

In ages past, Tutbas the Thief King spent his hoards to construct a series of trials to test the guile of those who would rob his tomb. The entrance has been found...

The TRIALS of the THIEF KING

Rules: The trials consist of 10 rooms, each identical in appearance. Each room contains a new danger, as well as all of the dangers of the rooms prior. "Touch" refers to the touch of any solid object.

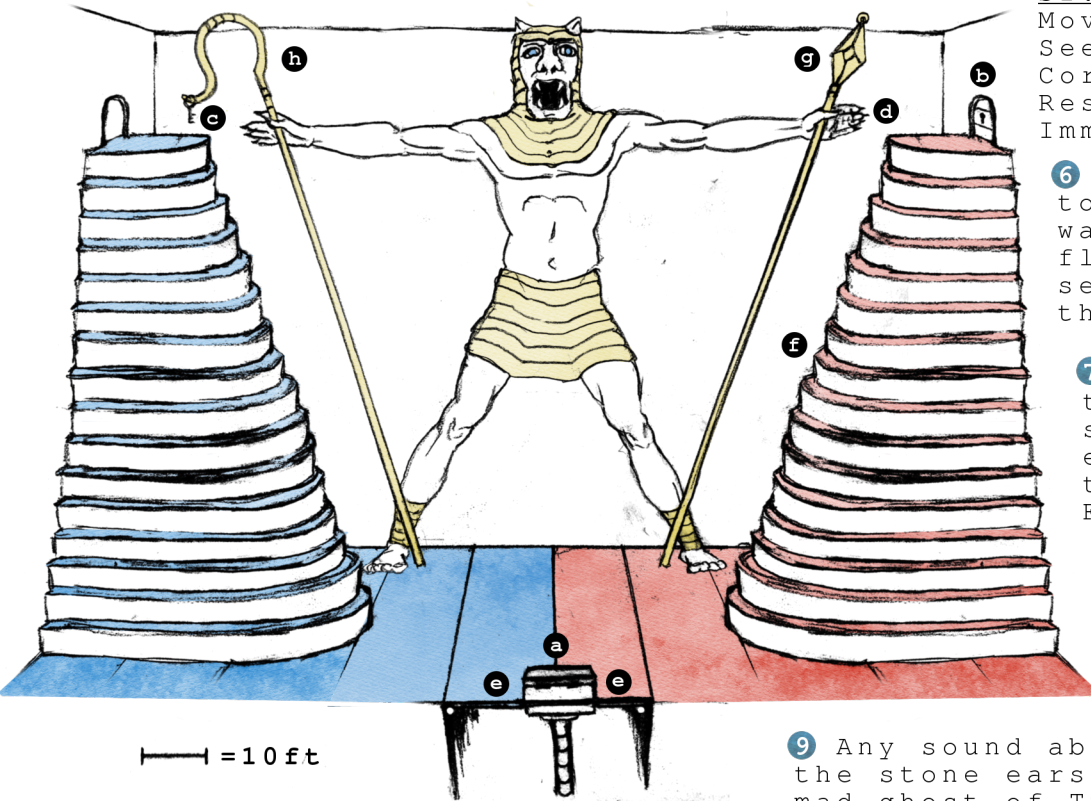
Each room is dark and has a 20% chance to contain a corpse (T2).

- 1 The chest (a; see: T1) and the exit (b) are locked - can be picked by a master thief or unlocked with the key hanging near the entrance (c). The key cannot be removed from the door once used (breaks). Everything is stone except the iron staves (g, h) and 2 fist-sized sapphire pupils (can be pried loose, but causes the eyes to weep tar).
- 2 Darts fire from the fingers (d) toward the exit when it is unlocked.
- 3 If the chest is unlocked, floor panels (e) swing open to a 30ft pit. The bottom is a narrow iron grate to a dark abyss.
- 4 If any red step is touched, the steps (f) become a steep smooth ramp.
- 5 If the stone statue is touched, a slime (S1) oozes from each nostril.

S1: Slime (clear)

Moves/climbs/swims slowly
Seeks nearest warmth
Corrodes all but stone
Resists piercing/slashing
Immune to shock

- 6 If any blue step is touched, a torrent of water from the mouth floods the room at 1ft/sec. The water stops at the top step.
- 7 If any red stone is touched, the scepter (g) shoots a blast of fire every 10 seconds at each target that touched it. Fuel for 10 blasts.
- 8 The statue invisibly electrifies the iron crook (h). Current is conducted by liquids and metals (including the key).



- 9 Any sound above a whisper causes the stone ears to slowly twitch - the mad ghost of Tutbas animates the statue and attacks (S2).

- 10 Identical to room 1 - no tricks. Exit leads to safety.

S2: Tutbas Statue

Hostile and mocking, slow and mighty
Retains all statue effects
If canopic jars are smashed (T1), crumbles to reveal massive golden bones

T2: Corpses (roll 3d6)

age	location	loot
1 hours	far door	dagger
2 days	near door	ring
3 months	far stairs	potion
4 years	mouth	coins
5 decades	in chest	pitons
6 eons	pit	oil

T1: Chest Contents (by room)

- 1 rotted bow, 10 barbed arrowheads
 - 2 jade falcon amulet (featherfall)
 - 3 iron gauntlets (magnetic at will)
 - 4 snakeskin tunic (masks body heat)
 - 5 black leather slippers (waterwalk)
 - 6 urn of opium and jeweled pipe
 - 7 circlet (limited telekinesis)
 - 8 tiny marble horse (grows rideable)
 - 9 4 gold canopic jars
 - 10 the mummified corpse of Tutbas, dressed in gold as the statue and bearing a map to the treasure he never found.
- Additionally, each chest contains room#d100 coins stamped with the face of Tutbas.
-10% chance that the contents are found on a corpse in the next room.