

Consolidated Table of Rumors About Rappan Athuk

In addition to the Legend of Rappan Athuk, any character has a chance of knowing up to two rumors about the complex from common legends. Each character can make an Intelligence check (DC 13). Each success earns the character a rumor. Wizards, Clerics and Bards (but not Sorcerers) can make another Intelligence check (DC20) modified by the higher of their Intelligence, Wisdom or Charisma bonuses. A success earns the character an additional rumor. Roll each rumor randomly on 3d10-2 on the table below or select an appropriate rumor as you see fit.

Because you may be required to give the players one kind of rumor rather than another—such as if the players successfully consult a sage and you wish to give them a

rumor that is mostly true—the following rumors are labeled indicating their degree of truth or falsity.

1. Zekkor, 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. A beholder 20 feet in diameter has been seen. (Partially true. The large cavern does contain gigantic monsters but the beholder is normal size)

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.)

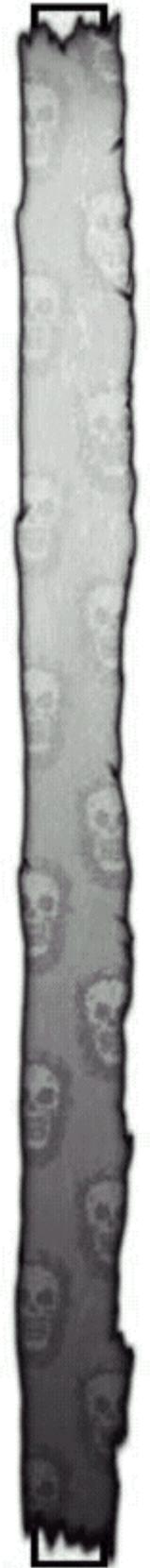
22. The caves are safer than the carved passages. The upper levels are also very tough in the carved areas. (False. The caves are no safer than the carved passages. Both are dangerous.)

23. As the Great mage Speigle 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 mithril 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, Gurthdual, 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 witch, 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 nongoblins.)

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.)

