



# TOMB OF UNSPEAKABLE HORRORS

## BATTLESHEET APPENDIX

### \* GAMEMASTER'S EYES ONLY \*

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# Battlesheet

## THE JOURNEY TO THE TOMB

**Encounter:** Sluzie the Night Hag (HF 50, EP 1400, Int 15, AL NE, AC 9, MV 9", HD 8, HP 56, SZ M, #AT 1 D 2-12, SA Sleep x2, Dream Intrusion, Hag Magic Missile x3 (2-16), Ray of Enfeeblement x3, SD Become Ethereal at will, silver or +3 or better weapon to hit, Know Alignment at will, Polymorph Self at will, Summon Type I Demon or Sentinel Devil, Immune to sleep, charm, fear fire and cold attacks, 65% magic resistance, Lang: nefarian, common, neutral evil, Hon: dishonorable (-1 to ALL die rolls), ML 18, TOP n/a, Crit BSL Def AC + 6, FF n/a, Reference HOB 6 p 11, Weakness: weakened by sunlight)

HPs:

**Potential Yield:**  
 defeating Night Hag (EPV = 1400)

## LAIR OF THE LICHES

### 1. Pit of Despair

**Encounter:** 4 Carrion Crawlers (HF 3, EP 270, Int 0, AL N, AC 3(head)/7(body), MV 12", HD 3+1, HP 36 ea., SZ L, #AT 8 or 1, D paralyzation or 1-2, SA paralyzation for 2-12 turns, SD can move on any surface without penalty, Lang: none, Hon: n/a, ML 20, TOP: n/a, Crit BSL: Def AC+1, FF: 6, Reference HOB 1 p 106)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:

**Potential Yield:**  
 defeating Carrion Crawlers (EPV = 1080)

### 2. Dead End Cave

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding pit trap (EPV = 30)  
 disarming/avoiding rune trap (EPV = 15)

### 3. Confinement Trap

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding confinement trap (EPV = victim)  
 disarming/avoiding fire trap (EPV = 22)

### 4. Collapsing Ceiling Trap

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding falling rocks trap (EPV = 30 or victim if Strength < 15)  
 disarming/avoiding glyph trap (EPV = 36)

### 5. Poison Spray Trap

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding poison trap (EPV = victim)

### 6. Lair of the Liches Entrance

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding glyph trap (EPV = 36)

### 7. Dead End Cave

**Encounter:** none  
**Potential Yield:**  
 disarming/avoiding pit trap (EPV = 30)  
 disarming/avoiding rune trap (EPV = 15)

### 8. Entryway

**Encounter:** 2 Rust Monsters (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 45 ea., SZ M, #AT 2, D nil, SA rusting, SD nil, Lang: none, Hon: n/a, ML 11, TOP: 23, Crit BSL: n/a, FF: 5, Reference HOB 7 p 20)

- 1). HPs:
- 2). HPs:

**Potential Yield:**  
 defeating Rust Monsters (EPV = 540)  
 25 gems (GPV = 2,500)

### 9. Lair of the Wraiths

**Encounter:** 7 Wraiths (HF 17, EP 3,000, Int 12, AL LE, AC 4, MV 12", 24" fly (B), HD 5+3, HP 48 ea., SZ M, #AT 1, D 1-6, SA energy drain, SD can pass through solids at 1/4 normal movement, hit only by +1 or better weapons, immune to charms, Sleep, hold, cold, Death, breathing effects and fear, Lang: none, Hon: Ave, ML 15, TOP: n/a, Crit BSL: Def AC+4, FF: n/a, Reference HOB 8 p 101, Weaknesses: powerless in sunlight)

- 1). HPs:
- 2). HPs:
- 3). HPs:

- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:

**Potential Yield:**

- defeating Wraiths (EPV=21,000)
- coinage (2,000 cp, 20,000 sp, 45,000 ep, 300 hsp, 1,700 pp) (GPV = 33620)
- 12 gems (GPV = 2,000)
- Potion of Polymorph to Primate (GPV = 400 EPV = 275)
- 1 Jar Karnaac's Ointment (GPV = 3,000 EPV = 500)
- +2 Battleaxe (GPV = 5,000 EPV = 1,000)
- Scroll of Protection from Poison (GPV = 2,500 EPV = 500)

**11. Mosaic Room**

Encounter: none

**Potential Yield:**

- disarming/avoiding glyph trap (EPV = 36)

**12. Hallway**

Encounter: Hovering Skull (HF 0, EP 35, Int 0, AL N, AC 0, MV 6", 6" fly (B), HD 11 (for attacks), HP 3, SZ T, #AT 1, D 1-6, SA nil, SD nil, Lang: none, Hon: n/a, ML 20, TOP: n/a, Crit BSL: Def AC+9, FF: n/a, Reference SSG p 104)

HPs:

**Potential Yield:**

- defeating Hovering Skull (EPV = 35)

**13. Chamber of Max Von Drydow**

Encounter: Max Von Drydow, Lich (HF 69, EP 16,230, Int 20, AL NE, AC 0, MV 6", HD 11, HP 75, SZ M, #AT 1, D 1-10, SA Fear (against 4 or fewer hit dice), paralyzing touch, Magic Jar, SD Under permanent ESP, Clairaudience, Nondetection, Seeming and Volley spells, Ultravision, hit only by +1 or better weapons, immune to charms, Sleep, enfeeblement, polymorph, cold, electricity, insanity, Death spells, breathing effects and fear, Lang: common, uncommon, Hon: Great (+1 to ALL die rolls), ML 18, TOP: n/a, Crit BSL: Def AC-9, FF: n/a, Reference HOB 4 p 85)

Spells (when spell-jacked): 1st (17) Enlarge, Wall of Fog, Magic Stone x3, Charm Person x12, 2nd (12) Cloud of Pummeling Fists x2, Spectral Hand, Fireball: Skipping Betty, Heat Seeking Fists of Thunder x5, 3rd (12) Gust of Wind, Wraithform, Dispel Magic x9, Transmute Wood to Steel, 4th (12) Fumble x2, Monster Summoning, Poison x9, 5th (12) Mummy Rot, Transmute Rock to Mud, Lygg's Cone of Cold x10, 6th (7) Invisible Stalker x7, 7th (7) Teleport Without Error x6 Reverse Gravity, 8th (5) Permanency x3, Blizzard x2, 9th (2) Astral Spell x2

Skills: Arcane Lore 45%, Spellcraft 39%, Alchemy 29%, Astrology 69%, Administration 63%, Herbalism 75%, Languages, Ancient 83%, Mocking Jig 90%.

HPs:

**Potential Yield:**

- disarming/avoiding runes trap (EPV = 15)
- disarming/avoiding silver globes trap (EPV = victim)
- defeating lich (EPV = 8,000)
- chest (GPV = 2)
- Four copper urns (GPV = 1)
- Coinage (2,000 cp, 1,100 pp) (GPV = 5520)
- Elven Chainmail (worn) (GPV = 700)
- Phylactery
- book on Elemental Planes (GPV = 1)
- Spellbook #1 (protected by a Permanent Fire Trap): (1st) Read Magic, Write, Haarpang's Floating Cart, Wrygal's Delicious Deception, Enlarge, Wizard Mark, Gabal's Magic Aura, Magic Stone (SSG p 108), Charm Person, Power Word: Cartwheel (SSG p 113), (2nd) Telepathic Mute, Cloud of Pummeling Fists, Spectral Hand, Power Word: Belch (SSG p 133), Hovering Skull (SSG p 104), Fireball: Skipping Betty, Darkness 15' Radius, Heat Seeking Fists of Thunder, ESP (GPV = 28,000 EPV = 14,000)

Spellbook #2 (protected by a Permanent Fire Trap): (3rd) Feign Death, Wraithform, Runes of Eyeball Implosion, Gust of Wind, Non-Detection, Clairaudience, Dispel Magic, Transmute Wood to Steel (SSG p 121), (4th) Fire Trap, Fumble, Magic Mirror, Exploding Glyph (SSG p 99), Minor Globe of Invulnerability (GPV = 44,000 EPV = 22,000)

Spellbook #3 (protected by a Permanent Fire Trap): (4th) Monster Summoning II, Poison (SSG p 111), (5th) Magic Jar, Animate Dead, Seeming, Mummy Rot (SSG p110), Lygg's Cone of Cold, Transmute Rock to Mud, (6th) Enchant an Item, Reincarnation, Invisible Stalker, Spiritwrack, Body Heat Activated Spell (GPV = 68,000 EPV = 34,000)

Spellbook #4 (protected by a Permanent Fire Trap): (7th) Teleport Without Error, Reverse Gravity, Create Shade (SSG p 94), Volley, (8th) Permanency, Clone, Blizzard (SSG p 91), (9th) Astral Spell (GPV = 61,000 EPV = 30,500)

Spellbook #5 (protected by a Permanent Fire Trap): Greater Divination Enhancement (SSG p103) (GPV = 9,000 EPV = 4,500)

**14. Chamber of the Master Dugord**

Encounter: Lich Master Dugord (HF 107, EP 16,323, Int 21, AL LE, AC -2, MV 16" (due to HackMage class ability), Fly 18" due to Pixie Wings spell, HD 16, HP 100, SZ M, #AT 1, D 1-10, SA Fear (against 4 or fewer hit dice), level draining touch, SD Under permanent Comprehend Languages, Clairaudience, Detect Disease, Magic Missile Reflection, Stone Passage, Spell Turning and Pixie Wings spells, Ultravision, hit only by +1 or better weapons, immune to charms, Sleep, enfeeblement, polymorph, cold, electricity, insanity and Death spells, flame and heat, breathing effects and fear, Lang: common, uncommon, Hon: Great (+1 to ALL die rolls), ML 20, TOP: n/a, Crit BSL: Def AC+14, FF: n/a, Reference HOB 4 p 85)

Spells: 1st (21) Bash Door, Color Spray, Affect Normal Fires, Phantasmal Fireball x18, 2nd (15) Blindness x6, Blur, Ray of Enfeeblement x8, 3rd (15) Dispel Silence, Dispel Magic x2, Suggestion x11, Material, 4th (15) Wall of Acid, Monster Summoning II, Silver Globes x7, Contagion x6, 5th (15)

Lygg's Cone of Cold x14, Cloudkill, 6th (12) Enchant an Item, Eyebite x8, Zarba's Shoving Hand x3, 7th (9) Zarba's Sphere of Insanity x6, Limited Wish x2, 8th (9) Permanency x 3, Blizzard x6, 9th (6) Energy Drain x6.

Skills: Arcane Lore 99%, Spellcraft 91%, Graceful Entrance/Exit 45%, Berate 67%, Mingling 79%

HPs:

#### Potential Yield:

- Coinage (3,800 sp, 1,000 ep, 2,000 gp) (GPV = 2,880)
- 10 gems (GPV = 5,000)
- jade statue (GPV = 2,000)
- marble statue (GPV = 8,000)
- family portrait (GPV = 500)
- platinum sculpture (GPV = 3,000)
- painting of Aldrazar (GPV = 100)
- diamond dice (GPV = 6,000)
- gold sculpture (GPV = 5,000)
- Scarab of Death (GPV = 5,000 EPV = 1,800)
- Scarab of Enraging Enemies (GPV = 5,000 EPV = 1,000)
- Robe of Eyes (GPV = 30,000 EPV = 1,500)
- Spellbook #1: (1st) Read Magic, Write, Bash Door, Grease, Comprehend Languages, Affect Normal Fires, Detect Disease (SSG p 96), Wall of Fog, Phantasmal Fireball, Audible Glamer, Magic Shield, Alarm, (2nd) Magic Missile Reflection (SSG p 107), Whispering Wind, Ray of Enfeeblement, Murgain's Muster Strength, Blindness, Blur, Invisibility, Chain of Fire, Fihrsid's Horrid Armor (SSG p 100), (3rd) Dispel Magic, Dispel Silence (SSG p 97), Feign Death, Wraithform (GPV = 42,000 EPV = 21,000)
- Spellbook #2: (3rd) Water Breathing, Clairaudience, Suggestion, Material, (4th) Stone Passage, Wall of Acid, Pixie Wings (SSG p 111), Monster Summoning II, Silver Globes (SSG p 119), Unluck (SSG p 122), Contagion, (5th) Animate Dead, Magic Jar, Lygg's Cone of Cold (GPV = 55,000 EPV = 27,500)
- Spellbook #3: (5th) Polymorph Plant to Mammal (SSG p 112), Segwick's Seeking (SSG p 118), Cloudkill, (6th) Enchant an Item, Reincarnation, Glasse, Eyebite, Zarba's Shoving Hand, (7th) Spell Turning (GPV = 52,000 EPV = 26,000)
- Spellbook #4 (Protected by Body Heat Activation Blindness spell): (7th) Zarba's Sphere of Insanity, Cacodemon, Limited Wish, (8th) Permanency, Mimic Caster, Blizzard (SSG p 95), (9th) Energy Drain, Create Lich Master (See Appendix). (GPV = 63,000 EPV = 31,500)

## 15. Laboratory

Encounter: none

Potential Yield: (items without GPV listed are virtually worthless)

A Permanent Suit of Fihrsid's Horrid Armor (SSG p 100) - This necromantic spell reanimates a mass of dead rot grubs into the form of a repulsive suit of armor. As the spell is ordinarily temporary, the lichs have cast Permanency on this particular suit in order to make it last. The hideous crawling mass that constitutes the armor inspires a -2 morale penalty to anyone other than the caster who tries to touch it. Furthermore, the writhing of

the rot grubs causes anyone (except for Trolls, undead and similarly hideous creatures) looking upon the armor for more than 1d4 rounds to wretch uncontrollably for one round. The armor affords its wearer an AC 6 and has the following hit point regression. AC 6(2), AC 7(2), AC 8(1), AC9(0). Note that for AC 9, the armor will not absorb any damage on a successful hit becomes AC 10. However, even when this armor no longer provides AC protection, its other properties remain functional. The armor functions as hide armor for purposes of weight, bulk and spell mishaps. (GPV = 1,000 EPV = 500)

A Permanent Magic Mirror - Similar to the Fihrsid's Armor, this device was created with the a Magic Mirror and Permanency spell. The mirror is made of finely wrought and highly polished silver. This item functions as a scrying device similar to a Crystal Ball and as described on page 212 of the PHB. (GPV = 2,500 EPV = 500)

- A book on how to make various types of poison (including Type N) (GPV = 100)
  - A jar labeled Deepspawn flesh (GPV = .5)
  - A mineral prism (GPV = 5)
  - Jar of fine spell ink (GPV = 200)
  - Bottle of Camp Moth wings
  - Box of powdered iron (GPV = .1)
  - Sack of split dried peas (GPV = .3)
  - Sand bag
  - A bottle of polishing oil and a polishing cloth (GPV = .5)
  - A sack of pebbles
  - A pile of lead slugs (GPV = 2 cp)
  - A sack of teeth
  - Jar of bat guano (GPV = 5 cp)
  - Jar of sulfur (GPV = .5)
  - Hunk of gum arabic (GPV = 12 cp)
  - sack of bat fur (GPV = 2 sp)
  - box of coal (GPV = 1 cp)
  - a small sack of 100 cp (GPV = 1)
  - a bag of gauze (GPV = 1 sp)
  - 5 torches ((GPV = 5 cp)
  - small jar of legume seed (GPV = 1 cp)
  - small bag of white dust (diamond dust) (GPV = 500)
  - a small horn (GPV = 100)
  - sack of acorns
  - jar of milk fat
  - jar of eye of eagle (GPV = 5)
  - small jar of nitric acid (GPV = 5)
  - box of zinc-rich ore (GPV = 8 sp)
  - jar of octopus ink (30 gp)
  - sack of glass beads, some cone shaped, some tinted yellow (GPV = 8 sp)
  - 5 small black candles (beeswax) (GPV = 5 cp)
  - jar of rotten oranges
  - jar of clay (GPV = 1 cp)
  - sack of incense (GPV = 15 gp)
  - 10 carved horn fragments (crescent shape) (GPV = 1)
  - a carving knife (GPV = .5)

- 2 sets of animal horns (GPV = 2 cp)
- 9 sheets of vellum (GPV = 72)
- small sack of red powder (powdered ruby) (GPV = 5,000)
- bottle of demon ichor, type 1 (GPV = 100)
- sheet of gold leaf (GPV = 1)
- 5 ink pens (GPV = 4)
- bottle of lizard blood
- a loadstone (GPV = 1)
- jar of fish guts in alcohol
- 5 small flexible twigs
- 3 empty vials (GPV = 1.5)
- jar of pock rind (rotting) (GPV = 2 sp)
- sack of salt (GPV = .2)
- sack of fleece (GPV = 2 cp)
- three tiny bells GPV = 1.5)
- jar of rook's brain (in alcohol) (GPV = 1 cp)
- bale of straw
- 3 short chains woven out of straw
- jar of dead Rot Grubs
- jar of snake's tongue (GPV = 6 sp)
- an empty beehive
- jar of pixie dust (GPV = 1 cp)
- a box with shattered mirror fragments in it (GPV = 1)
- jar of cocoons (GPV = 2 cp)
- a pair of skeleton keys (GPV = 2 cp)
- a pair of leather gloves (GPV = 1)
- small silver mirror (GPV = 15)
- 4 small silver spheres (filled with smaller silver spheres) (GPV = 400)
- a brass brazier (GPV = 4)
- a small jar of mercury (GPV = 10)
- box of mandrake root (GPV = 10)
- bottle of alcohol (GPV = 6 cp)
- bottle of human blood
- 10 sheets of parchment (GPV = 10)
- a wooden marionette of a human man (GPV = 5)
- apparently empty bottle labeled essence of spectre (GPV = 35)

**16. Nasal Cavity Cave**

Encounter: none

Potential Yield:

- disarming/avoiding collapsing trap (EPV = victim)
- disarming/avoiding rune traps (EPV = 30)

**17. Right Eye Cave**

Encounter: none

Potential Yield:

- disarming/avoiding weak ceiling trap (EPV = 50)
- disarming/avoiding Fire Trap (EPV = 22)

**MAIN TOMB**

**19. The Funhouse**

Encounter: none

Potential Yield:

- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding Cloudkill trap (EPV = victim up to 6th level or 20)

**22. The Forsaken Prison**

Encounter: none

Potential Yield:

- disarming/avoiding pit trap (EPV = 100)

**23. Gargoyle Lair**

Encounter: Gargoyle Lord (HF 17, EP 1500, Int 14, AL CE, AC 0, MV 12" (15" Fly (B)), HD 8+8, HP 64, SZ L, #AT 4 D 1-3/1-3/1-6/1-4 (+7 for 19 Str), SA Pyrotechnics (3/day), Flesh to Stone (1/day), SD +2 or better weapon to hit, Lang: gargoyle, common, Hon: Ave, ML 15, TOP 32, Crit BSL Def AC + 10, FF 7, Reference HOB 3 p 47)

HPs:

Potential Yield:

- Defeating Gargoyle lord (EPV = 1500)
- Gems (total GPV = 1,000)

**24. Maze of Doors**

Encounter: none

Potential Yield:

- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding poison needle trap (EPV = victim)
- disarming/avoiding Silver Globes trap (EPV = victim)
- disarming/avoiding pit trap (EPV = 18)
- disarming/avoiding Suggestion trap (EPV = 18)
- disarming/avoiding Chain of Fire trap (EPV = 24)
- disarming/avoiding Cloud of Pummeling Fists trap (EPV = 20)
- Rod of Cancellation (EPV = 5,000 GPV = 15,000)
- +2 Dagger (EPV = 500 GPV = 2,500)
- +3 Medium Shield (EPV = 1,500 GPV = 7,500)
- Scroll of Protection from Fire (EPV = 1,000 GPV = 5,000)

25. Trapped False Doors

Encounter: none

Potential Yield:

- disarming/avoiding spear trap (EPV = 16)
disarming/avoiding spear trap (EPV = 16)

28. Four Armed Statue

Encounter: Xorn (HF 37, EP 4,000, Int 10, AL N, AC -2, MV 9", 9" burrow, HD 7+7, HP 62, SZ M, #AT 4 D 1d4-1/1d4-1/1d4-1/6-24, SA Surprise 5 in 10, SD Immune to cold and fire, half damage from electricity, Lang: common, Hon: Ave, ML 16, TOP 31, Crit BSL Def AC +6, FF 12, Reference HOB 8 p 108, Weaknesses: Move Earth, Stone to Flesh, Transmute Rock to Mud, Passwall)

HPs: [Progress bar for Xorn]

Rogue Magic Mouth (HF 0, EP 120, Int 10, AL N, AC 3, MV 3" Fly (B), HD 1, HP 24, SZ M, #AT 1 D 1-4 (may save vs. magic to avoid), SA Nil, SD only harmed by magic, Lang: common, Hon: Ave, ML 20, TOP 12, Crit BSL Def AC -2, FF n/a, Reference HOB 4 p 111)

HPs: [Progress bar for Rogue Magic Mouth]

Potential Yield:

- Defeating Xorn (EPV = 4,000)
Defeating Rogue Magic Mouth (EPV = 120)
Gem of Seeing (EPV = 1,000 GPV = 12,000)

29. Chamber of Three Chests

Encounter: Snake, Venomous x 12 (HF 2, EP 175, Int 1, AL N, AC 6, MV 15", HD 2+1, HP 30, 30, 29, 29, 28, 28, 28, 28, 28, 27, 27, 26 SZ S, #AT 1, D 1, SA Poison (-1 to save, onset time = 2-8 rounds, debilitating for 1-4 days), SD Nil, Lang n/a, Hon Ave, ML 8, TOP 15x2, 14x9, 13x3, Crit BSL Def AC, FF 7, Reference HOB 7 p 85)

- 1). HPs: [Progress bar]
2). HPs: [Progress bar]
3). HPs: [Progress bar]
4). HPs: [Progress bar]
5). HPs: [Progress bar]
6). HPs: [Progress bar]
7). HPs: [Progress bar]
8). HPs: [Progress bar]
9). HPs: [Progress bar]
10). HPs: [Progress bar]
11). HPs: [Progress bar]
12). HPs: [Progress bar]

Potential Yield:

- Disarming/avoiding dart trap (EPV = victim)

- Defeating snakes (total EPV = 2,100)
Defeating giant skeleton (EPV = 975)
Clear Crystal Box (GPV = 1,000)
Ring Water Elemental Command (EPV = 5,000 GPV = 25,000)
gold plated chest (GPV = 20)
silver plated chest (GPV = 10)
oak chest (GPV = 3)

29a. Giant Skeleton Room

Encounter: Skeleton, Giant (HF 12, EP 975, Int 0, AL N, AC 4, MV 12", HD 4+4, HP 42, SZ L, #AT 1, D 1-12, SA Fireball 8d6 1/hr, SD Undead immunities, immune to fire, half damage from cold attacks, suffer only 1 point of damage from missile attacks, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+3, FF n/a, Reference HOB 7 p 66, Weakness: turned as Mummy.)

HPs: [Progress bar for Giant Skeleton]

Potential Yield:

- Scimitar (GPV = 15)
30. Chapel of "Eevile"

Encounter: Portal of Devouring (HF 31, EP 3,000, Int 0, AL N, AC 10, MV 3" Fly (D), HD 10, HP 70, SZ L, #AT 1 (-4 to hit), D 10-60% of victim's hp, SA, SD Phantasmal Force 3/day, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+8, FF n/a, Reference HOB 6 p 90, Weakness: Hold Portal, Knock, Wizard Lock)

HPs: [Progress bar for Portal of Devouring]

Potential Yield:

- disarming/avoiding glyph trap (EPV = 40)
Defeating Portal of Devouring (EPV = 3,000)
Ankle Bracelet of Gender Bending (EPV = 0 GPV = 2,500)
Grawdyng's Ring of Servitude (EPV = 0 GPV = 1,000)
Assorted coins (total GPV = 7,800)
2 large brass candelabras (total GPV = 32)
2 white pottery urns (total GPV = 112)
10 white candles (total GPV = .1)

31. Flesh Thrasher Room

Encounter: Flesh Thrasher (HF 20, EP 2,000, Int 0, AL CE, AC 2, MV 12", HD 10, HP 70, SZ L, #AT 3, D 2-8/2-8/3-36, SA Painful attack (victim saves vs. poison or loses attack or initiative), thrashing (hit with 2 attacks allows an additional 2-12 damage, SD Undead immunities, suffer only 1 point of damage from hacking and piercing attacks, Lang n/a, Hon n/a ML 20, TOP n/a, Crit BSL Def AC+8, FF n/a, Reference HOB 3 p 37, Weakness: Blessed crushing weapons do double damage.)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- Defeating Flesh Thrasher (EPV = 2,000)

**32. Pit Doors**

**Encounter:** none

**Potential Yield:**

- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)

**33. Locked Oak Door**

**Encounter:** none

**Potential Yield:**

- disarming/avoiding tilting floor trap (EPV = victim)

**35. False Crypt**

**Encounter:** Zombie, Juju (HF 12, EP 975, Int 6, AL NE, AC 6, MV 9", HD 3+12, HP 45, SZ M, #AT 1, D 3-12, SA Strikes as 6 HD monster, SD Immune to cold and poison, Lang n/a, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC+2, FF n/a, Reference HOB 8 p 124)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- disarming/avoiding collapsing ceiling trap (EPV = victim)
- Defeating Juju zombie (EPV = 975)
- Jade coffer (GPV = 5,000)
- Ornate crown (GPV = 25,000)
- Gold couch (GPV = 30,000)
- Assorted coins (total GPV = 1,390)
- 29 gems (total GPV = 290)
- scroll of 6 magic-user spells (EPV = 900, GPV = 2,700)
- Map to another treasure (false) (GPV = 0)

**36. Laboratory and Mummy Preparation Room**

**Encounter:** Jelly, Ochre (HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 44, SZ M, #AT 1, D 2-16, SA Corrodes Metal, SD Immune to electrical attacks, electrical attacks cause binary fission, each attacking with half the damage capability, Lang Nil, Hon Ave, ML 7, TOP n/a, Crit BSL Def AC +2, FF n/a, Reference HOB 4 p 45)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- disarming/avoiding acid trap (EPV = 5)
- disarming/avoiding Flaming Sphere trap (EPV = 20)
- Defeating Ochre Jelly (EPV = 270)
- FIRST KEY (GPV = 0)

**37. Huge Pit Filled With Spikes**

**Encounter:** none

**Potential Yield:**

- disarming/avoiding Power Word trap (EPV = 36)
- disarming/avoiding Grease trap (EPV = 30)
- disarming/avoiding shooting spikes trap (EPV = 30)

**38. The Agitated Chamber**

**Encounter:** Necrophidius (6) (HF 9, EP 175, Int 8, AL N, AC 2, MV 9", HD 2, HP 27 each, SZ L, #AT 1, D 1-8, SA Paralysis (1d4 turns), hypnotism, SD move silently, immune to poison, Sleep, Charm and mind-affecting spells, Lang n/a, Hon Ave, ML 19, TOP n/a, Crit BSL Def AC, FF n/a, Reference HOB 5 p 62)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

Slime, Green (HF 0, EP 35, Int 0, AL N, AC 6, MV 0", HD 2, HP 29, SZ S, #AT 0, D Transformation, SA Transformation, SD Nil, Lang n/a, Hon Ave, ML 20, TOP n/a, Crit BSL n/a, FF n/a, Reference HOB 7 p 78)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Mold, Brown (HF 0, EP 15, Int 0, AL N, AC 9, MV 1", HD n/a, HP n/a, SZ L, #AT 0, D n/a, SA Freezing (4-32 points per round to all within 5 feet), SD Absorb Heat, Lang n/a, Hon Ave, ML n/a, TOP n/a, Crit BSL n/a, FF n/a, Reference HOB 5 p 36)

**Potential Yield:**

- disarming/avoiding rolling floor trap (EPV = 1)
- disarming/avoiding spear trap (EPV = 16)
- Defeating Necrophidius (total EPV = 1050)
- Defeating Green Slime (EPV = 35)
- Defeating Brown Mold (EPV = 15)
- Assorted coins (total GPV = 960)
- Assorted gems (total GPV = 1,920)

**39. Trapped False Door**

**Encounter:** none

**Potential Yield:**

- disarming/avoiding spear trap (EPV = 16)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)
- disarming/avoiding pit trap (EPV = victim)

**41. Sleep Trap**

**Encounter:** Skeletal Stegosaurus (HF X, EP 7,000, Int 0, AL N, AC 5, MV 6", HD 18, HP 101, SZ H, #AT 1, D 5-20, SA nil, SD Undead immunities, half damage from hacking and puncturing weapons, Lang none, Hon n/a, ML 20, TOP n/a, Crit BSL Def AC+16, FF n/a, Reference Tomb of Unspeakable Horrors)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- defeating Skeletal Stegosaurus (EPV = 7,000)
- disarming/avoiding sleep trap (EPV = victim)

**42. The Cavern of Gold and Silver Mists**

**Encounter:** Sirine (HF 20, EP 2000, Int 17, AL NG, AC 3, MV 12" (24" Swim), HD 4, HP 42, SZ M, #AT 1, D Short Sword 1-6, SA Charm song, Fog Cloud, Polymorph Self, Improved Invisibility, stupidity touch, SD Spells, water-breathing, immune to gas, save as 11th level magic users, Lang common, Hon Ave, ML 12, TOP 21, Crit BSL Def AC+5, FF 5, Reference HOB 7 p 63)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- Defeating Sirine (EPV = 2,000)
- Bag of Holding (GPV = 35,000 EPV = 3,000)
- Coinage (GPV = 330.5)
- Potion of Extra Healing (GPV = 800 EPV = 400)
- Gems (GPV = 1900)
- Bracers of Defense (GPV = 20,000 EPV = 2,000)
- Earrings (GPV = 300)
- Bracelets (GPV = 400)
- Ring of Fall Softly (GPV = 5,000 EPV = 1,000)

**45. The Pillared Throne Room**

**Encounter:** Efreeti (HF 23, EP 8000, Int 12, AL LE, AC 2, MV 9", 24" Fly (B), HD 10, HP 72, SZ L, #AT 1, D 3-24, SA Grant others up to 3 wishes, Invisibility, Gaseous form, Detect magic, Enlarge, Polymorph self, Wall of fire (all 1/day), SD Immune to normal fire, -1 damage per die magical fire, Lang can speak and understand any language, Hon Ave, ML 16, TOP 36, Crit BSL Def AC +8, FF 7, Reference HOB2, p 127)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- defeating Efreeti (EPV = 8,000)
- disarming/avoiding clamping jaw trap (EPV = 10)

- disarming/avoiding Wall of Acid trap (EPV = 12)
- disarming/avoiding rune trap (EPV = 15)
- Hat of Stupidity (GPV = 0 EPV = 8,000)
- Chime of Opening (GPV = 1,000 EPV = 15,000)
- Helm of Brilliance (GPV = 1,500 EPV = 25,000)

**46. Small Room With Glowing Blue Door**

**Encounter:** none

**Potential Yield:**

- SECOND KEY
- disarming/avoiding Fire Trap (EPV = 22)

**47. Small Room With Mummy**

**Encounter:** Mummy, Follower (HF 25, EP 3000, Int 6, AL LE, AC 3, MV 9", HD 6+3, HP 61, 60, SZ M, #AT 1, D 1-12, SA Fear, Disease, SD Magic weapons to hit (for half damage), Lang Nil, Hon Ave, ML 15, TOP n/a, Crit BSL Def AC +5, FF n/a, Reference HOB5 p 52)

HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□  
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**Potential Yield:**

- defeating Mummy (EPV = 3,000)
- Ring of Fire Resistance (EPV = 1,000 GPV = 5,000)

**48. Room of Swords**

**Encounter:** 6 Swords, Perpetual Swinging Rogue (HF 2, EP 2000, Int 2, 2, 3, 3, 4, 4, AL Special (roll d10 and use table XX.y), AC 3, MV 3" Fly (D), HD 3, HP 30(2), 30(3), 30(4), 30(4), 30(5), 30(6) [number in parentheses is the number of hits required to "defeat" the swords], SZ S, #AT 1, D 1-8 + special, SA n/a, SD only destroyed by magic, Lang Understands all, speaks none, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +1 plus the weapon's natural plus, FF n/a, Reference HOB 7 p 125)

Swords 1-6 are Rogue, 7-12 are Basic Technique and 13-18 are Advanced Technique. Rogue swords are defeated by either delivering an amount of damage equal to their hit points or by hitting it the indicated number of times. Once defeated, the sword can be controlled by a fighter of the same alignment. Magical damage permanently affects these swords and once they have sustained an amount of magical damage equal to their hit points, they are destroyed.

#1 - +1 to hit and damage

HPs: □□□□ □□□□ □□□□ Hits sustained: □□  
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#2 - +1 to hit and damage

HPs: □□□□ □□□□ □□□□ Hits sustained: □□□  
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#3 - +2 to hit and damage

HPs:    Hits sustained:

#4 - +2 to hit and damage

HPs:    Hits sustained:

#5 - +3 to hit and damage

HPs:    Hits sustained:

#6 - +3 to hit and damage

HPs:    Hits sustained:

6 Swords, Perpetual Swinging Basic Technique (HF 4, EP 3000, Int 0, AL N, AC 3, MV 3" Fly (D), HD 4, HP 33x6, SZ S, #AT 1, D 1-8 + special, SA n/a, SD only destroyed by magic, Lang none, Hon n/a, ML 20, TOP n/a, Crit BSL Def AC +2 plus the weapon's natural plus, FF n/a, Reference HOB 7 p 125)

Basic Technique Swords can only be defeated by delivering an amount of damage equal to their hit points. After this, they will not reanimate again unless their command word is spoken. Like Rogue Swords, they are destroyed if they sustain magical damage that exceeds their hit points.

#7 - +3 to hit and damage

#8 - +3 to hit and damage

#9 - +4 to hit and damage

#10 - +4 to hit and damage

#11 - +5 to hit and damage

#12 - +5 to hit and damage

6 Swords, Perpetual Swinging Advanced Technique (HF 6, EP 8000, Int 14, 14, 16, 16, 18, 18, AL see Table XX-y, AC 3, MV 3" Fly (D), HD 4, HP 36x6, SZ S, #AT 1, D 1-8 + special, SA See entries by checkboxes below, SD only destroyed by magic, Lang Understands all, speaks none, special (Telepathic by touch), Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +2 plus the weapon's natural plus, (Def AC+3 for swords 15 and 16, Def AC +4 for swords 17 and 18), FF n/a, Reference HOB 7 p 125)

Advanced Technique Swords can only be defeated by delivering an amount of damage equal to their hit points. After this, they may be controlled by a fighter with a similar alignment (within one variation). Like Rogue Swords, they are destroyed if they sustain magical damage that exceeds their hit points.

#13 - +3 to hit and damage, Int 14, fight as 6th level

#14 - +3 to hit and damage, Int 14, fight as 6th level

#15 - +4 to hit and damage, Int 16, fight as 7th level

#16 - +4 to hit and damage, Int 16, fight as 7th level

#17 - +5 to hit and damage, Int 18, fight as 9th level

#18 - +5 to hit and damage, Int 18, fight as 9th level

Potential Yield:

defeating swords (EPV = 78,000)

**49. The Chamber of Hopelessness**

Encounter: none

Potential Yield:

- Coinage (GPV = 1173.5)
- Gems (GPV = 120)
- Potion of Diminution (EPV = 300 GPV = 500)
- Flail +1 (EPV = 500 GPV = 2,500)

**50. The Wondrous Foyer**

Encounter: none

Potential Yield:

- Disarming/avoiding stair 1 trap (EPV = 36)
- Disarming/avoiding stair 2 trap (EPV = 36)
- Disarming/avoiding stair 4 trap (EPV = victim)
- Disarming/avoiding stair 5 trap (EPV = victim)
- Disarming/avoiding stair 6 trap (EPV = 72)

**51. The False Treasure Room**

Encounter: Noble Djinni (HF 17, EP 7000, Int 16, AL CG, AC 3, MV 9" 24" Fly (A), HD 10, HP 65, SZ L, #AT 1, D 3-24, SA Whirlwind (3-18 dmg., kills creatures under 2 HD), SD Create Food and Water, Create Soft Goods, Wood and Metal, Create Illusion, Invisibility, Gaseous Form, Windwalk, air attacks do -2 die of damage and get -2 to hit, Grant 3 Wishes, Lang Djinni, common Hon Ave, ML 16, TOP 33, Crit BSL Def AC +8, FF 9, Reference HOB 2 p 60)

HPs:

Potential Yield:

- Defeating Noble Djinni (EPV = 7,000)
- Disarming/avoiding poison needle trap 1 (EPV = victim)
- Disarming/avoiding poison needle trap 2 (EPV = victim)
- Disarming/avoiding poison needle trap 3 (EPV = victim)
- Disarming/avoiding poison needle trap 4 (EPV = victim)
- Disarming/avoiding poison needle trap 5 (EPV = victim)
- Disarming/avoiding poison needle trap 6 (EPV = victim)
- Disarming/avoiding poison needle trap 7 (EPV = victim)
- Disarming/avoiding poison needle trap 8 (EPV = victim)
- Disarming/avoiding poison needle trap 9 (EPV = victim)

**53. The Crypt of Ace Raker the Demilich**

Encounter: demilich as Wraith (HF 17, EP 3,000, Int 12, AL NE, AC 4, MV 12", 24" fly (B), HD 5+3, HP 50 (special), SZ M, #AT 1, D 1-6, SA energy drain, SD can pass through solids at 1/4 normal movement, hit only by +1 or better weapons, immune to charms, Sleep, hold, cold, Death, breathing effects and fear, Lang: none, Hon: Ave, ML 15, TOP: n/a, Crit BSL: Def AC+4, FF: n/a, Reference HOB 8 p 101, Weaknesses: powerless in sunlight)

HPs:

demilich as Ghost (HF 14, EP 7000, Int 14, AL NE, AC 0, MV 9", HD 10, HP (cannot be harmed), SZ M, #AT 1, D Age 10-40 years, SA Magic Jar as spell, SD Fear aura and age 10 years on sight, Cannot be turned, Can only be affected by spells that affect the ethereal undead, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +8, FF n/a, Reference HOB3 p 50)

Demilich (HF 114, EP 6,000, Int 19, AL NE, AC -6, MV Special, HD Special, HP 50, SZ M, #AT Special, D Special, SA Death howl (20-foot radius), Trap the Soul, Curse, SD cannot be turned, Hon Ave, ML 20, TOP n/a, Crit BSL Def AC +10, FF n/a, Reference HOB2 p 56)

HPs:

Potential Yield:

- Disarming/avoiding FIRST KEY trap (EPV = 30)
- Disarming/avoiding rising floor trap (EPV = victim)
- Defeating demilich (EPV = 6,000)
- Gems
  - 97 (base 10 gp) (GPV = 970)
  - peridot (GPV = 10,000)
  - emerald (GPV = 50,000)
  - black opal (GPV = 100,000)

Potions

- Diminution (EPV = 300 GPV = 500)
- Extra Healing (EPV = 400 GPV = 800)
- Fire Breath Protection (EPV = 750 GPV = 1200)
- Gaseous Form (EPV = 300 GPV = 400)
- Rainbow Hues (EPV = 200 GPV = 800)
- Giant Control (EPV = 600 GPV = 1000)
- Invulnerability (EPV = 350 GPV = 500)
- Polymorph to Lizardman (EPV = 275 GPV = 400)

Scrolls

- Protection from Possession (EPV = 1000 GPV = 5000)

Rings

- Contrariness (EPV = 0 GPV = 1000)
- Delusion (EPV = 0 GPV = 2000)
- Hindsight (2 charges) (EPV = 1000 GPV = 40,000)

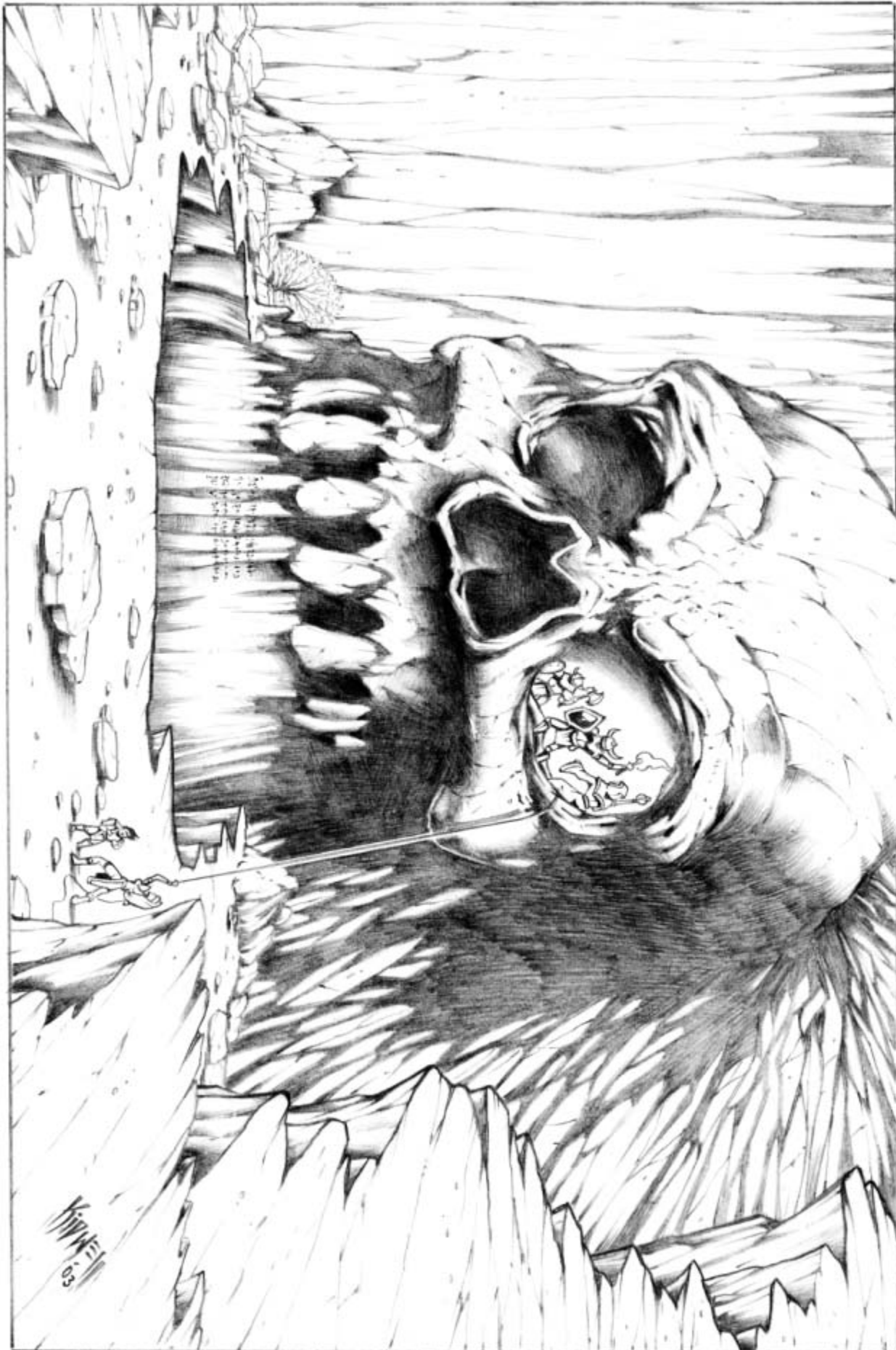
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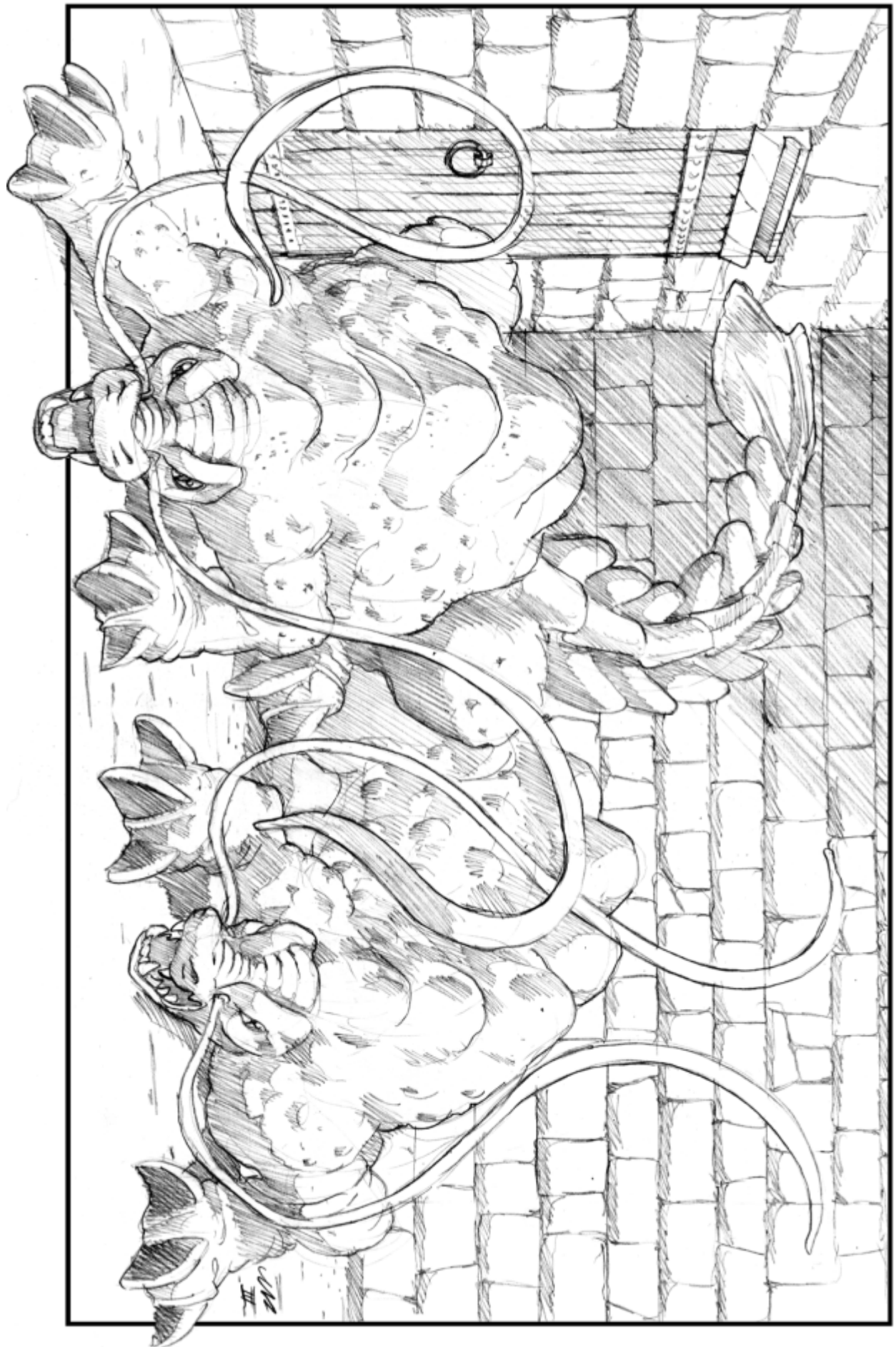
- Helm of Opposite Alignment (EPV = 1000 GPV = 15,000)
- Tome of Understanding (EPV = 2000 GPV = 30,000)
- Orb of Prosperity (EPV = 3,000 GPV = 45,000)
- Spear - cursed Backbiter (EPV = 0 GPV = 1,800)
- Longword +2 - cursed, Berserking (EPV = 0 GPV = 1,000)
- Broadsword +3, Vorpal (EPV = 10,000 GPV = 45,000)
- Mace -2 cursed (EPV = 0 GPV = 1,000)

**Discretionary Experience Awards**

- Figuring out the curse on the Liches and demilich that allows one to speak their name backwards to send them to their lairs. (EPV = 5,000)

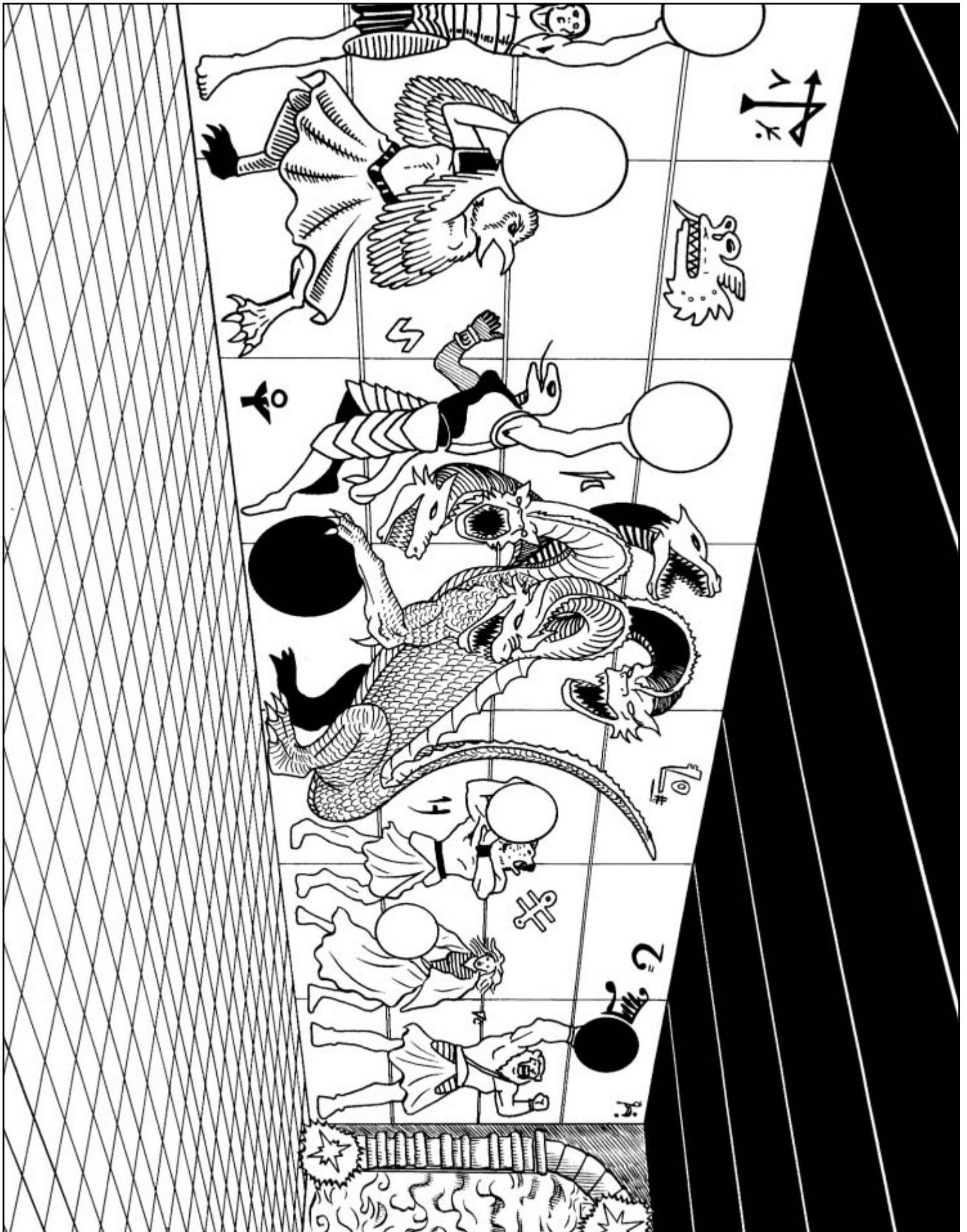
- Figuring out one or more of the anagrams for Lich Master provided in the rumors. (EPV = 3,000)
- Figuring out the meaning of Rumor #8. (EPV = 1,000)
- Figuring out the anagram for demilich in Rumor #16. (EPV = 1,000)
- Figuring out the riddle above the Pit of Despair (Rumor #18). (EPV = 5,000)
- Figuring out the utility of rumors #19 and 20. (EPV = 500 each)
- Figuring out the meaning/purpose of the Wizard Mark runes in area 8. (EPV = 1,000)
- Figuring out the meaning of the secret messages in area 19a. (EPV = 1,000 EP per clue fragment)
  - 1) 1,000
  - 2) 1,000
  - 3) 1,000
  - 4) 1,000
  - 5) 1,000
  - 6) 1,000
  - 7) 1,000
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  - 10) 1,000
  - 11) 1,000
  - 12) 1,000
  - 13) 1,000
  - 14) 1,000
  - 15) 1,000
- Avoiding the Rift Vortex in area 21. (EPV =500)
- Figuring out how to safely get out of area 22. (EPV = 1,000)
- Figuring out the meaning of the Illusionary Script in area 23. (EPV = 1,000)
- Figuring out the “baby straight” clue in area 24. (EPV = 500)
- Avoiding the Sphere of Annihilation in area 26. (EPV = 3,000)
- Figuring out how to use the Gem of Seeing in area 28. (EPV = 500)
- Getting the Rogue Magic Mouth in area 28 to disclose its clue. (EPV = 500)
- Figuring out how to open the secret door at area 30C. (EPV = 100)
- Avoiding the sliding floor trap in area 33. (EPV = 1,000)
- Gaining the friendship of the Sirine in area 42. (EPV = 500)
- Avoiding the Reverse Gravity fields in area 45. (EPV = 1,000)
- Figuring out that the Helm of Brilliance is hidden in the throne in area 45D. (EPV = 500)
- Figuring out how to retrieve the gem without animating the mummy in area 47. (EPV = 1,000)
- Figuring out that you need to turn the second key three times to the right in area 53. (EPV = 5,000)
- Figuring out and avoiding the rising vault trap in area 53. (EPV = 3,000)















FRAIM



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