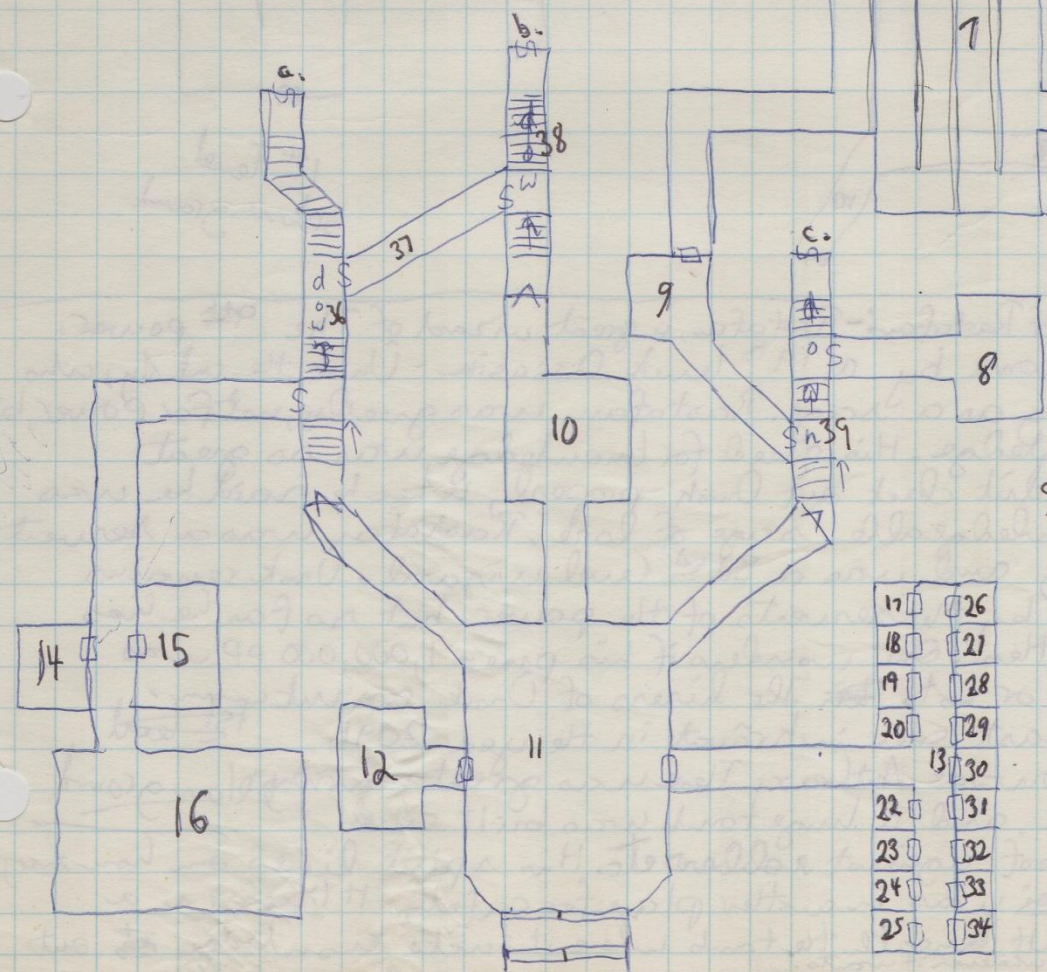
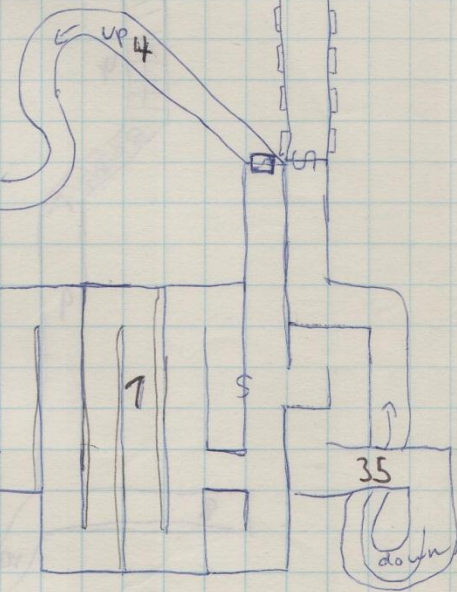
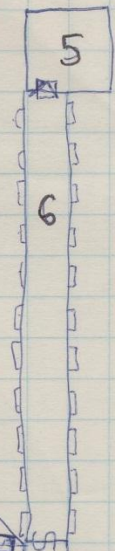
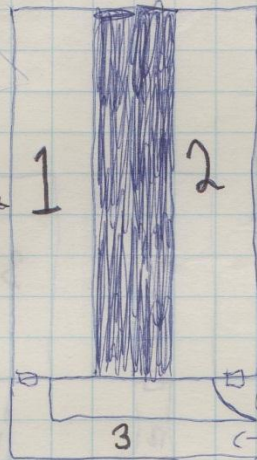
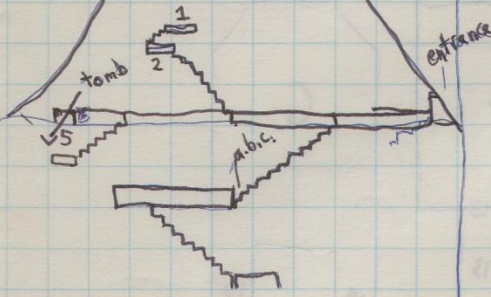


The Tomb of Rastafan

120' above 2

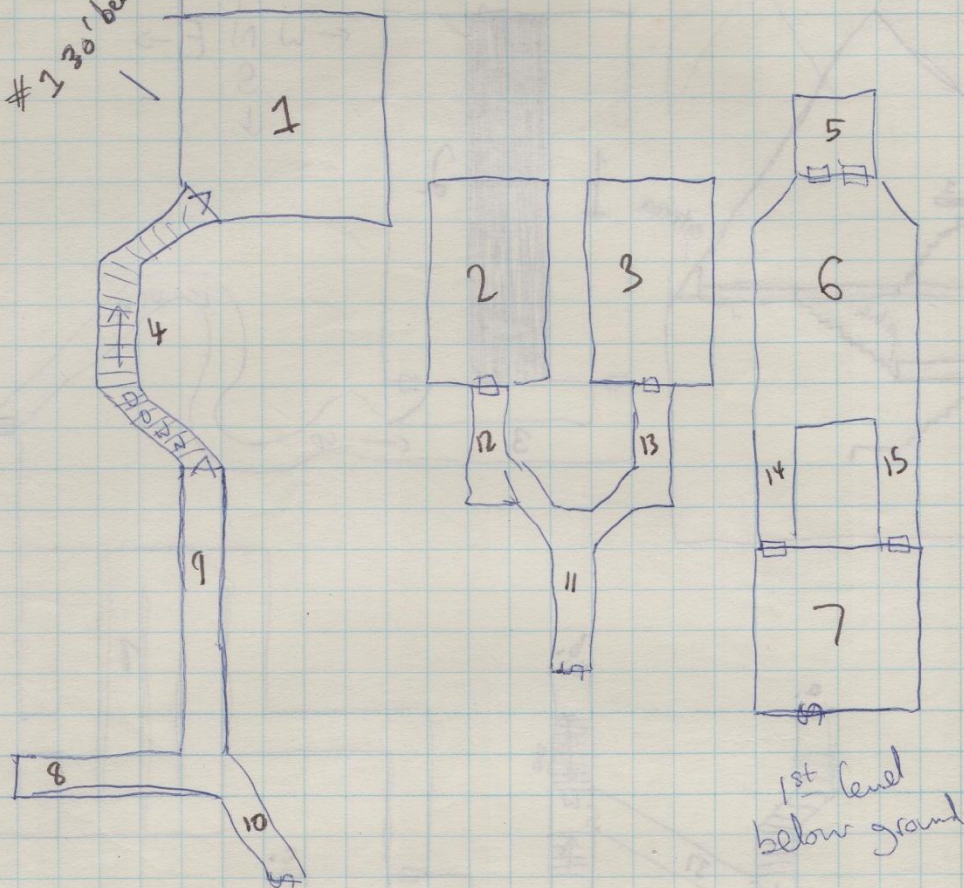
← W N E →
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ground level

17	26
18	27
19	28
20	29
21	30
22	31
23	32
24	33
25	34

#1 30' below rest of level



1st level below ground

the Tomb of Rastafan - Rastafan, a great wizard of The 9th power, was overcome by a 19th level Assassin - Unsk the unholy, who was posing as a sage. Rastafan was greedy, not for power, but for knowledge. His greed for knowledge was so great that he didn't check out Unsk properly, when he said he was a knowledgeable sage of lore. Rastafan was a servant of Kråg and was a 30th level wizard. Unsk remains pursued by the servants of the power but so far he has eluded them. One wonders if his price - 1,000,000 PP was worth it or not. ~~The~~ The hirers of Unsk are unknown. He was last seen in Kråvat in the year 2091, ^{1st level} leading towards Anthrax. There was great mourning ^{below ground} for Rastafan, and a huge tomb was built and made proof against robbers etc. His spirit lives on however, as it ~~is~~ was in another plane for safety. It lives in a special vault beneath the tomb where it sucks knowledge ~~out~~ out of whomever it wants.

Tomb of Rastafan - 1st level, ground level

- 1- The token dragon. The only living thing to breathe in the tomb, nobody wanted to face it, so they just walked it over again where he broke in. Brass dragon 50 HP. 10 hit dice, flamebreath.
- 2- both 2x2 were originally homes for the 2 surviving Balrogs in the world. #1 broke out when ~~he~~ the dragon broke in and hasn't been seen since. #2 is still there. 50 HP. whip-2-24 AC-2.
- 3- guarded by 2 shadows.
- 4- sloping passage guarded by 2 Hell-Hounds.
- 5- The tomb of Rastafan's body. Sarcophagus of solid gold - 1,000,000 GP. 10 10,000 GP jewels, 10 1,000 GP jewels. 500 PP 500 GP, 500 EP, 500 SP, 500 CP. 3 scrolls of magic - Phantasmal Killer, Trap the Soul, Strength, Shift plane, Talk w/ Plants, 1 Rod of resurrection.
- 6- Corridor to 5. ~~at~~ If you enter, 22 skeletons attack from recesses in wall. AC4, 9 HP, Smites, 1-8.
- 7- Maze w/ Giant Spider, 11 HP in it.
- 8- resting place of Rastafan's faithful hound. ghost arises from tomb and starts barking & howling and then attacks - AC9, 11 HP. 1-4 off. 1 hit from magic weapon will cause it to attack you
- 9- 3 nights 11 HP
- 10- 4 Hell-hounds sleeping. 1-4 you wake them up. on 6 sided die
- 11- Hall of ancients.
- 12- 3 Zombies attack if you enter.
- 13- hall guarded by 3 mummies, in rooms 17-34 there is one dead warrior per room. They attack if you enter. each has 11 HP & a different weapon.
- 14- a 22 HP vampire in a coffin. If you open coffin, it's full of Platinum, when you start to shovel it out, you uncover the Vampire's face & he wakes up & attacks. 500 PP
- 15- 6 ghouls
- 16- 10 mummies lined against opposite wall, 11 HP, w/ ~~smites~~ ~~smites~~ (1-8) They attack on a roll of 1-3 ea. make round. 10,000 GP jewel in middle of room.
- 17- 2
- 35- a trap door opens when you step on it, drops you 10 ft.
- 36- a 16 ton pit. falls & cause 1-10 HP damage to 2 members of party.
- 37- sloping passage w/ 2 ghouls guarding

1st level below ground - Rastafan's tomb

1 - The resting place of Rastafan's spirit/soul.

he'll do whatever he bloody well pleases, here he will receive characters unless ^{they} die, i.e. (Fred, Jacob etc.)

2-3 resting place of warriors. 10 dead warrior in ea.

2- 1-10 attack w/ longsword & AC4. HP: 11

4- 3 nights on stairs

5- room of sand when doors opened, impossible to close, and sand pours out at the rate of 100 cubic feet per second. Those in G in danger of being engulfed.

6- 10 giant rat skeletons

7- 3 ghosts of lions, harmless, invisible

8- trapdoor at end of corridor w/ tripwire in front of it fall 10ft. panel slides over head.

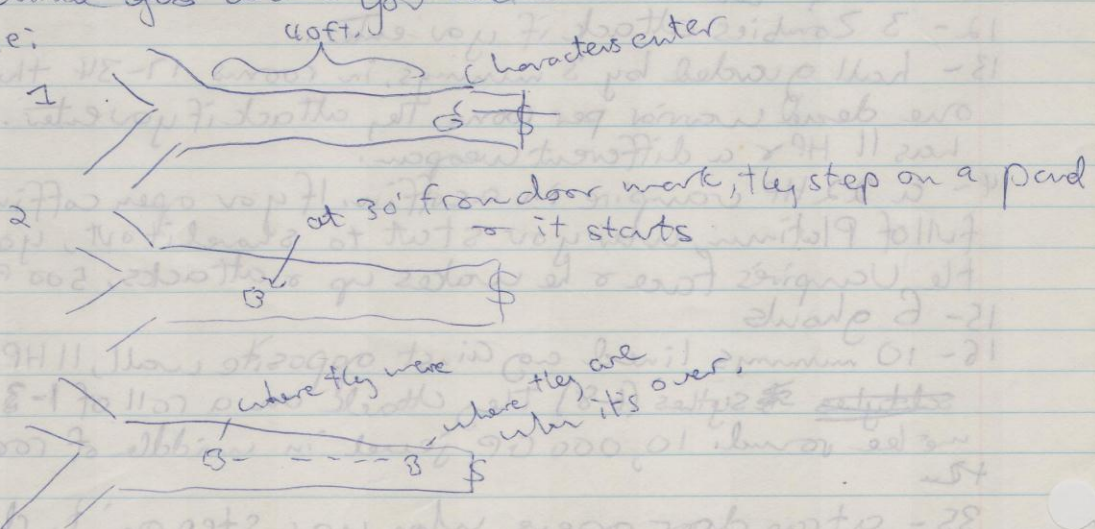
9- 2 skeletons w/ AC4 & glances here, HP: 7

10- when you step on a certain panel, a cloud of dust is released and you can only see 3ft. 3 skeletons

HP: 7, AC9 attack w/ Daggers - you have -2 on hit probability.

11- when you step on a certain panel the whole thing ^{floor} ~~rotates~~ whirls about for 20ft. & deposits you 20ft. behind you where you were

i.e.



12 & 13 - 1 Zombie in ea. Corridor

14 & 15 - when you step on a panel in ea. a scythe sweeps across corridor, taking off 1-4 HP