RAPPAN ATHUK



By Bill Webb







Credits

Author Bill Webb

Developer Bill Webb

Producers Bill Webb and Charles A. Wright

> **Editor** Aaron Zirkelbach

Layout and Book Design Charles A. Wright

Pathinder Rules Conversion Skeeter Green

> Interior Art Chris McFann

> **Cartography** Rick Sardinha

FROG GOD GAMES IS

CEO Bill Webb

Creative Director: Swords & Wizardry Matthew J. Finch

> Creative Director: Pathfinder Greg A. Vaughan

V. P. of Marketing & Sales Rachel Ventura

> Art Director Charles A. Wright

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Bappan Athuk

-- Level 1D --By Bill Webb

Introduction

Congratulations of subscribing to the ongoing adventures in my homebrew mega dungeon, *Rappan Athuk*. This is the first in a (hopefully) long series of additional material that will be added over the next several years to what may be, or certainly will become, the world's largest mega dungeon. These adventures will be produced at a rate of 6 per year, and will be released in .pdf format bi-monthly installments, with a fancy hardcover book compiled and released at the end of each year. That means, gentle reader, that you will have a hardbound book to place on the shelf (and hopefully the game table) that looks just like the main *Rappan Athuk* book. I apologize in advance for the 3 month delay in the first installment; however I wanted to ensure that the new levels meshed well with the whole, and that continuity was not compromised.

The annual volume will feature a revised level cross section map to ensure that you as a GM can connect and locate each new level in turn. Likewise, it will contain a revised wilderness map, to detail placement of any new wilderness features and surface areas of interest.

What these new levels represent is the additional material I have thought up over the year, and most probably, will feature the actual new areas that I have abused my home players with in many cases. New areas I am currently planning to build over the next few months (and perhaps 2 years) include 1) The ancient cave complex that predates even the occupation of the dungeon by the thugs and priests of Orcus, 2) Expansion of the areas being invaded by the priests of the frog god, Tsathogga, in their attempt to wrest control of this evil place away from the minions of Orcus, 3) New upper level areas (by popular demand), to allow use of lower level player characters. These may in cases connect to the Mouths of Madness, the main dungeon itself, or may be "standalone" in that they do not connect to the main dungeon until they get to deeper levels, and 4) Lost Deep levels do exist both in my cranium as well as in my game at home. These areas will add additional challenges for mid and high level player characters and promise to be every bit as deadly as what the main dungeon has prepared you for.

For a flavor of what is to come in the first two years, the following is what I have planned (and outlined). For 2013, I have written a new low level area known locally as "The Tunnels of Terror". This work represents several early levels that I wrote in 1977–1978 that just never quite got finished (until now). In the past few years, my home game has revolved around lower level play, and the old "Tunnels" have been reborn for that purpose.

This new entrance to the dungeon is designed for character levels 1–3, and consists of 5 new levels (levels 1–3 are planned for year 1, the balance to follow). This module represents the first level of the complex (which of course will tie into the main dungeon). Also planned for year 1 is a lost deep level, known as "Caves and Caverns of the Elder Gods", found only once in the history of the dungeon, which expands on the cryptic references found in Zombieland (Level 13B) that a far older and more terrible evil than the minions of Orcus once lived here. This level may explain why the evil demon-worshippers were drawn here in the first place. This first volume will also contain a new mini-dungeon and wilderness area—a hilltop lair of a tribe of gnolls that worship a horrible winged deity. This level also contains more cryptic references to the deep levels (the *Cyclopean Deeps*) far below the main dungeon, and even a passage there. The final piece of the 2013 volume will consist of a lair of druids—though those who think druids are soft, squishy nature worshipping hippies should think again. This area can either serve as a base of

operations (if the characters can befriend the druids) or as a deadly encounter area. I can tell you I think I know which way this will go.

Each installment will contain a new set of added rumors, as well as a location of such (Zelkor's Ferry or main town).

Legends have reached the townsfolk of Zelkor's Ferry that a group of adventurers has recently excavated a new entrance into the dungeon near an old, ruined keep near the edge of the Troll Fens. The Keep itself is hundreds of years old, and was destroyed during the great battles that shook the area when Zelkor's army attacked the minions of Orcus near the dungeon.

New rumors to be added to the table of available rumors for this installment include:

• "The adventurers who uncovered this place are in fact brigand tomb robbers!" (true)

• "I heard that when they opened up the new entrance, a balor came out and devoured them all!" (false)

• "It's said that some great evil lurks below the southern towers. Only a fool would go wake it up." (possible)

• "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)

• "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)

Standing on a lone hill 300 feet above the fens (and about a quarter mile from them) are the remains of the keep. The base of the structure was some 300 feet by 400 feet square, and four watchtowers lay in ruins along with the rest of the stonework. From a distance, it appears as if an earthquake may have done its work to destroy the structure, and hundreds of fallen stone blocks and other detritus lay in heaps the size of houses where the keep once stood.

Close inspection of the structure reveals that in the southwest and northwest towers, the rock and wood debris has been cleared, and that the base levels of each tower are in fact intact. The southwest tower has a trapdoor cleared in the floor (unlocked, although see below). The northwest tower has a similar trap door, but it is barred from the inside (requires a DC 30 Disable Device check to open). **Map 0E-1** details the keep ruins.

One problem with the characters exploration of the ruins is the **8 Bandits** tasked with guarding them. The bandits are fairly alert (being terrified of the occasional wandering troll coming up from the swamp), and are hunkered down without a fire in the cold. The locations of the bandits hiding places are shown on the map (**Areas A–D**) with each location hiding two bandits. Each has a whistle to warn the others. Bandits have normal chances to surprise, but due to their current state of alert, they are highly alert, and actively looking for trouble (Perception check +6). Obviously it pays for players to be "sneaky" and have rogues, elves or halflings scout the ruins before just barging in.

CR 2

BANDITS (8) XP 600

Male or female human rogue (thug) 3 (Pathfinder Roleplaying Game Advanced Player's Guide "Thug") NE Medium humanoid (human) Init +1; Perception +6

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge,

+1 shield) hp 16 (3d8 plus 3) Defensive Abilities evasion Fort +1, Ref +4, Will +1

Speed 30 ft. Melee rapier +3 (1d6/18–20) or dagger +3 (1d4/19–20) Ranged shortbow +3 (1d6/x3) Special Attacks brutal beating, frightening, rogue talent (slow reactions), sneak attack +2d6

Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8 Base Atk +2; CMB +2; CMD 14

Feats Dodge, Mobility, Weapon Finesse Skills Acrobatics +6, Appraise +6, Bluff +5, Climb +4, Disable Device +4, Escape Artist +5, Intimidate +5, Knowledge (local) +4, Perception +6, Sleight of Hand +6, Stealth +6 Languages Common

Gear studded leather armor, buckler, rapier, dagger, shortbow, 40 arrows, 1d4 sp, 2d4 cp.

Tactics: As soon as a bandit pair notices something is awry, one immediately runs to the trapdoor at **Area 1**. The other bandit waits 2 rounds and then blows his whistle, alerting the other 6 bandits who engage intruders with missile fire. They avoid direct hand to hand combat for as long as possible, only engaging if cornered. Note that due to the heavy rubble, anyone (bandit or player) moving at half speed or less can garner a +4 AC bonus due to cover if they wish (do not tell players this, but allow them to seek cover if they ask). The bandits are reinforced from below with **8 additional bandits** and a **bandit leader** four rounds after the initial bandit reaches the trap door. The remaining bandits in **Area 1D–1** are "prepared" for combat (see below for details).

Treasure: In addition to their equipment, each bandit carries 2d10 gp of mundane items (food, mirrors, holy symbols etc.), and 2d20 sp.

Level 1D: The Tunnels of Terror Entrance Level

This dungeon area was recently excavated by a large group of bandits. The bandits, really tomb robbers, found more than what they expected. While the area is proving to be a fantastic base of operations, there are now significantly less bandits than there used to be. The group is led by Frir Barriston, an evil fighter of some repute. The bandits have barricaded themselves in from below, and the blockage is warded with many holy symbols and large rocks and timbers. Anyone approaching the barricaded area can definitely tell that it was designed to keep something in, not out.

BANDITS XP 600 hp 16 (see Above)	CR 2
ACOLYTE OF TSATHOGGA XP 600	CR 2
Male human cleric of Tsathogga 3 CE Medium humanoid (human)	

AC 9, touch 9, flat-footed 9 (-1 Dex) hp 22 (3d8+3 plus 6) Fort +6, Ref +0, Will +5

Speed 30 ft.

Melee sickle +3 (1d6+1)

Init-1; Perception +4

Special Attacks channel negative energy (2/day, 2d6, DC 10) **Domain Spell-Like Abilities** (CL 3rd; melee touch +3): 5/day—icicle (1d6+1), touch of evil

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—fog cloud^B, hold person (DC 14), spiritual weapon

Level 1D

Difficulty Level: party level 1 to 3+

Entrances: Ruined keep from surface to staircases in Areas 1 and 23.

Exits: Pit trap to Level 3D from Area 9, tunnel to Level 2C from Area 18 and trap door to Level 3D from Area 19. Stream (downstream) from Area 1D–7 to the swamp near Wilderness Area 4. Stream (upstream) to Level 1, Area 1–11.

Wandering Monsters: Check once per hour on 1d20:

- 1 1d6 Bandits (no encounter if all slain)
- 2 **1d3 Evil Acolytes**, and 1 **Evil Priest** (75% chance for Tsathogga, 25% chance for Orcus)
- 3 3d6 dire rats
- 4 1d2 Wererats (from Level 2)
- 5 1d2 Ghouls
- 6 1 Grey Ooze
- 7 1d6 Bandits and 1 Bandit Leader (no encounter if all slain)
- 8 1d6 Stirges
- 9 1d3 Fire beetles

10–20 No encounter

Detections: Strong evil emanates from **Areas 6**, **33** and **34**. **Shielding:** None.

Standard Features: All non-cave areas have standard dungeon walls and ceilings (cut stone), as well as stone floors. Pit traps are typically 10 feet deep (1d6 damage) unless otherwise noted. Unless otherwise noted, all doors on this level are made of locked, ironreinforced wood (2 in. thick; hardness 5; hp 20; Break DC 18, Disable Device DC 20) and all secret doors are made of stone (1 in. thick; hardness 8; hp 20; Break DC 22, Disable Device DC 20, Perception DC 20). The floors and ceilings of cave areas are covered with stalaamites and stalactites. Walls, columns and other features on this level are dry. Climbing all features requires a DC 15 Climb check unless otherwise noted. Light sources used by PCs result in automatic surprise for most monsters outside of Map 1, Areas 1-5 and Map 3, Areas 23–31 (as these areas are typically lit). The exception is the Area 7 cave (fire beetles). Cave areas are fungus-filled. 20% of the fungus is edible while 10% is poisonous. A DC 20 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.)

Poisonous Fungus

Type poison, ingested; Save Fortitude DC 16 Onset 10 minutes; Frequency 1/minute for 6 minutes Effect 1d3 Con damage; Cure 2 consecutive saves

1st—command (DC 13), bless, curse water, protection from good^B

0—detect magic, detect poison, create water, read magic D Domain spell **Domains** Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8 Base Atk +2; CMB +3; CMD 12

Feats Combat Casting, Great Fortitude, Toughness Skills Knowledge (religion) +2, Perception +4, Spellcraft +1 Languages Common

Combat Gear potion of gaseous form, 3 doses of unholy





water; **Other Gear** sickle, dark green felt robes with facecovering cowls, symbol of Tsathogga

PRIEST OF TSATHOGGA XP 1,600 CR 5

Male human cleric 5 CE Medium humanoid (human) Init +0; Perception +5

AC 14, touch 10, flat-footed 14 (+4 armor) hp 43 (5d8+5 plus 10) Fort +5, Ref +1, Will +10

Speed 30 ft.

Melee +1 sickle +5 (1d6+2)

Special Attacks channel negative energy (4/day, 3d6, DC 15) **Domain Spell-Like Abilities** (CL 5th; melee touch +4, ranged touch +3):

7/day-icicle (1d6+2), touch of evil

Spells Prepared (CL 5th; melee touch +4, ranged touch +3): 3rd—contagion (DC 17), magic circle against good, water breathing^D

2nd—align weapon^D, bear's endurance, darkness, death knell (DC 16)

1st—bane (DC 15), doom (DC 15), obscuring mist, protection from good^D, summon monster I 0 (at will)—virtue, bleed (DC 14), light, detect magic **D** Domain spell **Domains** Evil, Water

Str 12, Dex 10, Con 12, Int 10, Wis 19, Cha 12 Base Atk +3; CMB +4; CMD 14

Feats Improved Channel, Iron Will, Self-Sufficient, Toughness Skills Diplomacy +5, Heal +10, Intimidate +2, Knowledge (religion) +7, Perception +5, Sense Motive +8, Spellcraft +5, Survival +7, Swim +4

Languages Common

Combat Gear oil of keen edge, potion of barkskin +3, potion of darkvision, potion of water breathing, 2 tanglefoot bags; **Other Gear** +1 studded leather armor, +1 sickle, dark green felt robes with face-covering cowl, silver unholy symbol of Tsathogga

ACOLYTE OF ORCUS XP 600

Male human disciple of Orcus 3 CE Medium humanoid (human) Init –1; Senses darkvision 60 ft.; Perception +2

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield) hp 17 (3d8 plus 3) Fort +3, Ref +0, Will +7 Defensive Abilities death's embrace

Speed 20 ft.

Meleeheavy mace +4 (1d8+1)Special Attackschannel negative energy (3/day, DC 11,2d6), death's kiss (5/day, 1 round)Spells Prepared (CL 3rd; melee touch +3, ranged touch +1):2nd—bull's strength (DC 14), death knell^p (DC 14), holdperson (DC 14)1st—bane (DC 13), doom (DC 13), hide from undead (DC13), protection from good^p (DC 15)At will—bleed (DC 12), create water, guidance, resistanceD Domain spell Domain Undead*

Str 12, Dex 8, Con 11, Int 9, Wis 15, Cha 10 Base Atk +2; CMB +3; CMD 12

Feats Blind-Fight, Command Undead^B, Iron Will, Toughness, Weapon Focus (heavy mace)
Skills Heal +7, Knowledge (history) +3, Knowledge (religion)

+5, Linguistics+3, Spellcraft +7 Languages Abyssal, Common

SQ undead lord's proxy, variant channeler

Combat Gear 3 vials unholy water, 3 flasks of oil; **Other Gear** chainmail, light steel shield, heavy mace, flint and steel, iron unholy symbol of Orcus

* Pathfinder Roleplaying Game Advanced Player's Guide

PRIEST OF ORCUS XP 1,600

CR 5

CR 1/3

CR 2

CR 1

CR 1/2

CR 1/3

Male human disciple of Orcus 5/zealot of Orcus 1[#] CE Medium humanoid (human) Init –1; Senses darkvision 60 ft.; Perception +4

AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield) hp 33 (6d8+6) Fort +6, Ref +0, Will +11

Speed 20 ft.

Melee +1 unholy heavy mace +8 (1d8+3) Special Attacks channel negative energy (3/day, DC 14, 3d6), death's kiss (7/day, 3 rounds) Spells Prepared (CL 5th; melee touch +5, ranged touch +2) 3rd—animate dead^D, bestow curse (DC 18), dispel magic 2nd—bull's strength (DC 16), dread bolt* (DC 17), ghoul touch^D (DC 17), silence (DC 16) 1st—bane (DC 16), bless, cause fear^D (DC 16), doom (DC 16), hide from undead (DC 16), At will—bleed (DC 15), create water, guidance, resistance

D Domain spell Domain Undead**

Str 14, Dex 8, Con 13, Int 10, Wis 18, Cha 12 Base Atk +3; CMB +5; CMD 14

Feats Command Undead^B, Iron Will, Power Attack, Spell Focus (necromancy), Weapon Focus (heavy mace) **Skills** Heal +12, Knowledge (arcana) +4, Knowledge (history) +6, Knowledge (planes) +5, Knowledge (religion) +9, Linguistics +4, Spellcraft +7

Languages Abyssal, Common

SQ undead lord's proxy, variant channeler

Gear masterwork chainmail, heavy steel shield, +1 unholy heavy mace, iron unholy symbol of Orcus

* Pathfinder Roleplaying Game Ultimate Magic

** Pathfinder Roleplaying Game Advanced Player's Guide # See the **Appendix**

DIRE RATS

CR 2

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

WERERATS

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

GHOUL

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

STIRGES

XP 200

hp 5 (Pathfinder Roleplaying Games Bestiary, "Stirge")

FIRE BEETLES XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary, "Beetle, Fire")

1D-1. Bandit Lair (CR varies, up to 12)

The stairs from the trap door on the surface are 20 feet wide and lead down into 45 foot by 20 foot room that is the main living quarters of the bandits inhabiting this level. If the alarm has not been raised, these fellows are lounging about, playing cards or dice, or otherwise doing what they do between raids on the surface and sleep. The band consists of **20 bandits** and **4 bandit leaders** in addition to the guards outside, and 3d4 of them, as well as 1d3 of their leaders are present in this room if caught unawares. If the alarm was raised from above, all of their ability to defend the staircase coming down. Bandits cornered here will typically fight to the death, for they know that if captured, they face a noose, and fear what lies behind the barricade in area 2 more than death.

In the center of the room is a strange set of support columns that look rather like a fireplace with no flue. These have been converted to weapon racks by the bandits, and contain 6 spears and 4 quivers of 20 arrows. Location **A** is a stone table, usually pushed underneath the shelving at area **C**. Area **B** is a well (30 feet deep and containing 10 feet of water). The shelving (area **C**) contains several large books (8 books worth 2d10 gp each) on various topics, that were stolen from a traveling merchant. Assorted other poor quality wood furniture is present in the room as well.

The bandits treasure is hidden behind the locked, secret door immediately adjacent to the staircase (DC 20 Disable Device to open). The treasure consists of a small box containing 336 gp, two sacks of silver and copper coins (2,200 sp, 1,234 cp), a bronze jewel-encrusted flagon (40 gp), a gold-filigreed silver mirror (60 gp), and a pouch containing 6 gems (garnets, worth 20–50 gp each).

Also present in the room are 4 lanterns, a small keg of oil (30 flasks), 22 large candles, 2 large candelabra (brass) worth 3 gp each, 3 boxes of 40 torches, a crate of iron spikes (20) with a large mallet, a sack of iron nails, a bucket, various foodstuffs (total of 82 man days standard rations), 4 coils of hemp rope, a large iron pot, a crowbar, and various hand tools (carpenter, worth 10 gp).

BANDITS (20)	CR 2
XP 600	
hp 16 (see Introduction, Above)	

BANDIT LEADERS (3) XP 1,200 Male or female human rogue (thug) 5 (Pathfinder Roleplaying Game Advanced Player's Guide, "Thug") NE Medium humanoid (human) Init +6; Perception +8

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 shield) hp 35 (5d8+5 plus 5) Defensive Abilities evasion Fort +2, Ref +6, Will +1

Speed 30 ft.

Melee rapier +3 (1d6/18–20) or dagger +3 (1d4/19–20) Ranged shortbow +3 (1d6/x3) Special Attacks brutal beating, frightening, rogue talent

(bleeding attack), rogue talent (slow reactions), sneak attack +3d6

Str 10, Dex 14, Con 12, Int 11, Wis 11, Cha 10 Base Atk +3; CMB +3; CMD 16

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse Skills Acrobatics +10, Appraise +8, Bluff +8, Climb +5, Diplomacy +4, Disable Device +6, Escape Artist +9, Intimidate +8, Knowledge (local) +5, Linguistics +4, Perception +8, Sleight of Hand +7, Stealth +9,Swim +4 Languages Common, Goblin **Combat Gear** potion of cure moderate wounds; **Other Gear** masterwork studded leather armor, buckler, rapier, dagger, shortbow, 10 +1 arrows, 40 arrows, 1d4 gp, 2d4 sp.

CR4

CHUM, BANDIT SORCERER XP 4,800

Male human sorcerer 5 NE Medium humanoid (human) Init +6; Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 37 (5d6+10 plus 5) Fort +5, Ref +3, Will +8; +2 bonus on saves against poison and sleep effects*

Speed 30 ft.

Melee quarterstaff +3 (1d6+1) or dagger +3 (1d4+1/19–20) Ranged shortbow +4 (1d6/x3) Bloodline Spell-Like Abilities (CL 5th)

6/day—tanglevine* (+8 CMB)

Spells Known (CL 5th; ranged touch +6) 2nd (7/day)—barkskin^B, blindness/deafness (DC 15), mirror image

1st (7/day)—color spray (DC 14), entangle^B (DC 14), expeditious retreat, mage armor, sleep (DC 14) 0 (at will)—detect magic, dancing lights, ghost sound, mage hand, ray of frost, read magic **Bloodline** Verdant*

Str 13, Dex 15, Con 15, Int 13, Wis 14, Cha 16 Base Atk +2; CMB +3; CMD 15

Feats Combat Casting, Eschew Materials^B, Extend Spell^B, Great Fortitude, Improved Initiative, Iron Will Skills Bluff +7, Intimidate +8, Knowledge (arcana) +6, Knowledge (nature) +6, Linguistics +2, Perception +6, Spellcraft +7, Stealth +3, Use Magic Device +10 Languages Common, Draconic, Goblin SQ bloodline arcana, photosynthesis* Combat Gear potion of cure serious wounds, potion of

Combat Gear potion of cure serious wounds, potion of eagle's splendor, scroll of web (CL 5th), wand of cure light wounds (10+1d20 charges); **Other Gear** robes, dagger, light crossbow, 20 bolts, 4d10 pp, 5d10 gp, 3d10 sp. *See Pathfinder Roleplaying Game Advanced Player's Guide

Tactics: The bandits attempt to defend the staircase and separate any attackers. They use flaming oil on the stairs after 3 or more intruders have descended. If present, Chum uses his *sleep* spell centered up the staircase, and if the players use a *sleep* spell, he shouts out orders to "wake them up". If the bandits are surprised, at least 2 of them run to **Areas 3–4** to get reinforcements, and one gets others from **Area 2**. Chum will *web* the staircase as a last resort.

In all cases, the bandits use cover for bowmen, sending their armored members to the front. As discussed, the bandits will not surrender. That being said, they will take prisoners if the players surrender. Typically one player is released to bring a ransom of 100 gp per prisoner for release. The players have 2 weeks to be ransomed, else one of the leaders tires of the prisoners and kills them.

1D-2. Bandits and Barricades (CR varies, 6 to 12)

The bandits found the staircase down to Level 2D, and quickly decided they had no interest in heading down, losing 6 of their number to the horrors that inhabit that area (wererats and undead). As noted above, one of their number was bitten (Monte) and has become a wererat (they do not know this).

This room is virtually identical in size to Area 1. The pit trap is 10 feet

CR 4

deep and causes 1d6 damage to any that fall in. The bandits of course know where it is and how to avoid it. The entrance to the staircase is boarded up with nailed boards, had large timber crossbars placed in an "X" shape over it, and is adorned with over 20 holy symbols of various ethos, shapes and sizes (value is $1d6-1 \times 5$ gp each). The secret door to the south is similarly barricaded.

PIT TRAP (10 FT. DEEP) CR 1 XP 400 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

The ceiling supports (shelves) in the center of the room contain a cask of oil (30 flasks), 10 oil flasks with rags stuffed in them, and a large mallet. **Area A** contains a free standing 18-inch diameter bronze gong that a sentry could strike in the event of a wall breach. **Area B** is a (constantly) burning torch stand, and 2 crates of 40 torches lie next to it. **Area C** is a wooden wall, 4 feet high and 10 feet long (to fight behind). Six long spears are braced against this wall, which can be swung around to block the corridor to area 1.

Normally, **4 bandits** and **0–1** (d4–3) **bandit leaders** are on watch here. The room is extremely well lit (6 lanterns). Nothing has attempted to come through the boarded up wall in several weeks (One of the bandits has been providing information to the creatures below), and the bandits are beginning to get a bit lazy about the watch here.

Each day, there is a 5% chance that something will attempt to break down the door and get to the lair. Typically this will be **2d4 ghouls** led by a **ghast**, but could also be **2d6 wererats** should they get the report that the time was right. Busting down the barricade takes 2 successful DC 22 Strength checks.

BANDITS (4)		CR 2				
XP	600					
			 	,		

hp 16 (see Introduction, Above)

BANDIT LEADER (1) CR 4 XP 1,200 hp 35 (see Area 1D-1)

GHOUL

XP 400 hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

GHAST XP 600

hp 17 (Pathfinder Roleplaying Games Bestiary, "Ghoul", with the following changes; add +2 on all rolls [including damage rolls] and special ability DCs; **AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural), **CMD** 18

WERERATS

XP 600

hp 18 (Pathfinder Roleplaying Game Bestiary, "Lycanthrope, Wererat")

1D-3. Bandit Quarters

The bandits typically hot bunk these bed areas, with up to 7 sleeping at once. Any bandits found here will be asleep 80% of the time. Area A is a pile of firewood, and the fireplace is usually kept warm with low coals. Being bandits (and thus untrustworthy), no treasure is kept here. Six unlit lanterns full of oil hang from pegs on the walls.

Interestingly, the bandits have not discovered the secret doors in the hall way to the south and east of this room (that lead to **Areas 10–11**).

1D-4. Bandit Leader Quarters

This is the bed down area for the bandit leaders. Unlike the bandits, these guys trust one another. A small footlocker contains various wizardly items and alchemical materials with 300 gp. The door to the south is barred from inside the room, and a similar bar is present (though not in place unless the leaders are cornered) on the north door. The bedding material consists of clean straw and fine cloth (200 gp worth of cloth).

1D-5. Dusty Room

This room has been uninhabited for many years. The door is completely swollen shut (DC 20 Break). Once opened, a thick layer of **dust** can be seen swirling around the floor. Within the dust are dozens of small mouse skeletons. Severe exposure to the dust has a chance of causing a fatal disease (hanta virus) to any exposed.

HANTA VIRUS

Type disease, injury or inhaled; Save Fortitude DC 17 Onset 1 day; Frequency 1/day Effect 1d3 Con damage and target is fatigued; Cure 2 consecutive saves

1D-6. Crypts (CR varies, 5 or 6)

It wouldn't be *Rappan Athuk* without crypts. Painted on the entrance door (by the bandits) in red paint are the words "*Go Away! Walking Dead!*". The door itself opens normally. Inside is a large room with 4 sealed double doors. Each seal consists of a lead filling coated with red wax that can be easily removed, easily that is, once the **6 ghouls** that inhabit the large chamber are dealt with.

CR1

GHOULS (6) XP 400

CR 1

CR2

CR2

hp 13 (Pathfinder Roleplaying Game Bestiary, "Ghoul")

A. This crypt contains a large sarcophagus bearing the shape of a lovely woman figure. The coffin is **trapped** to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 15 Disable Device checks, failure indicating that someone has had the lid fall on them. Inside the crypt are the skeletal remains of a female knight, complete with rusty armor and sword. Nothing of value remains here.

SLAMMING LID TRAPCR 1XP 400Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset repair Effect Atk +10 melee (1d6)

B. This crypt contains a large sarcophagus bearing the shape of a noble knight figure, with a full face visor. The coffin is **trapped** to cause the lid to fall on anyone opening it. Opening the crypt requires 2 successful DC 15 Disable Device checks, failure indicating that someone has had the lid fall on them. Inside the crypt are the skeletal remains of the knight, complete with rusty armor and sword. Nothing of value remains here.

SLAMMING LID TRAP CR 1 XP 400

Type mechanical; Perception DC 20; Disable Device DC 15

Trigger location; Reset repair

Effect Atk +10 melee (106) plus pinned (as grappled). DC 20 Strength check to lift lid.

C. This crypt contains a large sarcophagus bearing the shape of a wizardly figure with crossed arms bearing two swords. The coffin is **trapped** to cause

the swords to behead on anyone opening it. 2 successful DC 15 Disable Device checks, failure indicating that everyone within 5 feet of the swords being attacked by the trap. Inside the crypt are the skeletal remains of a wizard, complete rotten clothes and moldy papers. Nothing of value remains here.

BEHEADING LID TRAPCR 1XP 400Type mechanical; Perception DC 20; Disable Device DC 25

Trigger touch; **Reset** automatic (after 1 day) **Effect Atk** +5 melee (Id8+4/x3); multiple targets (one random target within 10 ft. per round)

D. This crypt contains a large sarcophagus bearing the shape of an armored priest. The coffin is not trapped. Inside the crypt is a **coffer corpse** that attacks immediately. The monster was buried with three orbs—one of gold, one of silver, and one of bronze. Each orb weighs the equivalent of 100 coins, however, they are much more useful in **Area 11**.

COFFER CORPSE CR 3 XP 800

hp 16 (**Frog God Games**, The Tome of Horrors Complete 117, "Coffer Corpse")

1D-7. Glowing Bugs (CR 6)

This large cavern contains a small stream (2 feet deep), a pool of water (8 feet deep), and seems to move with a red glowing shapes that can be seen from the northern intersection. The stream leads downstream for 1,000 feet to the swamp near **Wilderness Area 4**. Going upstream Stream leads 900 feet to **Level 1**, **Area 1–11**. The hallway coming from the north slopes down at a 15 degree angle before flattening out 50 feet before the main cave entrance. Inside the cave are **24 Giant Fire Beetles**.

FIRE BEETLES (24) CR 1/3 XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary, "Beetle, Fire")

The beetles are mindless, although almost always hungry. They are all over the walls, floor and ceiling. The beetles attack any who enter the chamber at a rate of 1d6 per round joining in (they are unintelligent and do not attack until they notice "food" is nearby). They have no tactics, they attack the nearest opponent. Beetles are easily distracted by food thrown near them, and will allow players to pass if they are busy eating (2 days of food per beetle distracts it for 2d6 rounds).

1D-8. Passage to Section 2

This tunnel exits the large cavern (check to see if beetles are interested in following the group of course!), and leads 140 feet to the door to Area **1D–12**.

1D-9. Pit Trap Down (CR 3)

This pit trap is an exception to the rule for this level. First of all, it is 40 feet deep, and second it ends in a 200 foot, 60 degree angle slide trap that rather unceremoniously deposits the players on Level 3D, Area 3D–6. Damage is half normal since the slide at the end somewhat cushions the fall.

PIT TRAP (CHUTE) CR 3 XP 800 Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; **Reset** automatic **Effect** 40-ft.-deep pit (4d6 falling damage); chute that drops victims 200 ft. to **Level 3D**; DC 20 Reflex avoids.

ID-IO. The Maze of Doors

This room and door series is unique in that all of the doors are *arcane locked* as long as one of them is open (DC 30 Disable Device to bypass). This essentially means that each door must be closed in order to open the next. Closing each in turn removes the magic, and allows for the next (or the previous) door to be opened. As soon as one is opened, the rest lock tight. Inside **Room 1D–10** itself is an intricately painted room with scenes of wizards and demons. Careful inspection reveals three depressions about the size of a tennis ball (or an orb from the crypt in **Area 1D–6D**), one on each wall (east, west and south). The depressions are painted gold, silver and bronze. Inserting the orbs into the depressions locks them in, and if all three are placed, raises the door to **Room 1D–11** (which is otherwise a blank wall). When the orbs are placed, a faint grinding sound followed by a "thunk" can be heard to the north as the wall locks in place. If the orbs are removed, the door to **Room 11** sinks back into the floor.

ID-II. Demon Treasure (CR II)

The hallway leading to this area changes depending on what has happened (or not) in **Area 1D–10**. If the orbs have been properly placed within their places in that room, there are three doors at the end of the hallway. Otherwise, the corridor is just a dead end leading to the north. The eastern door slides up and down within the stone of the walls depending on placement of the orbs, and if it is up, is inscribed with magical runes of protection and warding. The door itself is made of black lacquered wood, with silver inlay making up the runes. The northern and southern doors are normal dungeon doors.

If the door is opened, the area near it and for 40 feet to the south is immediately struck with a *fear* spell (CL 12th; DC 15 Will save avoids). Anyone failing to save cannot willingly approach the area for one week. Inside the room is a large creature (**a hezrou Demon**!) within a magically inscribed (permanent) protective circle. While inside the circle, the creature cannot attack nor use any magical spells. Clustered around its feet inside the circle are piles of gold and gems. All these treasures it "offers" to anyone who would break the circle. It promises magical items, and all the treasure "one can eat" if only they free it from its prison. Have the demon say anything you think might convince players to free it. They are fools if they do. The treasure is real of course, although the demon lies, and attacks any that free it. Neither the treasure nor the demon can be accessed without breaking the circle (easily done with an iron implement of any kind).

HEZROU XP 12.800

hp 145 (Pathfinder Roleplaying Game Bestiary, "Demon, Hezrou")

Treasure: 14,000 gp, eight pieces of jewelry worth 3d6 x 100 gp each, a *ring of shooting stars*, an *amulet of proof against detection and location*, and 24 gems (value 10–1,000 gp each).

ID-12. The Dead that Serve (CR I)

Three piles of bones lie neatly stacked in this room at locations **A**, **B** and **C**. Examination reveals they bones are obviously mismatched sets of humanoid remains, all of which are inanimate. The piles could be sorted to put the correct pieces together if the characters take the time to do so. If the secret door to **Area 1D–13** is opened and the bones are not sorted, the three piles spring up as skeletons and attack the party. If the bones have been sorted, the bone piles also animate, but instead of attacking, just stand there (waiting for a command). In the latter case, the first person to issue a command now controls **three skeletons** that serve him or her until destroyed.

SKELETONS (3) XP 135

CR 1/3

CR 11

hp 4 (Pathfinder Roleplaying Game Bestiary, "Skeleton")

11







1D–13. Dwarven Glory (CR)

This room contains the dead body of a dwarf, wounded by the gray ooze in **Area 1D–14**, who crawled off here to die. The body wears rusted and corroded full plate armor, and a light steel shield and warhammer lie nearly. The creature's backpack lies a few feet away, covered with a growth of golden mushrooms. Gold coins lie near the fungus (22 gp).

Treasure: In the small pile of golden colored fungus is a gelderfunga.

GELDERFUNGA

CR –

Gelderfunga, or "shiners", as they are known in the Common tongue, are tiny creatures that typically feed on fungus and lichens in underground environments. They are quite helpful in disposing of funguses, being able to eat even the most toxic mushrooms without effect. The shiners look just like a little (3 inch tall) mushroom themselves, and are almost impossible to spot unless they want to be seen (Stealth +20).

These creatures have an affinity for dwarves, but dislike elves. If approached by a dwarf, the creature reveals itself, softly purring and squeaking. It remains in disguise if a non-dwarf approaches or touches it, and will actually bite an elf that touches it. If a halfling picks it up, it morphs into what appears to be a small rock. Shiners make great pets for a dwarf. They produce a small gold nugget (worth 1 gp) each day, as long as they are fed adequately. Otherwise, they simply make a cute pet that likes to nest in the dwarf's beard.

Each gelderfunga has AC 9, touch 9, flat-footed 9, and hp 1.

ID-14. The Soft Floor (CR 4)

At first glance this room appears to be empty. Observant players will note that the room appears too clean, as no debris, dust or other standard dungeon detritus is present anywhere in the room. This is due to the **gray ooze** (located at **A**) that has grown very patient in waiting for victims. The ooze knows it is slower than most prey, and thus has learned to lie in wait, pretending to be part of the floor. If it can move unobserved, it repositions itself near the corridor to **Area 1D–15** if a group goes that way instead of heading north, and then lie in wait for their return journey.

GRAY OOZE XP 1,200

hp 50 (Pathfinder Roleplaying Game Bestiary, "Gray Ooze")

CR4

1D-15. Goblins

This 40 foot by 30 foot room was used as a camping spot by a group of goblins from Greznek trying to find their way home after running away from the frog priests on this level. They group eventually headed out through the tunnel to **Area 1D–17** and were eaten by piercers. Two makeshift barricades (really pillboxes) are set up in the room, composed of wood and stone debris. Hidden in the roof of the larger barricade is a leg bone of a giant lizard. The leg bone has a cap, and inside is a rolled up map (on tanned human skin) leading to a hidden entrance to the dungeon that connects to **Area 11–8C**. The entrance is about a mile from the main entrance to the dungeon (about a mile) in a small clearing in the woods (at **Wilderness Area 12**). A **concealed trap door** in the northeastern corner of the room leads to a small tunnel down to the cave at **1D–17** (DC 17 Perception check to notice).

1D-16. Teleporter

This room appears empty and is has also been scrubbed clean by the grey ooze in Area 1D–14. The one feature of interest is the secret door on the north wall. This secret door is strangely easy to detect (DC 15 Perception to notice). If entered from the south, characters are *teleported* to Area 1D–22A. If entered from the north, the teleportal has no effect.

1D-17. Piercer Cavern 1 (CR 4)

This cavern contains a number of piercers, and is generally avoided by local monsters that fear them. A total of **13 piercers** dot the ceilings (locations shown). Other than the piercers, a sundry of small rats, bats and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

PIERCERS (10, 2–4 ft.; 4, 5-6 ft.) XP 100

CR 1/4

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath.

Those viewing a piercer must make a DC 20 Perception check to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a DC 15 Reflex save to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage. Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

1D-18. The Pool Room

This cave contains the usual bats and rats and fungus inherent to this entire complex. The roughly 50-foot diameter cave also has a deep pool in its center. Water current flows through cracks in the walls of the pool, creating a slight movement from west to east within the pool. About 20 feet down is a side passage, leading to a tunnel that daylights after about 30 feet in a small, wet corridor leading to Level 2C.

ID-19. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

1D-20. Empty Room

Self explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

ID-21. The Blob (CR 6)

Wandering around the maze area are several hazards. First and foremost is the **gelatinous cube** that wanders about (encounter chance 1 in 6 per round spent in this area). The second hazard is the **large pit traps** (including one that contains a secret door leading to **Level 3D**, **Area 3D–8**. A **portcullis trap** is triggered by a pressure plate at the dead end in the southern maze section (the cube can ooze right through it, of course), and finally, the far northeastern maze nub contains a **spear trap**, also triggered by a pressure plate (at the end of the corridor) that shoots six spears out of the wall.

GELATINOUS CUBE

XP 800

hp 50 (Pathfinder Roleplaying Game Bestiary, "Gelatinous Cube")

PIT TRAP (10 FT. DEEP) XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

PORTCULLIS TRAP XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk +20 touch (2d6+6); multiple targets (all targets in 5 ft. x 10 ft. section)

WALL SPEAR TRAP XP 800

CR 3

CR 3

CR1

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk 6 spears +10 ranged (1d8+1); multiple targets (all targets in 10 ft. x 10 ft. section)

1D-22. An End to Die in (CR 4)

This is the receiving room for the teleport trap in Area 1D–16. This dead end corridor complex hides a **two part trap**. The southern end of the corridor contains a pressure plate that when triggered, does two things: first, it drops a portcullis blocking the passageway to the north; second, it triggers a spear trap that shoots 12 spears from hidden holes on the south wall. The portcullis must be raised or bent to escape.

BOX CANYON OF DEATH TRAP CR 4 XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect Atk 12 spears +12 ranged (1d8+1); multiple targets (all targets in 10 ft. x 10 ft. section); blocking portcullis (DC 22 Strength check to lift, DC 25 Strength check to bend bars to release a Small creature)

The **secret door** to **Area A** can only be accessed *after* the trap is triggered. Inside this small room is a large iron chest. The chest contains 5,000 cp, and is trapped with a poison needle trap.

POISONED NEEDLE TRAP XP 400

CR 1

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset none

Effect Atk +10 touch (poison needle; 1 plus greenblood oil)

1D-23. Tsathogga's Temple North (CR 9)

This area is accessed from the ground level through one of the ruined tower trapdoors. The trapdoor is barred from the inside, and is only opened when the priests need to leave the dungeon. The room is lit by a series of torches set in torch sconces every 20 feet. Entry into this area, or to **Area 1D–26** for that matter, immediately reveals that this place is a cursed and unholy temple. Horrid paintings of evil deeds and demons cover the walls and ceiling. A large altar rests along the southeast wall, next to a *silver unholy water font* (produces 8 vials a week). A large statue of Tsathogga is partially carved in the western portion of the room. Stonecutter tools lie around the partially completed statue (tools worth 100 gp). Also in this room (unless already encountered) are **6 Acolytes** and the **Evil Priest, Sigma**.

SIGMA, EVIL PRIEST XP 2,400

CR 6

Male human cleric of Tsathogga 7 CE Medium humanoid (human) Init +4; Perception +4

AC 17, touch 10, flat-footed 17 (+7 armor) hp 59 (7d8+7 plus 7) Fort +6, Ref +2, Will +9 Resist cold 10

Speed 20 ft.

Melee +1 mighty cleaving sickle +8 (1d6+3)

Special Attacks channel negative energy (4d6, 7/day, DC 17) **Domain Spell-Like Abilities** (CL 7th; melee touch +7, ranged touch +5):

7/day-icicle (1d6+2), touch of evil

Spells Prepared (CL 7th; melee touch +7, ranged touch +5): 4th—control water, spell immunity, unholy blight (DC 18)^D 3rd—bestow curse (DC 17), dispel magic, summon monster III, water breathing ^D

2nd—bull's strength, enthrall (DC 16), fog cloud^D, hold person (DC 16), silence (DC 16)

1st—bless, command (DC 15), divine favor, protection from good^D, sanctuary (DC 15)

0 (at will)—bleed (DC 14), create water, resistance, virtue D Domain spell **Domains** Evil, Water

Str 14, Dex 10, Con 13, Int 10, Wis 19, Cha 15 Base Atk +5; CMB +7; CMD 17

Feats Extra Channel, Improved Channel, Improved Initiative, Selective Channeling, Toughness +7

Skills Diplomacy +6, Knowledge (arcana) +5, Knowledge (planes) +6, Knowledge (religion) +10, Sense Motive +8, Spellcraft +6, Stealth –3, Swim +3

Languages Common

Combat Gear oil of keen edge, potion of cure moderate wounds, potion of heroism; **Other Gear** +1 light fortification breastplate, +1 mighty cleaving sickle, rod of the viper, ring of swimming, 2 belt pouches, unholy symbol of Tsathogga

ACOLYTE OF TSATHOGGA (6) XP 600

CR 2

Male human cleric of Tsathogga 3 CE Medium humanoid (human) Init-1; Perception +4

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex) hp 22 (3d8+3 plus 6) Fort +6, Ref +0, Will +5 (+9 vs. mind-affecting effects) Defensive Abilities fanatical

Speed 30 ft.

Melee sickle +3 (1d6+1)

Special Attacks channel negative energy (2/day, 2d6, DC 10) **Domain Spell-Like Abilities** (CL 3rd; melee touch +3): 5/day—icicle (1d6+1), touch of evil

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—fog cloud^B, hold person (DC 14), spiritual weapon 1st—command (DC 13), bless, curse water, protection from good^B

0—detect magic, detect poison, create water, read magic D Domain spell **Domains** Evil, Water

Str 12, Dex 8, Con 12, Int 8, Wis 14, Cha 8 Base Atk +2; CMB +3; CMD 12

Feats Combat Casting, Great Fortitude, Toughness Skills Knowledge (religion) +2, Perception +4, Spellcraft +1 Languages Common

Combat Gear 2 doses of unholy water; **Other Gear** chain mail, sickle, dark green felt robes with face-covering cowls, symbol of Tsathogga

CR 1

HORN OF VALLHALLA BERSERKER XP 400

Male human barbarian 2 CN Medium humanoid (human) Init +1; Perception +5

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 19 (2d12+4) Fort +5, Ref +1, Will +0 Defensive Abilities uncanny dodge

Speed 40 ft.

Melee battleaxe +5 (1d8+3/x3) or greataxe +5 (1d12+4/x3) Ranged throwing axe +5 (1d6+3) Special Attacks rage (8 rounds/day), rage powers (superstition +2)

Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 13 Base Atk +2; CMB +5; CMD 16

Feats Athletic, Power Attack Skills Acrobatics –1 (+3 jump), Climb +7, Handle Animal +5, Intimidate +6, Perception +5, Stealth –1, Survival +5, Swim +8 Languages Common SQ fast movement +10 Gear chain shirt, battleaxe, greataxe, throwing axe (4), heavy cloak

Tactics: The frog priests will not retreat, although they may negotiate. Their mission is not to slay adventurers, but to find out information about the minions of Orcus and destroy them. Therefore, tactics can include:

• Straight up fight. Sigma blows his *horn* and begins casting spells, leading with a *bless* spell (affecting Sigma, the acolytes and the barbarians), followed by *summon monster III* and *bull's strength*. The acolytes and berserkers engage in combat, and Sigma engages once he has completed his castings. Anyone killed or captured becomes frog food (see **Area 1D–27**). In any case, the priests try to move towards the large doors at **1D–27** to unleash the frogs into the combat as well. One acolyte runs to get the tsathar in **Area 1D–30**.

•Negotiation. Sigma still blows his *horn*, however, if the player characters are not immediately hostile; he proposes a deal. Should they map levels of the main dungeon, he offers 100 gp per level mapped and brought to him. He sends an **acolyte** with the group to ensure they are honest in their dealings, and clearly explains he will not pay if the acolyte is killed and cannot verify their efforts. He adds to that 500 gp for locating a temple, and 2,000 gp for bringing him the head of a high priest. He further adds a 50 gp bounty to any lower level priest's head. He will not allow the characters to stay here under any circumstances. It should be noted that lawful priests and paladins really could not accept these terms, which would require them to travel with an evil priest as a companion.

Sigma is as evil as he is chaotic. Someday, even if the characters have

proven useful in the war with Orcus' minions, he will seek to kill them and feed them to his master's pets.

1D-24. Acolyte's Quarters

This chamber is the bed down area for the temple's 6 acolytes. Each bed contains a bedroll and a small chest containing various papers (prayer lessons and rituals) of evil rites. Nothing of value is here. The room is lit by a single stone in the ceiling with a continual flame spell cast upon it. A black cloth can be tacked over the stone to cover the light. The small room to the south is a privy.

1D-25. Priest's Quarters

Sigma, the priest of Tsathogga calls this room home. The side chambers are filled with evil clay statues and notes, as well as Sigma's journal. The bedding is composed of what once was fine green silk, but now is somewhat slimy, tattered old rags. The unholy items present in the room are worth 500 gp if sold, however any Good player should destroy them (750 XP story award to any party that destroys them). Most importantly, if the papers and notes are examined, it becomes clear that Sigma was sent here to look for ways to access the lower portions of the dungeon, as well as to locate the temple strongpoints of the minions of Orcus. The journal indicates that one can "weaken and destroy" the minions of Orcus by destruction of his temples within the dungeon. It is also clear that these priests serve a master; and the papers are signed "AG" (Abbott Grosso from Level 0B).

Treasure: A locked chest under the bed contains 2,000 sp, 400 gp and two potions of water breathing.

1D-26. Tsathogga's Temple South (CR 2)

Please see Area 23 if the temple is entered from the south instead of the north. This section of the evil temple is still under construction as well. The room is lit by a series of torches set in sconces every 20 feet. The wall and ceiling paintings are largely unfinished, and paints and brushes of various shapes, sizes and colors lie scattered about. Location A is a trap door, barred from the top that leads to an 8 foot deep 5 ft. x 5 ft. cell. Currently in the cell is a bound and gagged Acolyte of Orcus named Garus, the last of 4 captured, and destined to be frog food soon. The evil priest will tell any lie to "rescuers" that he believes will allow him to get free. Once outside the dungeon, the priest runs away and heads back to the Level 4 temple to report what he discovered. The priest can be pretty persuasive, and will take to direct action against the group (claiming to be a farmer or other tradesman). His job is to warn his superiors about the invasion of the Frog God's minions. That being said, a simple detect evil spell (which will peg out on this guy) reveals his true nature. Sigma and his acolytes will also "out" Garus if the opportunity presents itselfpushing the frog's minions as "mankind's saviors" against "the evil god of the undead" as a theme.

GARUS XP 600

Male human disciple of Orcus 3 CE Medium humanoid (human) Init -1; Senses darkvision 60 ft.; Perception +2

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield) hp 16 (3d8 plus 3) Fort +3, Ref +0, Will +7 Defensive Abilities death's embrace

Speed 20 ft. Melee unarmed strike +3 (1d3+1) Special Attacks channel negative energy (3/day, DC 11, 2d6), death's kiss (5/day, 1 round)

Spells Prepared (CL 3rd; melee touch +3, ranged touch +1): 2nd—bear's endurance, death knell^D (DC 14), hold person (DC 14)

1st—bane (DC 13) x2, hide from undead (DC 13), protection from good^D (DC 15)

At will-bleed (DC 12), create water, guidance, resistance D Domain spell Domain Undead*

Str 13, Dex 10, Con 10, Int 9, Wis 14, Cha 11 Base Atk +2; CMB +3; CMD 12 Feats Blind-Fight, Command Undead^B, Iron Will, Toughness, Weapon Focus (heavy mace) Skills Heal +7, Knowledge (history) +3, Knowledge (religion) +5, Linguistics+3, Spellcraft +7 Languages Abyssal, Common SQ undead lord's proxy, variant channeler Gear none currently * Pathfinder Roleplaying Game Advanced Player's Guide

ID-27. Frog Pond (CR 7)

Against the southern wall of this chamber is a large carved statue of a frog demon (Tsathogga). The demon carving is of whitish-green stone, and depicts a horrifically fanged, bipedal frog. The stone is marred with slime and blood stains. A pool of slimy, green water resides in the center of the chamber. A two foot high brickwork rim surrounds the pool. Hopping and croaking within the pool and perched on this lip are 12 Killer Frogs. The frogs act like begging puppies should anyone enter the room unbound. They are used to being fed by the priests to the north, and believe that humans traveling through this chamber are here to feed them. If not fed within 6 rounds, the frogs attack.

KILLER FROGS (12) XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, "Frog, Giant")

The door to the northern rooms is made of the same stone as the frog demon statue. It requires A DC 22 Strength check to open due to its size and weight.

1D-28. Priestly Storage

This room contains food and sundries for the priests of Tsathogga. A total of 100 days of trail rations, 11 casks of water and 4 of ale (30 gallon) are arranged neatly in the room.

1D-29. Priestly Storage Part 2

This room contains lamp oil (6 x 30 gallon casks), paint, rope, spikes, stone blocks, tools, boxes of mortar, and lumber used for building the temple complex. There are 500 gp in miscellaneous construction supplies here.

1D-30. Froggie Friends (CR 5)

This room houses 3 Tsathar, allies of the evil priests and sent by the Abbot to assist them in their investigations. The tsathar obey the priests, and fight to the death to defend them. When the high priest is resting, these creatures take up watch near Area 24. They have no treasure.

TSATHAR (3) XP 600 hp 13 (Frog God Games, The Tome of Horrors Complete 616, "Tsathar")

CR 2

CR 1

17

CR 2

ID-31. The Cold Room (CR 2)

The corridor to this room is coated with ice and is unnaturally cold. Growing on the north wall of the room is a brown, moldy substance, covering the icy remains of two men. This material is brown mold. The mold grows considerably if burnt, potentially filling the entire room. If the mold is killed, the bodies can be accessed. They two men were priests of Orcus, and both wear full plate and carry heavy maces. One has a pair of boots of elvenkind frozen in blocks on his icy feet.

BROWN MOLD

CR 2

XP 600 (Pathfinder Roleplaying Game Bestiary, "Hazards") Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 ft. in diameter, and the temperature is always cold in a 30 ft. radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 ft. of brown mold causes the mold to instantly double in size. Cold damage, such as from a cone of cold, instantly destroys it.

1D-32. Piercer Cavern No. 2 (CR 4)

This cavern contains a number of piercers, and is generally avoided by local monsters that fear them. A total of 14 piercers dot the ceilings (locations shown). Other than the piercers, a sundry of small rats, bats and beetles fly and crawl throughout the room. The cavern itself is damp and earthy smelling, and bits of harmless fungus grow all around.

PIERCERS (10, 2-4 ft.; 4, 5-6 ft.) XP 100

CR 1/4

Piercers resemble 1-foot long stalactites and are found underground in caves and caverns hanging from the ceiling waiting for living creatures to pass underneath.

Those viewing a piercer must make a DC 20 Perception check to discern its true nature; else it is overlooked and mistaken for a normal stalactite. Piercers gather in clusters of up to 20 creatures.

When a living creature stands in a square directly below a piercer, it drops and attempts to impale the unsuspecting foe. The creature can make a DC 15 Reflex save to avoid the piercer's attack. If the save fails, the target sustains 1d6 points of piercing damage. If the save succeeds, the piercer misses its target and may not attack again until it climbs back into position. (Piercers move 5 feet per round). A piercer on the ground is easily dispatched, though touching or attacking it unarmed or with natural weapons causes it to secrete an acid that deals 1d4 points of acid damage to the opponent each time one of its attacks hits.

Piercers can grow to a length of 6 feet. Those of 2 to 4 feet in length are CR 1 and deal 2d6 points of damage if they hit a foe. Their acid deals 1d6 points of acid damage. Those of 5 to 6 feet in length are CR 2 and deal 3d6 points of damage if they hit. Their acid deals 1d6 points of acid damage. The DC to avoid a piercer's attack is 15, regardless of its size.

1D-33. Stoney's Palace (CR 6)

Feeding on bats and rats, as well as the occasional piercer that moves too close to his lair, Stoney the Stone Roper is anxious for new meat. Anyone who has the guts to enter a dead end cave in Rappan Athuk should know that something nasty awaits them. The walls and ceiling of this small cave are composed of crystalline formations of gypsum, halite and calcite, and large specimens could be harvested for profit (3d10 x 1d100 gp worth of semiprecious gems).

Tactics: Stoney tries his best to charm as many opponents as possible, before weakening and eating them. He usually waits to attack until least

3 characters have entered the room, preferably with at least one or two between himself and the entrance (he is slow, and hates it when prey run away). If seriously wounded, Stoney knocks over a large stone 20 feet up the stone column in the room and backs off, hoping for mercy by giving up his treasure.

Treasure: In addition to the semiprecious stones found in the room, Stoney has accumulated a small hoard of gold and items that he hides behind a large stone 20 feet up on the south side of the stone column in the center of the room. If the stone is moved, 1,200 sp, 300 gp and two suits of full plate free and down from the cubby. Anyone below may be hit by the armor (Atk +5; 1d6 points of damage). Interestingly, one of the suits of plate is magical (+1 full plate).

STONE ROPER XP 2.400

hp 39 (Frog God Games, The Tome of Horrors Complete 517, "Hazards")

CR 6

1D-34. More Crypts (CR)

As usual, the ghouls that inhabit the dungeon are drawn to crypt areas. Four ghouls have made this place their home, and reside in the outer area outside the crypts. One of the ghouls has a distinctly goblin look about him. Scattered about the entryway are small bits of gnawed bone and debris, including ruined leather armor of goblin-make, three short swords (also goblin), and a few bits of silver (22 sp). The doors to crypts A and **B** area breached, and hang loose by their hinges. The door to crypt **C** is unharmed, and a desiccated corpse (a dead ghoul) lies charred in front of it. Intelligent players will ask themselves "Why is this body not eaten?"

The answer is that the ghouls are afraid to touch the corpse, or the door that destroyed it. The door itself is **trapped** with a *glyph of warding*.

GLYPH OF WARDING TRAP CR4 XP 1,200

Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (alarm); Reset automatic Effect spell effect (glyph of warding; CL 6th; electrical blast [3d8 points of electrical damage], DC 13 Reflex save for half)

If the trap is triggered, it resets itself in one day's time. If erased or dispelled, it is destroyed. The trap (and door) detects as magical. Once the trap is dealt with, the crypt can be opened. Inside is a stone sarcophagus carved in the shape of a wise-looking man in robes. If the crypt is opened (DC 18 Strength check to open the crypt) and searched, the remains of a human can be found. All that was buried with the man are long rotted, except a small glowing dagger. This is a +2 evil outsider bane dagger that radiates light (blue) within a 15 foot radius. If an evil outsider is present within 30 feet, the light changes to red.

1D-35. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

1D-36. I've Been Slimed (CR 4)

This room appears to be empty unless the ceiling near western door is examined. Covering the last 10 foot section near the western door is a patch of green slime. The slime falls on anyone entering this section of the room 1d2 rounds after it is entered. It always falls if the door is opened (and may be avoided if opened from the west in the event it falls the first round).

CR4

CR 2

GREEN SLIME

XP 1,200 (Pathfinder Roleplaying Game Bestiary, "Hazards") This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5 ft. square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

1D-37. Orcus' Spies (CR 3)

The secret doors leading to the room complex of **1D-37** and **39–40** are all *arcane locked* (DC 30 Disable Device). The doors can only be opened by using a unholy symbol of Orcus as a key (or by use of a *knock* spell). These rooms contain a contingent of Orcus' priests and others who are here spying on/raiding the currently in construction temple of Tsathogga in **Area 1D–23–30**. The denizens here know that one of their number was captured (see **Area 1D–26**), however he has no idea that they are so close.

This room has only one entrance that readily accessible without overcoming the arcane locks described above. That door (the south one) is barred from the inside of this room. Present in this room are **2** Acolytes of Orcus, as well as four large boxes of dungeon rations (80 man days worth) and two large casks of water. They raise the alarm should anyone start messing with the southern door, making this a likely area for a battle.

ACOLYTES OF ORCUS (2) XP 600 hp 17 (see Wandering Monsters, above)

ID-38. Empty Room

Self-explanatory, although this is a good time to roll for wandering monsters. The GM should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps hacked apart critter bits, or the presence of evil-looking green pools of water (all harmless of course).

1D-39. Minions of Orcus Part 1 (CR 3)

This room contains the **Priest of Orcus** sent from the deeper levels to lead the spying foray. **Moog** the evil priest was sent by Zehn (see **Level 4** of *Rappan Athuk*) to investigate the presence of the frog priests, destroy them if possible, and report back if not possible. He is currently puzzling over the idea of a raid into the frog area but is not sure if his minions would win or lose. He fears returning to **Level 4** and being branded a coward (really a sacrifice, as failure is not tolerated by Zehn), but he also is reasonably certain he lacks the power to defeat his enemies. The room contains only Moog's bedroll and possessions.

Tactics: Moog will try initially to negotiate with any invaders, offering a peace pact to deal with the "evil minions of the frog demon". He offers 500 gp to any that bring the head of the leader of the frog cult, as well as the heads of the tsathar "demons" to him. If this does not appear to immediately work—Moog leads with a *hold person* spell and his minions attack. If it looks like a lost cause, he quaffs his *potion of gaseous form* and

leaves his allies to their fate. The ogres simply attack, as do the acolytes. The goblin scouts work to get back stab opportunities.

Treasure: Moog has a box with 500 gp in in, as well as a *potion of* gaseous form. Otherwise he has only his gear.

MOOG, PRIEST OF ORCUS XP 1600

Male human Disciple of Orcus 5/ Zealot of Orcus 1[#] CE Medium humanoid (human) Init –1; Senses darkvision 90 ft.; Perception +3

AC 17, touch 9, flat-footed 17 (+6 armor, +2 shield, -1 Dex) hp 33 (6d8+6) Fort +6, Ref +0, Will +11

Speed 20 ft.

Melee +1 unholy heavy mace +8 (1d8+3 plus 2d6 vs. Good)Special Attacks channel negative energy (3d6, 4/day, DC 14)Spells Prepared (CL 5th; melee touch +5, ranged touch +2)3rd—animate dead^D, bestow curse (DC 18), dispel magic2nd—bull's strength (DC 16), dread bolt* (DC 17), ghoultouch^D (DC 17), silence (DC 16)1st—bane (DC 16), bless, cause fear^D (DC 16), doom (DC16), hide from undead (DC 16),At will—bleed (DC 15), create water, guidance, resistanceD Domain spell Domain Undead**

Str 14, Dex 8, Con 13, Int 10, Wis 17, Cha 12 Base Atk +3; CMB +5; CMD 14

Feats Command Undead⁸, Iron Will, Power Attack, Spell Focus (Necromancy), Weapon Focus (Heavy mace) Skills Heal +12, Knowledge (arcana) +4, Knowledge (history) +6, Knowledge (planes) +5, Knowledge (religion) +9, Linguistics +4, Spellcraft +7, Stealth –8 Languages Abyssal, Common

SQ rite of Orcus (darkvision), see in darkness, undead lord's proxy, variant channeling (undeath variant channeling) **Gear** Chainmail, heavy steel shield, +1 unholy heavy mace

* Pathfinder Roleplaying Game Ultimate Magic ** Pathfinder Roleplaying Game Advanced Player's Guide # See the **Appendix**

1D-40. Minions of Orcus Part 2 (CR 8)

This room houses **2 ogres and 2 goblin scouts** sent to guard the priests on their mission. They obey Moog's every command, and fight to the death rather than be captured, having been indoctrinated in the "foul rites" of the frog demon worshippers. They have no treasure.

OGRES (4) XP 800 hp 30 (Pathfinder Roleplaving Game

hp 30 (Pathfinder Roleplaying Game Bestiary, "Ogre")

GOBLIN SCOUT (2)

XP 800 Male or female goblin rogue 4 (Pathfinder Roleplaying Games Bestiary, "Goblin") NE Small humanoid (goblinoid) Init +5; Senses darkvision 60 ft.; Perception +9

AC 19, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 size) hp 29 each (4d8+8) Fort +2; Ref +9; Will +1 Defensive Abilities evasion, trap sense +1, uncanny dodge

Speed 30 ft.

CR 3

CR 5

Melee mwk dagger +10 (1d3+1/19–20) Ranged mwk shortbow +10 (1d4/x3) Special Attacks sneak attack +2d6

Str 12, Dex 20, Con 13, Int 8, Wis 10, Cha 10 Base Atk +3; CMB +7; CMD 18 Feats Agile Maneuvers, Alertness, Weapon Finesse^B Skills Acrobatics +12, Bluff +7, Climb +6, Disable Device +12, Escape Artist +10, Perception +9, Ride +9, Sense Motive +9, Stealth +20; **Racial Modifiers** +4 Ride, +4 Stealth **Languages** Goblin

SQ rogue talents (fast stealth, finesse rogue), trapfinding +2 **Combat Gear** potion of cure light wounds, potion of invisibility; **Other Gear** masterwork studded leather, masterwork dagger, masterwork shortbow, 40 arrows, 1d4 sp, 2d4 cp



Appendix A: New Classes

DISCIPLE OF ORCUS (Archetype)

The Disciple of Orcus has dedicated their life from their first pious moments to serving the Demon Lord of the Undead. They instruct the secret cabals in the teachings of Orcus and also work to raise the undead army that will someday rise up to destroy the world. The disciples of Rappan Athuk differ theologically from the disciples of Tsar, and will attack the later more often than not.

Death Domain: The disciple of Orcus must choose the Death domain (or the Undead subdomain from the *Advanced Player's Guide*, if available in the campaign). They gain no second domain or domain powers. In all other respects, this works like and replaces the standard cleric's domain ability.

Variant Channeler: When the Disciple of Orcus channels energy it is modified by the undeath variant from *Ultimate Magic*.

See in Darkness (Ex): The holiest of rites to Orcus are performed in total darkness. At 1st level the Disciple of Orcus gains darkvision 60 ft. The range increases to 90 ft. at 6th level. At 8th level the Disciple of Orcus already possesses darkvision its range increases by +30 ft. at 1st and 6th levels.

Bonus Feat (Ex): At 1st level the Disciple of Orcus gains Command Undead as a bonus feat.

Undead Lord's Proxy (Su): Undead recognize the Disciple of Orcus as a conduit to the Demon Lord. At 3rd level Disciples add +2 to the DC to resist channeled energy when used to command undead.

Touch of Darkness (Su): At 9th level, once per day per level, the Disciple may make a melee touch attack to deal 1d4+1 points of Strength damage to a target (Fortitude save for half damage). If the target is reduced to 0 Strength or less, they die, and rise as a shadow under the control of the Disciple one round later. The Disciple may have one controlled shadow per two Disciple levels. This is equivalent to a 5th level spell. The save DC is Wisdom-based.

Undead Creation Mastery (Su): At 11th level when the Disciple of Orcus creates undead (either through the spell or other means) they gain a +4 bonus to their caster level when determining what type of undead they can create. Undead the Disciple of Orcus creates are immediately under their control as per *control undead*.

ZEALOT OF ORCUS (Prestige Class)

The Zealot of Orcus is an individual whose veneration of death magic and necromancy has led him or her to pledge obedience and servitude to Orcus, the Demon Lord of Undeath. Only the most powerful of necromancers, death priests and undead sorcerers are allowed into this circle, as Orcus prefers such beings give themselves willingly to him.

In exchange they receive power over the undead, the ability to assume aspects of undead creatures, and raise armies of undead for the war Orcus wages on all living things.

Most often clerics and necromancers become Zealots of Orcus, but sorcerers and antipaladins can make good Zealots. After binding themselves to Orcus, they are expected to lead other faithful in obscene rights and work to swell the ranks of undead that one day Orcus plans to employ in his final battle against the living and rival demon lord

Role: With their potent spellcasting ability and undead minions, the

Zealots of Orcus are best suited for the typical role of the evil cleric or wizard who blasts foes from behind a wall of dedicated followers. If melee combat is inevitable a Zealot can utilize their undead resistances and ability to cast necromantic spells through their weapon to make opponents think twice about confronting them directly.

Alignment: All Zealots of Orcus are evil.

Hit Die: d8.

Requirements

To qualify to become a Zealot of Orcus, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Knowledge (religion) 5 ranks.

Spells: Ability to cast at least 5 necromancy spells, and one spell must be of 3rd or higher level. A wizard may not have necromancy as an opposition school.

Feats: Spell Focus (necromancy).

Other: Must be a worshipper of Orcus. The ability to control undead in some manner. This can be from any source, excluding magic items less than artifact status.

Class Skills

The bound to Orcus class skills (and key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Zealot of Orcus prestige class.

Weapon and Armor Proficiency: Zealots of Orcus gain no proficiency with any weapon or armor.

Spells per Day: At 2nd, 3rd, 4th, 6th, 7th, 9th, and 10th level, the character gains new spells per day as if they had also gained a level in any one arcane or divine spellcasting class they belonged to before they added the prestige class. They do not, however, gain other benefits a character of that class would have gained. This essentially means that they add the level of Zealot to the level of whatever other arcane spellcasting class or divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before they became a Zealot, they must decide to which class they add each level of Zealot of Orcus for the purpose of determining spells per day.

Channel Negative Energy (Su): All Zealot of Orcus levels stack with cleric levels when determining channel energy effects.

Bonus Feat: At 4th, 6th and 8th level the Zealot of Orcus may select a bonus feat from the following list: Channel Smite, Command Undead, Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Skeleton Summoner, and Undead Master. They must meet the prerequisites for these feats.

Undead Leadership (Ex): The Zealot of Orcus receives the Leadership feat. Their followers and cohort must be undead creatures.

Rite of Orcus: At 1st, 3rd, 5th 7th and 9th levels the Zealot of Orcus can perform a rite to Orcus to gain special benefits from the demon lord. Each rite takes 24 hours to complete and once performed cannot be changed. The rite must be performed in total darkness and include the sacrifice of

APPENDIX A: NEW CLASSES

one sentient being of a number of HD equal to 1/2 the character level or Hit Dice, whichever is greater, of the Zealot of Orcus. Once completed the Zealot may choose one of the following abilities:

Darkvision (Ex): The Zealot of Orcus gains darkvision of 60 ft. If they already possess darkvision the range increases +30 ft. This rite may be selected more than once. Each time after the first increase the range of darkvision 30 ft.

Death Aura (Su): The Zealot of Orcus radiates a death aura of 10 ft. Within this aura creatures take a –4 penalty to stabilization checks and all bleed effects within the aura persist until ended with a source of magical healing. This rite may be chosen once.

Necromantic Strike (Su): As a swift action, the Zealot of Orcus may cast a necromancy spell with a duration of 1 standard action or less and then make a melee attack, all as a standard action. On a successful hit, the target of the melee attack also suffers the effect of the necromancy spell. If the attack misses the spell is discharged without effect. This rite may be chosen once.

Powerful Necromancy (Sp): Once per day the Zealot may apply Empower Spell or Heighten Spell to one necromancy spell they cast without increasing the spell's casting time. Casting Empower Spell does not increase the spell's level. This rite may be chosen more than once to increase the number of uses per day.

Channel Energy Focus (Su): The Zealot of Orcus is considered 2 levels higher when channeling negative energy. They must have the channel energy class ability to select this rite. This rite may be chosen more than once. Its effects stack.

Undead Body (Ex): The Zealot of Orcus gains a 25% chance to ignore critical hits and sneak attacks. This rite may be chosen once.

Undead Fortitude (Ex): The Zealot of Orcus can use their Charisma

modifier instead of theirs Constitution modifier when determining how many bonus hit points they receive per Hit Die, as well as Fortitude saves and other checks that rely on Constitution. This rite may be chosen once.

Undead Mind (Ex): The Zealot of Orcus becomes immune to fear. This rite may be chosen once.

Universal Necromancy (Ex): The Zealot of Orcus may add one necromancy spell not on their spell list. For example, a cleric may choose to add *eyebite* to their spell list. The Zealot must be of a high enough level to cast the spell they add to their spell list. This rite may be chosen more than once. Its effects stack.

Wand of Orcus (Sp): The Zealot of Orcus may cast *spiritual weapon* once per day as a spell-like ability (caster level equals caster's hit dice). The weapon deals 1d10 points of damage + 1 point for every two Zealot levels. On a successful critical hit with the weapon the target gains 1 negative level in addition to any damage taken. This rite can be chosen more than once. Each additional rite increases the uses per day.

Wounding Touch (Sp): The Zealot of Orcus may cast *inflict light wounds* 3/day as a spell-like ability with a caster level equal to the Zealot's hit dice. The Zealot may select this rite more than once. Each additional time the Zealot selects this rite the spell-like ability increases by one step. For example, from *inflict light wounds* to *inflict moderate wounds*, and so on.

Indomitable Casting (Ex): The Zealot of Orcus becomes unshakeable when casting death spells. They do not need to make concentration checks to cast necromancy spells.

Slay Living (Sp): Once per day the Zealot may use *slay living* as a melee touch attack (caster level equal to caster's hit dice). The DC against the spell-like ability is 15 + the creature's Charisma modifier. A creature slain with this ability rises 1 round later as an undead creature created with *greater create undead* under the control of the Zealot.

Zealot of Orcus Advancement Table

Level	BAB +0	Fort +1	Ref +0	Will +1	Special Rite of Orcus	Spells per Day
2	+1	+1	+1	+1	Undead Leadership	+1 level of spellcasting class
3	+2	+2	+1	+2	Rite of Orcus	+1 level of spellcasting class
4	+3	+2	+1	+2	Bonus Feat	+1 level of spellcasting class
5	+3	+3	+2	+3	Rite of Orcus	
6	+4	+3	+2	+3	Indomitable Casting	+1 level of spellcasting class
7	+5	+4	+2	+4	Rite of Orcus	+1 level of spellcasting class
8	+6	+4	+3	+4	Bonus Feat	
9	+6	+5	+3	+5	Rite of Orcus	+1 level of spellcasting class
10	+7	+5	+3	+5	Slay Living	+1 level of spellcasting class

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