 7B: Caves and Caverns of the Ancient Gods
Level 8: Caves and Caverns — The Tomb of the Evil King
Level 8A: The Tomb of the Beacon
Level 8B: The Steam Jungles
Level 9: The Lower Temple of Orcus
Level 9A: Caves and Caverns — The Hydra's Lair
Level 9B: The Well of Agamemnon — Upper Level
Level 9C: The Well of Agamemnon — Lower Level
Level 9D: The Bloodways
Level 10: The Lava Pit
Level 10A: The Giant Cavern
Level 10B: The Goblin Outpost
Level 10C: The Talon of Orcus
Level 11: The Waterfall and Akbeth's Grave
Level 11A: The Gates to the Goblin City and the Vampire Lair
Level 12: The Slave Pits
Level 12A: Greznek
Level 12B: Tiamat's Puzzle
Level 12C: Beetle-Juice?
Level 13: The Portal of Darkness
Level 13A: The Goblin Barracks
Level 13B: The Dark River
Level 13C: Zombieland
Level 14: The Chapel of Orcus
Level 14A: The Refugees of Tsar
Level 14B: The Grand Cornu of Orcus
Level 14C: The Architect's Workshop
Level 15: The Den of the Master

Level Connections

Level oA:

Area 0A-11 to Area 13C-3
Area 0A-2 to Area 12C-1
River tunnel from Area 0A-9 to Area 10A-41

Level oB:

Surface to Dungeons (multiple locations)
Area DL2V to Area 4A-1 in Rappan Athuk

Level oE:

Surface to Area 0E1-1

Level oF:

River from Area 0F-14 to Area 8-13 in Rappan Athuk

Level r:

Area G-3 to Area 1-11
Area G-8 to Area 1-1
Area 1-12 to Area 2-1
River from Area 1-11 to Area 9-5

Level rA:

Area 1A-1 to Wilderness Area 3
Area 1A-15 to Area 9D-1

Level rB:

Area 1B-1 to Wilderness Area -11
Area 1B-21 to Area 10B-8
Area 1B-7 to Area 5A-1

Level rC:

Area 1C-1 up to Wilderness Area 27
Area 1C-17 pool down to Area 2B-20
Area 1C-23 pit down to Area 2B-38
Area 1C-33 stairs down to Area 2B-1
Area 1C-26 stairs down to Area 3C-1

Level 2:

Area 2-1 stairs up to Area 1-12
Area 2-7 stairs down to Area 3-1
Area 2-20 up to Area G-3 and Area 4-2
Area 2-10 to Area G-3
Area 2-10 to Area 4B-E17
Area 2-10 to Area 4C-1

Level 2A:

Area 2A-1 to Area 3C-15
Area 2A-1 to Area G1

Level 2B:

Area 2B-1 stairs down from Area 1C-33
Area 2B-23 stairs down to Area 3C-23
Area 2B-38 pit from Area 1C-23

Level 3:

River from the Under Realms to Area 3-2
River from Area 3-2 to Area 3A-7
Area 3-1 stairs up to Area 2-7
Area 3-2 to Area 3D-1
Area 3-10 stairs down to Area 4-1

Level 3A:

River from Area 3-2 to Area 3A-7
River from Area 3A-7 to Area 6A-10
Area 3A-1 from the well at Area G-4
Area 3A-1 to Area 3B-1
Area 3A-4 to Area 7A-1
Area 3A-9 to Area 4A-1

Level 3B:

Area 3B-1 from Area 3A-1

Level 3C:

Area 3C-1 stairs down from Area 1C-26
Area 3C-15 to Area 2A-1
Area 3C-23 stairs up to Area 2B-23
Area 3C-28 stairs down to Area 4B-1

Level 3D:

Area 3D-1 from Area 3-2
River to Wilderness Area 14

Level 4:

Area 4-1 stairs up to Area 3-10
Area 4-2 to Area 2-20
Area 4-7 to Area 6A-2
Area 4-7 to Area 4B-25
Area 4-11 to Area 5-1
Area 4-6 to Area 4C-1

Level 4A:

Area 4A-1 to Area 3A-9
Area 4A-1 to Area 5B-1
River from the Under Realms to Area 4A-1
River from Area 4A-1 to Area 9A-5
Area 4A-2C to Area 7A-5
Area 4A-3D to Area 6A-2

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Level 4B:

Area 4B-1 to Area 3C-28
Area 4B-17 to Area 2-10
Area 4B-25 to Area 4-7

Level 4C:

Area 4C-1 to Area 4-6
Area 4C-1 to Area 2-10
Area 4C-18 to Area 5C-14

Level 5:

Area 5-1 stairs up to Area 4-11
Area 5-9 to Wilderness Area 13
Area 5-11 to Area 12-25 and Area 14-1
Area 5-4A to Area 5C-1
Area 5-4 to Area 6-1

Level 5A:

Area 5A-1 from Area 1B-7
Area 5A-19 to Area 8B-1

Level 5B:

Area 5B-1 to Area 4A-1

Level 5C:

Area 5C-1 from Area 5-4A
Area 5C-6 to Area 5-4A
Area 5C-6 to Area 5C-7
Area 5C-14 to Area 4C-18

Level 6:

Area 6-1 to Area 5-4
River from the Under Realms to Area 6-14
River from Area 6-14 to the Under Realms
Area 6-2 to Area 8A-1
Area 6-15 to Area 7-1
Area 6-16 to Area 10A-5
Area 6-10 to Area 8-1

Level 6A:

Area 6A-2 to Area 4-7
Hole in floor from Area 6A-1 to Area 12C-9
Area 6A-2 to Area 4A-3D
Area 6A-2 to Area 8-13
River from Area 3A-7 to Area 6A-10
Area 6A-10 to Area 10A-3

Level 7:

Area 7-1 from Area 6-15
Area 7-8 to Area 12-1
Area 7-11 to Area 12-1
River from the Under Realms to Area 7-6
River from Area 7-6 to Area 11A-1
Area 7-18 to Area 13-1

Level 7A:

Area 7A-1 from Area 3A-4
River from the Under Realms to Area 7A-9
River from 7A-3 to the Under Realms
Area 7A-7 to Area 9-1
Area 7A-5 to Area 4A-2C
Area 7A-8 to Area 9A-1

Level 7B:

Area 7B-1 from Area 13C-10

Level 8:

Area 8-1 from Area 6-10
River from Area 8-2 to the Under Realms
Area 8-14 stairs down to Area 10A-9
River from Area 6A-2 to Area 8-13

Level 8A:

Area 8A-1 to Area 6-2
Waterfall from the Under Realms to Area 8A-2
Area 8A-7 to the Under Realms
Area 8A-7C to Area 13A-13
Area 8A-8 to the ceiling in Area 10A

Level 8B:

Area 8B-1 from Area 5A-19
Area 8B-14 to Area 10-7

Level 9:

Area 9-1 stairs up to Area 7A-7
Area 9-1 stairs down to Area 11A-1
Area 9-1 stairs down to Area 10-1
River from 1-11 to Area 9-5
River from Area 9-5 to the Under Realms

Level 9A:

Area 9A-1 from Area 7A-8
River from Area 4A-1 to Area 9A-5
River from Area 9A-3 to Area 11-1
River from Area 9A-5 to the Under Realms
Area 9A-5 to Area 9D-28
River from the Under Realms to Area 9A-7
River from Area 9A-7 to Area 10A-28
River from the Under Realms to Area 9A-6
River from Area 9A-6 to the Under Realms
Area 9A-9 to Area 12A-1



Level 9B:

River from the Under Realms to 9B-2, 9B-12, 9B-13, 9B-15, to the Under Realms

River from the Under Realms to 9B-22, 9B-2, 9B-16, to the Under Realms
Area 9B-1 to Area 10A-18
Area 9B-26 to Area 9B-27

Level 9C:

Area 9B-27 to Area 9C-1

Level 9D:

Map 2: Area 9D-14 to Area 10B-1, Area 9D-1 to Area 1A-15

Map 3: Area 9D-14 to Area 10B-1, Area 9D-28 to Area 9A-5

Map 4: Area 9D-14 to Area 10B-1, Area 9D-20 to Area 10C-1, Area 9D-20 to the Under Realms

Level 10:

Area 10-1 from Area 9-1
Area 10-10 pit to Area 13A-2

Level 10A:

River from Area 6A-10 to Area 10A-3
River from Area 6-16 to Area 10A-5
Tunnel from Area 8-14 to Area 10A-9
Ladder from Area 10A-24 to Area 12-23
Area 10A-18 to Area 9B-1
Area 10A-45 to Area 11-7
Area 10A-44 to Area 13C-1
River from Area 9A-7 to Area 10A-28
River from Area 10A-41 to Wilderness Area 10
River from Area 10A-41 to Area 0A-9

Level 10B:

Area 10B-1 from Area 9D-14
Area 10B-14 to Area 12A-12 or Area 10C-2
Area 10B-8 to Area 1B-21

Level 10C:

Area 10B-14 to Area 10C-2
Area 10B-1 to Area 9D-20

Level 11:

Area 11-1 from Area 9A-3
Area 11-7 to Area 10A-45

Level 11A:

River from Area 7-6 to Area 11A-1
Stairs from Area 9-1 to Area 11A-1
Area 11A-7 to Area 12A-29

Level 12:

Chute from Area 7-11 to Area 12-1
Stairs up to Area 7-8 from Area 12-1, down to Area 12-21
Tunnel from Area 12-24 to Area 12A-22A
Ladder from Area 12-23 to Area 10A-24
Stairs from Area 12-25 to Area 14-1

Level 12A:

Map 1:

Area 12A-1 to the Under Realms
Area 12A-1 to Area 9A-9
River from the Under Realms to Area 12A-1, Area 12A-6, Area 12A-21, Area 12A-44
Area 12A-3 to Area 12B-1
Area 12A-12 to Area 10B-14 and Area 13A-1

Map 2:

Area 12A-29 to Area 11A-7 and to the Under Realms



River from the Under Realms to Area 12A-36, Area 12A-42, Area 12A-43, Area 12A-44

River at Area 12A-44 out to the Under Realms
Area 12A-22A to Area 12-24

Level 12B:

Area 12B-1 to Area 12A-3
Chute from Area 12B-2 to Area 13A-1

Level 12C:

Area 12C-1 to Area 0A-2
Area 12C-6 to the Under Realms
Chasm from Area 12C-5 to Area 13C-1
Ceiling hole from Area 12C-9 to Area 6A-1
Area 12C-7 to Area 12A-36

Level 13:

Area 13-1 to Area 7-18
Gate from level 13-6 to 15-1

Level 13A:

River from Area 8A-7C to Area 13A-13
River from Area 13A-13 to the Under Realms
Stairs from Area 12A-12 to Area 13A-1
Chute at Area 13A-2 from Area 10-10 and Area 12B-2

Level 13B:

River from Area 13C-14 to Area 13B-1
River to the Under Realms

Level 13C:

River from Area 10A-44 to Area 13C-1
Area 13C-1 to Area 12C-5
Area 13C-3 to Area 0A-11
River from Area 13C-14 to Area 13B-1

Level 14:

Area 14A-5 to Area 14-1 and 14-2
Ladder from Area 5-11 and stairs from Area 12-25 to Area 14-1

Level 14A:

Ramp from Wilderness Area 28 to Area 14A-1C
Teleportal at Area 14A-3 to Area 14C-1
Area 14A-5 to Area 14-1
Area 14A-7 to Area 14B-1

Level 14B:

Area 14B-1 to Area 14A-7

Level 14C:

Area 14C-1 teleportal to Area 14A-3

Level 15:

Gate from Area 13-6 to Area 15-1

Finding your way around the book: Monsters and NPCs, Magic Items and Spells, Diseases and Poisons

Rappan Athuk V contains dozens of spells, poisons, diseases, magic items, and, most of all, creatures that have not previously existed for 5th edition, at least not in this form. It also uses many items currently published under the 5th edition SRD. Magic items and spells are *italicized* in the text. Creatures (including NPCs) are typically **bold** the first time they are referenced in the description of the location where they are encountered. If there is no superscript after the mention of any of these things, information is available in the SRD. If there is a superscript, see the appropriate appendix for information about it.

Introductory Characteristics

Each level of the dungeon has a standard features section that details the following basic information:

Difficulty Level: Describes the average level of difficulty of the dungeon level. A party of 6 characters within the suggested tier should be properly challenged by this level of the dungeon. Tier 1 is levels 1–4, Tier 2 levels 5–10, Tier 3 levels 11–16, and Tier 4 level 17 and up. Within many of the areas, there are challenges both above and below the expected strength of the party, but a group of well-played characters of the right tier should have a chance of making it through.

Access: Details the various entryways into and exits from the level.

Wandering Monsters: Details the frequency of encounters, including a table of encounter results.

General Features

Atmosphere: Details results of general divination spells or obvious conditions on the level. Also details any interference with spell function and recovery due to magnetic influences or sheer evil detachment from the gods. May detail any effects that apply throughout the dungeon level, such as fear or extreme heat.

Ceiling Height: Gives detailed ceiling height in rooms and hallways, or rough dimensions for caverns.

Doors: Details standard dungeon doors, as well as locked and secret doors. Specifics are given in room descriptions where needed.

Shields and Wards: Details any material or magical barriers or shielding which prevents divination or other spells and effects from functioning.

Surfaces: Details information about the obvious construction of the surroundings.

Other: Provides additional information that is typical to the level. This may include poisonous mushrooms or powerful undead.

Book References and Notations

Superscript notations reference the following appendices:

^B = *Rappan Athuk Bestiary* (contains monsters and NPCs) – Appendix A

^{GM} = *Rappan Athuk GameMaster's Guide* (contains magic items, diseases, and poisons) – Appendix B

^{PG} = *Rappan Athuk Player's Guide* (contains spells) – Appendix C

Diseases

Rappan Athuk is not inhabited by a clean lot. It is full of rats and lycanthropes and the foulest creatures known. Many of them carry diseases, as do various fountains and waterways. Several diseases are detailed in Appendix B, and others are available in the SRD. In general, we have provided specific diseases that are caused by specific creatures or places, but in others (especially for the rats), the choice is up to you. Take your pick and enjoy them!

Stuck Doors and Wandering Monsters

Rappan Athuk comes from an old tradition of gaming. One thing that used to be true is that every door in a dungeon was stuck — but only for the characters. Another thing that was true was that wandering monsters could appear almost anywhere at any almost any time. A third, and surprisingly related rule, was that experience points used to be given for treasure. All of these were tied to a fourth part of how many players used to play: most characters needed torches or lanterns, and resource management could be an important aspect to surviving the dungeon. How did all of these work together? Opening stuck doors takes time and makes noise. Time and noise lure wandering monsters, and time burns resources. Wandering monsters carry no treasure, and generally weren't worth much experience in the grand scheme. All of these pieces together were a dial that could be used to make a dungeon more or less difficult and change the style of play between a gritty grind and a heroic romp. In keeping to the roots of *Rappan Athuk*, many of the levels have doors that require a Strength check to open, even if unlocked, and almost all have wandering monsters. If you don't find these fun, don't use them. If you're party is a little underpowered, leave them out. But if you need to turn up the heat, bring them on!

The main goal here is make your party's choices are meaningful. If they choose to bash through doors, they get one kind of adventure. If they prefer to sneak along the halls, avoiding monsters, they get another. If they try to clear every room and kill every monster, they probably get a short adventure...

Empty Rooms

Rappan Athuk is a big place and not every chamber or cavern is occupied. *Frog God Game's Tome of Adventure Design* can provide some nice ideas for dressing up the room and giving the party something to do. Some see this as a waste of time and prefer to keep them empty so that the party can get on to other rooms, keeping them only as a possible location for a rest. That, of course, is fine too. Finally, empty rooms are a great time for a random monster check — maybe it's not really empty! And if it's not, maybe you can spin the encounter into something even more interesting as the characters start to wonder just why the ogre is sitting in an empty room picking its teeth with a broken chair rail.

The Legend of Rappan Athuk

The Legend of Rappan Athuk is well known, told numerous times by bards, adventurers, sages, and loremasters. It is summarized below. The characters may know some or all of this legend.

Many hundreds of years ago, the forces of good allied to destroy the main Temple of Orcus in the ancient city of Tsar. With their temple in ruins, the surviving high priests of this accursed demon-god fled the city with an army of enemies on their trail — an army of heroic fighters, clerics and paladins — led by Zekkor, a powerful wizard. The exact fate of these evil priests is unknown, for not only did the remnants of the followers of Orcus disappear from all human reckoning, but so did the army of light that followed after them disappear as well. Some said that in the eternal scales the loss of so many good men was a fair price to pay to rid the world of so much evil.

The evil cult, however, had not been destroyed. The surviving priests and their followers instead settled on a hill near the Forest of Hope, a sylvan woodland near the Coast Road. There they found a vast underground

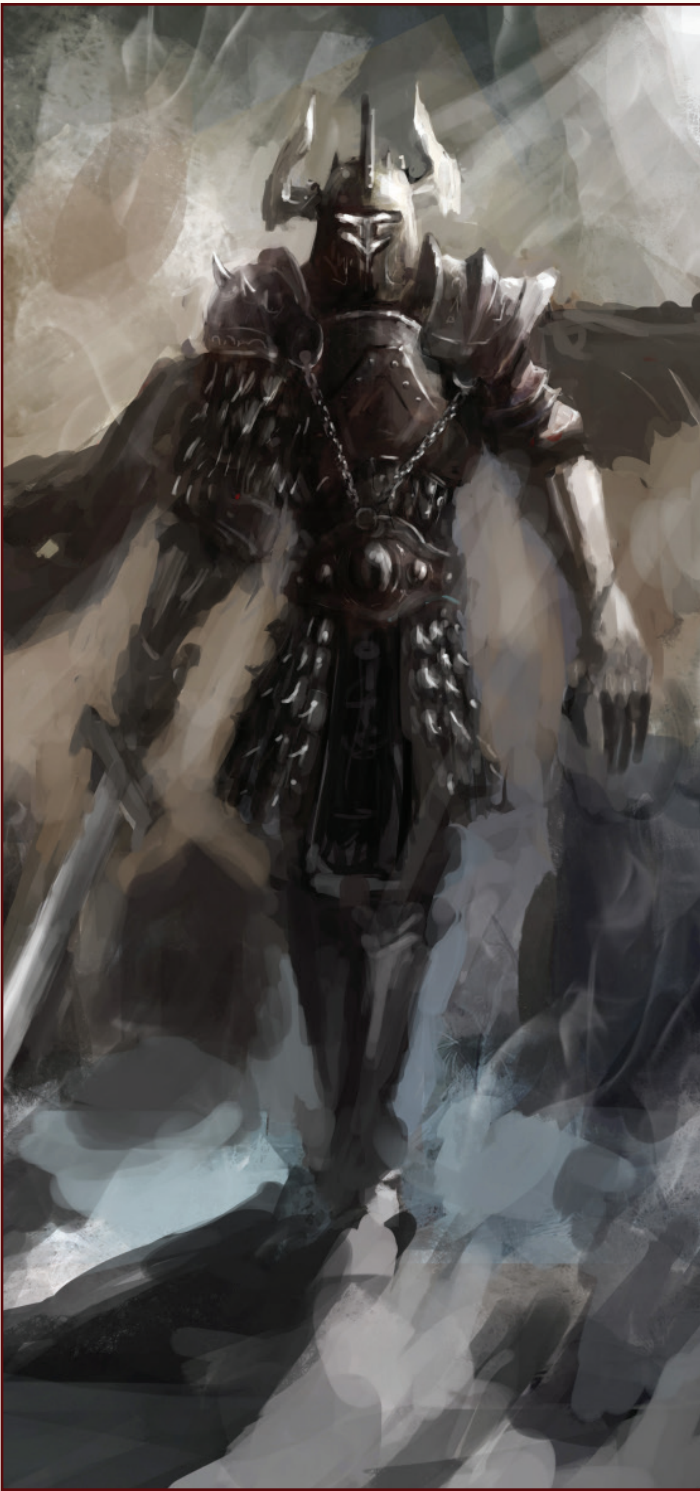
Rumors about Rappan Athuk

In addition to the Legend of Rappan Athuk, each character has a chance of knowing a few rumors about the complex from common legends. Each character can make 2 rolls on a 1d6: a roll of 1 or 2 earns the character a rumor. Spellcasters may make a third roll to check for rumors. Roll each rumor randomly on 1d100 on the table below or select an appropriate rumor as desired.

False Rumors

Rumors about Rappan Athuk and its environs include half-truths and falsehoods. Some have been propagated on purpose, and others have been transformed through happenstance. How is a player to know which rumors are true? Through their characters' actions, of course. This is up to you. The veracity of some rumors may be checked at Zelkor's Ferry. Others might need to be verified with individuals found in or around the dungeon, and some might require the vision of a certain oracle, or some magical investigation. Be creative with these, and remember that, especially for the false rumors, different sources might provide different information.

d100	Rumor
1	Zelkor, the good wizard of old, is now an evil lich living in the upper levels protecting the evil temple and the descent into it. (Partially true.)
2	A high priestess of Hecate, the goddess of magic, was turned into a statue of living ruby, and is entombed in the dungeon. She had a magic ring that allowed her to change shape. Her name is Akbeth. (True.)
3	A rich gold mine can be found if one can find a cavern with a man-made river channel and defeat the monsters there. (Mostly true.)
4	The temple of Orcus no longer exists within the dungeon. Its existence is a lie told by adventurers to keep others away. (False.)
5	A great oracle can be found beyond a massive cavern. He can tell all to anyone willing to pay his price. (Mostly true.)
6	A company of dwarves recently went to look for a gold mine said to be in the dungeon. None of them returned. (True.)
7	Orcus put a curse on the complex when he built it. Any that disturb his temple will become slaves of darkness, never to return. (False.)
8	A great city of goblins lies deep in the complex, and they are followers of Orcus. (True.)
9	The entrance to Hell lies deep in a maze complex. It can be found only by swimming through a pool of water. (True, though only in a figurative sense. The level is called Hell by any that have been in it.)
10	A great priest was entombed within the complex behind a door sealed with seven seals. If released, the powers of good would be greatly aided. (True.)
11	The dungeon was originally a good fortress built to protect against the advancing hordes of evil. Evil overcame its defenders. (False.)
12	Magical black skeletons inhabit the dungeon. They are greatly feared, as clerics cannot turn them. (Partially true. Clerics have difficulty turning them.)



d100 Rumor

- 13 A powerful illusionist lives near the surface. Do not believe everything you see. He is cannibalistic and possesses great powers. **(Mostly true. The "illusionist" is Scramge the rakshasa.)**
- 14 There is a monster immune to everything on the first level. It is amorphous and smells terrible. A wise person flees from it. **(This is very true.)**
- 15 Inside a great labyrinth lies a strange mushroom that can restore youth to a human. They are blue with red spots and lie under a bridge. **(Partially True. The mushrooms randomly reset the consumer's age, which for most means youth.)**
- 16 Some of the tunnels dug by the giant rats of the complex lead to interesting places. Some lead nowhere. **(Very True.)**
- 17 A wise person uses the rivers to travel in this place. They are dangerous, though. Many who did not know the correct paths have drowned. **(True.)**
- 18 Deep in the dungeon lies a vast cavern with monsters of gigantic size. **(True.)**
- 19 A magical pool leads to a wishing well. A person who casts a magic item into it will get a wish. **(False.)**
- 20 There is a corridor of solid white stone, which is cursed. Anyone who walks its length is lost forever. **(Almost true. Most, but not all, who walk the corridor die.)**
- 21 On the fourth level, there are no monsters, but wondrous amounts of gems. **(False. Give us a break.)**
- 22 The caves are safer than the carved passages. The upper levels are also very tough in the carved areas. **(False. The caves are no safer than the carved passages. Both are dangerous.)**
- 23 As the great mage Speigle said, "Beware of purple worms." A wise person heeds his advice. **(So true it's written on the wall on Level 3.)**
- 24 In the lower levels, some spells cannot be regained due to the evil powers in this place. Conserve spells on deep treks. **(True.)**
- 25 Solid mithral gates bar the way into a great treasure horde guarded by a lich in the great cavern. If one can access them, they would be richer than an emperor. **(Partially true.)**
- 26 Deep within the hill lies a pool of lava guarded by demonic lizards. If one can defeat them, pure gold can be distilled from the liquid rock. **(Partially true. There are salamanders but no gold.)**
- 27 Giant scorpions guard the way to the tomb of a fell king. **(True.)**
- 28 It is said that the great paladin Bannor was overcome by a horde of enemies in the dungeon. His mighty holy sword, *Gurthdurial*, is rumored to have been lost in the Hall of the Cyclops King. **(False.)**
- 29 A new form of troll, a "swimmer," was seen to aid goblin miners in a deep cavern complex. **(True. This sighting confirms the existence of river trolls on Level 8.)**

d100 Rumor

- 30 The tomb of a fallen paladin is hidden near the goblin city. The paladin was corrupted by the sorceress, Deserach. **(True. You should make the tomb on Level 9A very hard to find, as it is one of the most challenging encounters in the dungeon.)**
- 31 Prayers to Hecate can sometimes be used to defeat guardians sacred to her. **(True. This rumor offers a means to defeat a hydra, if wisely employed.)**
- 32 Kazleth rules as Lord of the Maze. He is an abomination, with the head of a bull atop the body of an ogre. **(True. He is the phase minotaur king of Level 7A.)**
- 33 A demonic spider queen lurks near her pets. **(Partially true. She is a wizard, not a demon.)**
- 34 The goblin city's entrance lies unguarded. The goblins allow free trade with anyone who visits them. **(False. Two shadow dragons guard the entrance and prevent the passage of non-goblins.)**
- 35 A benevolent old wizard lives near the temple of Orcus. He reportedly offers refuge to those who kill the servants of the evil one. **(False. Banth is possibly even more evil than the priests of Orcus. Banth will slay or transmute any character who crosses his path.)**
- 36 There are caverns inhabited by living statues; one-time explorers transformed by evil, they ambush the unsuspecting. **(False.)**
- 37 A terrible dragon called Gath the Ravager was sealed long ago deep within the dungeon by powerful priests, whose spirits still guard his restless sleep. **(False.)**
- 38 A great library, once the property of the followers of Orcus, lies forgotten in a hidden level. Though it contains works of great evil, it also holds books that could be of great value to sages and adventurers as well. **(True.)**
- 39 A powerful adventuring group called the Dancing Blades were slain in the dungeon. Their restless spirits now wander its halls, attacking anyone they come across with their phantom weapons. **(False.)**
- 40 There is a level of flooded passages ruled by evil, lenticular, fishlike things who can take over your mind. They are the secret rulers of the dungeon. **(False.)**
- 41 A potent artifact called the *Seal of Power* was carried into the dungeon long ago by the mage-priest Donovan. He hoped to use it to seal away the evil, restless spirits of the dungeon. **(False.)**
- 42 The skeletons violently explode when they are brought down. The zombies dissolve into foul greenish goo that will eat your flesh and turn you into one of them! **(False.)**
- 43 There is an insane blackguard named Ian the All-Seeing who collects the eyes of all he meets. He is said to have thousands of eyeballs in his collection now. He can control them, make them move about, and see things for him. **(False.)**

RAPPAN ATHUK

d100	Rumor
44	The goblins of the dungeon are actually mutated giants. Although they are small and stunted in appearance, they are incredibly strong. (False.)
45	Recently the champion Corondel fought and defeated the green dragon Springdread in the Forest of Hope. Corondel subsequently disappeared. It is rumored that the dragon was merely badly wounded, and now lurks deep within the forest, killing all who stray too deep. (Partly true. Corondel did fight and kill a green dragon and then disappear.)
46	Gnolls have been spotted along the caravan route south of the Foothills. They are said to be holed up in a ruined keep overlooking the caravan route. (Partly true. The bugbears have been mistaken for gnolls.)
47	Pirates sometimes hazard the reefs along the coast to land at secret inlets and bays and stash great treasure; woe betide the adventurer caught spying upon them! (True.)
48	Outlaws sometimes hazard the dangers of the wilderness, seeking refuge from the law. It is said that some have even banded together, to start their own community. (True.)
49	Though some brigands attack caravans that pass through the area, others specialize in taking on adventurers exiting dungeons and lairs, weakened but fat with loot. (True.)
50	A great red dragon has been seen flying about the region. It is said to lair somewhere to the east. (True.)
51	The Troll Fens are aptly named. They are brimming with trolls, poisonous snakes, quicksand, and other hazards. (True.)
52	A druid is said to live within the Forest of Hope, and she is hostile to any who invade its bowers uninvited. (True.)
53	Three old crones are said to live along the coast, and for a price of gold and blood, they can let you see into the past and future. (True.)
54	A jet black temple is said to be hidden somewhere in the hills; those who enter its dark confines never return. (True.)
55	Many back entrances to the most famous of dungeons are said to lie in the wilderness, but the hills are so riddled with caves that finding these entrances is all but impossible if one knows not where to look. (True.)
56	A shrine to a foul god or demon is said to lie beneath the hills; its corridors are a gauntlet of terror and gruesome death. (True.)
57	One hot, sticky summer a score of years ago, a terrible beast came out of the wilderness and fell upon the surrounding lands, razing towns and ravaging farms. It killed many of the finest warriors and baffled the most potent wizards before finally being slain by the adventurer Mailliw Catspar and his comrades. Triumphant, these brave souls tracked it back to the Dungeon of Graves — and were never seen again. (True.)

d100	Rumor
58	Deep within the dungeon there is said to be a place where the light of the noonday sun still shines; this place is abhorred by the foul creatures that live within the caves and caverns. (Partly true. There is a cave lit with sun by day, but it has its share of dangerous creatures.)
59	When the craven armies of Orcus fled from Zelkor and his army long ago, a great lieutenant was instrumental in holding off the pursuers. He bought time for the priests to enter the dungeon and lick their wounds. For his valor, the dark champion was entombed. The halls around his burial chamber are filled with terrible creatures, red mist, and visions of ancient sins, long forgotten. (True.)
60	A group of adventurers calling themselves the Fire Hawks recently left on an expedition to Rappan Athuk and have not returned. It is said their leader carried with him an artifact of great power. (True about the adventurers. The fate of the leader and whether he carried an artifact is for you to determine.)
61	A great wizard tried to build a tomb in the wilderness but couldn't manage the effort. (False. Rappan Athuk was built by Glazerel.)
62	The monks of the small shrine off the Coast Road are helpful to passersby. (Partially True. The monks of the Cloister of the Frog God are not immediately hostile.)
63	Beware of the coastline! A great and powerful sea serpent roams the coast, seeking to sink ships and hoard their gold. (False. The beast on the coast is a kraken.)
64	The lost army of Tsar is still in the Forest of Hope, somewhere. (False. They are on Level 14A of Rappan Athuk.)
65	There is a vast underground cavern system populated by hideous beasts under the Forest of Hope called "The Barrows". (Partially True. It's called "The Gut" or the "Cyclopean Deeps.")
66	It is said the frog worshippers seek some undiscovered evil, deep within the earth (True.)
67	"I hear that them nice priests built a temple nearby to scourge the thralls of Orcus from this place, I say welcome to them!" (True, from a strange perspective, but they are not nice.)
68	"Frogs, everywhere! I swear the river was brimming with them!" (True.)
69	"Deceivers and evil wizards I tell you, one of those priests even turned me into a frog! I got better." (False.)
70	"We lost six friends when we went near that old elven castle! Full of giants throwing rocks it was!" (False.)
71	"I heard that old elf lord went crazy, something about swords and princes!" (True.)
72	"Those green priests told me that the death head priests were moving into the castle to the west. Don't know about you, but I think it's time to leave this place." (Possible.)
73	"I heard a giant black dragon was seen in the hills to the west. They say it serves a demon!" (False.)

d100 Rumor

- 74 "The elves have returned to the castle to the west, but I hear they shoot first and ask questions later. I always hated elves." (**False.**)
- 75 "The adventurers who uncovered the ruined keep are in fact brigand tomb robbers!" (**True.**)
- 76 "I heard that when the adventurers opened up the old keep, a balor came out and devoured them all!" (**False.**)
- 77 "It's said that some great evil lurks below the southern towers of the old keep. Only a fool would go wake it up." (**Possible.**)
- 78 "A great dwarven warrior is buried near that keep. I bet he took a bunch of treasure to his grave, and I heard he had an axe that actually talked to him! After all, you know how dwarves are." (**True.**)
- 79 "Those priests who wear those green robes were asking a lot of questions about the towers. They sure seem nice, but I am confused why they would care about a stinky old ruin." (**True.**)
- 80–100 "Rappan Athuk? Bah! No one ever gets out of that place alive! (**Partially True**)

Rules and Rulings

There is a common statement that older gaming was about rulings and newer gaming about rules. While probably not generally true, it is certainly true that different rules exist in the fifth edition than in previous editions, and that many dungeon effects that were previously covered by vague references to imprecisely defined spells or magic items may now be in direct contradiction to explicit rules. Never fear — the *anima engine^{GM}* is here. This powerful artifact sits near the bottom of Rappan Athuk pulling in souls and messing with the very rules of reality. If you absolutely must justify why *teleportation* doesn't work on this level or why nothing other than a specific key will open that door, the *anima engine* is your friend. This item was used to create Rappan Athuk, and its effects are not confined by rules. And, of course, the authors of Frog God Games also created *Rappan Athuk*, and they too are not confined by rules. They are confined by fun. Sometimes it is more interesting if *teleportation* doesn't work here or the party has to go looking for a certain key there. It is always with this in mind that various rules are broken.

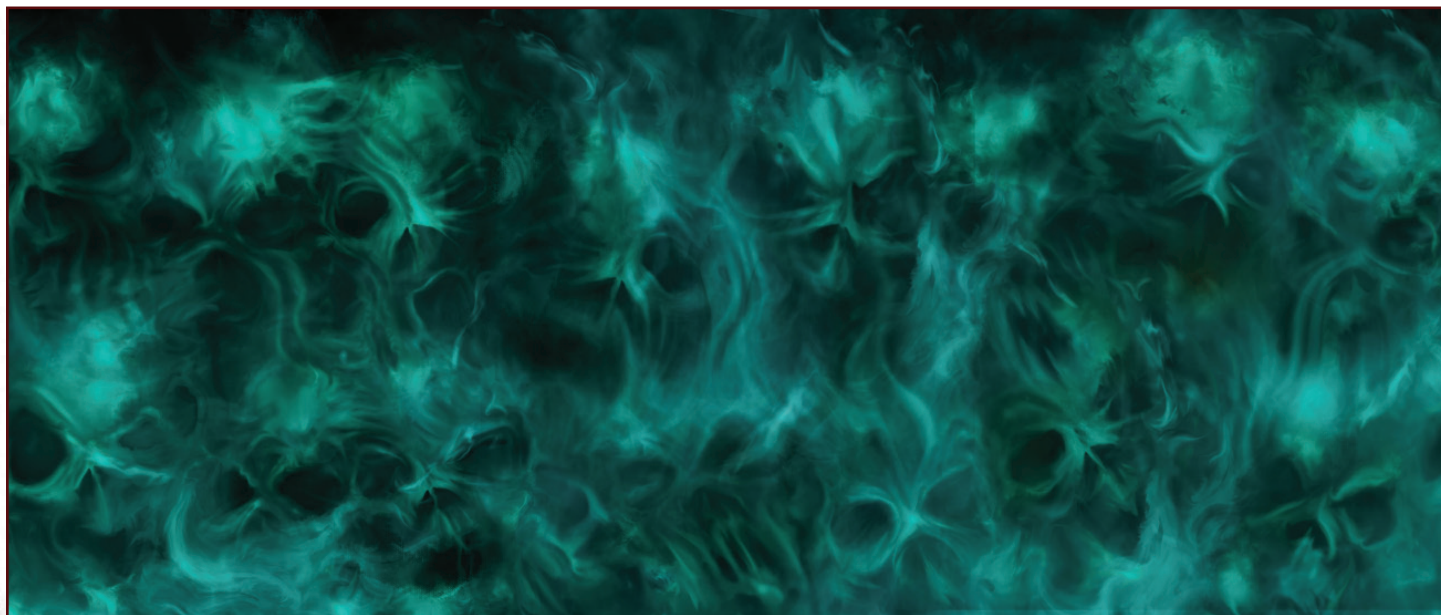
Skill Checks

Much of *Rappan Athuk* was written without skill checks in mind. If a player says their character knocks on the bottom of the chest, you might well tell them a hollow bottom is found. As part of bringing the adventure into the current edition, we have tried to provide DCs for climbing, swimming, finding secrets, etc. Feel free to ignore them if you and your players prefer another method of resolving these obstacles. Also, the DCs were written with idea that the characters often have advantage on the rolls. The characters use tools, magic, and knowledge to overcome the roadblocks set before them, and any of these may grant advantage on a roll. For example, the Strength checks for smashing open chests assume raw muscle. Imagine how much easier it should be with a crowbar! In addition, many of the obstacles are time and wandering monsters (see sidebar). If you're not interested in wandering monsters and guttering torches, you might want to eliminate many of the skill checks and just allow the characters to pass, with the idea that given enough time, they eventually get the door open or climb the wall. One word of caution, however — many of the really difficult obstacles are placed to protect a lower tier party from an overly powerful foe. Blithely letting the party knock down a *wall of stone* could well place them before a pair of mean-spirited lichs!

Rappan Athuk covers many miles and has had many architects and inhabitants over the millennia. As such, it is a varied place. One of the ways we have represented this is by varying DCs and consequences. You may discover that differentiating poisonous mushrooms from edible is easier on some levels than others, and that the effects of eating the toxic ones varies wildly. This is intentional and should help to keep the adventure exciting over years of play. However, you may want to bring your imagination to bear to help the players understand when and why their characters may have difficulty overcoming what otherwise seems like the same challenge they easily brushed by before. You might also keep track of how often they have figured out certain types of dangers, and grant advantage or change (or remove) the DC for certain puzzles and obstacles the characters have mastered.

Swimming, Drowning, and Quicksand

There are rules for many environmental hazards in the fifth edition. For many things that are encountered frequently, *Rappan Athuk* provides some simplified versions where a single skill check or saving throw is used rather than the series of rolls that would be required to follow them. As with everything else, these are provided in the hopes that they can help keep the game lively and interesting. If you prefer to follow the "real" rules, we try to provide information that you can easily do that as well. The alternates are our fifth edition equivalents to rulings made back when rules didn't exist.



Level 1C: The Mouth of Doom

The Mouth of Doom is a subterranean fortification connected to the rest of Rappan Athuk by a miles-long tunnel. This outlying entrance to the main dungeon was built by the priests of Orcus to be used as an escape tunnel, or as a way of sneaking their troops to the surface in case the main entrance was to fall under siege. Because of the great distance between the Mouth of Doom and the central environs of the dungeon's vast catacombs, this is perhaps the least dangerous region in Rappan Athuk — which isn't saying much, but at least the chances of survival for a low-level adventuring party are somewhat better here. With a bit of luck, adventurers will figure this out and begin their explorations at the Mouth of Doom, rather than marching directly into the core levels of Rappan Athuk...which represent almost certain death for first or second level characters. If they don't figure it out, that's what dice and blank character sheets are for. This area is shown on Map RA-1C.

Level 1C

Difficulty Level: Tier 1

Access: Stairs to Level 2B at Area 1C-33, shafts to Level 2B at 1C-17 and 1C-23, stairs to Level 3C at Area 1C-26, Zelkor's Ferry map Area 11.

Wandering Monsters: Check once per 30 minutes on 1d20.

d20	Encounter
1	1d4 skeletons
2	1d6 kobolds
3	1d2 zombies
4	2d4 giant rats
5	1d6 bandits or 1d4 giant ants ^B (50% chance of each, see Area 1C-14)
6-20	No Encounter

General Features

Atmosphere: Stale, musty, with a faint smell of rot.

Ceiling Height: Ceilings tower to a uniform height of 12 feet.

Doors: Iron-reinforced wood. Require a DC 8 Strength check to open.

- **Locked Doors:** Require a DC 20 Dexterity check with thieves' tools or DC 20 Strength check to open.
- **Secret Doors:** Stone. Require a DC 16 Wisdom (Perception) check to find. Also require a DC 16 Intelligence (Investigation) check or DC 25 Strength check to open.

Shields and Wards: None.

Surfaces: Black stone masonry.

Other:

- Unless otherwise noted, pit traps are 10 feet deep, inflicting 3 (1d6) bludgeoning damage. The pit traps can be discovered with a successful DC 15 Wisdom (Perception) check. If not detected, they can be avoided with a successful DC 14 Dexterity save.

1C-1. The Chamber of Doors

Black stone stairs lead down to this room from the cave entrance above in a staircase that the characters estimates have taken them about forty feet underground. The room at the bottom of the staircase has six doors leading out, each one set into the far end of a ten-foot-by-ten-foot alcove in the wall. There is a faint smell of old rot in the air, like a graveyard, and any torches carried by the characters gutter slightly in the stale air.

A. Trapped False Door. In the stone over the top of this alcove, there is a carving of a goat's face, with curling horns, narrowed eyes, and small fangs visible at the corners of its mouth. The "door" at the back of this alcove is fake, and anyone stepping into the alcove without probing the floor first has an unpleasant surprise. A trapdoor in the floor opens when 25 or more pounds is placed onto it, dropping any victims into a 10-foot deep pit. The trapdoor is discovered with a successful DC 18 Wisdom (Perception) check, or, if it is discovered the hard way, the fall can be avoided with a successful DC 16 Dexterity saving throw. Otherwise, the fall causes 3 (1d6) bludgeoning damage.

B. Eastern Door. There is a skull carved into the stone over the top of this alcove. The door is stuck, requiring a successful DC 15 Strength check to open, and when it does, the uncoiled hinges make a loud, metallic squeal. Check immediately for wandering monsters.

C. Southern Door. There is a pentacle carved in the stone over the top of this alcove.

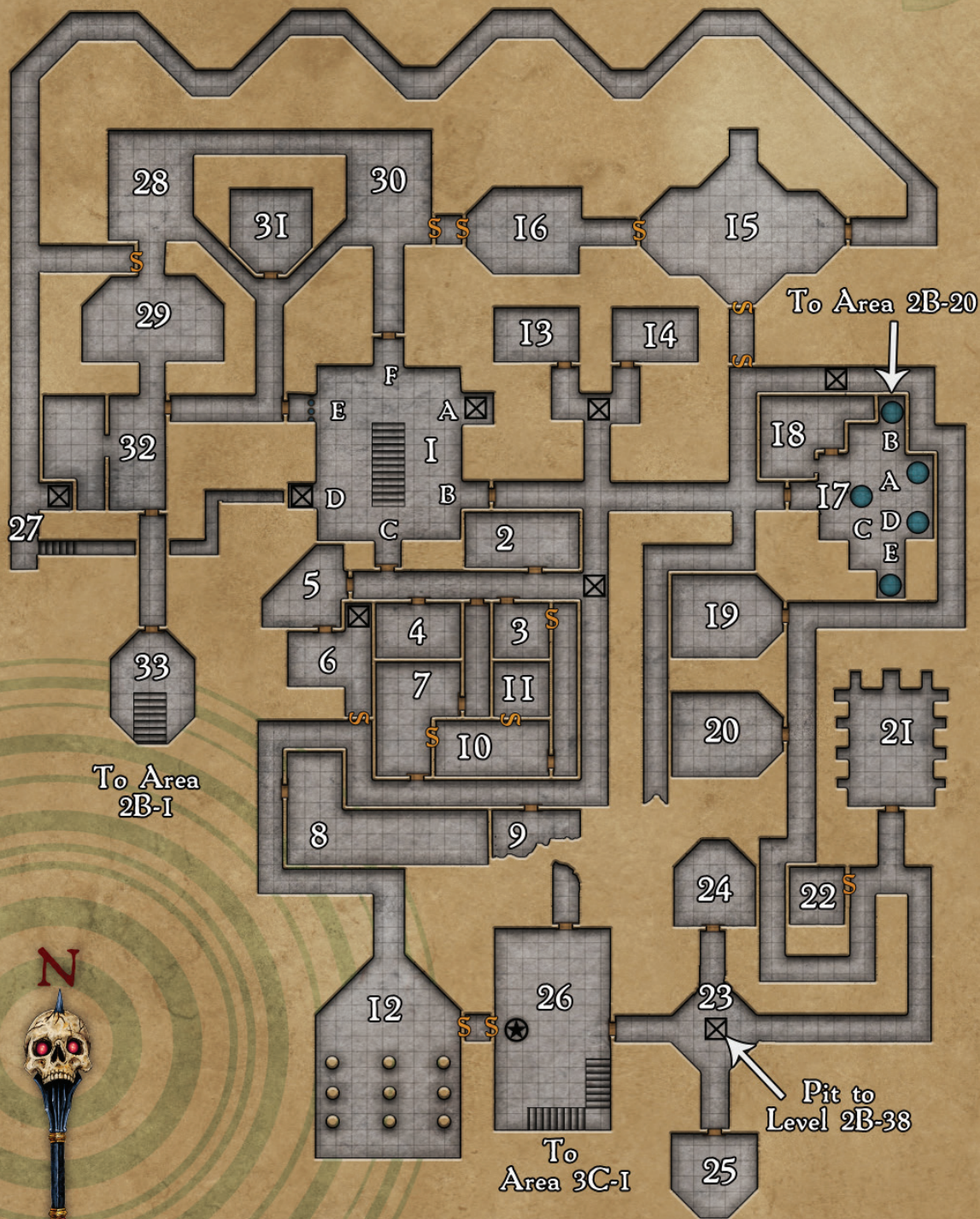
D. Trapped False Door. There is a carving of a hand over the top of this alcove. As with alcove A, the door on the far side of the alcove is false, and there is a covered pit trap in the floor like the one at 1C-1B. Unlike the pit trap in alcove A, there is a secret door in the western wall of the pit, leading to a 4-foot-high tunnel. The secret door can be found on a successful DC 17 Wisdom (Perception) check. The tunnel, as shown on the map, proceeds roughly westward, crossing underneath one of the other corridors, and then rises a short flight of steps into a normal corridor at Area 1C-27.

E. Portcullis Trap. There is a wolf's head carved into the stone above this alcove. The floor of the alcove is a very sensitive pressure plate. After a person's weight has activated it by stepping onto it, when it rises again (because no one is still standing on it), a portcullis of iron bars drops from the ceiling and locks, blocking passage through the alcove and trapping the characters on the far side if they walked all the way through. A successful DC 25 Strength check is required to break the lock and lift the portcullis, or a successful DC 30 Strength check to bend the bars. The lock itself is inaccessible. The pressure plate itself can be discovered with a successful DC 20 Wisdom (Perception) check, and a character with a passive Perception of 16 or greater notices the slight movement when stepping on the plate.

F. Northern Door. Nothing is carved into the stone above this alcove, but when the characters approach within 10 feet the alcove, or so, a *magic mouth* forms in the stone and speaks: "You stand at the threshold of the Rappan Athuk, the Dungeon of Graves. Turn back, trespassers, for you will find nothing but your death in these dark halls." After delivering its message, the mouth disappears once again into the stone.

The Mouth of Doom

Level 1C



1 square - 5 feet

1C-2. Old Cobwebs

The ceiling of this room is hung with abnormally large cobwebs, but they crumble at the touch, being extremely old.

1C-3. Empty Room

This room is featureless and empty, yielding no clues about its original purpose.

1C-4. The Abandoned Kitchenette

This room contains a very rusted, iron fire-pit that is set beneath a small hole in the ceiling. This was originally a small kitchen; the hole leads to the surface and is well-ventilated, but it is too small to serve as an exit from the dungeon.

1C-5. The Infested Mosaic

The angled northwestern wall of this room is a mosaic depicting numerous different kinds of plants and animals, most of which are immediately recognizable. The central figure in the mosaic is a dark, human-like figure that was once carrying something, but the glass tiles of the carried object have all been broken away, revealing the plaster behind them. Wet plaster has given way in several other places, most of which are near the ceiling.

There is nothing otherwise unusual about the mosaic itself. In the places where the plaster has begun to rot and fall away due to seeping water, there are several nests of centipedes. They do not all come out at once; during a single combat only 1d6 **giant centipedes** emerge initially, with an additional centipede emerging each round for 1d6 rounds. In total, however, if the party keeps returning to the room, there are 50 centipedes. Once these are all killed in a series of combats, no more appear in subsequent visits to the room.

Treasure. The centipedes do not have any treasure in this room, although their presence has prevented adventurers from discovering the treasure in Area 1C-6.

1C-6. Tapestry Room

This room is decorated with tapestries, although anyone looking at them immediately realizes that the rough cloth and crude sewing makes them worthless. The tapestries depict the outside of the dungeon — the demon-mouth which conceals the stairway down into this level. Around the demon-mouth, a battle appears to be raging between a small army of human archers and a larger force made up of ogres, who are led by three black-robed figures wearing helmets decorated with curling ram's horns. These leaders are apparently human, and each one carries a mace topped with a metal skull.

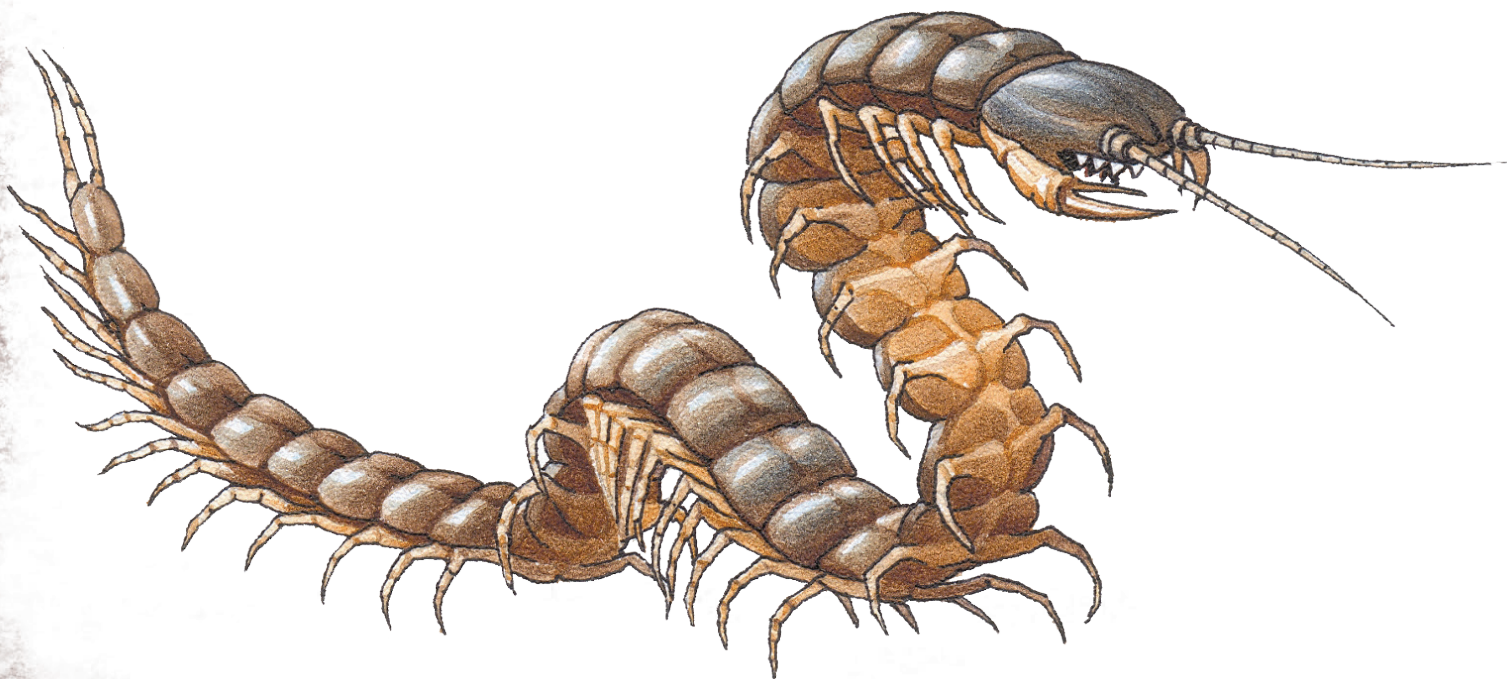
The room is otherwise unremarkable, save for the concealed pit trap in the northeast corner, located with a successful DC 16 Wisdom (Perception) check. A character stepping on the trap must make a successful DC 17 Dexterity saving throw or fall in and take 7 (2d6) bludgeoning damage.

Treasure. At the bottom of the pit, there is a skeleton wearing leather armor, which is pierced in several places by arrows. The leather armor is worthless, and only 3 unbroken arrows can be recovered. The skeleton also has a good backpack containing 5 iron spikes, a hooded lantern, a pint of oil, and 50 feet of hemp rope, a belt pouch with 200 gp, and a pair of extremely fashionable leather boots worth 10 gp.

1C-7. Suffocated Room

It is more difficult than normal to open the door of this room, requiring a successful DC 20 Strength check. Once it is forced open the reason is apparent; it was spiked shut from the inside, and a skeleton was leaning with its back against the door. When the spike has been knocked out and the skeleton toppled forward, the adventurers can get into the room; read or paraphrase the following:

After pushing through the door, you see an open room where two more skeletons are wrapped in bedrolls. A burned-out lantern stands on the floor in the middle of the room. The room also contains an old-looking wooden chest.



LEVEL 1C: THE MOUTH OF DOOM

Poisonous Gas. This room has an extremely slow draft of poisonous air. Those falling asleep in the room must succeed on a DC 17 Constitution saving throw against this poison, or fall into a deeper sleep that may end in suffocation (saving throw to avoid falling unconscious for 2d4 hours, and an additional saving throw again at the end of sleep or die). A conscious character trying to awaken a sleeping one provides an additional saving throw.

Treasure. The chest is not locked. It contains 10 sets of garments: 8 of these appear to be servants' clothing, one of them is a silk gown worth 30 gp, and one of them is a crimson wizard's robe embroidered with stars and astrological symbols worth 20 gp. There is also a backpack beside each of the 2 bedrolls; these contain a large ball of twine, a bottle of holy water, 30 sp, and sketched map from Zelkor's Ferry to the Mouth of Doom's entrance.

1C-8. Abandoned Barracks

This room has recently been used as a barracks for bandits, and all traces of its original function have been cleared away. There are 10 crudely-built wooden beds in the room, each with a wooden footlocker underneath. All the footlockers are empty, except for a candle stub, a mouse skeleton, a needle and thread, and a bent copper piece. The blankets on the beds are intact and can be used, although they are only worth a couple of copper pieces each.

1C-9. Collapsed Room

The southern portion of this room has collapsed, and is filled with rubble and dirt. There is nothing of interest in the intact part of the room, but if anyone enters there is a 1 in 6 chance that the movement causes the rest of the room to collapse for 21 (6d6) bludgeoning damage. A character who succeeds on a DC 18 Dexterity saving throw takes half damage.

1C-10. Beneath the Slime Pocket

The entire ceiling of this room is coated with **green slime^b** — so much so that it is immediately visible when the characters look into the room. The room itself is located directly underneath a very large natural reservoir-like pocket of living slime, and the slime seeps and drips into the room below. Even if the characters burn away the ceiling slime, a character who remains in the room (searching for secret doors being the main issue here), has a 10% chance per round to be hit by a falling droplet of slime that has oozed through the ceiling after the original mass of it was burned away. These droplets cause 1 hit point of damage immediately when they turn flesh into slime, and it only takes 1 fire damage to kill the tissue that is transforming to slime.

The ceiling of this room is already under stress from the weight of the green slime resting on it, which is the reason why there are enough cracks to allow the dripping.

If the alchemical bomb in Area 1C-11 explodes in that room, the shockwave causes the ceiling here to become entirely unstable. Within 2d6+3 rounds, the ceiling collapses, killing anyone inside the room in a splash of debris and slime. If this room collapses, it is impossible for characters to escape from Area 1C-11 without breaking through a wall into one of the surrounding corridors, and the air supply in Area 1C-11 runs out in 1 hour. Hopefully, the party brought a tool such as a shovel or pick that can be used to get out quickly.

1C-11. Hidden Treasure Chests

This room was built long ago to conceal a small cache of treasure, and the green slime in Area 1C-10 has kept anyone from ever finding the secret door that conceals it.

Treasure. There are 3 treasure chests in the room. Each one is locked:

- Chest #1: Has a poison needle trap on latch; requires a DC 10 Intelligence (Investigation) to discover, a DC 5 Dexterity check with thieves' tools to disarm, and a DC 12 Dexterity check to avoid if triggered. The

needle does 1 piercing damage and, if a DC 13 Constitution save is failed, 3 (1d6) poison damage. The chest contains 220 gp.

- Chest #2: If the chest is hit hard, it explodes for 11 (2d10) force damage in a 30-foot radius. A successful DC 16 Dexterity saving throw reduces the damage by half. The chest contains a highly unstable alchemical bomb and nothing else. If the chest explodes in this room, then Area 1C-10 becomes unstable (see description in 1C-10).

- Chest #3: Contains a *scroll of fly* and a *potion of healing* (both destroyed if the bomb is detonated).

1C-12. The Chapel of Green Flame

This large room contains three rows of pillars running north to south, leading to two deep bronze fire pits that stand against the south wall. Each fire pit contains a wide bronze bowl, 10 feet across, and these are both blazing with eerie green flames that rise ten feet into the air, throwing emerald sparks toward the chamber's arching thirty-foot high ceiling. Both bowls are decorated with leering gargoyle heads around the rims, and have two massive handles at the sides. The pillars in the room are also carved with a multitude of small gargoyles.

This room is the lair of a giant fire cobra (use **giant poisonous snake** and add immunity to fire). It sleeps coiled in the pleasant warmth of the blazing magical fire, but if anyone approaches the fire pit, it slithers out like lightning to attack.

Treasure. Although the fire-bowls are magical, they weigh many tons apiece. They may fetch as much as 2,500 gp on the surface, if they could be moved. The snake is a brilliant emerald-green color, and its skin is quite valuable both for its beauty and for its fire-resistant properties. If the snakeskin is sold, it is worth 1,000 gp.

1C-13. The Pile of Skulls

There is a pile of 8 skulls in the northeast corner of this room, which is otherwise completely empty and filled with dust and normal cobwebs. The skulls are normal, but each one has a small hole bored into the top.

1C-14. Small Bandit Hideout

This room is the lair of 4 **bandits** who hide out here between their sorties to the surface. They are part of the group in Area 1C-15, and if they are faced with overwhelming odds they may try to trick the party into a situation where the rest of the group can reinforce or rescue them.

Treasure. The bandits have no treasure other than their weapons and armor, but there is a 25 gp reward for them, dead or alive, that can be collected in Zelkor's Ferry if sufficient evidence of the bandit's demise can be provided.

1C-15. Main Bandit Hideout

This room contains several bedrolls, a table made from a plank of wood placed over a pair of dilapidated old barrels, and 6 rickety stools. This room is the main bandit hideout, the remnants of a much larger band that no longer uses the dungeons as a base of operations. The small troop includes 3 human **bandits**, 4 **orc** warriors, and their leader, **Tall Jack Rat^b**.

Treasure. The bandits have, of course, accumulated some spoils by robbing merchants on the surface, although as a small band they have not been wildly successful. In addition to their weapons and armor, the bandits have a total of 175 gp stashed away in one of the barrels that support the table. Tall Jack Rat has 1d4 sp, and 2d4 cp in addition to his weapons and armor.

1C-16. Zombies

This room contains 4 **zombies**. They do not roam around the dungeon because they were raised to protect the room's treasure. The bandits in Area 1C-15 use this room as an ingenious way of guarding the back door of their own lair, and as an escape route. The zombies are slow enough that a person running through here at top speed can cross the room without being attacked. To increase the zombies' efficacy as a rearguard, and prevent others from using their run-through-fast trick, the bandits spent several quick excursions into the room to install a tripwire halfway through it.

Tripwire. The tripwire runs north-south; anyone moving through this area can see the trip wire with a successful DC 14 Wisdom (Perception) check, but has disadvantage if moving quickly or in combat. A character who does not see the wire before crossing it must make a successful DC 15 Dexterity saving throw or fall prone. Somehow, the zombies do not get tangled up in the wire.

Treasure. The zombies were placed in this room long ago to protect a stone sarcophagus. The bandits have left it alone, preferring to keep the zombies as gatekeepers rather than killing them just to find out the contents of the stone coffin. The coffin contains a **ghoul** that wears a necklace worth 1,000 gp. The ghoul does not awaken immediately; if the party opens the sarcophagus, treat the ghoul as having been surprised.

1C-17. The Chamber of Magic Pools

This room contains five circular pools, each of which is five feet in diameter and has a one-foot-tall stone lip.

Once the characters have entered the room, they notice a hole beside the north door of the room; it was obviously once a much smaller murder hole used to guard the door, but it has been partially battered away, and the opening is now about one foot by two feet large.



The **stirges** from Area 1C-18 begin coming through this hole soon after they perceive light or movement in the room, emerging one per round for 2d6 rounds. This does not account for all the stirges — some do not come out at all, being asleep or full. If a stirge is wounded before attaching, it goes back through the hole into 1C-18.

Pools. The water in each pool is 3 feet deep.

- **A: The Pool of Terror:** Anyone coming within 5 feet of this pool uses their movement to flee and cannot take actions or reactions, due to a state of magical terror (fear) for 3 rounds (no saving throw).
- **B: The Pool of Descent:** The water in this pool is illusionary, concealing a shaft down into the darkness. The illusion can be seen through with a successful DC 17 Intelligence (Investigation) check. Iron rungs are set into the stones to serve as a ladder which leads all the way down to Area 2B–20 in the Demon's Gullet. One of the rungs is rusted almost all the way through. The weakened rung can be found with a successful DC 14 Intelligence (Investigation) check. If it is stepped on without being found ahead of time, the character must make a successful DC 14 Dexterity saving throw to avoid falling. Anyone below the falling person must make a successful DC 15 Strength saving throw to avoid falling also. The rung is almost at the bottom of the ladder, so the fall is only 20 feet for 7 (2d6) bludgeoning damage.
- **C: The Pool of Detection:** Any magic item immersed into this pool glows with a faint reddish light. The pool's supply of divination magic is not unlimited; each time it detects a magic item, the pool has a 1 in 10 chance to run out of magic, and the pool functions no more for one week.
- **D: The Pool of Prodigious Fortune:** Anyone drinking the water of this pool gains a +2 on all saving throws and attack rolls for a period of 24 hours. Drinking from the pool a second time has no result; after the first sip the character becomes immune to the pool's magic.
- **E: The Pool of Poison:** The water of this pool is poisonous, but it still radiates a very, very faint aura of magic. Anyone drinking the water must make a successful DC 16 Constitution saving throw or take 22 (4d10) poison damage. The drinker also automatically shrinks in height by 1 inch for 30 seconds.

1C-18. Stirge Nests

The floor of this room is scattered with what are obviously stirge skeletons, most of them old and yellowed. Large nests made of mud and bone fragments have been built on the walls near the ceiling, sticking to the stone like wasp nests.

This room contains a total of 16 **stirges**; they are more likely to be encountered in 1C-17 than here, since they fly from here into that room to attack. In the southeastern "corner" of the room there is an old murder hole that has been bashed inward to form a larger gap; the hole is now one foot by two feet, and stirges fly out as described in 1C-17.

There are twenty stirge nests in this room, although the mated pairs of stirges occupy only 8 of these. The other 12 nests are dusty and crumbling.

Treasure. Four of the nests contain some shiny treasure that attracted the stirges' attention: these are a necklace of small jade beads worth 100 gp, a shiny silver piece, a shiny silver mirror worth 200 gp, and a glittering little diamond worth 350 gp.

1C-19. Broken Trap Room

This room is empty. At one time it contained a trap; one of the stones directly in front of the door is a pressure plate, and if someone steps on it there is a sudden very strong draft of air through the room. The draft has a 1 in 20 chance to blow out any open flames such as a torch, but has no other effect.

LEVEL 1C: THE MOUTH OF DOOM

1C-20. Rat Nest

Opening the door of this room activates a dart trap on the far wall; 4 darts launch, each one attacking at +5 to hit and inflicting 3 (1d4+1) piercing damage on a hit. The room is the lair of 10 **giant rats**.

Treasure. Along with a vast quantity of nesting material, mainly scraps of cloth, there is some treasure in the room. Searching through the rubbish uncovers 20 gp, 100 sp, 231 cp, a silver necklace worth 25 gp, a fork (worthless), and a bottle containing half of a (now spoiled) potion.

1C-21. Altar of the Gods of Chance

There are eleven alcoves in the room, ten of which contain statues that appear to be idols or religious statues of gods. They are all quite different in style and appearance, but they seem to have one characteristic in common; all of them are depicted holding dice, cards, or some other sort of gambling imagery. The one alcove that does not contain a statue is the one at the middle of the north wall, directly across from the entrance. This alcove contains an altar with a bowl-shaped indentation in the top.

Each of the 3 alcoves in the room's northern wall has the indented impression of a hand pressed into the back wall of the alcove. If anyone places a hand into the impression, a glowing rune appears in that alcove. It is not necessary to place money in the bowl to make the runes appear, or to get magical effects from the altar, but most of the beneficial results are based on how much money is in the altar bowl. Roll 1d6 to see which rune appears:

d20	Rune	d20	Rune
1	Skull	4	Pentagram
2	Sword	5	Moon
3	Circle	6	Demon

Combination	Runes	Result
1-1-1	Skull-Skull-Skull	Make a successful DC 14 Wisdom saving throw or take 22 (4d10) necrotic damage.
1-2-3	Skull-Sword-Circle	The amount of money in the altar bowl is doubled.
2-2-2	Sword-Sword-Sword	A magic longsword appears, with an enchantment as follows (roll 1d100): 01-75 sword is +1; 76-95 sword is +2; 96-98 sword is an <i>undead bane</i> ; 99-00 sword is a <i>holy sword</i> .
3-3-3	Circle-Circle-Circle	The amount of money in the altar bowl is multiplied by 10 and each member of the party gains 100 XP.
4-4-4	Pentagram-Pentagram-Pentagram	The amount of money in the altar bowl is multiplied by 12 and the character playing gains 1d4 x100 XP.
4-5-6	Pentagram-Moon-Demon	The amount of money in the altar bowl is doubled.
5-5-5	Moon-Moon-Moon	The amount of money in the altar bowl is multiplied by 50 and the character playing gains 1d6 x100 XP.
6-6-1	Demon-Demon-Skull	The amount of money in the altar bowl is doubled.
6-6-2	Demon-Demon-Sword	The amount of money in the altar bowl is tripled.
6-6-3	Demon-Demon-Circle	The amount of money in the altar bowl is quadrupled.
6-6-4	Demon-Demon-Pentagram	The amount of money in the altar bowl is multiplied by 5.
6-6-5	Demon-Demon-Moon	The amount of money in the altar bowl is multiplied by 6
6-6-6	Demon-Demon-Demon	A vrock demon is summoned and attacks.

For all other results, any money in the altar bowl disappears, and there is no further effect.

The Game. There is no result until the handprints in all three of the alcoves have been pressed, and three glowing runes have appeared. Once the runes have appeared, the combination of them forms a magical effect, which affects only the person who triggered the last rune in the sequence. The dice must be rolled in order as shown (e.g., a roll of 6-1-6 is not Demon-Demon-Skull). A character may only attempt the game 5 times, after which runes no longer appear for that character. Using dead goblin hands and other attempts to bypass the system do not work.

1C-22. Secret Treasure Room

This heretofore-undiscovered room served as the hidey-hole for the treasure of some long-dead inhabitant of the dungeon.

Treasure. There is a treasure chest against the south wall of the room. The chest contains 207 gp, 3,072 sp, and 5,184 cp, together with a +1 *dagger*. It is trapped; the chest rests on a pressure plate that releases a heavy stone block from the ceiling if more than 20 pounds is removed from the chest. The block falls directly in front of the chest (to the north). The block is tremendously heavy; anyone failing a DC 15 Dexterity saving throw is crushed into pulp, taking 44 (8d10) bludgeoning damage.

1C-23. Pit-Shaft Chamber

This chamber is empty, but there is a covered pit trap in the middle of the floor. The pit is 10 feet deep; at the bottom there is a small side chamber with another pit leading downward. The side-pit is not covered, and has iron rungs set into the stone as a ladder. The shaft leads down to the second level to Area 2B-36. The pit trap can be seen on a successful DC 12 Wisdom (Perception) check. A character that triggers it must make a successful DC 14 Dexterity saving throw or fall down the 10 feet for 3 (1d6) bludgeoning damage.

1C-24. Empty Room

This room is empty.



1C-25. Gelver the Lunatic

The door to this room is spiked shut from the inside, and it takes a successful DC 20 Strength check to open. Inside, the stone floor is scattered with human and goblin bones. A human is crouched in one corner, holding a shield over his head in a vain attempt to remain concealed. This is **Gelver the Lunatic**^B, the sole survivor of an adventuring expedition that was wiped out here by goblins. Gelver offers to remain with the party until they return to the surface, but he tends to shriek wildly if he is faced with combat, and his screaming immediately causes a check for wandering monsters (highly inconvenient since he does this when the party is already facing combat). He also breaks out into screaming if anyone in the group is killed by a trap or other such hazard. Gelver is a bit evasive about how he has survived in the dungeons for almost a month; he ate his companions rather than trying to find the exit by himself.

Treasure. The adventuring equipment in the room includes 5 backpacks, 20 iron spikes, 4 spears, a longbow, 3 lanterns (no oil remains), 2 suits of leather armor, a suit of chainmail, a wizard's robe, a holy symbol, and a crowbar.

1C-26. Stairs and the Great Skeleton Statue

The immediately obvious features of this room are the stone stairs leading downward and the huge statue against the western wall. The statue is a ten-foot tall carving of a human skeleton with each hand resting on the head of a stone wolf. It stands upon a stone dais 5 feet tall.

Dais. The stone dais is almost completely hollow, although it has a support pillar in the middle to support the weight of the statue; there is a secret door in the southern side of the dais, detectable with a successful DC 16 Wisdom (Perception) check to find, allowing entry into the small chamber under the statue, and a second secret door, detectable with a successful DC 15 Wisdom (Perception) check, inside the chamber that allows entry into Area 1C-12.

This room is the lair of 9 (relatively small) **giant leeches**^B. There is 1 leech in the chamber underneath the statue, 3 that lurk on the ceiling of the stairs down, 4 that are stuck to the ceiling until they choose to drop down, and 1 that is stuck to the inside of the eastern door.

The stairs in this room lead down to the third level of the dungeons; a character proficient in survival or having an underground upbringing automatically notices that the staircase is descending farther than one might expect, and others on a successful DC 10 Intelligence check realize that the stairs must be going down by more than just one level.

Treasure. The skeleton of a dead adventurer lies in the chamber underneath the statue. It wears chain mail and has a longsword and a shortbow, in addition to a belt pouch containing 15 gp and a jasper worth 50 gp.

1C-27. Sub-Tunnel Steps

This short flight of wooden steps leads up from (or down into) the sub-tunnel between here and alcove D of Area 1C-1. One of the steps creaks loudly, but it is a normal creak due to age, and is not loud enough to alert any monsters that might be wandering nearby.

1C-28. Empty Room

This room is empty.

1C-29. Gelatinous Cube

This room is the lair of a **gelatinous cube**. It is immune to the glue in Area 1C-31. The room is otherwise empty, except for the treasure still suspended in the cube's gelatinous body.

Treasure. The gelatinous cube contains a suit of chain mail, a spearhead, 5 arrows (one of which is +1), 40 gp, and a diamond worth 250 gp.

1C-30. Empty Room

This room is empty, and contains no clues about its original purposes or use.

1C-31. Woe Betide the Barefoot Halfling

There is a pair of boots and a metal gauntlet lying in front of the door to this room. Note that the party is almost certain to encounter the room's trap before entering. The floor directly in front of the door, the door and its handle, and the floor and walls of the room itself are all coated with an extremely adhesive alchemical glue. Anything touching the glue sticks to it with an essentially unbreakable bond. A successful DC 30 Strength check will rend or tear most anything stuck to the glue but not destroy the glue itself. After the glue has been holding something for 3d6 x 10 minutes, it deteriorates and gives way to the slightest pull. The glue can be washed off with lantern oil, but no other liquid affects it. Note that the gauntlet and the boots outside the room are now immune to the glue, since they have already been affected once.

If the characters look in the room, they see a treasure chest on the northern wall across from the door, and a skeleton's hand lying on the floor just next to the door, cut off at the wrist. The treasure chest is not glued to the floor any more, but it is bolted in place.

Treasure. The chest contains 500 gp and 1 silver piece. The anchors are easy to remove once the coins have been moved aside.

1C-32. Room of the Grim Fossils

The walls of this room are made of mortared stones, but fossilized human skeletons poke out from it to varying degrees. In one place, a skeletal stone hand pokes out from the wall, in another place the skull and ribcage of a stone skeleton protrudes from the wall along with one arm holding a sword in its hand, and in a third place the entire left side of the fossilized skeleton is visible, with the right side embedded in the wall.

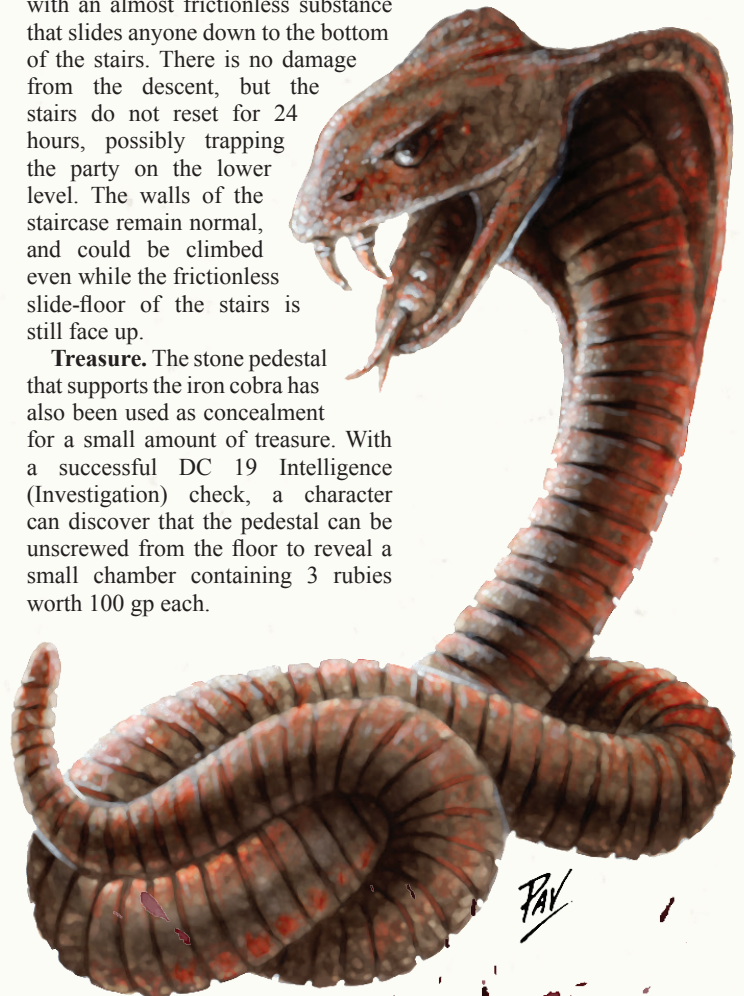
There is nothing magical about the skeletons. Whatever bizarre event happened here, it happened a long time ago. The sword is not magical, and cannot be removed from the skeleton's stone hand without breaking the stone with a hammer or some other sturdy implement.

1C-33. The Cobra Stairs

This room is relatively featureless, but it is an important discovery. In the southern part of the room, there is a stairway leading down into the darkness, flanked on either side by iron statues of cobras. Both cobra statues are coiled, but with the head raised and the hood out, as if ready to bite. Each of the statues sits upon a short stone pedestal 6 inches in height. One of the 2 "statues" is an **iron cobra**^B, a magical, machine-like creation that has been placed here to guard the stairs from intruders.

Stairs. The stairs in this room lead down to the second level of the dungeon (Level 2B, The Demon's Gullet, Area 2B-1), and they are rigged with a trap. The trap can be found with a successful DC 17 Intelligence (Investigation) check and consequently disabled with a successful DC 20 Dexterity check with thieves' tools. Ten feet down, there is a stair that, if pressed, causes each step to flip over into a smooth ramp, coated with an almost frictionless substance that slides anyone down to the bottom of the stairs. There is no damage from the descent, but the stairs do not reset for 24 hours, possibly trapping the party on the lower level. The walls of the staircase remain normal, and could be climbed even while the frictionless slide-floor of the stairs is still face up.

Treasure. The stone pedestal that supports the iron cobra has also been used as concealment for a small amount of treasure. With a successful DC 19 Intelligence (Investigation) check, a character can discover that the pedestal can be unscrewed from the floor to reveal a small chamber containing 3 rubies worth 100 gp each.



Appendix A: Bestiary

Giant Ant

Large beast, unaligned **Armor Class** 14 (natural armor) **Hit Points** 52 (7d10 + 14) **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	2 (-4)

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Keen Smell. The giant ant has advantage on Wisdom (Perception) checks that rely on smell.

Actions

+2) bludgeoning damage and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

The giant ant can be found in the *Tome of Beasts* by Kobold Press.

Iron Cobra

Small construct, neutral

Armor Class 13 (natural armor)

Hit Points 24 (6d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	5 (-3)	12 (+1)	1 (-5)

Skills Perception +3, Stealth +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Find Target. The iron cobra knows the location of a specific target creature as long as that creature is within 1 mile of it. If the creature is moving, it knows the direction of that creature's movement. If the target is beyond this distance, the iron cobra can't locate the target creature.

Immutable Form. The iron cobra is immune to any spell or effect that would alter its form.

Magic Resistance. The iron cobra has advantage on saving throws against spells and other magical effects.

Magic Weapon. The iron cobra's weapon attacks are magical.

Poison. The iron cobra contains enough venom for three attacks. After that, it does not deal the poison damage listed in its bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed saving throw, or half as much damage on a successful one

Tall Jack Rat

Medium humanoid (human), neutral evil

Armor Class 13 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	8 (-1)

Skill Acrobatics +4, Deception +1, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Sneak Attack (1/turn). Tall Jack deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of Jack's allies that isn't incapacitated and Jack doesn't have disadvantage on the attack roll.

Actions

Multiattack. Tall Jack makes two attacks: one with his rapier and one with his dagger.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hazards

Green Slime

Green slime is corrosive, slick, and adhesive, sticking to anything it comes into contact with. Metal, flesh, organic material is especially vulnerable to the corrosive properties of the slime. It is often found in warm, humid caverns and ruins, and will be noticeable as it clings to ceilings, walls, and covers floors, usually in 5-foot squares.

Green slime can detect movement within 30 feet and will drop on unsuspecting victims when they are below it; it is unable to move so much depend on unwitting prey. If a creature is aware of the presence of the slime, they can attempt to avoid the hazard by succeeding on a DC 10 Dexterity saving throw.

The green slime secretes acid and does 5 (1d10) acid damage to any creature it comes into contact with. This damage continues on each of the creature's turns until it uses an action to remove or destroy the slime. Much like its more evolved ooze relatives, the green slime is doubly caustic to nonmagical wood and metal, doing 11 (2d10) acid damage against objects of these types.

Green slime is vulnerable to and will be destroyed by fire, cold, radiant damage, sunlight or any disease curing magic.

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