

# Level 13C: Zombieland

This level contains and evil artifact, the *Zombiestone of Karsh*. This artifact causes any creature that is killed within 500 yards to re-animate as a zombie creature. The closer to the stone, the greater the toughness of the zombie. Zombies near the stone are so tough in fact, that they must be physically hacked to pieces or burned to destroy them. The area is shown on **Map RA-13C**.

**Hacked Zombie:** HD 1; AC 8 [11]; Atk 1 slam (1d6); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

**Fire Beetle Zombie:** HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Giant Rat Zombie:** HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

**Troll Zombie:** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

**Slithering Tracker:** HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind, transparent, surprise (3 in 6).

**Violet Fungi:** HD 3; AC 7 [12]; Atk 4 tendrils (rot); Move 1; Save 14; CL/XP 4/120; Special: Tendrils cause rot.

**Green Slime:** Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a Cure Disease spell.

**Otyugh Zombie:** HD 8; AC 2 [17]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities.

**Pig Piercer:** HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 4/120; Special: None.

## Level 13C

**Equivalent Dungeon Level:** 11

**Entrances:** Chasm in ceiling to **Level 12C, Area 12C-5**. River tunnel from **Level 10A**. Tunnel from **Level 0A, Area 0A-11** in **Area 13C-9**.

**Exits:** River tunnel to **Level 13B, Area 13B-1**.

**Wandering Monsters:** Check once per hour on 1d20, with zombies, consult distance to the *Zombiestone* to determine damage resistance:

|       |  |
|-------|--|
| 1     | 1-6 partially hacked apart human zombies |
| 2     | 2d6 zombie fire beetles                  |
| 3     | 3d6 zombie giant rats                    |
| 4     | 1d2 troll zombies                        |
| 5     | 1 slithering tracker (alive)             |
| 6     | 1 patch of green slime                   |
| 7     | 1d6 violet fungi                         |
| 8     | 1 otyugh zombie                          |
| 9     | 1d3 piercers (large, alive)              |
| 10-20 | No encounter                             |

**Detections:** Magic and extreme evil from **Area 13C-11**. Strong divine magic from the statues and pool in **Area 13C-10**.

**Shielding:** **Area 13C-13** is shielded against all divination magic.

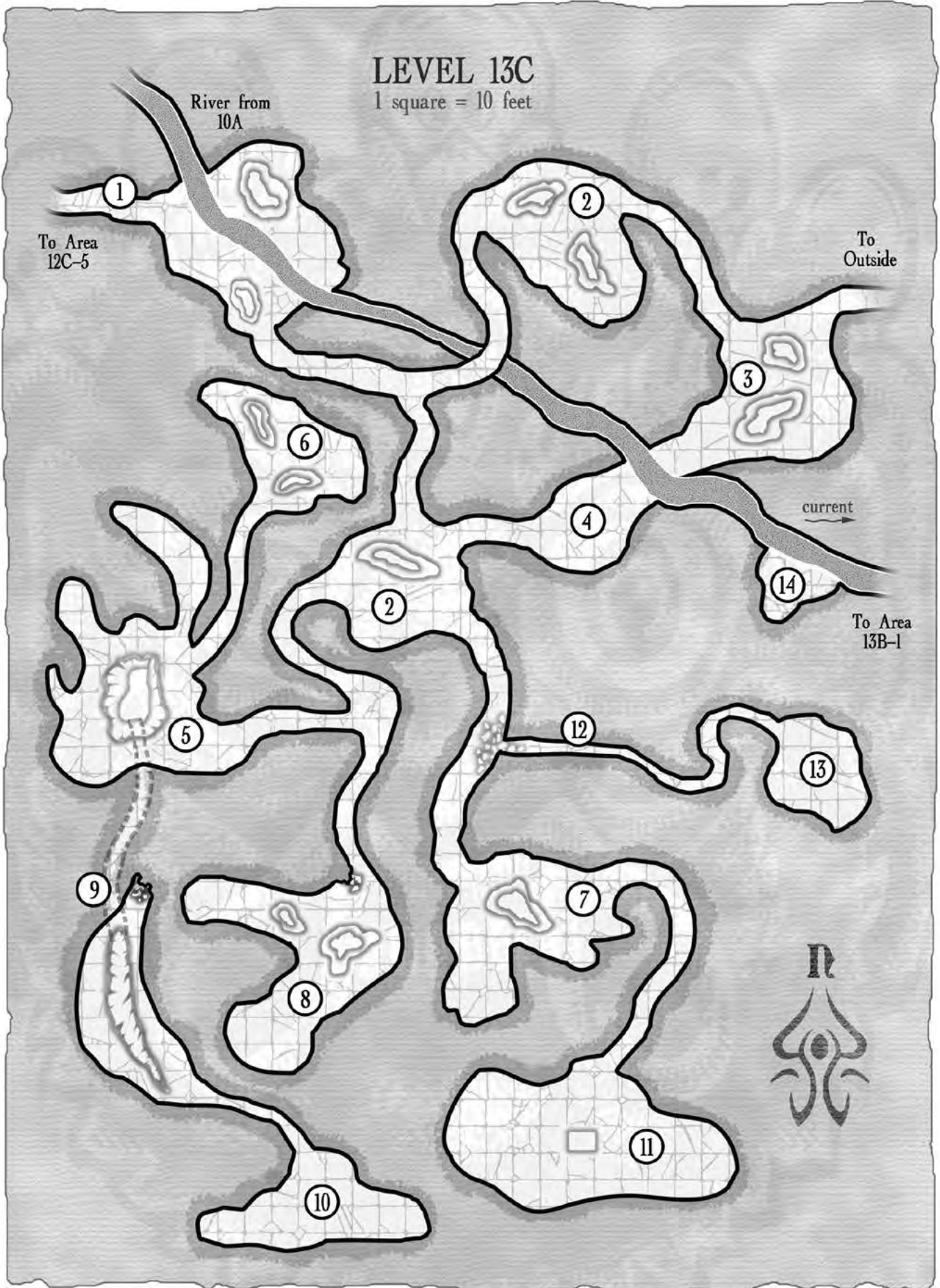
**Standard Features:** The floors and ceilings are covered with stalagmites and stalactites. Walls, columns and other features on this level are dry. Random fungus and dripping water are everywhere, and a stench of decay

permeates the air. This area is fungus-filled. 20% of the fungus is edible while 10% is poisonous. Druids, rangers and dwarves can usually tell one from the other.

**Continuous Effects:** Any creature slain on this level immediately rises as a zombie (1d3 rounds, except in **Areas 13C-9** and **13C-10**) of HD equal to 1+ the base HD of the creature. These zombies absorb the first 4 hit points of damage from any attack if they are north of **Area 13C-12** and turn checks are at -4 levels, and absorb the first 8 hit points of damage if in areas **13C-7** and -8, and turn checks are at -8 levels. In **Area 13C-11** and **13C-13**, all zombie creatures (and other undead) absorb 12 points of damage from any blow and cannot be turned. Fire, holy water, and *vorpal weapons* affect them normally (assumes pieces must be chopped off to slay them, and even then "slay" is the wrong word).

Piercing weapons cause a maximum of 1 hp of damage, and blunt weapons do half damage to any zombie-creature on this level. Zombies have no tactics; they mindlessly follow and attack any living creature. Anyone raised as a zombie-creature cannot be raised from the dead or resurrected by any power short of a *wish*. These zombies are terrifying in appearance. They are maggot ridden, and never actually de-animate unless burned to ashes. Bits and pieces of them continue to wiggle and crawl about even if the whole is hacked to tiny bits. All zombies immediately cease to be animate if the *zombiestone* is destroyed.

LEVEL 13C



## 13C-1. Chasm from Above

Above this deep chasm is a sinkhole. The sinkhole rises 70 ft. to a cave above (see **Area 12C-5**). Strange undead bugs crawl around on the floor (harmless, but surprisingly difficult to squash. Three rounds after the room is entered, **6 humanoid zombies** and **1 giant crayfish zombie** rise and attack from the river. They appear as bloated, rotting corpses, with chunks taken out of them. Due to the water saturation, these zombies take half damage from fire. Note zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

**Humanoid Zombies (6):** HD 2; AC 8 [11]; Atk 1 slam (1d8); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Crayfish Zombie:** HD 5; AC 3 [16]; Atk 2 pincers (2d6); Move 6; Save 12; AL N; CL/XP 6/400; Special: Immune to sleep and charm, see above for other special qualities.

## 13C-2. Empty Rooms

Self-explanatory, although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter) a hacked apart and still wiggling pile of zombie bits, or the presence of evil-looking green pools of water (all harmless of course).

## 13C-3. Thriller!

This room contains a veritable army of zombie-creatures. A total of **32 zombie-creatures** are here and will attack any that get within 30 ft. of the room. There are a total of **14 giant rat zombies**, **8 giant beetle zombies**, an **otyugh zombie**, **7 goblin/humanoid zombies**, a **basilisk zombie** (scary, but its gaze does not work), and a **troll zombie**. These zombies attack relentlessly, following the party until slain. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

**Giant Rat Zombies (14):** HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

**Giant Beetle Zombies (8):** HD 3; AC 5 [14]; Atk 1 bite (3d6); Move 6; Save 14; AL N; CL/XP 4/120; Special: Immune to sleep and charm, see above for other special qualities.

**Otyugh Zombie:** HD 8; AC 2 [17]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities.

**Goblin/Humanoid Zombies (7):** HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Basilisk Zombie:** HD 9; AC 4 [15]; Atk 1 bite (2d6); Move 6; Save 7; AL N; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities.

**Troll Zombie:** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

**Treasure:** Three of the humanoid zombies still have useful gear. These

three are mostly intact, and appear more freshly “made” than the rest.

1. A human fighter wearing *+1 platemail* (his AC is 2 [17]) and carrying a *+1 halberd* (he does 1d8+2 damage). In his pack are 22 gp, 123 sp, and 3 potions (*healing*, *fire resistance* and *heroism*)

2. An elven magic-user wearing a *+2 cloak of protection* and carrying a staff (still only does 1d6 damage). His pack contains a bloodstained spellbook (1d6 spells of each level 1–5 are still readable), 11 gp, 44 sp and 22 cp. Imbedded in his back is a *+2 shortsword of biting*, (inflicts double damage when the attack roll is a natural 19 or 20).

3. A goblin wearing a *ring of spell storing* (6 levels—currently contains *water breathing*, *web*, and *invisibility*)

## 13C-4. The Fungus Garden

This side of the river appears at first to be zombie free. Heavy growths of fungus cover the area, hanging from the roof and walls in thick, multi-colored clumps. The fungus is mostly harmless, except on the far south side of the cavern. This section is covered with a large colony of **yellow mold**. Moreover, rotting in the mold is a **yellow mold encrusted troll-zombie**, also covered in the mold. Every blow inflicted on this creature releases a cloud of mold spores until the creature is burned for 10 points of damage (slays mold, even if the troll-zombie is still “alive”) or subjected to a *cure disease* spell. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

**Troll Zombie:** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 9/1100; Special: Immune to sleep and charm, see above for other special qualities, yellow mold.

## 13C-5. Sinkhole to Safety?

This sinkhole descends at a 60 degree angle thirty feet below the floor of this cavern. Rubble on the floor blocks a small crawlspace. If the rubble is moved aside, a 3 ft. diameter tunnel leading to **Area 13C-9** is found. The good news is no zombie creatures have found **Areas 13C-9** and **13C-10** beyond this tunnel. No set encounters are present in this cavern, however, a wandering monster check is appropriate upon first entering the chamber.

## 13C-6. Zombie King

Several years ago, a particularly tough adventuring group journeyed down into these depths and encountered a behir that had taken up residence in these caves. After a long battle, they slew the beast, only to have it rise again and destroy them. The tunnel leading to this area is scarred with lightning burns and melted sections of rock (the behir found that lightning destroyed the zombies that harassed it). Large broken rocks litter the floor, and about halfway up the tunnel, under a large boulder, a human hand protrudes, grasping at any that walk by (no effective attacks). This zombie’s arm and hand continues to live its undead existence, even though crushed to pulp under two tons of rock.

In the cavern itself are the zombified remains of the **behir** and the **4 adventurers** who killed it, now allied in an unknowing, un-living alliance. Note: zombie creatures here absorb the first 4 hit points of damage from any attack as noted above.

**Zombie Behir:** HD 13; AC 3 [16]; Atk 1 bite (1d8); Move 6; Save 3; CL/XP 14/2600; Special: Constrict and claw.

**Humanoid Zombies (4):** HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Treasure:** All four of the adventurers carry their gear (detailed below). In addition, the behir had a large treasure of gold and silver (unrefined). Gold ore



weighing 2,000 pounds (contains 11,000 gp of gold once refined) and 22,000 pounds (contains 220,000 sp of silver once refined) is piled in a mixed heap in the far corner of the cavern. The dead humans carry the following:

1. Human fighter, plate mail (slightly rusty, his AC is 3 [16]), shield (on ground, not carried), belt pouch containing 12 gp, 23 sp, 3 vials of holy water and a *potion of jumping*, wears *boots of leaping*.

2. Human cleric, plate mail (slightly rusty, his AC is 3 [16]), has a mace on his belt, wears *bracers of brachiation* (allows one to swing through the trees like a monkey) and a backpack containing 6 flasks of lamp oil, a tinderbox, and wears a +2 *holy symbol of Thyr* (allows the wearer to turn undead at +2 levels of effectiveness if he worships Thyr as a diety).

3. Dwarven fighter, plate mail (slightly rusty, his AC is 3 [16]), +1 *battle axe*, backpack containing a sack of 120 gp, a *scroll of protection from demons*, 6 torches and a small cask of cheap whiskey (3 pints left) worth 11 gp.

4. Human magic-user, robes covered with stars and moons (AC 6 [13]) (and blood), *wand of fireballs* in a belt sheath (caster level 6, 7 charges), backpack containing his spellbook (contains 8 spells each of level 1–3, 4 level 4 and level 5 spells, and 2 level 6 spells), on this right hand is a +2 *ring of protection*, and on his left hand is a silver ring set with three moonstones (a ring of *protection from lycanthropy—prevents infection from lycanthropes*).

## 13C–7. Ain't Nothing Gonna Keep Me Down!

This room teems with zombies of all sizes. The real problem with these is that they are very close to the *Zombiestone*, and thus absorb the first 8 hit points of damage inflicted on them, as well as resist turning checks at +8 levels. The cavern itself is full of detritus and rubble, and all movement is at half speed (zombies move normally, as they are immune to pain, sprains and twisted ankles etc.). There are a total of 42 zombie-creatures

in this room:

**Giant Rat Zombies (12):** HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 6; Save 17; AL N; CL/XP 2/30; Special: Immune to sleep and charm, see above for other special qualities.

**Fire Beetle Zombies (9):** HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Goblin/Humanoid Zombies (11):** HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Troll Zombies (7):** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

**Black Dragon Zombie:** HD 8; AC 2 [17]; Atk 2 claws (1d4), bite (3d6); Move 6; Save 8; AL N; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities, breath weapon (half normal damage).

**Beetlor Zombie:** HD 9; AC 0 [20]; Atk 2 claws (3d4) and bite (1d10); Move 6 (Burrow 3); Save 7; CL/XP 10/1400; Special: Immune to sleep and charm, see above for other special qualities, swallow whole.

**Purple Worm Zombie:** HD 16; AC 5 [14]; Atk 1 bite (2d12), sting (1d8); Move 6 (B6); Save 3; AL N; CL/XP 17/3500; Special: Immune to sleep and charm, see above for other special qualities, swallow whole.

## 13C–8. They Just Won't Die!

This cavern is also crawling with maggot-ridden undead. They are less numerous than in **Area 13C–7**, but dangerous nonetheless as they are very close to the *zombiestone*, and thus absorb the first 8 hit points of damage inflicted on them, as well as resist turning checks at +8 levels. A substantial rockfall blocks an 80-foot long, 10-foot wide tunnel to **Area 13C–9**. The tunnel is completely blocked and would take 4 man-weeks to clear with picks and shovels.

Also in this cavern is a large patch of **10 violet fungi** (in the western spur of the room). The good news is that this is a way to easily dispose of zombies, as they can be drawn close to the fungus and rotted away. The fungus attacks the nearest “creature”, and zombies are **not** immune to its effects. Clever players will note that moldering, inanimate carcasses of several zombie-creatures lie about these large mushrooms.

Getting past the fungi without getting attacked by 1d4 tendrils requires a save at –2. Once bypassed, a 20-foot “safe area” exists in the far western spur of the room, where the fungi cannot reach. The zombies, of course, pursue any living creatures wherever they go—including through the fungus patch. If all players move to the safe zone, the zombies will politely file through the fungus patch to them, effectively committing suicide.

**Violet Fungi (10):** HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.

**Goblin/Humanoid Zombies (12):** HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Troll Zombies (4):** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

**Fire Beetle Zombies (6):** HD 2; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 18; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Rhinoceros Beetle Zombie:** HD 13; AC 1 [19]; Atk 1 mandibles (3d6) and gore (2d8); Move 6; Save 3; CL/XP 14/2600; Special: Immune to sleep and charm, see above for other special qualities.

**Gray Render Zombie:** HD 11; AC –1 [20]; Atk 2 claws (1d6 + rend), bite (2d6); Move 6; Save 4; AL N; CL/XP 12/2000; Special: Immune to sleep and charm, see above for other special qualities, rend with claws.

**Treasure:** One of the mouldering corpses (if the area is thoroughly searched) covers (with a mound of spores, causing exposure to **Violet Fungus** unless burned away) a golden crown, in reality a *major circlet of blasting*. This golden circlet, on command projects a ray of searing light, once per day, that inflicts 5d8 points of damage (double against undead).

## 13C–9. The Secret Tunnel

The tunnel from **Area 13C–5** opens into the bottom of yet another sinkhole. The walls can be climbed normally, and at the top is a rough-hewn cavern. Strange murals and cave paintings adorn the walls, painted with red ochre and charcoal. The paintings depict cavemen and old, now extinct beasts like mastodons, diamotheres and sabre tooth tigers (well; maybe not totally extinct). To the south, the sound of running water can be heard. The murals look as if they are alive, and are quite well drawn. Translation of the pictograms (using *read languages*) gives primitive prayers and chants to various deities unknown in current times. The names do not even make sense, but rough understanding of their particular animal totem (bears, lions, and mastodons) can be roughly associated with each. Sadly, before this can

all be examined, the party must deal with the **gorgimera** that broke free of its chains on **Level 0A**. It has no treasure, but wears an iron collar.

**Gorgimera:** HD 10 (42 hp); AC 2 [17]; Atk 2 bites (1d10), 1 butt (1d8), 2 claws (1d6); Move 15 (Fly 18); Save 5; AL N; CL/XP 13/2300; Special: Breath weapon (turn to stone), Breath weapon (20-ft cone of fire: 3d8 damage, usable once every 1d4 rounds).

No zombie-creature can enter this room, due to the power of the Temple of the Elder Gods in **Area 13C–10**. Likewise, anyone killed here is **not** raised as a zombie.

## 13C–10. The Lost Temple

Seemingly sculpted by natural processes, this cavern contains four large, crudely carved statues of a sabre-tooth tiger, a cave bear, a mastodon and a woolly rhinoceros. They are arranged on a nearly perfect rectangle around a small natural spring of bubbling water. This is an ancient temple of long-dead cavemen, and the animal totems represent the gods they worshipped (for additional information, see *Rappan Athuk, the Lost Levels*, coming soon from **Frog God Games**). Other than a safe place to land, this temple area is safe, as long as no desecration or other insulting behavior towards the pool or statues is performed. The magic of the pool is divine in nature, and anyone submerged in the pool is transported as follows:

|       |   |
|-------|---|
| 1     | Outside the dungeon, in the present time, near the Mausoleum ( <b>Level 0</b> )   |
| 2–7   | To <b>Level 11, Area 11–1</b> , in the present time   |
| 8–13  | To <b>Level 10A, Area 10A–1</b> , in the present time   |
| 14–15 | To the seacoast near the entrance to <b>Level 0A</b> , in the present time  |
| 16–18 | To the area near the Mausoleum, 20,000 years in the past (no Mausoleum is present)  |
| 19    | To this room, 20,000 years in the past (with cavemen present)   |
| 20    | To another plane (of Chaotic alignment) in front of these god totems, who then judge the players, possibly killing them, polymorphing them, or even rewarding them (Referee's discretion) |

If any desecrates the pool or the statues, each animates and attacks. These animal totems animate as maximum hit point versions of their respective animal, with the added bonus of having 50% magic resistance and an immunity to non-magical weapons.

**Sabre-tooth Tiger:** HD 7 (56 hp); AC 6 [13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 10/1400; Special: Rear claws, +1 or better weapon to hit, magic resistance (50%).

**Cave Bear:** HD 7 (56 hp); AC 6 [13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 9/1100; Special: Hug, +1 or better weapon to hit, magic resistance (50%).

**Mastodon:** HD 12 (96 hp); AC 5 [14]; Atk 1 trunk (1d10), 2 gore (1d10+4), 2 trample (2d6+4); Move 12; Save 3; CL/XP 15/2900; Special: +1 or better weapon to hit, magic resistance (50%).

**Woolly Rhinoceros:** HD 10 (80 hp); AC 5 [14]; Atk 1 horn (2d6); Move 12; Save 5; CL/XP 12/2000; Special: Double damage on charge, +1 or better weapon to hit, magic resistance (50%).

## 13C-II. The Zombiestone of Karsh

This cavern glows from a hellish purple light radiating from a small block of stone in its center. The evil and magic of the stone can almost be felt, and a deep sense of dread, and a sharp chill down any living creatures spine, can be felt within 100 feet of the stone. Anyone here feels uncomfortable, and wants to get away from the stone, badly. Within this chamber are **11 zombies**. Seems simple except for the fact that they cannot be turned, and each absorbs the first 12 points of damage from any blow. One of the humanoid zombies wears a *broach of shielding*. No other treasure exists in this hellish place.

**Goblin/Humanoid Zombies (6):** HD 2; AC 8 [11]; Atk 1 slam (1d4); Move 6; Save 16; AL N; CL/XP 3/60; Special: Immune to sleep and charm, see above for other special qualities.

**Troll Zombies (2):** HD 7; AC 4 [15]; Atk 2 claws (1d4), bite (1d8); Move 6; Save 9; AL N; CL/XP 8/800; Special: Immune to sleep and charm, see above for other special qualities.

**Fire Beetle Zombies (3):** HD 3; AC 5 [14]; Atk 1 bite (1d6); Move 6; Save 14; AL N; CL/XP 3/60; Special: Immune to sleep

and charm, see above for other special qualities.

**Rhinoceros Beetle Zombie:** HD 13; AC 1 [19]; Atk 1 mandibles (3d6) and gore (2d8); Move 6; Save 3; CL/XP 14/2600; Special: Immune to sleep and charm, see above for other special qualities.

**Vrock Demon Zombie:** HD 9; AC 0 [19]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 6; Save 7; CL/XP 10/1400; Special: Magic resistance (50%), immune to sleep and charm, see above for other special qualities.

Karsh was a high level priest in the service of Orcus who was slain when he battled Zerkor's army at the gates of this place. He was utterly destroyed (*disintegrated*) during the battle, and all the secrets of his greatest creation died with him. Forged from the blood of Orcus himself, and imbued with the power that that wrought, the *zombiestone* was created for the armies of evil to carry with them like an unholy Ark of the Covenant. The plan was to create an unending supply of soldiers by animating the fallen on both sides and creating nearly un-killable troops that would horrify the human and demi-human troops that laid siege to this place. The only problem was that the undead created by the stone were uncontrollable, even by the priests of Orcus. Once the dead began to walk, they attacked everyone, friend or foe, inflicting horrific losses on the evil army as well. The battle commanders moved away from the stone for fear of losing their still living troops, and it was not until some months later that the stone was retrieved and brought here by Orcus' priests.

### The Zombiestone of Karsh

#### Artifact, Chaotic

This 2-foot square stone of eerily glowing purple material seems to waver in shape and form, and at times even seems to bleed a black ichor. No carvings or markings are present on the stone, except some faint chisel marks on the exposed top. The stone radiates chaos, evil and magic of the greatest power.

##### Minor powers

—*curse* (all living creatures, as a reversed *bles* spell, 60' radius continuous)

—*cause disease* 40-foot radius, continuous (save avoids for 10 rounds each save)

##### Major powers

—anti-turning field, 100 foot radius (100%), -8 levels (300 feet), and -4 levels (700 feet), continuous

—Toughen undead, 100 foot radius (12 hp absorbed) -8 hp absorbed (300 feet), and -4 hp absorbed (700 feet), continuous

—*anti-magic shell*, continuous (all magic except artifact or diety level powers)

##### Primary Power

— Any creature slain on this level immediately rises as a zombie (1d3 rounds, except in **Areas 13C-9** and **13C-10**) of HD equal to 1+ the base HD of the creature. The possessor of the stone cannot control the newly risen zombies.

##### Deleterious effects

— turn evil (save avoids, new check 1/ hour) if exposed to the stone for more than 1 hour (within 100 ft.)

—Lose will (-1 wisdom per hour within 100 ft. of the stone (save avoids)

##### Method of destruction

— a simple hammer and chisel coated in the blood of a unicorn and wielded by an innocent child can crack the stone, thereby killing the child (irrevocably and forever).

## 13C-12. Behind the Rocks

The cavern wall here is collapsed in a rockfall. If cleared (takes 20 man-rounds), a 2-foot wide, 6 foot high passage can be opened leading to **Area 13C-13**. The passageway slopes slightly downward, and the entrance is protected by a permanent *wall of iron*.

## 13C-13. You Don't Always Like What You Find

This encounter area is likely far beyond the power of most player characters. After all, this is Rappan Athuk, and if we didn't include a ridiculously unbalanced and overpowered monster at least somewhere in the new levels, it wouldn't be right. One should not always bother things one finds here, and a warning should dissuade most from proceeding down this tunnel. The *wall of iron* was the first clue. Taking down the *wall of iron* awakens the **sleeping lich**s, and they prepare for battle.

The two foot wide tunnel is carved with intricate detail with moving, animated shapes of human skulls and shapes of dead and rotting bodies grinning in soundless screams and leering at any who pass. A terrible sense of foreboding (save or run in fear) permeates the corridor. At the 60 foot mark is the first layer of a *prismatic wall*, with another layer every 10 ft. until the chamber at **Area 13C-13** is reached.

The cavern at the end of the tunnel contains an elaborate crypt carved of inlaid ivory, lapis, silver and gold inlays, almost completely covering the walls, floor and ceiling of the chamber (total value 200,000 gp in materials). Two large sarcophagi stand on a raised dais in the center of the chamber. Each coffin contains a lich. Due to the proximity of the *Zombiestone*, these foul creatures are immune to turning, and absorb 12 points of damage from any blow.

**Cleric-Lich:** HD 18 (90 hp); AC -4 [23]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 20th level cleric.

**Wizard-Lich:** HD 18 (90 hp); AC 0 [19]; Atk 1 hand (1d10

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+ automatic paralysis); Move 6; Save 3; CL/XP 21/4700;  
Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 20th level magic-user.

This lich pair has no desire to be disturbed in any way, and will try immediately to slay any intruders. They also don't want to bother with any intruders, so anyone leaving the tunnel (empty handed, and without taking any of the lich's things), will be left alone. Before the PCs "exit stage right", the pair will shower down spells with an intention of destroying any who disturb them.

**Tactics:** Spells, spells and more spells. The wizard-lich will immediately cast *prismatic sphere*, followed by *time stop*, and then will use the time stop to cast a series of attack spells, *lightning bolt*, *fireball* and *disintegrate*. He then uses whatever spell the Referee thinks will have the best effect and kill the most player characters. The cleric-lich will begin the combat with a *blade barrier*, followed by targeted *dispel magic* spells. Any that get near him will be targeted by a *finger of death* spell. It should not require a great deal of imagination on the part of the referee to end this rapidly.

**Treasure:** Ok, just for fun. In addition to the 200,000 gp of inlay, the pair has amassed 120,000 gp of various gems and jewelry. The wizard lich wears a *ring of spell turning*, *bracers of defense AC 0 [19]*, a +2 *ring of protection* and carries a *staff of wizardry*. The cleric lich wears +3 *platemail*, a +3 *shield*, wields a +3 *mace*, and wears a *cloak of protection* +3 and a *ring of shooting stars*. On his belt he carries a *staff of striking*.

## 13C-14. Passage Down

This river passage leads down to **Level 13B, Area 13B-1**. Conveniently, someone has stashed a small boat here. This boat is magically enchanted to never capsize or sink. The boat will hold up to 8 passengers, and contains a pair of oars that are locked in place in gunwales.