





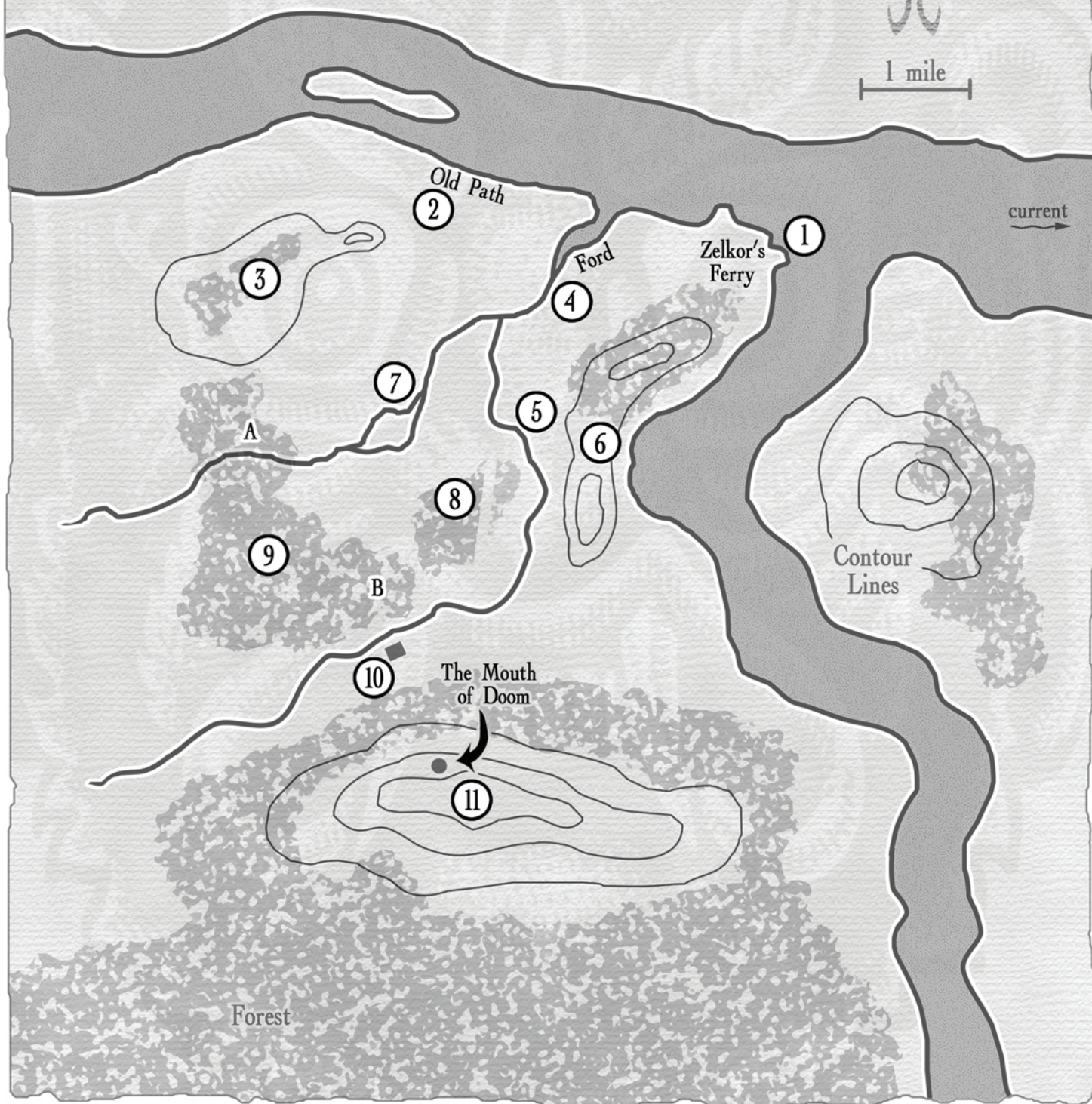




Environs of Zelkor's Ferry



1 mile



RUMORS

1. Zelkor, the good wizard of old is now an evil lich, and he lives in the upper levels, protecting the evil temple, and descent into it. (Partially true)

2. A high priestess of Hecate, the goddess of magic, was turned into a statue of living rock, and is entombed in the dungeon. She had a magic ring that allowed her to shape change. 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 great cavern. He can tell all to anyone willing to pay his price. (Mostly true)

6. A large group of dwarves recently went to look for a large gold mine said to be in the dungeon. None of them returned. (True)

7. When he built the complex, Orcus put a curse on it, so that any that disturb his temple will turn evil and 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 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 a substantially reduced chance to turn them.)

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 actually Scramge the rakshasa.)

14. There is a monster immune to everything on the first level. It is amorphous, and smells terrible. The wise man flees from it. (As your party will see, 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 resets your age to a random 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. The wise man uses the rivers to travel in this place. This is dangerous unless the correct paths are known, and many men have been drowned in them. (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. If one casts a magic item into it, he would 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 will 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 Speigel said, "Beware of purple worms." The wise man heeds his advice. (So true it's written on the wall on Level 3)

24. In the lower levels, 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 could 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, *Gurthdural*, is rumored to have been lost in the Hall of the Cyclops King. (Completely 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 [Level 8].)

30. The tomb of a fallen paladin—corrupted by the sorceress, Deserach—was hidden near the goblin city. (True. GMs 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 Lernaean pyrohydra, if wisely employed.)

32. Kazleth, a titanspawn abomination (the head of a bull atop the body of an ogre), rules as Lord of the Maze. (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 more evil than the priests of Orcus. Banth will slay or transmute any PC 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, and now their restless spirits 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, who hoped to use it to seal away the evil, restless spirits of the dungeon. He never returned, and no one has ever found the Seal. (False)

42. Beware the weak-seeming undead! The skeletons violently explode when they are brought down, and the zombies dissolve in foul greenish goo that will eat into 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 and make them move about and see things for him. (False)

44. The goblins of the dungeon are actually mutated giants, and 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, and it is rumored that the dragon was not truly killed, 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 south. (True)

51. The Troll Fens are aptly named—they are brimming with trolls, along with 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 wizardries, 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)

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, buying time for the priests to enter the dungeon and lick their wounds. For his valor, the dark champion was entombed, and now 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 the GM 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 the half-devil)

62. The monks of the small shrine of 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 hoards 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")

66-100. "Rappan Athuk? Bah! No one ever gets out of that place alive! (Partially True)

LEVEL CONNECTIONS

Area 3 leads to Level 1A-1
 Area 10 leads to Level 10A-41
 Area 11 leads to Level 1B-1
 Area 12 leads to Level 11-8C
 Area 13 leads to Level 5-9
 Area 25 (DL2V) leads to Level 4A-1
 Area 26 leads from 0A-6 to Level 12C-1
 Area 26 leads from 0A-9 to Level 10A-43
 Area 26 leads from 0A-11 to Level 13C-9
 Area 27 (Area 11) leads to Level 1C-1
 Area 28 leads to Level 14A-1
 Area G-3 rat tunnels lead to Level 1-11, 2-10, 2-20
 Area G-4 leads to Level 3A-1
 The Crypt leads from G-8 to 1-1
 Level 1 leads from 1-11 to Level 9-5
 Level 1 leads from 1-12 to Level 2-1
 Level 1A leads from 1A-15 to Level 9D-1
 Level 1B leads from 1B-21 to Level 10B-8 (it keeps the path from Area 11)
 Level 1B leads from 1B-7 to Level 5A-1
 Level 1C leads from 1C-17 and 1C-33 to Level 2B
 Level 1C leads from 1C-26 to Level 3C
 Level 2 leads from 2-7 to 3-1
 Level 2 rat tunnel leads from 2-20 to 4-2
 Level 2 leads from 2-10 to Level 4B-17
 Level 2A two way teleportal leads from 2A-1 to 3C-15
 Level 2A one way teleportal leads from 2A-13 to G-1
 Level 2B leads from 2B-23 to Level 3C (Area 2B does not connect to "Zelkor's Lair; I just ran out of room")
 Level 3 leads from 3-9 to 4-1
 Level 3 stream leads from 3-2 to 3A-7
 Level 3A leads from 3A-1 to 3B-1
 Level 3A leads from 3A-4 to 7A-1
 Level 3A leads from 3A-9 to 4A-1
 Level 3A stream leads from 3A-7 to 6A-8
 Level 3B has no exit (connection to 3A-1)
 Level 3C leads from 3C-28 to Level 4B-1
 Level 4 rat tunnel leads from 4-7 to 6A-2
 Level 4 leads from 4-7 to Level 4B-25
 Level 4 leads from 4-11 to 5-1
 Level 4A stream leads from 4A-3B to 9A-5
 Level 4A rat tunnel leads from 4A-2C to 7A-5
 Level 4A leads from 4A-3D to 6A-2
 Level 4A leads from 4A-3D to Level 5B-1
 Level 4B has no exit (connection to Level 4-7, Level 3C, Level 2-10)
 Level 5 leads from 5-4 to 6-1
 Level 5 leads from 5-11 to 12-25 and 14-1 (same path)
 Level 5A leads from 5A-19 to Level 8B-1
 Level 5B has no exit (connection to Level 4A)
 Level 6 stream leads from 6-14 to Level 10A-3 and 6A-8
 Level 6 leads from 6-10 to Level 8-1
 Level 6 leads from 6-2 to Level 8A-1
 Level 6 leads from 6-15 to Level 7-1

Level 6A stream leads from 6A-2 to Level 8-13
 Level 6A leads from 6A-1 to Level 12C-9
 Level 7 leads from 7-6 to Level 11A-1
 Level 7 leads from 7-8 to Level 12-21
 Level 7 leads from 7-18 to Level 13-1
 Level 7A leads from 7A-7 to Level 9-1
 Level 7A leads from 7A-8 to Level 9A-1
 Level 8 leads from 8-14 to Level 10A-9
 Level 8A leads from 8A-8 to Level 10A
 Level 8A stream leads from 8A-7A to Level 13A-13
 Level 8A leads from 8A-7C to Underdark
 Level 8B leads from 8B-14 to Level 10
 Level 9 leads from 9-1 to Level 10-1
 Level 9 leads from 9-1 to Level 11A-1
 Level 9A stream leads from 9A-3 to Level 11-1
 Level 9A leads from 9A-6 to Level 10A-28
 Level 9A leads from 9A-9 to Level 12A-1
 Level 9A leads from 9A-5 to Level 9D-28
 Level 9B leads from 9B-1 to Level 10A-18
 Level 9B leads from 9B-26 to Level 9C-1
 Level 9C has no exit (connection to Level 9B)
 Level 9D leads from 9D-14 to Level 10B-1
 Level 9D stream leads from 9D-20 to Level 10C-2
 Level 10 leads from 10-10 to Level 13A-2
 Level 10A leads from 10A-24 to Level 12-23
 Level 10A stream leads from 10A to Level 11-7
 Level 10A stream leads from 10A-41 to surface Area 10
 Level 10A stream leads from 10A-43 to Level 0A-9
 Level 10A stream leads from 10A-44 to Level 13C-1
 Level 10A stream leads from 10A-45 to Level 13B-1
 Level 10B leads from 10B-14 to Level 12A-12
 Level 10B leads from 10B-14 to Level 10C-1
 Level 10C has no exit (connection to Level 10B)
 Level 11 has no exit (connection to Area 12)
 Level 11A leads from 11A-7 to Level 12A-29
 Level 12 leads from 12-24 to Level 12A-22
 Level 12A leads from 12A-12 to Level 13A-1
 Level 12A leads from 12A-1 to Underdark
 Level 12A leads from 12A-12 to Underdark
 Level 12A leads from 12A-3 to Level 12B-1
 Level 12A leads from 12A-36 to Level 12C-7
 Level 12B leads from 12B-13 to Level 13C-1
 Level 12C leads from 12C-5 to Level 13C-1
 Level 13 teleportal from 13- 6 to Level 15-1
 Level 13A has no exit (connection to Level 10, Level 12A, Level 8A)
 Level 13B stream leads from 13B to Underdark
 Level 13C leads from 13C-3 to Underdark
 Level 13C stream leads from 13C to 13B-1
 Level 14 has no exit (connection to Level 5, Level 14A)
 Level 14A leads from 14A- to Level 14B
 Level 14B teleportal from 14B- to Level 14C
 Level 14C has no exit (connection to Level 14A)
 Level 15 has no exit (connection to Level 14A)

