

# DUNGEONS & DRAGONS®

## TOMB OF HORRORS™ ORIGINAL 1975 TOURNAMENT MODULE



**GARY GYGAX**  
**ILLUSTRATED BY TRACY LESCH**

AN ART & ARCANA SPECIAL EDITION DUNGEON  
APPENDIX MATERIALS BY ALAN LUCIEN



# DUNGEONS & DRAGONS®

## **TOMB OF HORRORS™** ORIGINAL 1975 TOURNAMENT MODULE

AN ART & ARCANA SPECIAL EDITION DUNGEON

**GARY GYGAX**  
**ILLUSTRATED BY TRACY LESCH**  
**APPENDIX MATERIALS BY ALAN LUCIEN**



TEN SPEED PRESS  
California | New York



Dungeons & Dragons, its logo, D&D,  
Advanced Dungeons & Dragons, and Tomb  
of Horrors are trademarks of Wizards of  
the Coast LLC. ©2018 Wizards.



# INTRODUCTION

It has claimed countless victims since adventurers first dared to breach it, forty years ago. It brings chills to a new generation today who still dread its undead master. It is the *Tomb of Horrors*, the most famous deathtrap in the history of Dungeons & Dragons. And here you can play it at its most horrible: the competitive tournament version from the summer of 1975.

Eight groups of fifteen pregenerated characters were decimated in the Tomb at the first Origins convention, which took place from July 25 through 27, 1975, in Baltimore, Maryland. Players had only two hours to get as far as they could in the dungeon—though because the tournament ran on a Friday evening, twice on Saturday, and then on Sunday morning, later groups heeded rumors about earlier forays and so avoided some of the pitfalls. Many had never experienced the game before that weekend, but no one who did could forget it.

The 1975 rules are a time capsule showing us the state of D&D just eighteen months into the game's life. We can read in the encounter with the lich—not yet identified by the name Acererak—that “the highest Divine destroys it by touch” and “a Mystic can destroy by mind battle (Mental power rating of the skull is 18).” The Mystic and Divine were planned classes for the booklet that would become *Eldritch Wizardry*, though eventually Gygas combined some of the abilities of the Mystic with ideas supplied by Steve Marsh to create the psionics system instead. These classes capture a style of play that shows the game in its formative years. But the significance of the *Tomb of Horrors* goes far beyond its gameplay—it also redefined the way the game used visuals. In



an effort to standardize the gaming experience, Gygax conscripted 14-year-old Lake Geneva local Tracy Lesch to prepare two dozen panels to be shown to players, offering them visual uniformity (and often clues) for each dungeon area.

In 1978, the *Tomb of Horrors* finally became a TSR product, in a new version adapted to the Advanced Dungeons & Dragons rules. Lesch's panels were re-created by Dave Sutherland and Dave Trampier for the published version, which became the iconic visuals so much associated with the Tomb today. On the cover of the published "S1" module, Gary Gygax thanked "Mr. Alan Lucien who was kind enough to submit the ideas of this dungeon." We thank him too—tucked away at the back of this booklet are the five pages of the original tomb that Lucien sent to Gygax.

Lucien's tomb is shorter, and name of the lich at the end, "Ra-Hotep," is just one way in which this original version feels more indebted to Egyptian tomb raiding than the TSR version. The lich clutches in his hand a "jackal stick" with a very interesting ornament, a Sphere of Annihilation, which Lucien describes as an "anti-matter, non-magical globe of deadest black, 3' diameter," such that "anything which it touches is absolutely destroyed, but its control is difficult." It was for inspiring famous magic items like this, as well as some monsters, that Lucien would receive an acknowledgement from Gygax in the front of the *Greyhawk* pamphlet that was printed in March 1975.

On February 7, Gygax reported back to Lucien, "Have just had time to reorganize your excellent tomb area and run Rob through it as a trial." This might suggest that the version early TSR designer Rob Kuntz experienced probably fell somewhere between Lucien's shorter tomb and the eventual version used at Origins. Gygax related, "It took him over four hours, and thanks to a bit of luck cost him nothing more than a mule, a few crummy orcs, and a badly wounded entourage." Even with fifteen characters, passing through the Origins tomb in just two hours requires daring, strategy, and more than just a bit of luck. Give it a try yourself!

We thank Alan Lucien for helping to put this together and supplying his version of the dungeon, and Allan Grohe and David Witts for letting us scan the old photocopy of the Origins rules preserved by Bob Frantz. Special thanks to Allan Grohe, *Greyhawk* scholar extraordinaire, for helping coordinate all this.



## LEGEND

BURIAL PLACES, ANCIENT  
TOMBS, ANCIENT, MIGHTY SORCERER/KINGS  
SURPASSING CHALLENGE/CERTAIN DEATH  
GREAT TREASURE  
SOUL EATERS

### "THE TOMB OF HORRORS"

Somewhere under a lost and lonely hill of grim aspect lies a labyrinthine crypt. It is filled with terrible traps and not a few strange and awful monsters. It is filled with treasures both precious and magical. Besides the aforementioned guards there is the lich himself who guards his final haunt, and it is said that his powers make him nearly undefeatable. It is doubtful that any party will succeed in penetrating to his chamber, however, for the way is fraught with terrible traps, poison, gases of various bad effects, traps, and magical protections. Only large and very well prepared parties should even consider attempting the location of this horrid place, and they must be powerful, varied in nature of class, have many magical protections, and equip themselves with every safety device imaginable.

### Possible locations:

The highest hill in the Egg of Coot.

An island lying 100 miles east of Blackmoor.

In the great desert west of the Wild Coast.

On the border between the Pynim Kingdom and Perrunland.

At the eastern edge of the Duchy of Geoff.

In a swamp somewhere in the Wild Coast.



## THE LICH

There remains only the skull of this monster, but it is enough! It rests in the far recesses of the vault, and it has two great gems in its eye sockets (25,000 GP each), while its remaining teeth ate six bright gems of 1,000 GP value each. If touched it rises into the air and seerns the party. One look, and the soul of the most powerful of the party (a M-U, Cleric, Ftr., in that order) will lose his soul to it; the body crumbles to mouldering powder, and the r. eye of the skull gleams evilly with the entrapped soul. Touched again, the process is repeated with the l. eye, and then the teeth. If still touched it will pronounce a terrible curse upon those who remain, i.e. morale at -50% thereafter, always lose treasure before exp. is gained, etc. (A remove curse will dispel it, but it lowers the cursed persons' charisma by 2 permanently thereafter.) Only the following things will affect the Lich's skull:

- An astrally projected person destroys it with POWER WORD KILL
- A paladin or Ranger with +5 (or Sharpness or Vorpal) sword can destroy it with 50 HP inflicted -- it is AC #6
- The highest Divine destroys it by touch
- A Mystic can destroy by mind battle (Mental power rating of the skull is 18)
- A fighter with an Arrow of Slaying vs. M-U's will kill it on a 16 or higher

\*OPTION: When the Lich takes over the soul the body attacks the other party members, and when the body is slain it then turns to the mouldering powder.



## THE TOMB

1. False tunnel which will collapse when the false floor at the end is opened. Damage is 4/40/person.
2. Another false tunnel; when point X is stepped on green wall section slides closed in 10 seconds. ONLY passwall, disintegrate, wish, rock-mud, stone-flesh, phasedoor, etc. will allow escape.
3. True entrance to the Tomb. Floor: Covered by beautiful mosaic of colorful pattern with a distinct path shown. All pits except the green one open if stepped on or pressed heavily. Spikes are poison. Walls: Covered with plaster frescoes with various doors, buildings, windows, boxes, chests, people, animals, etc. shown.
  4. A painting of two jackal-headed men holding a (real) box, the lid protrudes little, but close examination reveals. Opens to show a bronze coffer, which appears empty if opened, but feeling (only way to find out what's inside) will find a lever. Move lever and and trap door opens on 30' pit. Trap door is 2' thick stone, and thumping won't reveal.
    - A. Chipping away plaster here reveals normal wooden door.
    - B. If the pattern of the floor has been carefully studied up to this point it will reveal the following message: GO BACK TO THE WALLS OR THRU THE ARCH. SHUN GREEN. FIND BLACK. RED COULD MEAN DEAD. TWO PITS FOR THE WAY WILL LEAD. UPON THE THRONE THE KEY, AND LOOK CLOSELY FOR THE STATUES OF IRON.
  5. The arch with three glowing stones. Press in this order: 1,2,3. Enter and be teleported to 10. Otherwise, teleport to 8. taking 1-6 points damage. Arch is clouded until proper sequence is pressed.
  6. A great green devil face mosaiced upon the wall. It radiates EVIL. The mouth is dead black. Entering causes disintegration (total).
7. The Forsaken Room. No apparent exits exist, but if three levers are



pulled down a pit opens, dropping all 100'. If they are moved sideways or in any combination other than all up nothing happens. If all three are moved up a trap door in the ceiling opens.

8. The lair of a giant, four-armed gargoyle (2 if 6-11 in pty., 3 if more). It attacks as an 8th level monster and takes 42 HP's. Around its neck is a necklace with great, gleaming gems (worth 500 GP).

9. Seven secret doors. Spikes drop from the ceiling, 1/turn, until the door is opened, do 1-6 points damage, hit as 4th. level ftr. Open: 1) slides down, 2) pivots, 3) swings inward at bottom, 4) slides up, 5) double panels pull inward, 6) slides sideways, and 7) a seven stud grouping which will open the door if all are pressed. Press only 1 & 7 and the door crashes down for 3-18 points damage.

10. Another great hall similar to #3, complete with mosaic floors and wall frescoes. These walls are even more colorful, and the figures of men and beasts upon them hold balls (colored as per map). The black hides a low crawlway, the red a high tunnel (both concealed by simple sphincters).

11. An arch similar to #5, but the colors of the stones are green, red, and violet. Pressing them changes the cloudy archway not at all. If entered it transports to #3, nude, all goods going to #3.

12. False doors. When opened a spring-fired spear shoots forth a spear for 2-12 points damage (strikes as a 4th level ftr.).

13. When the end of the crawlway is kicked away the person falls 10' into the room for 1-6 points damage. In it are three chests:

GOLD: 10 poisonous snakes which strike as 4 dice monsters

SILVER: Contains a ring (ignore all bad rolls) covered with an immediately fatal poison, but this covering can be seen if the ring is closely examined. *Lifting the ring releases 6 spring-triggered darts - 1-6 damage pts. 1-6 will hit.*



WOOD: Contains a giant's skeleton magically shrunken, but when the lid is lifted it balloons up to fullsize, always getting surprise. It wields 2 scimeters and takes 30 points damage to destroy. Sharp weapons score 1 point only, but blunt ones do normal damage, against its Armor Class of #2. It is not affected by spells. It attacks as 9th level.

14. The Chapel Room: This is to fool the party into believing that the builder of the Tomb might have been lawful. It radiates a very dim good. All pews have false bottoms. If the gas is released it will weaken all in the place for 2 days by 25%. There are two large urns (pottery) in the corners, brass candelabras, and wooden chairs by or on the dias (stone steps & platform).
- A. Opalescent blue alter (radiates dim evil). If touched it will send a lightning bolt 40' long doing base 26 HP damage, and the alter then turns a fiery reddish-blue. If struck by a magic weapon in the latter state it explodes for base 30 HP.
  - B. Glowing arch or vivid orange: The skeleton points to it as if the way out, but any who enter its hazy portal are reversed in sex, and alignment. Entering a second time inflicts 1-6 HP damage, but effects are reversed.
15. The exit from the Chapel, a block of stone 4' high, 2' wide, and 6' thick with anti-magic protection. There is a small slot at eye level with a ring carved into the stone as a clue (describe as a torus). It requires any magical ring to open the door, and the ring is lost. On the other side the door may be opened easily.
16. The door radiates a dim magic, and strains of music and sweet song seem to come from beyond it. It must be broken-down with axes and the like to open, i.e. it must be shattered. When this happens a special



mechanism is readied, and the floor will begin to tilt downward when walked upon. As it tilts all on its polished marble surface begin to slide towards roaring flames. They have 5 seconds to turn and flee or else!

17. A room for the preparation of mummies, non-descript, nothing. There are linnen wrappings, clay pots of dried-up ointments and oils, clay pots or dusty stuff of no value, wooden tables and stools, and a few rusted instruments of no value. The three vats are filled with murky liquid:

- A. Dirty water
- B. Slow acting acid (1-4 damage) not easily detected even by touch until 1 turn later. At the bottom is a key half of gold.
- C. A clear amoeba of giant size (treat as an ochre jelly) with the other half of the key beneath it. If burned the key will not be affected, and when the two parts are held together they will fuse. THIS WILL BE KNOWN AS THE 1st KEY.

18. To cross levitation should be used, for the spikes fire upwards when the blue section is stepped on. Strike as 4th level ftr. for 1-6 pts.

19. The Shaking Chamber: It is filled with miscellaneous furniture and the walls bear tapestries. Furniture-- sofas, chairs, stands, braziers, chests, boxes, coffers, rugs, book shelves, rotten books. 5 lg. chests contain nothing, of 15 sm. coffers 5 contain angry asps (1-4 strike as 4th level) and 10 contain 8-30 PP. Tapestries are anti-magic, but if they are torn or harmed the spell is broken and they return to green slime. They may be moved gently without harm. ON A ROLL OF AN ODD NUMBER THE CHAMBER SHAKES VIOLENTLY, AND IF TAPESTRY IS BEING HELD THERE IS A 75% CHANCE OF IT TEARING.

FS A false door which opens to a blank wall -- secret door behind.



20. The Tavern of Silver & Gold Mists: The mists cannot be seen into for more than about 5-10'. Within is a beautiful siren. Any who enter the mists must save vs. poison or become idiots until the air of the clean outdoors is breathed. If asked the siren will come with the party and loyally serve one member until death (she is AC 7, 9 HP); she can cure the iodicy and causes all opponents within 3" to save vs. poison or become idiots for 5-20 turns. She has a charm person spell operating at 9", usable once/day. She also has a large and a small sack. If she is asked to serve they disappear. If they are taken she will disappear. When one is touched the other sack disappears.

Large Sack -- 1/4 bag of holding with 800 GP

Small Sack -- DIE 1-2: Empty

3-4: 10,000 in Jewelry

5-6: 40 base 100 gems

7-8: 1-6 potions of extra-healing

9- scroll of 7 spells, 4-9 level

0- Medal. of ESP, 90' range

21. A heavy, one-way, door of steel, anti-magical. It has 3 slots, and if 3 swords are inserted it will open.

22. The Hall of Pillars: Each pillar radiates magic, and if they are touched the person will levitate upwards uncontrollably until touching the roof. Removable only by dispel magic.

23. Green devil faces similar to #6, but they send any who come within 2' through the mouth and out #6, naked, all treasure to #33.

24. Door shimmers electric blue. On the left there is nothing. The right one contains an open sarcophagus, a dias, and the broken and torn remains of a mummy (not undead, but...). An evil gem is imbedded in his skull, and if removed the mummy comes alive, requiring 32 HP to destroy. He is asbestos wrapped, and a special



haste spell allows him to strike twice with his mace (+2 evil sword if 6-11 in party, +4 evil sword if more in party).

25. This fine door glows a shimmering orange, with corruscations of sickly green. It is a killing room. The walls of the empty place are hung with 8 shields and 16 swords. If the threshold is crossed they are animated and attack as heroes, each taking 12 points to destroy, AC #3 on each. They will pursue out of the room, but will magically return once the person who entered their place is dead. A horn of blasting or disintegrate will destroy them all, and a repulsion will negate them so that they return.
26. A heap of charred remains, bits and tatters, awful! They encircle a shining stone which radiates evil. It contains a reverse wish. Detect magic will reveal that it is wish-connected. It operates once, and then begins to pulse, grow hot and bright, in 15 secs. it will explode causing death in a 15' radius. The stone remains thereafter as a gastly yellow-green mold until 1 week has passed and it returns to its original state.
27. A vast jet and ebony throne on a dias of purple stone. <sup>silvery</sup> A crown rests upon the throne, and if it is placed on the head it negates levitation, but it cannot be removed until one end of the scepter is touched to it --this message conveyed to wearer magically! The scepter appears magically upon the throne when the crown is worn, and it has a gold ball one end, a silver on the other. If the gold is touched to the silver crown the wearer is dead, and the body turns to a fetid powder that cannot be revived. If the silver end is touched to the crown a panel beneath the throne slides open to reveal the entrance to the next part.

28. Beautiful steps of pink marble, lapis, onyx, malachite, amber, sard, etc. Walls are ivory inlaid with gold, the ceiling of white jade.



On these steps rests a cylindrical key, large, heavy. It is the 2nd key. It appears to fit #29, but if inserted it gives a shock of 1-6 HP damage. It actually opens #33.

29. Huge double doors of anti-magical platinum. There is a depression in its center which is cup-like and will accept the gold end of the scepter to open it. In the center of the depression is a hole which fits key 2 as noted above. If the silver end of the scepter is touched to the depression the person is transported back to #6, possessions to #33! Scepter returns to #27, as does crown, if applicable. If the door is scratched or kicked it will bleed. If badly cut it will pour forth blood and fill the crawlway from #27 in 6 turns, and in 12 fill the entire room. Spells against the blood act as follows:

Lev. = moved upwards in a glob & becomes red-ochre jelley

Fire (even non-magical) = blood turns to poison gas, no save

Poly. = turns to 1-4 gelatinous cubes

Cold = freezes for 3 turns

Purify water = weakening gas, 50% for 1 day

Disintegrate = destroys blood

Create water = normal water

All other spells fail

30. The false room of treasure. It is vaulted with a silver ceiling which makes the place very bright. In each corner stand 9' tall iron statues which radiate dim magic but do NOTHING. They grasp molderous-looking weapons, and facial expressions are terrifying! The one with the mace can be shifted aside by 3 or more persons to reveal the exit from the room, but due to magical properties no magical use or wishing will otherwise reveal this exit.

A. A gold-leafed bronze urn with wisps of smoke coming from its stopper. The leafing must be removed to allow stopper removal.



If stopper removed EFBREET may be summoned forth to serve, but if the urn is shaken or violently disturbed it bursts free with fury to the attack.

B. Destroyed stone sarcophagus, wooden inner shell broken, dust and bits of wrappings and bone scattered about. Some destroyed pieces of jewelry, stones removed, etc.

31. Left chest contains 20,000 gems which look great, but are 1GP each; Right contains 40,000 Platinum Pieces. Both have heavy locks and poison needle traps on these locks. Neither can be moved as they are part of the place, being solid stone except the iron tops.

32. A door which can be seen if the wall is inspected with care, for it has a small opening for a key. It can be opened only by inserting the 1st Key (#17 location). Magic does not work, nor will force. It is a huge stone-covered iron portal.

33. The Burial Vault! An arched, very tall room with a 2' sq. depression in its center. Careful examination reveals a small hole for the 2nd Key (#23 location). The key must be inserted and turned right three times, nothing happens otherwise. If turned correctly the place rises from the floor, as the vault comes to the ceiling height. Anyone atop it had better get off immediately (2 turns) or be squashed on the roof. A smaller room now stands in the chamber, and its front is an easily opened door with a great ring to pull it open. It contains:

- any treasure from other parties (listed separately)
- three huge gems, 100,000, 10,000, & 10,000 GP's respectively
- 1-4 items misc. mg. from T.V, each different
- 6 potions, 6 scrolls
- 1 item from Wands', add 20% to score rolled
- 5 cursed weapons (3 swords, 1 spear)
- THE LICH (see next page!)



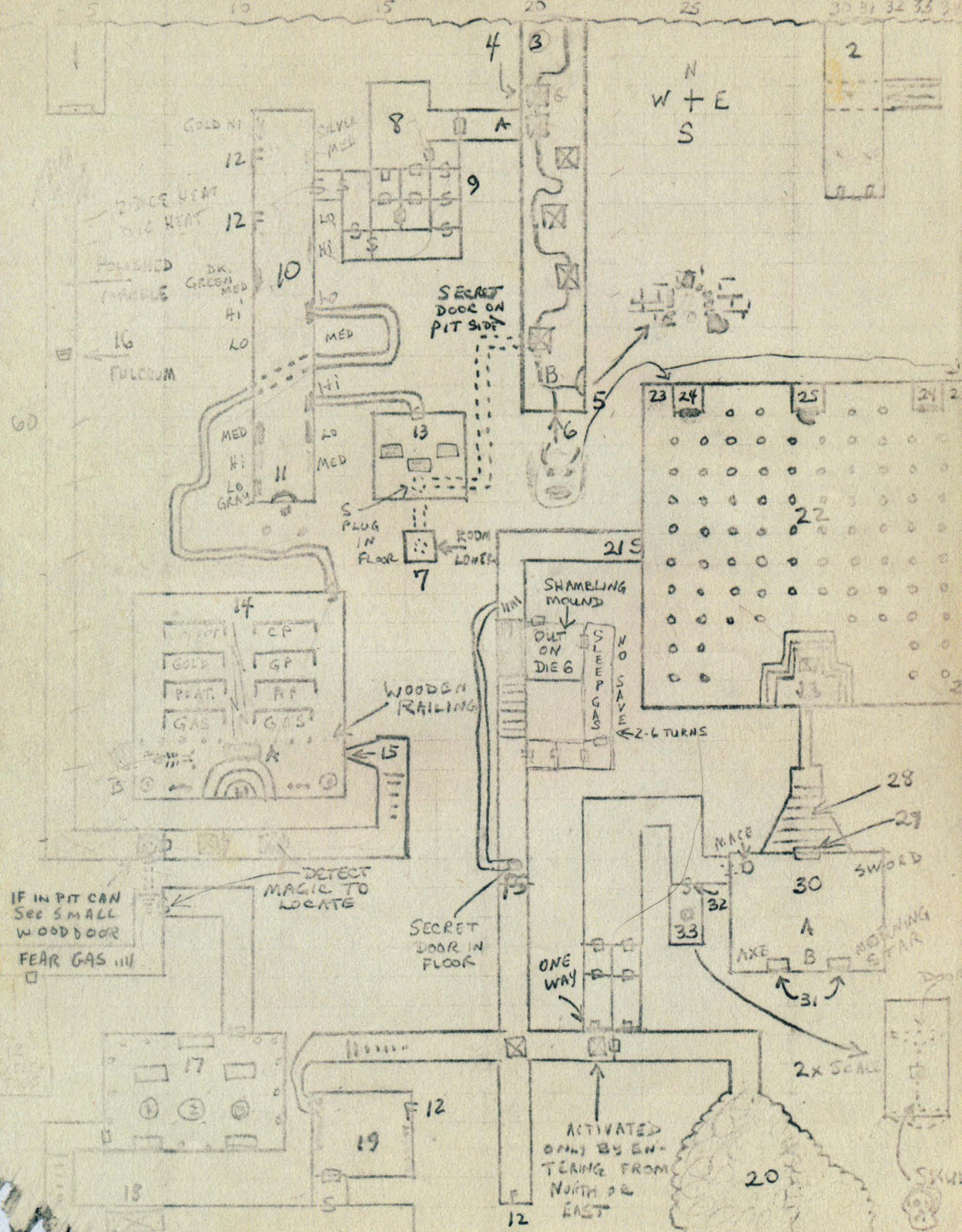
# THE EXPEDITION TO THE TOMB OF HORRORS

## Character Types, Level, Hit Points, Special Equipment:

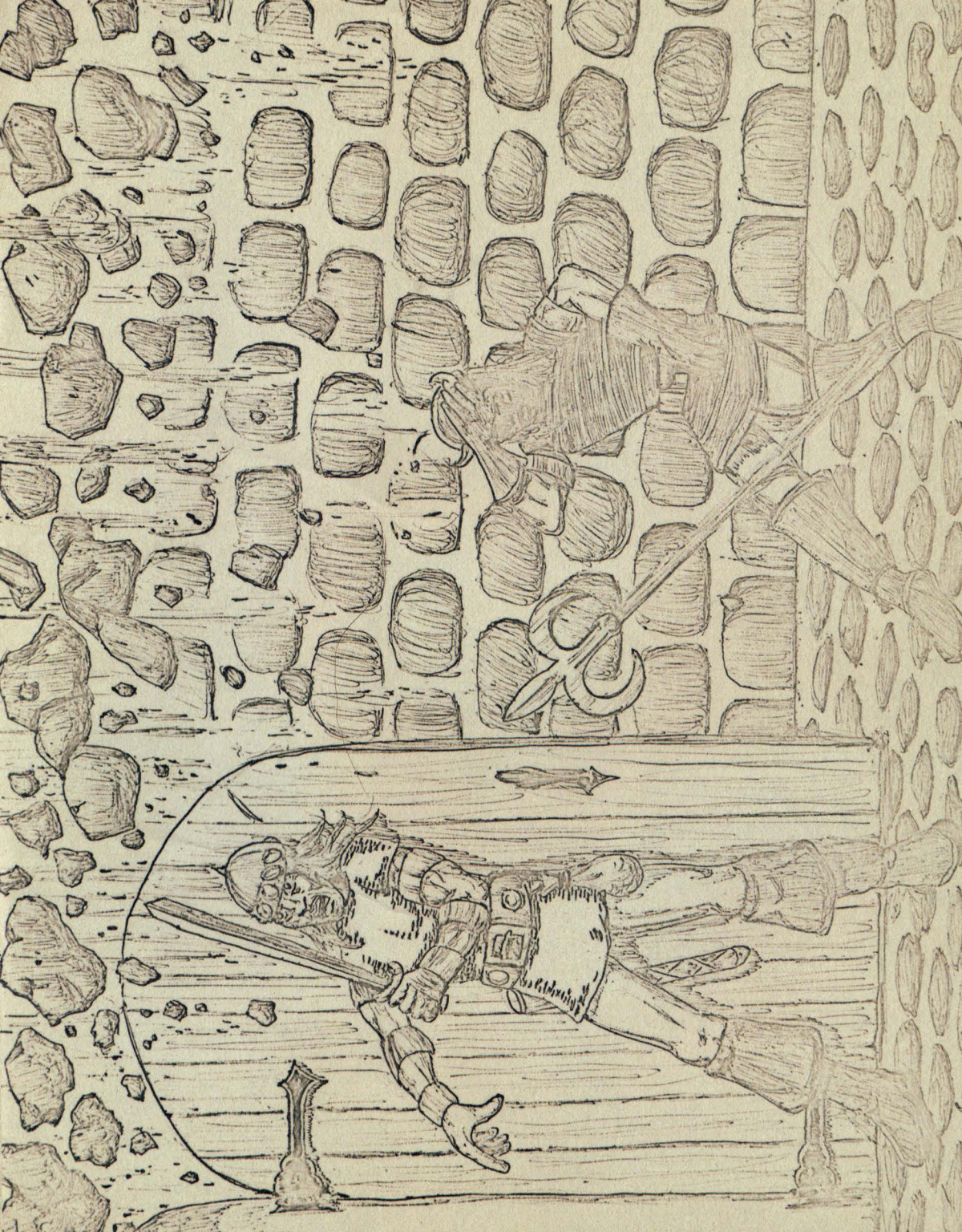
- ✓ 1. Magic-User, 12th level, 27 HP-Con. 11, R. of Fire Resist., W. En. Dt
- ✓ 2. Cleric, 10th level, 29 HP-Con. 10, Snake Staff
- ✓ 3. Ftr./Paladin, 8th level, 40 HP-Con. 16, +2 A&S, +2 Sword
- ④ 4. Elf M-U/Ftr., 6/4 levels, 20 HP-Con. 12, +1 A&S, Poly. Self Potion
- ✓ 5. Dwarf Ftr., 7th level, 28 HP-Con. 17, +1 A&S, +2 Hammer
6. Thief, 9th level, 21 HP-Con. 9, +2 Dagger, Rope of Climb.
- ⑦ 7. Fighter, 7th level, 30 HP-Con. 14, +1 Spear, +3 Shield
- ✓ 8. Fighter, ✓ 7th level, 28 HP-Con. 11, +1 Armor, Bag of Holding
- ✓ 9. Fighter, × 6th level, 22 HP-Con. 12, +1 S, Swd. +1/+2 vs. M-U&Ench
- ✓ 10. Hobbit Thf., 5th level, 13 HP-Con. 15, +1 Dagger, Pot. Callraud.
- ✓ 11. Cleric, × 6th level, 19 HP-Con. 8, +3 Mace
12. Fighter, 5th level, 21 HP-Con. 14, 3 +2 Magic Arrows
- ✓ 13. ½ Elf M/F/C ✓ 4/4/3 lvl. 14 HP-Con. 10, R. of Prot. +1, Scroll P vs. M
14. Fighter 4th level, 16 HP-Con. 18, Str. 18/80, 2 Jav. of Ltng.
- ⑤ 15. Magic-User × 6th level, 15 HP-Con. 16, Lev. Boots, Pot. Healing

PLAYERS MUST COMPLETELY LIST ALL MISC. EQUIPMENT, WEAPONS, AND  
SPELLS. OVER-ENCUMBRANCE WILL NOT BE ALLOWED!

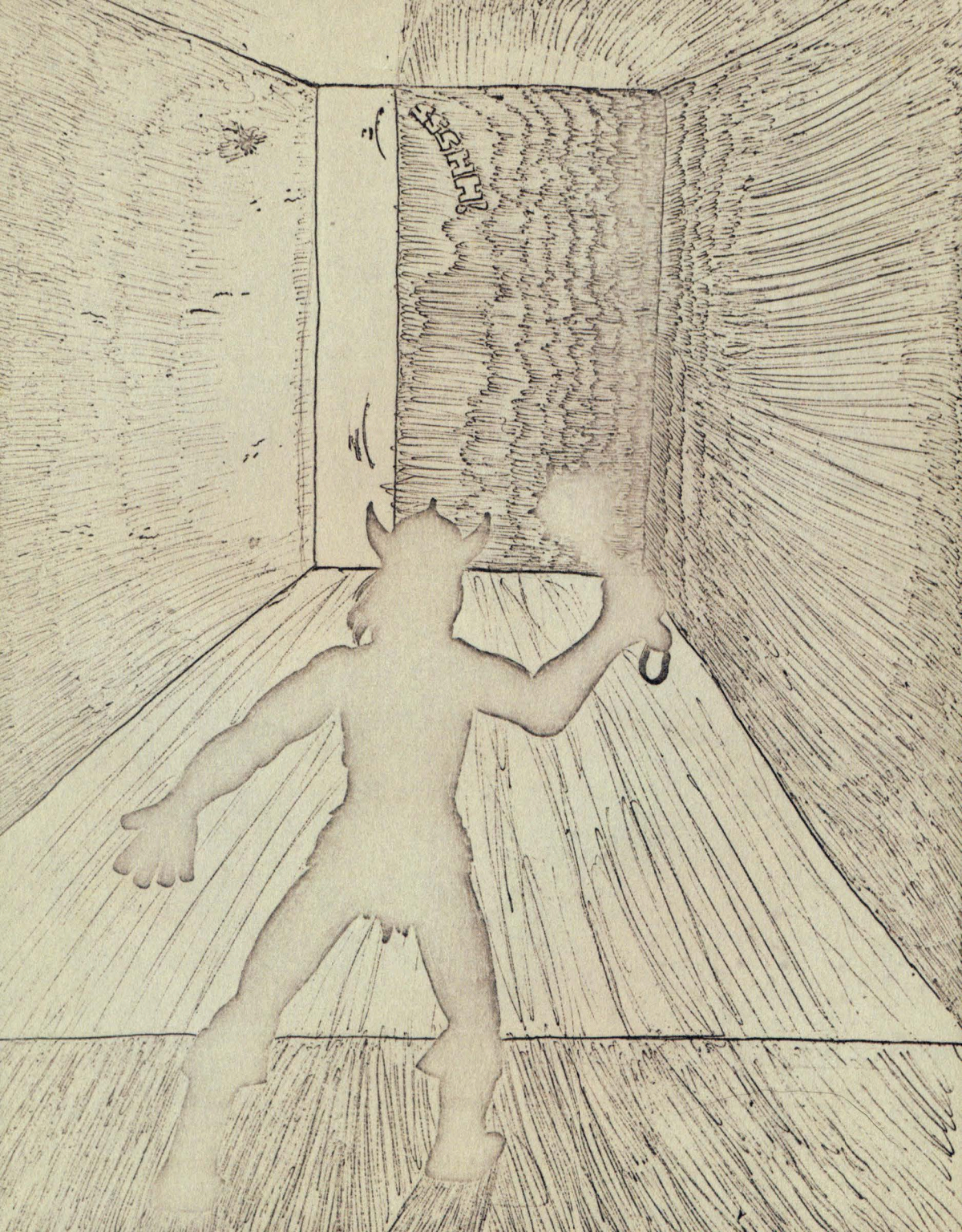








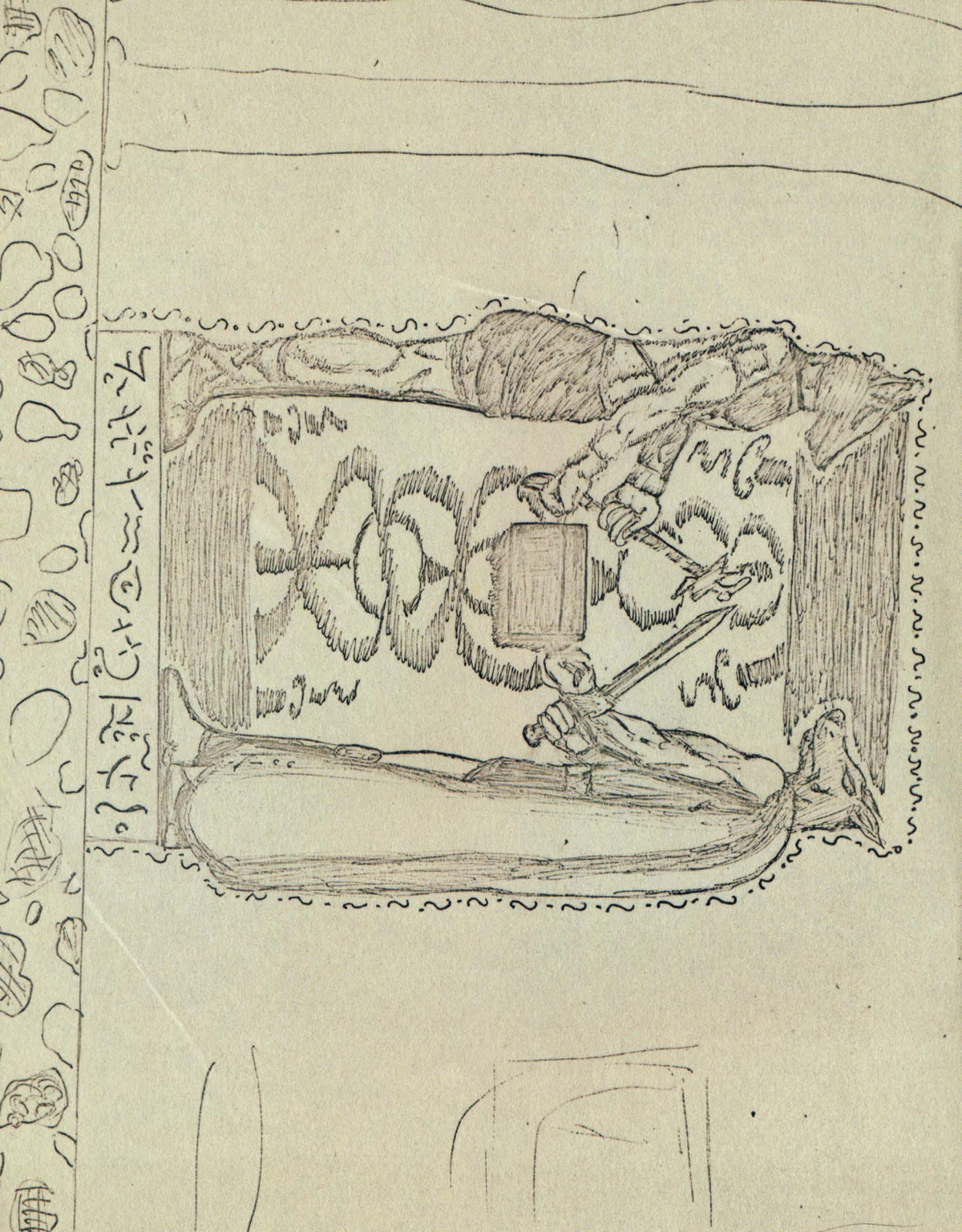




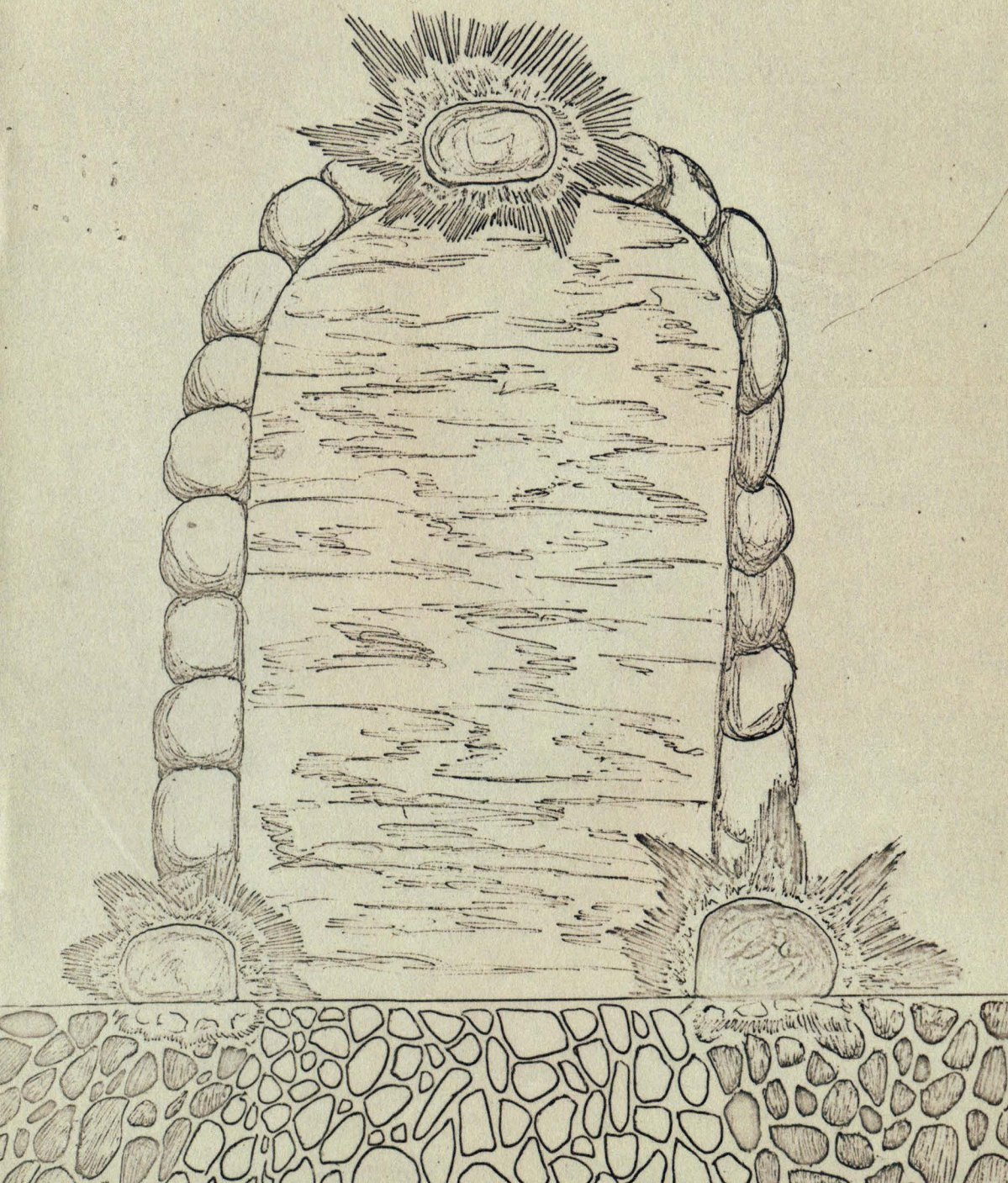








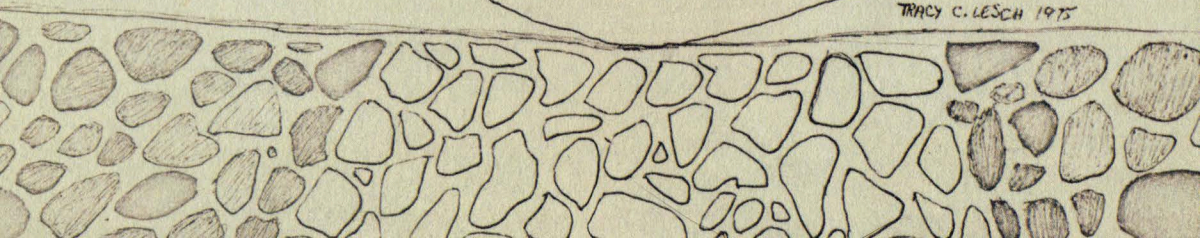




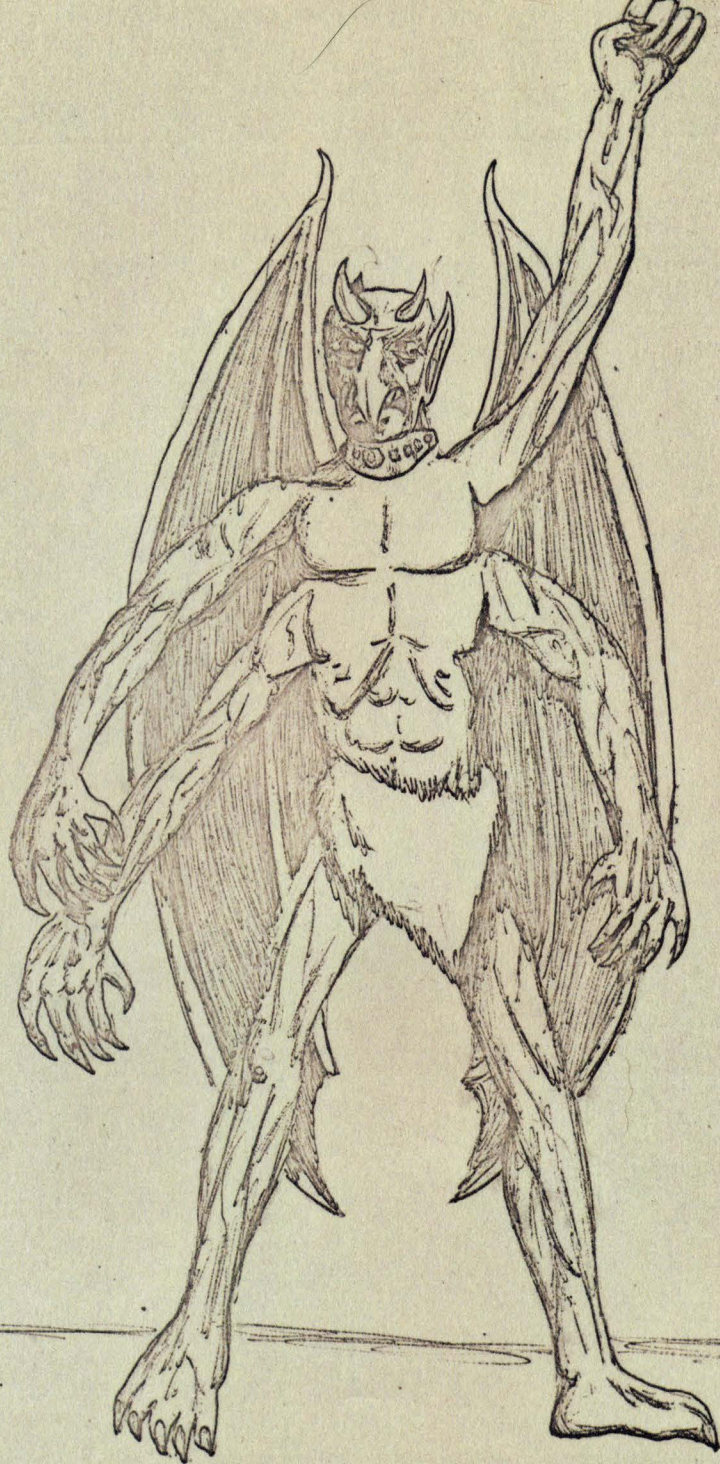




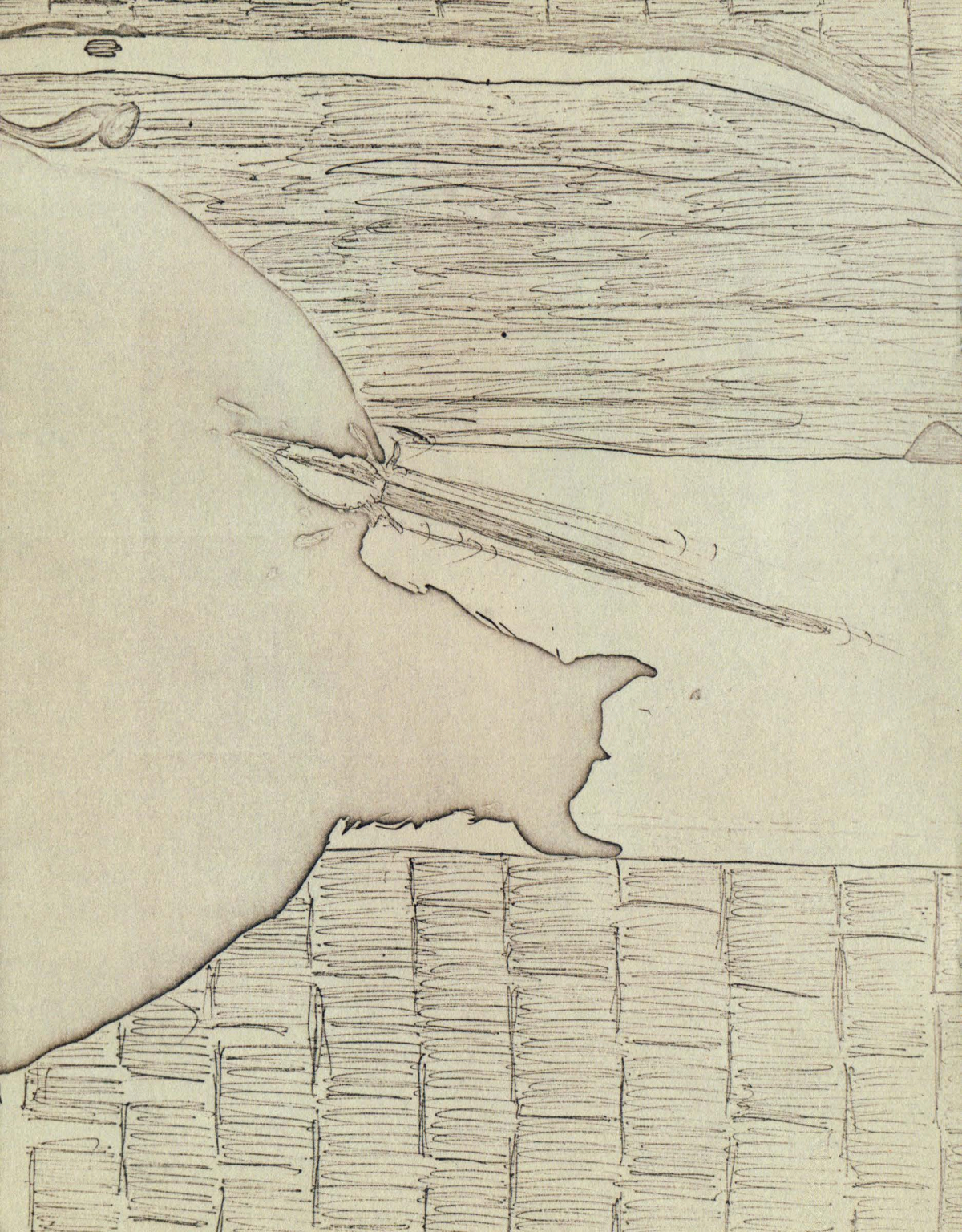
TRACY C. LESCH 1975



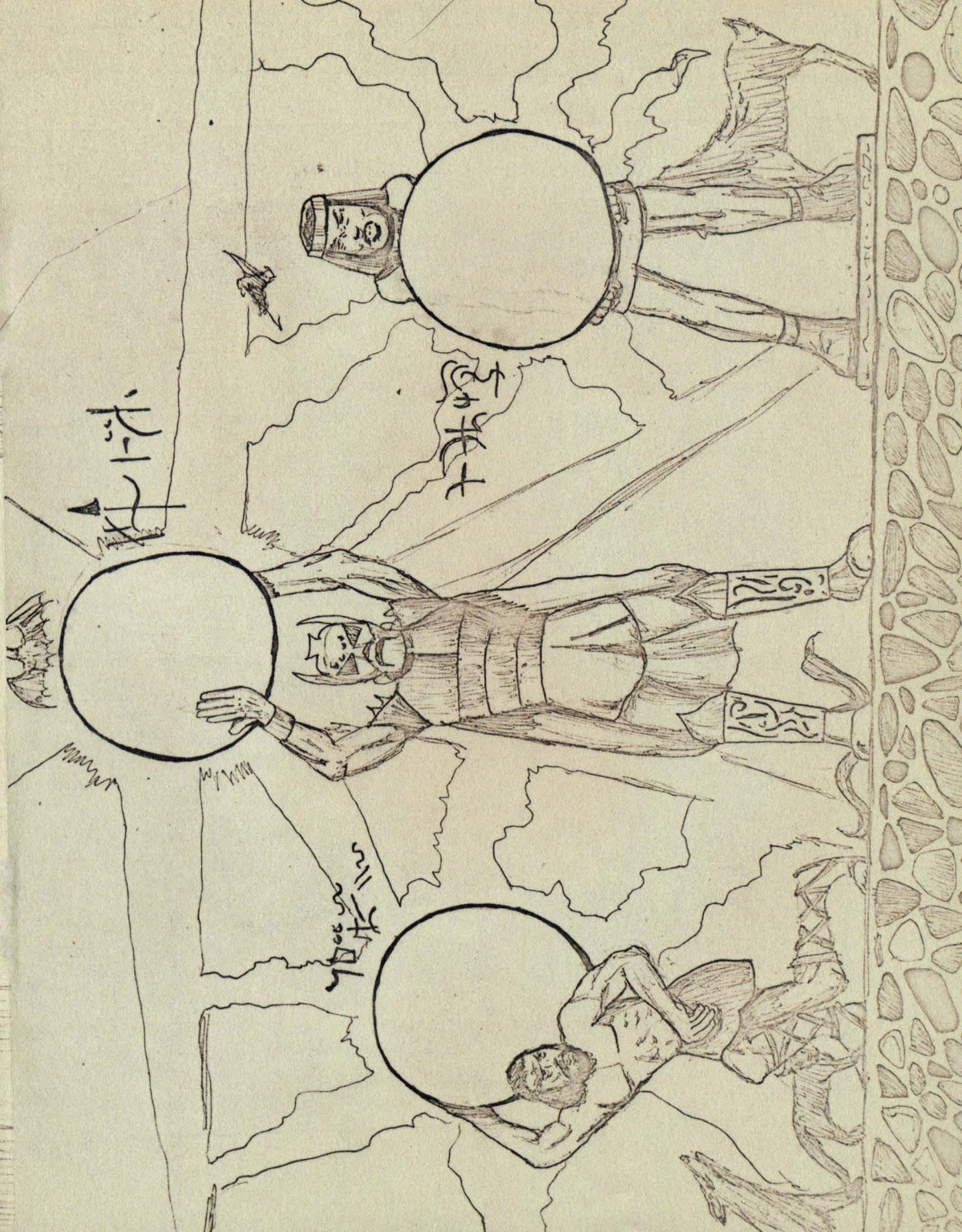




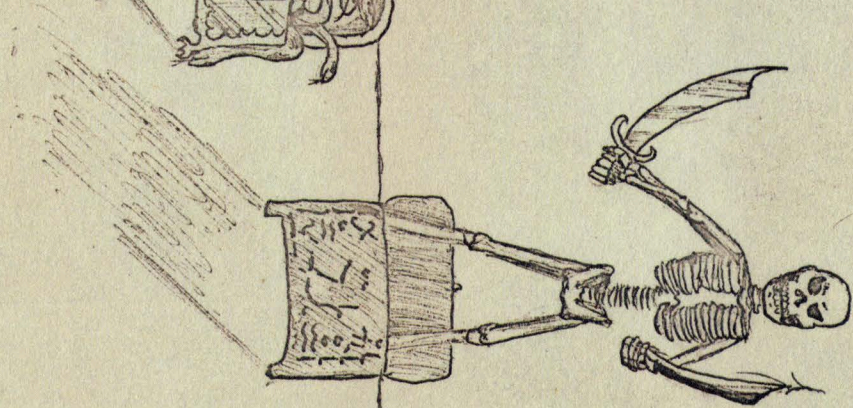
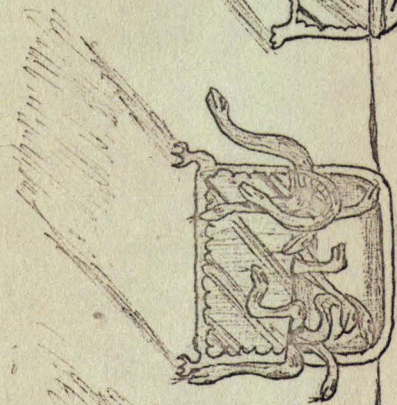
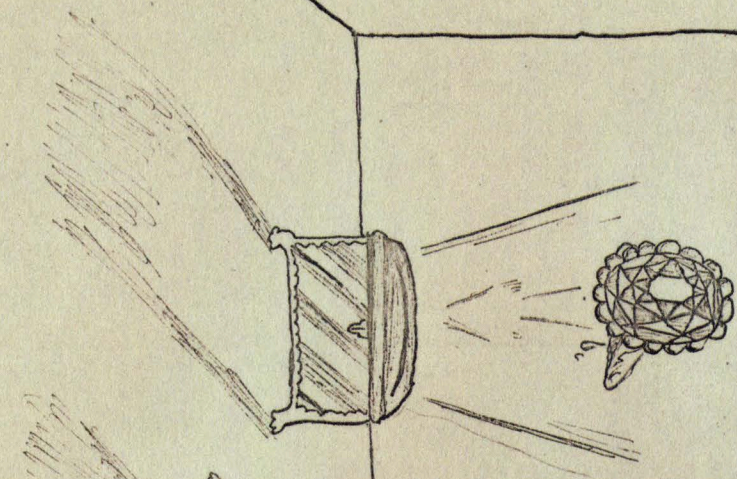




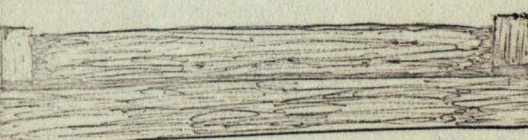




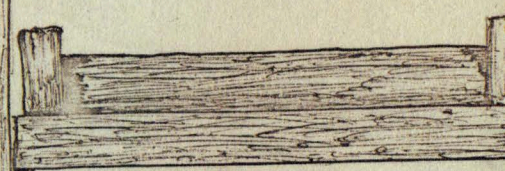
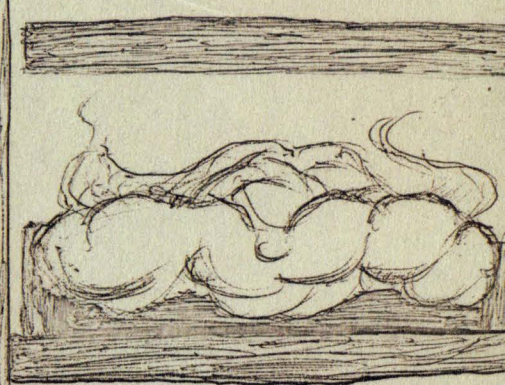








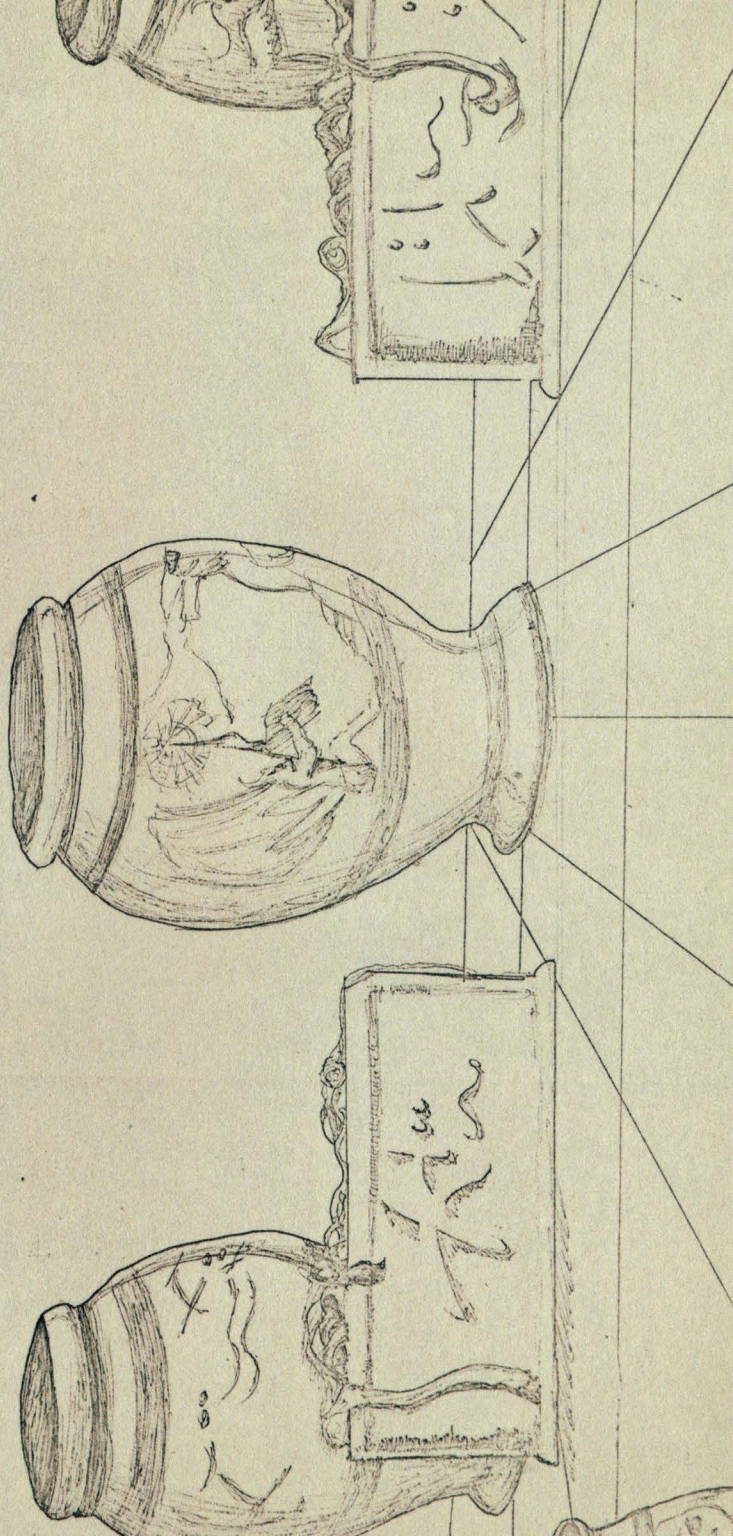
Handwritten text in a vertical column, possibly a list or a series of notes.



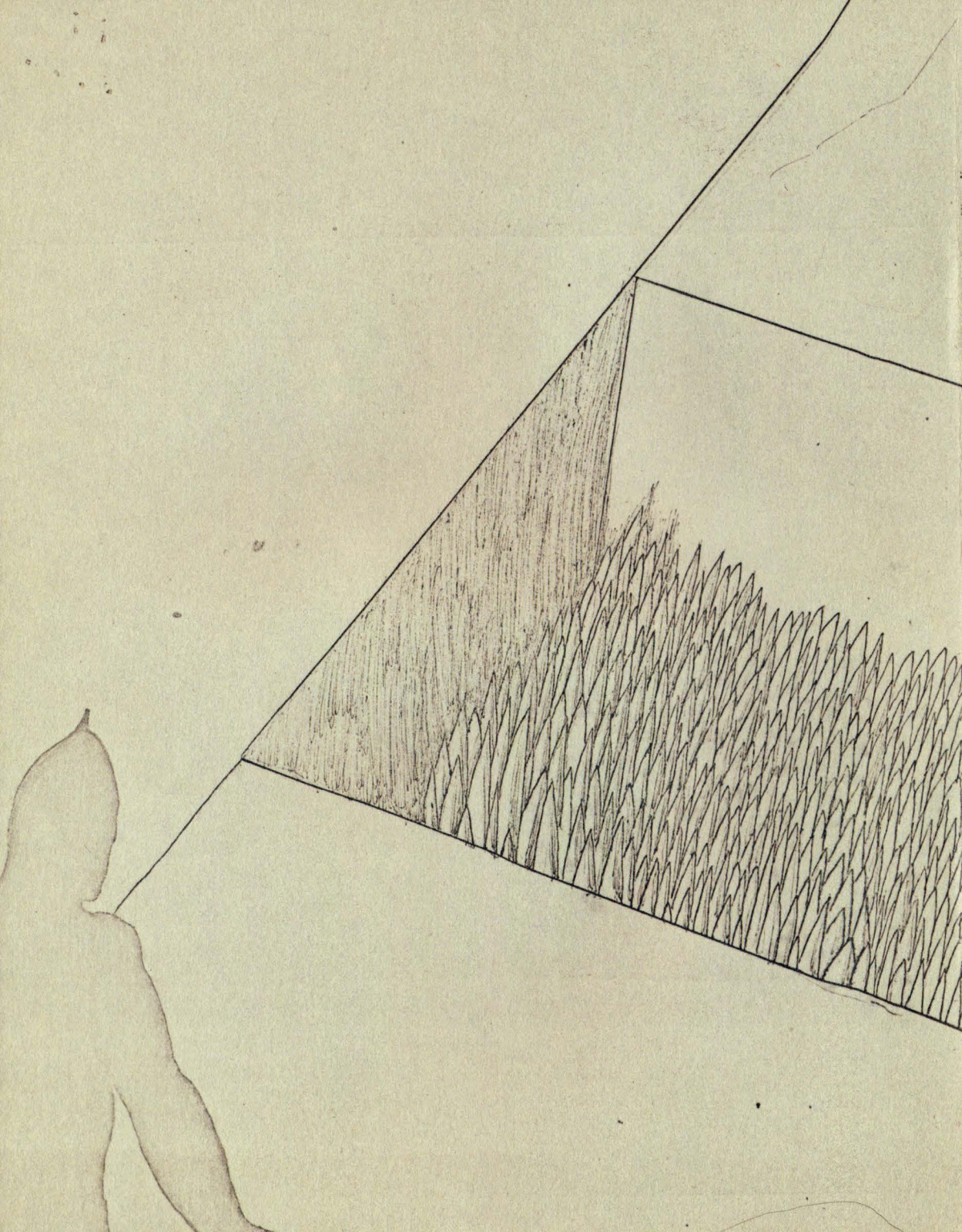




























21  
TRACY C. LESCH 1975

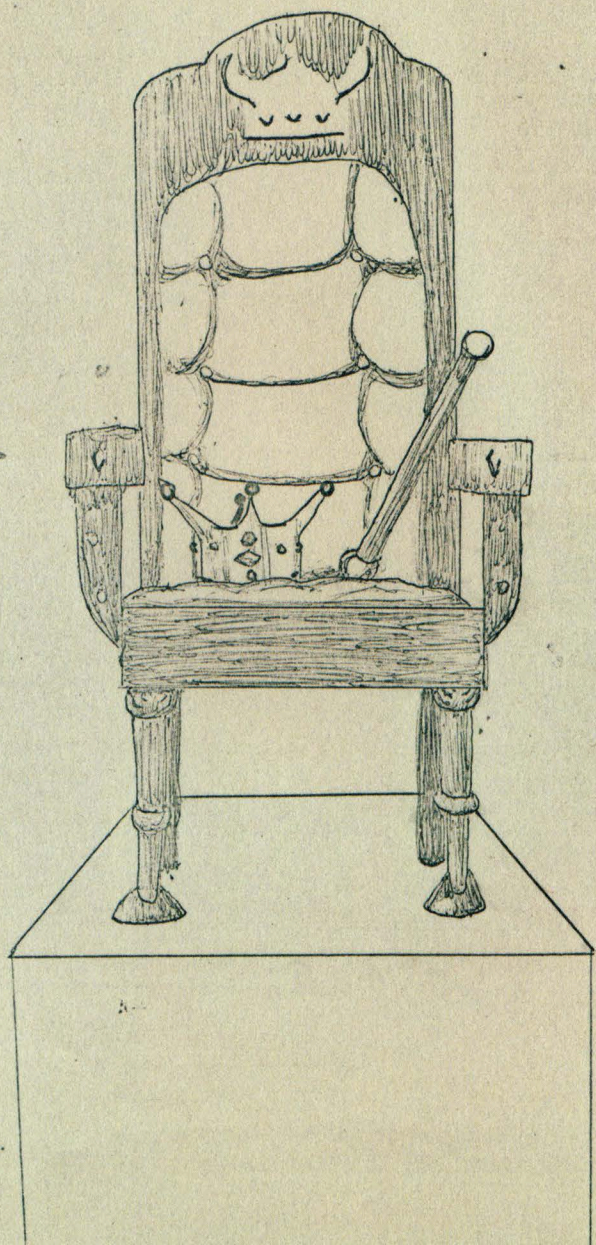




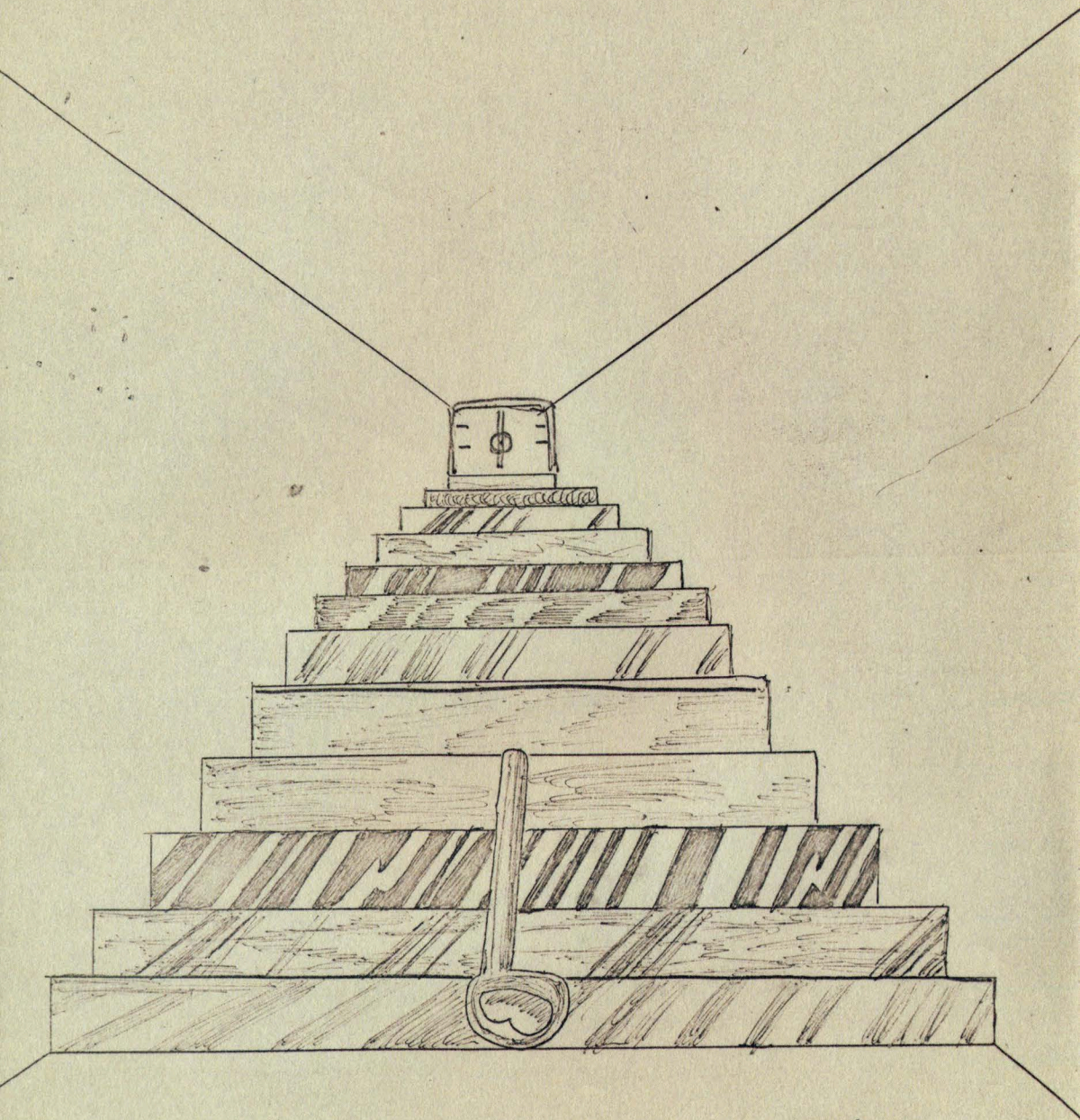




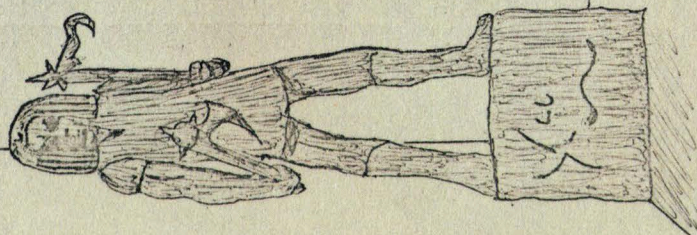
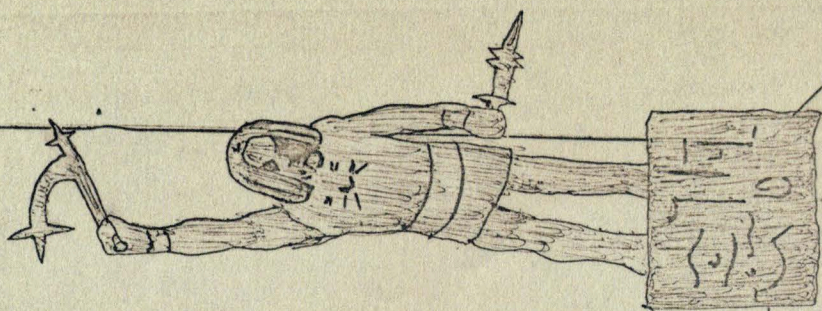




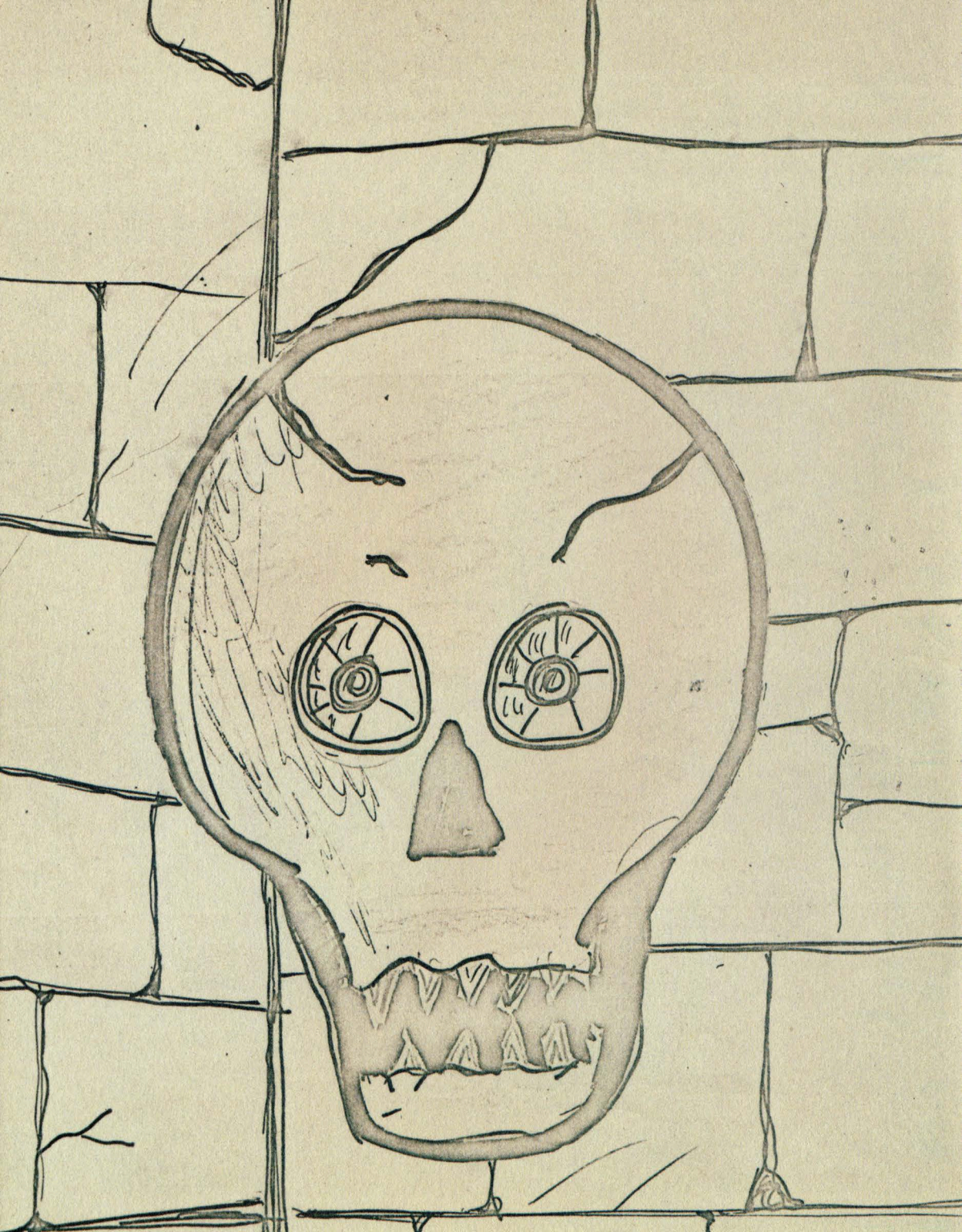














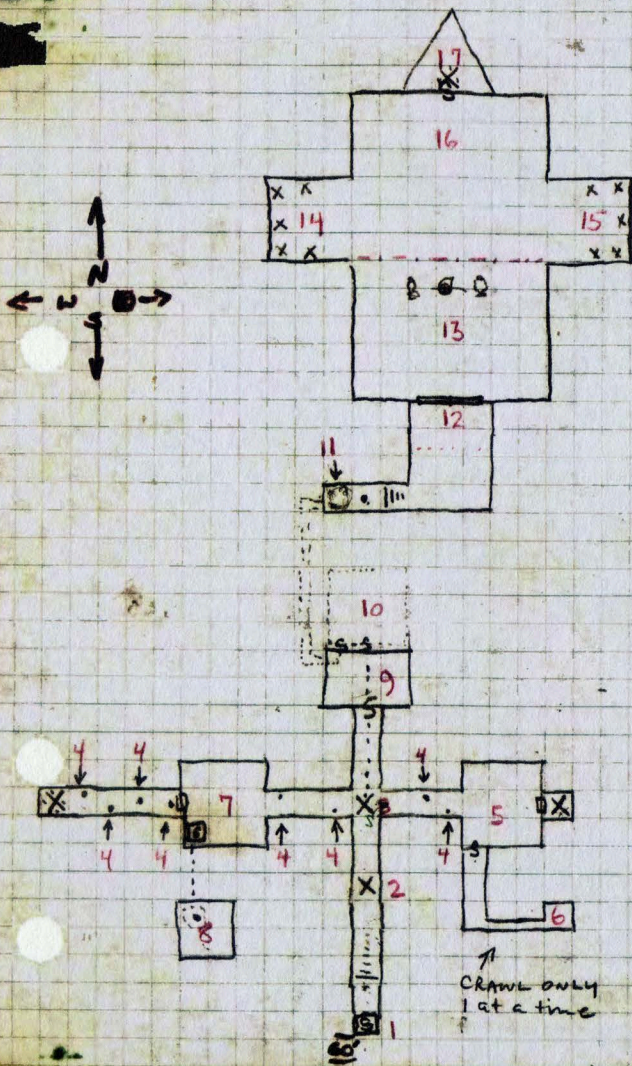
# **APPENDIX**

## **TOMB OF RA-HOTEP**

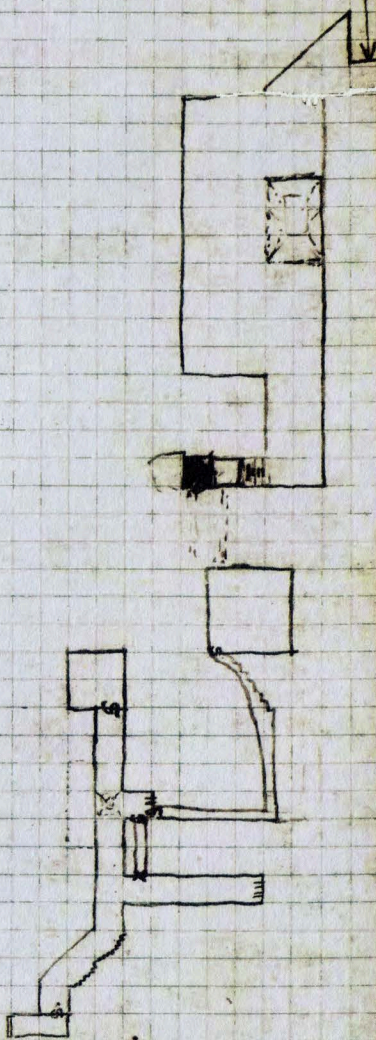
**ALAN LUCIEN**



TOP  
VIEW




SIDE  
VIEW



50' - 12 poisoned spikes



1. A secret trap door. Opening it breaks a seal which releases an invisible stalker which awaits before steps down...
2. Pressure trap door (100#) which opens on pit 50' deep with iron spikes at bottom
3. Pit as 2. above, 10' deep, spikes poisoned. Remove spikes in bottom right and secret trap door opens on shaft 45' deep.
4. Spear traps fired when stepped on - 2-16 pts. damage.
5. Empty room with broken jars, chests, bones, a few copper coins. Secret door comes down thus , 3' thick, crushes anyone in front in 6' x 3' pattern.
6. Passage turns into crawl space, and 6 contains 5-20 cobras! Can't turn or run - crawl backwards away. Treasure is Ring of 3 wishes / Delusion (very hard to guess this one!) and Scroll of 7 cleric spells
7. As 5, but find & liftering of Secret trap door and it drops the lifter into pit 20' deep. From there crawl space goes to room. • Triggers poison gas (if save vs Poison must leave)
8. Treasure of 10,000 Copper, 8,000 Silver, 6,000 Electrum, 4,000 Gold, 2,000 platinum and 3 javelins of lightning (60' range, 20', 4 dice bolt when hits).
9. False burial chamber: Obsidian vault, cedar sarcophagus & gold sarco. hold normal mummy with necklace of 12 500 g.p. gems, 3 potions of longevity, scroll of animate dead) Various trappings, 2 statues (1 has +2 armor of ancient design) do nothing, weapons, clothing etc. Invisible stalker generated by opening 3rd Sarcophagus. Funerary boat and altar - three



levers on alter. Pull and Iron, copper and brass  
Crux-anastas come. Iron = touch and weakness for  
1-7 days. Copper = opens 12. but touch makes you feel  
Strange. Gold = touch and feeble mind for 2-12  
hours.

10. Passage From 3 dead ends. If secret door to 10 opened  
5 in 6 that will fall into room as door swings open suddenly.  
Entire room is plastered and painted with murals.  
Secret door out (to 11.) is beside entrance (8' to left and  
25' up). Plaster must be chipped away to see secret door.
11. TRIGGER • drops 10' cube of Stone at ~~2~~ completely seal-  
ing off only exit. No way to lift or move.
12. 10' Stone statue with stone mace (is golem) if --- line  
crossed it attacks. Only +3 weapons can hit it, Stone to  
flesh will not work, but Rock to Mud will. Takes 48 pts.  
damage. Doors are solid bronze and openable  
only by key From 9.
13. The Burial Chamber: chairs, tables, and usual clutter of  
utensiles and personal gear. Walls lined with thousands  
of useless clay statuettes of Egyptian gods. Chariot is  
magical and flies if pulled by hippogriffs (ashes in urns  
and scroll inside each to revivify).
14. 5 Sarc. + 5 Mummies, 1 with +3 axe } ALL wear Scarbs of  
15. " " " " 1 " +3 Mace } prevention of Clerics  
effects on Undead  
come when line --- passed.
16. Temple and burial vault of Ra-Hotep, now a  
lich. (17<sup>th</sup> level cleric, 16<sup>th</sup> level M-u). See next p.
17. Gem Treasury: Secret door opens and illusion of smooth  
Floor conceals pit from detection. Jade Case (5,000 g.p. value):  
5 each - aquamarines, peridots, topazes, spinels, white pearls (500 g.p. each)  
1 each - diamond, ruby, star sapphire, jacinth, emerald, black opal,  
Opal, Oriental Amethyst, Emerald-topaz, Star Ruby, White Sapphire (5,000



HEIROGLYPHIC INSCRIPTION - Show to players

To understand, Read Language:

LEFT PANEL - "The sealed scroll of journeying up as lightly as down," which imparts a levitate spell for 3 turns...

RIGHT PANEL - "The sealed scroll of forcable travel to far lands at the blink of an eye," and the reader is teleported 1,000 away and 100' in the air...

BOTTOM - "Understand that this is the tomb of Ra-Hotep, Priest-Wizard who defied time and death, though of flesh he is no more. The curse of the mighty Ra-Hotep upon any who disturb his rest. Be warned and turn your heart from this place."

(For the sake of my sanity I didn't actually write that message, but the whole looks pretty fair.)

CRUX ANASTA(♀) opens secret door, but gives disease fatal in 6 turns.



## THE LICH OF RA-HOTEP

1. AWAKENS WHEN MUMMIES COME OUT, BUT 1-4 TURNS DELAY TO OPEN SARCO.
2. WEARING +3 RING OF PROTECTION
3. HAS STAFF OF WITHERING
4. Seven Spells (5,6,7,7,7,8,9) Written on bandages wrapping its body.
5. Jackal stick in hand which controls "SPHERE OF ANNIHILATION" (anti-matter, non-magical, globe of deadest black, 3' diameter). Anything which touches it is absolutely destroyed, but its control is difficult:

FOR EACH POINT OF INTELLIGENCE GIVE 2% CONTROL  
" " LEVEL OF MAGIC USE " 3% CONTROL  
MAG/INT 4  
JACKAL STICK ADDS TO INTELLIGENCE 1% " / POINT

Check Sphere each turn of use. It will obey the controller unless score is above control %, i.e. a 75% control total with a score of 76% = NO CONTROL!

Moves 20'/turn max & 45° degree turn = -5'

No Control = drifts towards user at 10'/turn

SPECIAL CASE FOR SPHERE IS IN BASE OF SARCO, OTHERWISE MUST CONTROL TO MOVE AROUND...











