

RAPPAN ATHUK 3

THE DUNGEON OF GRAVES: THE LOWER LEVELS

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Gary Gygax, Dave Arneson, and Robert J. Kuntz for giving us “first edition feel” in the first place.

Product Update Password for Rappan Athuk—The Lower Levels: Orcus (what else could it be?).

This product requires the use of the Dungeons and Dragons Player’s Handbook, published by Wizards of the Coast



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Introduction

Welcome back, dear friends, to the Dungeon of Graves. The end is near!

Most likely your players have defeated the minions of Orcus in the Upper and Middle levels of this labyrinth. Perhaps your band of heroes has even wounded the demon prince, or weakened his presence by the destruction of the upper temple. It matters little. For in the end their souls shall be his and their bodies consumed by hellfire!

Or so the quest has ended for every other group of adventurers that has gone before them.

Yet maybe—just maybe—your heroes can accomplish what none of our groups ever could accomplish in over 20 years of continuous adventuring in this dungeon: perhaps they can defeat the Avatar of Orcus himself! What we can promise you without reservation is that they will have fun and that your adventures in these halls will be some of the most memorable of your gaming career.

This module is the final installment of the three-part series detailing the 12 final levels of this 26-level dungeon—including areas made famous by legend, such as the Goblin City, the Slave Pits, the Great Cavern, the Chapel of Orcus, the Portal of Darkness, and, finally, the Den of the Master. While this module can be used as a stand-alone scenario, it best serves as a continuation of modules *R1: Rappan Athuk—The Upper Levels* (which presents the first 6 levels of the dungeon) and *R2: Rappan Athuk—The Middle Levels* (which presents the second 8 levels of the dungeon).

This module presents many interesting opportunities. The Goblin City offers strange adventures in commerce on the way to your players' deaths, and the vast caverns and mazes still unconquered allow your heroes to test their skills before they meet the Master. The lair of the great mage Agamemnon lies hidden for few to find, and less to return from. The two remaining chapels of evil add power to the Master and must be dealt with if there is any hope of final victory. Past the Portal of Darkness lies the final level, and there in the deepest halls lies the end of the adventure . . . victory or death!

As this module brings to a close the *Rappan Athuk* series, we wish your players luck in their quest and hope that you have enjoyed exploring *Rappan Athuk—The Dungeon of Graves*, as much as we have enjoyed bringing it to you. Hopefully, exploring the halls of Rappan Athuk has reminded you and your players of the thrill of the unknown, the terror in your heart when you first fought a skeleton, the joy of your first natural 20, and the despair of your first failed poison save. We hope that you have found this dungeon as fun and exciting as those hundreds of players who have ventured into (and not as often out of) the endless caverns and mazes of *Rappan Athuk—The Dungeon of Graves*.

May your players face each new level with wide-eyed amazement and may your monsters always roll 20s!

Bill Webb and Clark Peterson
Necromancer Games

Rumors About Rappan Athuk

By now your players are certainly well aware of the Legend of Rappan Athuk, having encountered many of the places most mortals hear about only in song. Use the following rumors in addition to those provided in modules R1 and R2. For those not in possession of those previous modules, the full legend of Rappan Athuk and a table of rumors about Rappan Athuk can be found on the **Necromancer Games** web site (www.necromancergames.com). These rumors can be gained only by sages or legend lore or other similarly powerful spells or devices—they are not common knowledge.

36. Another great demon prince serves Orcus. He is the true “Master” of the dungeon. (Partially true, Maphistal indeed serves Orcus and is present on Level 14, but Orcus himself is the true “Master.”)

37. The great mage, Agamemnon, lies buried beneath a secret passage behind a waterfall. (True, the passage to Level 9B is indeed behind a waterfall on Level 10A.)

38. The beholders in the dungeon are enemies. A wise man bargains with them rather than fights. (True in some cases and false in others.)

39. The great priest Bofred lies buried in a chamber with his friends, Trezelle and Itara; only if they are freed may he return from the land of the dead. (False, Bofred is buried nowhere near these vampires.)

40. Only the mind flayers hold the secret to destroying the demons in this place. (False, the mind flayers are unrelated to the temples.)

41. A giant guards the Goblin City. It has only one eye and is known as the Titan cyclops. (Partially true: it is a stone golem.)

42. Hidden in a vast anthill are the secrets to the universe. A great ant mage has magic powers long-forgotten by humanity. (False, the ants are just bugs.)

Room and Level Numbering

Because Rappan Athuk is a complex dungeon with numerous levels, rooms are numbered by level prefix then room number. For example, the altar of blood is Area 13-5, meaning area number 5 on Level 13. Rappan Athuk also uses an old-style level numbering convention with main levels and side (or “A”) levels. The “main” levels, numbered consecutively, indicate relative depth below ground. The “side” levels (those marked A, B, or C) often skip numbers and indicate depth relative to the main levels. So, for example, there is no Level 14A or 15A, but Level 9B (the well of Agamemnon) is at approximately the same depth underground as Level 9 (the lower temple of Orcus).

Empty Rooms

A number of the rooms in this module have no set occupants and no special features. DMs wishing to spice up the empty rooms can feel free to add their own campaign-

The Levels of Rappan Athuk:

Ground Level: The Sunken Graveyard and the Mausoleum

Level 1: The Lair of the “Dung Monster”

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

Level 3: “Beware of Purple Worms!”

Level 3A: “The Well”—Zelkor’s Lair

Level 4: The Upper Temple of Orcus

Level 4A: The Basilisk Caverns

Level 5: Banth’s Lair and the Wight Catacombs

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 8: Caves and Caverns — The Tomb of the Evil King

Level 9: The Lower Temple of Orcus

Level 9A: Caves and Caverns — The Hydra’s Lair

Levels 9B&C: The Well of Agamemnon

Level 10: The Lava Pit

Level 10A: The Giant Cavern

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: The Goblin City and the Hall of the Titan Cyclops

Level 13: The Portal of Darkness

Level 13A: The Goblin Barracks

Level 14: The Chapel of Orcus

Level 15: The Den of the Master

This module details Levels 9, 9B, 9C, 10, 10A, 11, 11A, 12, 12A, 13, 13A, 14 and 15. Module R1—The Upper Levels details the Ground Level and Levels 1, 2, 3, 3A and 4A. Module R2—The Middle Levels details Levels 4, 5, 6, 6A, 7, 7A, 8 and 9A.

specific details or can spice up each area with 1d2 randomly rolled items from the “Dungeon Dressing—Minor Features and Furnishings” table (Table 4-6) in the DMG.

The Wilderness Surrounding Rappan Athuk

DMs should feel free to place Rappan Athuk in any appropriate area of their game world and create bandit encounters and monster lairs that reflect the particular flavor of their campaign. DMs desiring the original wilderness map (including a Player’s Map) and notes about the surrounding wilderness areas can download them for free in PDF format from the **Necromancer Games** website (www.necromancergames.com) and thus run Rappan Athuk as it was intended. Watch this site for additional free downloads!

Monster Statistics

Monster statistics are provided in an “abbreviated stat block” format common to **Necromancer Games** products, giving the DM all the information he or she needs to run the encounter at a glance. Special or unique monsters, however, are detailed in full. For more information on monsters, refer to the official MM, or, where appropriate, to the *Creature Collection* by **Sword and Sorcery Studio**.

A Note About Wandering Monsters: This module provides wandering monster tables. These tables are meant as a guide for possible encounters, reflecting the frequency and type of creatures that can be found roaming a level or an area. DMs should not allow a random table to dictate a game session. If the result indicated is too challenging for your particular group, feel free to discard or re-roll the result, or simply decide that the creatures watch the players rather than attack. The tables are provided as an aid, not as a requirement.

Introductory Characteristics

Those of you with us from the beginning will recall that each level of the dungeon has a sidebar such as this one that details the following basic information:

Difficulty Level: Details the average level of difficulty of the dungeon level. Each stage of the dungeon should properly challenge a party of six player characters (PCs) of the listed level.

Entrances: Details the various entryways into the level.

Exits: Details the various exits from the level.

Wandering Monsters: Details the frequency of encounters, including a table of encounter results. Please see “A Note About Wandering Monsters,” below.

Shielding: Details any material or magical barriers or shielding that prevents divination or other spells and effects from functioning. Not listed if there is no shielding on the level.

Detections: Details results of general divination spells on the level. All general detections associated with a level are set at DC 10, unless otherwise noted.

Spell Function and Recovery: Details any interference with spell recovery due to magnetic influences or sheer evil detachment from the gods. Not listed if function and recovery are normal on the level.

Continuous Effects: Details any effects that apply throughout the dungeon level, such as *fear* or extreme heat as though a *heat metal* spell were in effect throughout the level. Not listed if there are no continuous effects on the level.

Standard Features: Details standard door type and quality to be encountered throughout the level, as well as any other recurring features, such as color of stone or carved motifs. If there are no standard features on a particular level, this characteristic will not be detailed.