

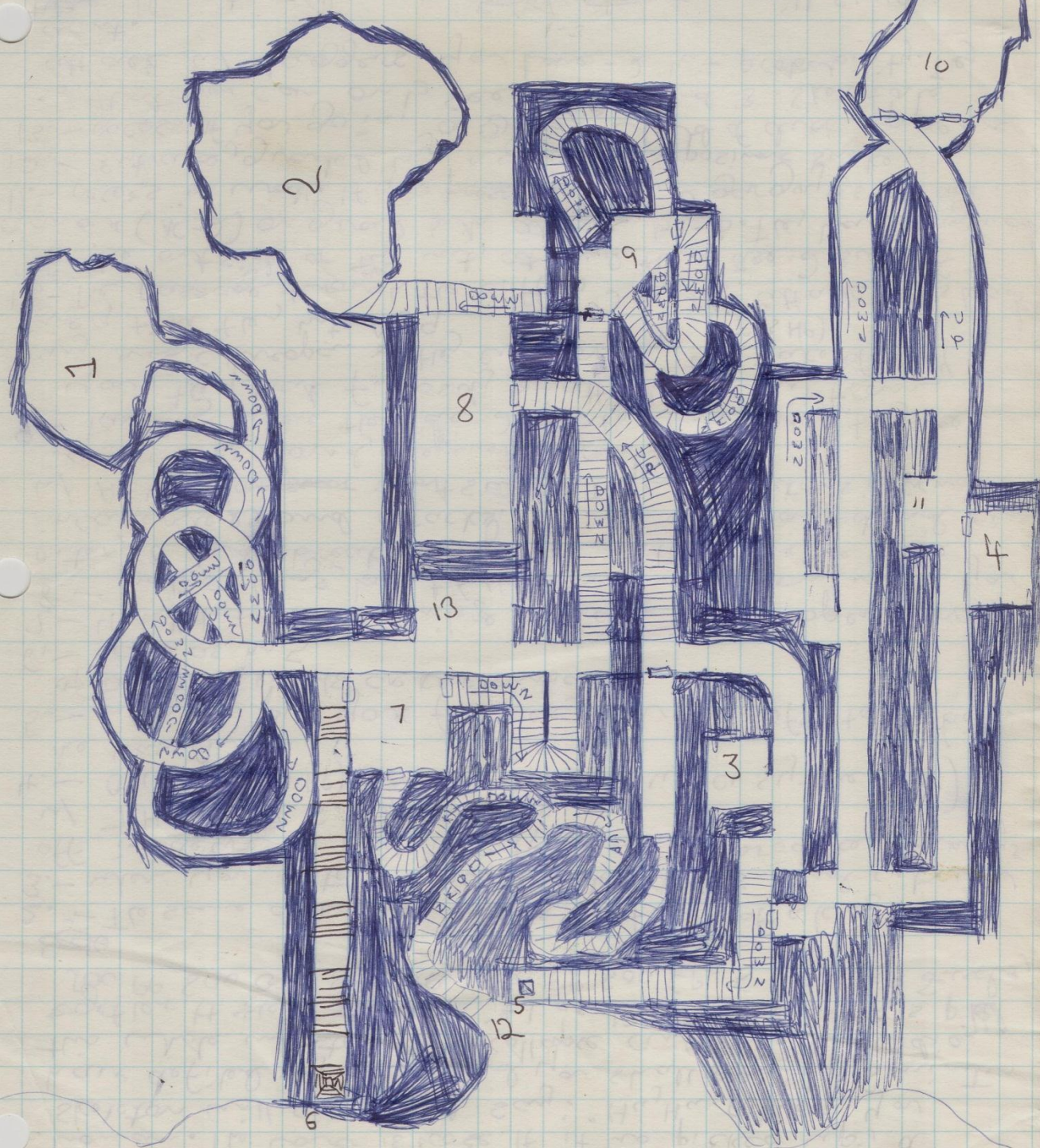


BEWARE THE  
LOOK FOR TH

YES!

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BEWARE THE UNDEAD!  
LOOK FOR THE HIDDEN STEPS



1. - a crumbling old cave which is lighted by some magic. In the middle is a 20 ft. by 20 ft. carpet w/ ~~an~~ solid gold sarcophagus in the shape of a beautiful woman. The cover is loose. If it is picked up, a skeleton will rise and say: "Ha, Ha, robber. You have defiled my tomb and you shall pay! In 5 minutes this whole mountain will collapse and we shall die together. It then attacks. It has 13 HP. around it is piled 500 PP, 500 GP, 500 SP, 500 EP, 500 CP, 5 1,000 GP Jewels, ~~5000~~
2. - The same as no. 1 only it is the tomb of a king.
3. - when you enter, a panel slides across and cuts you off. Inside are 6 upright coffins which produce 6 mummies w/ 7 HP ea. AC 6. w/ scimitars.
4. - A vampire (20 HP) forms & attacks w/ a scythe (1-8) he has AC 5.
5. - when you put your foot there, you fall 10 ft. to the bottom of a pit. The walls are unclimbable.
6. - same as no. 5
7. - 4 hell-hounds materialize & attack if you open door.
8. - hall of kings, beautifully ornamented room. When you enter, a body breaks through the wall where he was incarcerated, and attacks. It is one of 33 long-dead kings w/ AC 4 & long ~~sword~~ short swords. They are skeletons in armor. Each make round, one more breaks free.
9. - landing where there are 2 ghostly dogs. When they see you, they bark furiously & attack. One hit from any magic weapon & they evaporate. They take off 1-4 every time they hit. AC 9 (13 HP)
10. - The passage through the cliffs, 2 trolls attack. This leads to the outside of the mt, at end there are 2 suits of armor (AC-2) on guard who attack. HP-5. They have long swords
11. - recess in wall. If you ~~press~~ go in, 2 gargoyles attack.
12. - entrance guarded by a giant non-poisonous snake.
13. - recess. If you go in, a giant cloud of dust appears so that you can only see 3 ft. and 3 skeletons attack w/ daggers. you have -2 hit probability. They don't. 1-3
- ~~If~~ If mt. collapses. ~~50% chance~~ you'll survive (roll on 6-sided die) w/out damage, 4, 5 you die, 6 you lose 1/2 your HP. in all cases you're trapped.