

DUNJONQUEST

CURSE OF RA*

Expansion Kit #2 For
Temple of Apschai

* REQUIRES PROGRAM FROM TEMPLE OF APSHAI



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Before You Start

This supplementary program expands your **Temple of Apshai** game by adding four more levels to explore, more treasures to find, more monsters to fight, and more ways to enjoy your game and your computer.

WARNING: **Curse of Ra** is *not* complete; it only contains data files. You *must* have **Temple of Apshai** to play because it has the actual program. (If you do not have **Temple**, rectify that omission at once. It has been named "Computer Game of the Year," and you will enjoy it even more with the added flexibility of the new expansion kit.)

Read and make sure you understand the Special Loading Instructions that go with the *particular* computer version of **Temple of Apshai** you have. This is even more important than usual, since two different cassettes or disks will be involved, and the procedure for different versions is *not* the same.

A FINAL WARNING: Do *not* attempt to transfer the **Curse of Ra** data files onto the same cassette or disk that holds your **Temple** program, or you will get your computer (and yourself) very confused! In fact, you will end up losing some of your levels.

Prologue

FURTHER EXPLOITS OF WILLIAM NAILFOOT

Great Geb! Will this sand never end? At least I was able to buy a camel. I can't imagine trying to walk in this stuff, especially with my old foot injury.

I sure hope that old St. Gulik knew what he was talking about. He was a monk at Benedict's Monastery back in that town above Apsai. I was there for awhile with all the other adventures looking for treasures, but I got hung up when I stepped on a godforsaken nail. I had adventure aplenty, though, when I could finally walk again.

One of the treasures I found was this moth-eaten, decrepid book, *The Secrets of St. Gulik*. In it he mentions this legend of the curse of Ra. Here, let me read it to you:

The Secrets of St. Gulik

I journeyed south across the Great Desert, led by a miserable heathen guide, who got us totally lost. But in the course of our diversion, we stumbled across a place from time out of mind. Four great edifices dominated this deserted, sandy terrain.

"This land was once ruled by a mighty pharaoh, dedicated to the glorious sun-god, Ra," my louse-ridden guide explained. Each of these constructs contains treasures of wealth beyond imagination, but all are guarded by the demons of Ra. Anyone who violates them will carry the Curse of Ra into infinity.

"But legend holds," he continued (I noticed his eyes had taken on a cunning cast) "that combining certain objects — the sacred glyphstone, an ankh of Zukor, a magic crystal, and most important, the diamond-studded altar of Ra — can create a magic powerful enough to overcome the Curse."

Knowing the legend to be just myth believed by the ignorant and unbaptized in the true faith, I recognized my duty lay in exposing it by recovering these pagan idols for the glory of the One True God. I secretly searched and found the hidden entrance to the Well of Forever, with just enough time to recover one of its treasures. The next morning, horrendous pains attacked my viscera. Nothing I did — not brews or medicinal herbs I had — nothing relieved me.

My guide and I barely made it back to the monastery; how we found our way, I'll never know. Now I'm dying, close to the end. The curse, the curse

So, laddie (or lassie), I'm off exploring for that fabled site. Like to come along?

Monster Descriptions

Cobra—This large, green or black snake flattens its head when angry. Its venomous bite can kill a man instantly.

Jackal—This ferocious, dog-like creature scavenges the desert in search of dead or dying flesh to rip apart for its ravenous appetite.

Tarantula—This hairy spider is found in dank passages. Its sting is not deadly but should nevertheless be avoided.

Scorpions—Relatively large insects with nasty stinging tails, scorpions crawl upon the victim they are attacking and deliver many injurious blows.

Wild Camel—Found exclusively in the desert, this typical, everyday, wild camel kicks viciously with its sharp hooves.

Sphinx—The Sphinx is a large creature with the head of a man, the body of a lion, and the wings of an eagle. It is rumored that a human can pass one only after solving a difficult riddle.

Criosphinx—Similar to the Sphinx, the Criosphinx has the head of a ram instead of a human. While attacking they are especially vicious, since they are able to attack simultaneously with their paws and their sharp horns.

Gryphon—This type of creature has the head and wings of an eagle and torso of a lion. It loves to talk and will start up a conversation at the drop of a word.

Lynx—This intelligent creature of the cat family prefers an arid habitat. It has the stalking instincts of predator cats and the swiftness of a jaguar.

Skeleton—A sword-wielding human skeleton, it is brittle and weak but attacks with a ferocity unmatched by living beings.

Dust Wraith—A swirling vortex of dust surrounds this unembodied spirit. With amazing speed and dexterity to guard its holy sanctuaries, this unearthly creature uses wild magic to thwart any unwary explorers in their lairs.

Giant Basilisk—This is an extremely large lizard-like monster which feeds on any flesh it lays its cold questing eyes upon and devours it without hesitation.

Magical Statue—As you approach this large stone statue, it comes to life and begins to attack you. It cannot move but can wreak havoc with anything that comes within reach, instilling more than the usual wounds.

Mummy—The sarcophagus springs open to reveal the most dreaded of the undead. This once-man is now only a dusty, cloth-enwrapped incarnation of its former self, but it is powerful beyond reason, relentless and ferociously attacking any who dare disturb its evil tomb.

Level 2

Well of Forever

Room Descriptions

Rooms 1-4—You are standing in a vast desert. There must be some way to enter this small pyramid which lies before you. If the legends are indeed true, then this monument is the gateway to the fabled Well of Forever.

Room 5—You found the entrance. In a corner there is a chest. A small tunnel leads onward and downward into the darkness.

Rooms 6-8—These dimly lit tunnels slope steeply down, making it hard to resist moving on downward.

Rooms 9, 10—These tunnels are steeper yet. You are slipping and sliding down the passages. Although better lit, they appear unused for at least a century.

Room 11—You fall out of the passage a good twenty feet down onto a solid stone floor. As you recover your senses, you see the Glyphstone.

Rooms 12-15—These are artificial passages which lead steeply upward and out into the desert. Around the edges are natural caverns formed by underground springs.

Rooms 16, 17—These chambers are filled with fine spider webs. A small gem glitters in one corner.

Room 18—Across this natural chamber, you can see your image in a mirror. Many slithering forms lie at your feet.

Rooms 19-21—These are low-ceilinged caverns. It is damp, and various potions and ornaments from cultures long past lie scattered about.

Rooms 22-25—Around you lies the vast desert.

Traps

Ceiling Trap—From the ceiling shoot small darts that have an irritation venom on their sharp tips.

Dust Trap—Dust and sand blow around you violently, stinging your eyes.

Needle Trap—A small needle coated with a weak poison springs out of the chest and toward your hand.

Pit Trap—This is the Pit of Infinity. Quickly! If you can just grab the edge . . . (Better luck next time.)

Treasures

T01—A small naturally formed diamond.

T02—Some normal arrows are in the chest.

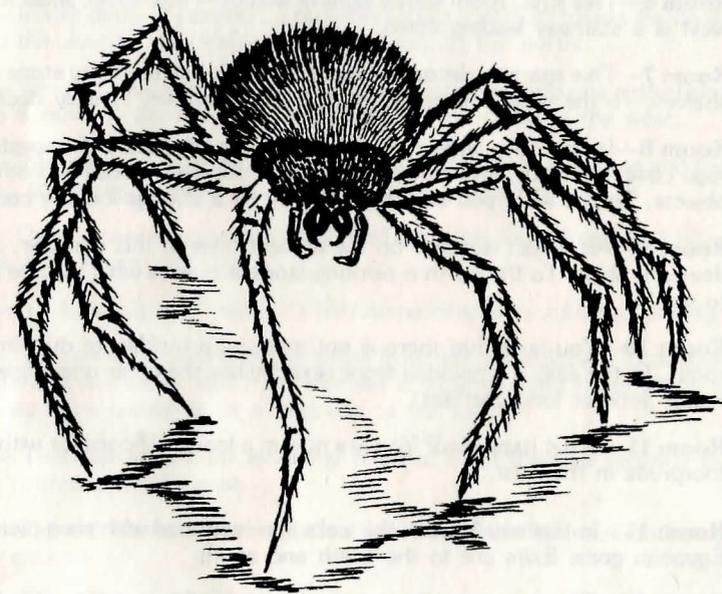
T03—The mirror is solid silver!

T04—A golden Ankh lies on the ground near your feet.

T05—This is a copper figurine of a small animal. It can't be worth much but you decide to take it along anyway.

T06—This is it! The object of your quest, the legendary Glyphstone. You feel enlightened by its presence.

T07—These potions in the strange vials appear to be perfectly good elixirs. You decide to take them with you.



Level 3

The Sphinx

Room Descriptions

Room 1—You are in the desert directly in front of the Sphinx. To the east, you can see its entrance; visible to the north and south are its front feet.

Room 2—You are still out in the desert but much nearer the Sphinx. The front feet now tower above you on either side.

Room 3—Just in time! Right after you entered the room, a sandstorm started outside and covered the entrance. Looks like you'll have to find another way out. This large room has sand everywhere and no other objects at all.

Room 4—In this large chamber, you see some traces of other adventurers (hope you are good at riddles) and a stairway to the east.

Room 5—You are in a stairway, which leads up to the second story of the Sphinx.

Room 6—This small room shows signs of wealth — tapestries, small rugs. To the west is a stairway leading down.

Room 7—This sparsely decorated room contains lots of empty stone tables and shelves. To the west you see a much larger chamber, lavishly decorated.

Room 8—In this very large room, the walls are adorned with tapestries, fancy rugs cover the floor, and stone tables hold countless scrolls and other useless objects. To the west you see the doorway to a strange-looking corridor.

Room 9—An object appears on the ancient floor of this corridor, although it does not shine. To the north a pivoting stone is across what may be a doorway to wealth.

Room 10—You note that there is not much of a buildup of dust in this small room. To the east is a pivoting stone (exactly like the other one already open to reveal another long corridor).

Room 11—What happened? You are now in a lonely (?) corridor with many odd footprints in the dust.

Room 12—In this small room, the walls are decorated with plain pictures of the Egyptian gods. Exits are to the north and south.

Room 13—This room smells of something, possibly some terrible beast. The only thing visible is a leather pouch with tattered edges.

Room 14—There appears to be nothing at all in this room, not even a trace of dust. To the west you see a stairway that leads up to the head of the Sphinx.

Room 15—Another stairway. Going west will take you up to the head of the Sphinx.

Room 16—You are in the head of the Sphinx, and many animal tracks crisscross the floor. To the north you see a stone on a pivot swung open to reveal a doorway.

Room 17—The stone pivoted to close off the doorway. This corridor leads west, but you can see a doorway to the north leading into one of the ears of the Sphinx.

Room 18—This is an ear of the Sphinx. Little appears to be in this room.

Room 19—More and more animal tracks in this corridor which continues to the south. There is a doorway west.

Room 20—This is the nose of the Sphinx. Sand on the floor and openings in the nostrils are visible. There is also a strange amount of cobwebs in the corners.

Room 21—This long corridor has an opening to the south where the other ear is located. To the east another stone is pivoted to reveal an opening.

Room 22—In the other ear of the Sphinx, you spy a small chest.

Room 23—The corridor ends suddenly. This lonely dead end has walls filled with ancient cuneiform writing and hieroglyphics. The only exit is to the west, from whence you came.

Room 24—In this dimly lit corridor, a profound buildup of dust covers the floor. Stirring up the dust as you walk, you see an exit to the north.

Room 25—You are now quite sure that you have wandered into one of the front feet of the Sphinx. A doorway has been cut into the stone to the west.

Room 26—You must squint now to see your way through the darkness and the dust stirred up as you walk. A bright light shines to the south.

Room 27—Quite a shock to your dark-adjusted eyes, this room is very well lit, as if someone were waiting for you.

Room 28—It's suddenly dark again. Is that something furry rubbing your leg?

Room 29—You have just gone into one of the front feet of the Sphinx. By way of some mysterious source of light, you can see a large pivoting stone which is closed across what seems to be a doorway to the south.

Room 30—This dusty corridor evidently has not been traveled recently by anyone. It continues to the east.

Room 31—The corridor appears to go into the body of the Sphinx. Continuing on is very enticing.

Room 32—Seeing a large stone pivoted to reveal the rest of the corridor is a welcome sight. This corridor, you are sure, leads into the body of the Sphinx.

Room 33—SURPRISE! Immediately after you walked through the doorway, the stone pivoted across it and won't budge. Do you get the feeling that you may have incurred the wrath of the Pharaohs or some Egyptian god?

Rooms 34, 35—This passageway opens into one of the Sphinx's back feet.

Rooms 36, 37—You seem to be in the backmost part of the Sphinx. The dust here is marked with several non-human footprints.

Room 38—This is the other back foot. There appears to be nothing of value on the stone shelves set into the wall.

Room 39—You finally find a way into the interior body of the Sphinx. You note with alarm that there are many non-human footprints in the dust.

Room 40—Cobwebs cling to you as you walk this lonely corridor. Or is it lonely?

Room 41—A strange scent fills this room, and just breathing it gives you a sense of well-being. The smell is coming from a small pouch towards the far end of the room.

Rooms 42, 43—This east-west running corridor has a goodly amount of non-human footprints in the dust. Best be on guard for anything mysterious. An exit to the south through a pivoted stone reveals a doorway.

Room 44—You are obviously not alone in this footprint-laden passageway. To the east, north, and south are doorways.

Room 45—Nothing of significance lies in this passageway. To the east, another pivoted stone shows a doorway into a chamber.

Room 46—You recognize the strange scent filling this chamber. It seems to be emanating from a small pouch in the room.

Room 47—In yet another corridor, you see a large room to the east. To the west you see another corridor whose walls are decorated with some type of hieroglyphics, possibly a warning.

Room 48—A dusty platform dominates the center and back of this room. On the platform you spy some small shiny objects glittering strangely.

Room 49—Outside of the Sphinx, you have come upon an oasis. Lucky for you, you are very thirsty and need the water.

Room 50—You can see the desert sands to the west. Some strange sense tells you that you missed something.

Room 51—A secret section of the Sphinx! Some shiny objects are visible at the far end of this room.

Room 52—In this large room the sound of growling is almost unbearable, and you see the glint of gold. To the east is another stone pivoted open to reveal a doorway.

Traps

Needle Trap—As you rummage through the chest of jewelry, you prick your finger on a poisoned needle.

Flame Trap—Quickly and silently, a shape flies overhead and pours a pot of boiling oil upon you.

Cave-in Trap—One of the stone steps under you crumbles, causing you to fall flat on your face.

Pit Trap—Watch it! You almost fell out the nostril! Luckily (?), your fall was stopped by a sharp spear sticking out from the side of the nostril.

Treasures

T01—A very old and dusty quiver filled with normal arrows lies near the upward-leading staircase.

T02—As you travel across the room, you chance upon some mysterious Egyptian herb in a pouch which makes you feel wonderfully well. (When eaten, these herbs act exactly as healing elixirs.)

T03—As the panel shuts behind you, it hurls a pouch containing 2 gold pieces.

T04—In a neat little pile, you find a silver offering tray and a pouch containing 3 gold pieces and 1 small ruby.

T05—On a dusty stone platform lie a silver dagger and a small sapphire.

T06—A collection of gold and silver jewelry are found in the small and rotting wood chest.

T07—A small stone cabinet contains a sapphire ankh of the Egyptian god of darkness, Zugar, 2 gold bracelets, and a silver chain.

T08—Aha! A small diamond, 3 gold nuggets, 3 gold pieces, 100 silver pieces and a diamond ring!

T09—A moldy pouch containing 2 platinum pieces, 8 gold pieces, and 200 silver pieces.

T10—Could it truly be????! Yes! It is a solid gold statue of a jackal.

T11—In the corridor you find a clay tablet with cuneiform writing on it. Don't even ask! We don't read cuneiform either.

T12—Left over from the mysterious pot, you find a bronze ladle.

T13—Too bad, you have no use for this broken chariot wheel (except as a souvenir of your trip to Egypt).

T14—Some dust sparkles of mithril. Deciding to see how long it will last, you apply it to some nearby shafts of rotting wood, and it turns them into magic arrows.

Level 4

The Pyramid

Room Descriptions

Room 1—You are on a great desert looking at the pyramid. There must be some way to get inside.

Rooms 2-22 (excl. 12)—Surrounding the pyramid, much the same as Room 1.

Room 12—This is your small tent, with your supplies inside.

Room 23—You've found the entrance to the pyramid! Before you are two tunnels, one leading up and one leading down. You decide to take the one leading down.

Room 24—You are following the downward tunnel. You can see a small room ahead and hear strange noises.

Room 25—The snake pit! Maybe the other tunnel would have been better! There is a sword standing point down in the ground ahead of you. If only you could reach it . . .

Room 26—You have left the snake pit. If you turn around now, you can take the upper path, but going east takes you out of the pyramid. The roof near the exit appears to be cracking.

Room 27—You take the upper path. BEWARE! You are now entering the major chambers of the Pharaoh's tomb.

Room 28—You see two doors leading off from this room. Hieroglyphs cover the walls.

Room 29—This room, smelling of death, also has many hieroglyphs. You can see a small ring in a dish and a picture of Osiris, the god of the underworld.

Room 30—A long hall has murals and hieroglyphs all along the walls.

Room 31—Another hall. You can see something straight ahead.

Room 32—The hall curves and you feel a slight breeze. The hieroglyphs are much larger here.

Room 33—The breeze is stronger. You can see a weapons rack ahead. There is a huge ankh symbol on the far wall.

Room 34—A small hall. Going north, you descend a few steps.

Room 35—A small room with many murals. On the far wall you recognize a picture of Ra, the sun god. The paintings seem to stare at you.

Room 36—This room is well furnished with velvety objects and fabrics. The walls are bare of either murals or hieroglyphs. You spy a small talisman in one corner.

Room 37—This room has many cushions and beds, made of smooth, silky materials.

Room 38—There are many murals painted all along the walls. You spot something of interest to the south.

Room 39—Racks and shelves line the walls containing many items of unknown purpose.

Room 40—The entire room is filled with beautiful glasswork.

Room 41—This is a room with sand on the floor and a huge statue.

Room 42—This is obviously an embalming room. An open sarcophagus stands against the wall.

Room 43—A large altar sits in this comparatively small room. Hanging along the walls are ornate tapestries.

Room 44—Cryptic writing and hieroglyphs line the walls of this hallway, which is gradually descending.

Room 45—Signs of earlier adventurers fill the room. They include skeletons, broken swords, shields, etc.

Room 46—Statues stand along the walls. There is a faint beating of sand outside the north wall.

Room 47—Sand lines the walls. The sound of sand beating the north wall is almost unbearable. In the northeast corner you spy a vial.

Room 48—Here, too, you hear sand beating against the north wall. An animal bladder lies in the northeast corner of the room.

Room 49—A huge statue dominates this rather large room. As you enter, the statue springs to life.

Room 50—Hieroglyphs and pictures line the wall and seem to suggest to you that this was once a magician's chamber.

Room 51—Another small room.

Room 52—This room is filled with hundreds of odds and ends from centuries ago. A thorough search may reveal interesting results.

Room 53—The floor is covered with sand.

Room 54—This room is bare of any objects other than some sand along the floor. You can hear a faint beating of sand in the distance and see something interesting to the east.

Room 55—You are in a hallway. The walls are filled with ornate tapestries. You kick up some sand as you walk through the room.

Room 56—You are in a hallway.

Room 57—This rather large room has a very low ceiling. A huge statue suddenly comes to life as you enter. You also spy a shiny statue in the northeast corner under what appears to be a cracking ceiling.

Room 58—The extensive buildup of dust in this small corridor indicates that it has not been used for a long time.

Room 59—This is a room filled with furniture of another era. You notice what appears to be a weapons rack. Maybe you should search it?!!

Room 60—You see the sparkle of mithril near the southeast corner of this huge room.

Traps

Dust Trap—The desert winds blow up a biting dust that stings the skin, burns the eyes and makes breathing difficult.

Cave-in Trap—A weak portion of the ceiling gives way and many huge stones fall toward you.

Spear Trap—As you approach the door, it opens just wide enough to allow a spear to fly through and then quickly closes.

Flame Trap—The picture of the sun god seems to glare at you for an instant. Suddenly the room fills with flames! There are no more pictures.

Ceiling Trap—A very sharp sword was hanging, blade down, by a thread on the ceiling high above you. The thread breaks!

Needle Trap—There is a tiny needle in the talisman which contains a mild poison.

Crossbow Trap—A huge crossbow comes down from the ceiling and fires a magic arrow at you.

Pit Trap—A fifteen foot pit with a bed of steel spikes opens beneath your feet.

Treasures

T01—Some magical arrows lay in a cabinet near the wall.

T02—A shiny and finely forged sword is thrust into the floor at your feet.

T03—These are powerful healing elixirs.

T04—Some arrows in a small quiver outside the tent.

T05—You readily recognize this to be a skull ring, having certain powers over the undead.

T06—On the altar there are three large rubies! They are worth nine thousand silver pieces!

T07—In the chest you find 40 small diamonds.

T08—This magic talisman gives you great powers to see and hear.

T09—Inside the sarcophagus, you find a diamond necklace.

T10—In the corner of the room you find five small emeralds, five small diamonds, and two small rubies.

T11—Several scrolls are in this room. Since they seem to be in familiar characters, you try to read them. You fail, but feel truly enlightened just looking at them.

T12—These are a large pair of spectacles. You try them on and somehow or another your range of vision seems to have increased.

T13—Gazing into this fine mirror, you feel better about yourself, so you continue to explore the pyramid.

T14—This fine felt feels good around you, so you decide to wear it. Odd . . . your burden somehow feels lighter . . .

T15—You recognize this potion as the milk of certain snakes. It is used to increase a man's ability to endure. You drink it.

T16—This is a beautiful crystal. Although it is only worth a few silvers, you decide to take it along anyway. As you pick it up, it dissolves in your hands, leaving you nothing but a tingly sensation.

T17—You notice six gold nuggets in the sand.

T18—You see eight gold nuggets on the ground.

T19—You really struck it rich on this one! There are ten gold nuggets lying in front of you.

T20—A beautiful solid gold statue.

Level 5

Temple of Ra

Room Descriptions

Rooms 1-3—Open desert in front of a large carved-out cliff face lies around you. Objects strew the sand.

Rooms 4-10—You stand in a large area at the foot of a cliff which has been cut to form a small canyon. Here stands a statue of Ra. It has been carved out of the cliff and stands 50 feet tall on two large stone pedestals. There are unlit incense containers before each foot of the statue. Underneath the large leg-like columns is a tall stone door.

Room 11—This armory has many racks of rotting wood containing old weapons covered with a thick layer of dust.

Room 12—These long walls are covered with detailed murals. Hieroglyphs depict men and animals working and building large structures. It seems that the room is devoted to the telling of the history of this land and of its many wonders.

Room 13—It must be a storage room of some kind. It is filled to the ceiling with clay and wooden artifacts.

Room 14—The dimly-lit room is filled with human bones. A dusty table in the far corner is covered with brushes, paint, and other objects.

Room 15—A tiny sand-filled compartment. The thick layer of dust on the floor is smooth and untrodden. Strange! since the doors show much use.

Room 16—The floor of this deep sunken pit is covered with the half-decayed corpses of several men. Then you notice the writhing bodies of deadly snakes—not many, but enough to have stopped these other brave explorers.

Room 17—Another small compartment much like 15. It also has an unwanted occupant.

Room 18—A natural cavern has been carved into a small ante-chamber. The floor is thick with a coarse sand.

Room 19—More of the ante-chamber. You notice a rise in humidity and see moisture on the wall near the corner of the room. It does not appear at first glance to be water.

Room 20—Going through a crack, you find yourself on a wide set of stairs. An outstretched body lies off to one side of what you are sure must be the entrance to the main temple room.

Rooms 21-28—Very narrow passageways cut in the stone. You must still be at least 20 feet above the ground level, having discovered a door at waist-level.

Room 29—You are trapped! A stone falls to block the way you came. The gigantic room is littered with limbs and half-eaten carcasses of unidentifiable beasts. It must be the sacrifice area for this unholy place. A strong light emanates from an adjoining hall.

Room 30—A bright light beams at the end of a short wide hall. An altar is aglow with a burning, blinding aura. (A fitting tribute to the God of the Sun.)

Room 31—A small alcove just off the main hall, offering relief from the blinding light, but with a gleam of its own. The long-dead priests of this temple must have used this as a sacred worship room.

Room 32—A short, wide hall. Near the end you spot a brilliant object shining with the radiance of the sun. It is protected by some unnatural force, which seems impassable. To either side of the hall are small alcoves. There must be some way around that invisible barrier.

Room 33—Another small alcove much like 31.

Room 34—The main room of the temple (you turned out to be right). There are many pedestals and statues, but one near the back of the room catches your eye. It stands taller than the others and gleams with an expansive radiance. The floor is smooth and dust-covered.

Room 35—Another short, wide hall.

Rooms 38-42—Imagine that! The thing is hollow with intricate and tricky passages leading up the legs and into the chest and head!

Traps

Dust Trap—The sand shifts under your feet, and you fall into a nest of deadly scorpions.

Flame Trap—As you touch the altar, a severe shock runs through your body, leaving you weak and burned.

Spear Trap—As you approach the rotting racks, a spear flies from one of them, catching you in the shoulder.

Cave-in Trap—The narrow passageway collapses around you. It covers you with dirt and stone but does no major damage.

Ceiling Trap—As you climb around in the small passages, a heavy stone drops from the top of the doorhang.

Treasures

T01—Amid various other armaments which are unusable, you find some arrows still in good condition.

T02—He won't need these anymore, but from what you have seen so far, you will: magic arrows.

T03—Some broken clay jugs, probably worthless.

T04—A large, silver offering tray. Polished up a bit, it should bring a nice price.

T05—Water indeed! This fine liquid will come in handy to soothe whatever ails you. You stop to fill a few vials.

T06—Two small diamonds lie in the dirt.

T07—A large, beautiful tapestry hangs over the doorway. The figures sewn into the fine fabric seem to indicate danger or warning.

T08—You stop just long enough to strip this bag from one of the bodies. Worth it, too. The bag contains 40 gold pieces.

T09—On the table you find a primitive book. Within it are examples of every hieroglyph you have ever seen. Practical, you suppose, but worthless.

T10—At the head of the statue you find, embedded in the wall, with light pouring through it, a large ruby. OHHHHHH! It must be the eye. You remember seeing it from below.

T11—A large gold statue with a bird head. Lifting it is a disappointment. It must be hollow as it weighs only a few pounds. You remove it from its pedestal anyway, and stuff it in your pack.

T12—WOW!!!! A diamond-studded platinum altar. It weighs a bit, but is *well* worth taking along. As you heave it from its low base, you notice a strange power surrounding you. It could have more uses than you first guessed.

T13—A chest half-buried in the sand. Opening it reveals nothing. An empty chest; how cheap!

T14—This is the carcass of a dead camel being ripped apart by these vicious beasts.

T15—There is still some unburned incense here, if that's what you like.

T20—Just a pile of sand. You initially thought there might be something buried here, but it turns out to be a dead end. As you kick the sand around, you hear a hoarse whispering voice which seems to be cheering you. You can barely make out, in this part of the canyon, someone or something chanting, "RA, RA, RA."

MASTER TREASURE KEY

Gems

Small Ruby	400 SP
Small Sapphire	300 SP
Small Diamond	100 SP
Large Ruby	3000 SP
Small Emerald	200 SP

Jewelry

Diamond Ring	30 SP
Silver & Gold Jewelry	80 SP
Diamond Necklace	1000 SP
Gold Bracelet	50 SP
Silver Chain	40 SP

Miscellaneous

Silver Tray	100 SP
Silver Dagger	40 SP
Silver Mirror	150 SP
Gold Ankh	30 SP
Copper Figurine	45 SP
Gold Jackal	1800 SP
Bronze Ladle	5 SP
Chariot Wheel	7 SP
Gold Nugget	50 SP
Bag of Gold	400 SP
Hollow Gold Statue	300 SP
Platinum Altar	10,250 SP
Solid Gold Statue	5000 SP
Sapphire Ankh	100 SP

SP = Silver Pieces

