

A small number of map glitches found their way into the Shadow Tomb overview map on page 61 of the *Tomb of Horrors* super-adventure. DMs should note the following:

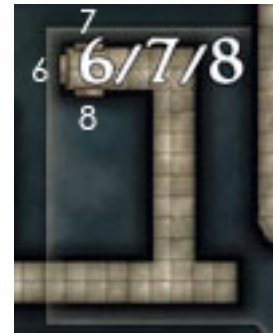
**Area 1:** The portals should be numbered clockwise from the top.



**Area 5:** As below. The second room adjoining the spherical main chamber appears as an empty chamber when the PCs enter. The cavern is accessible only by the secret door at the bottom of the pit trap.



**Area 6/7/8:** As below.



**Area 3:** As below. The pit traps are marked by depth, and the doors should be secret doors as noted.



**Area 14:** All the empty alcoves on the left side of the map contain sarcophagi on top of pit traps. In addition, a pit trap stands to the southeast, and the doors in this section should all be secret doors.



**Area 4:** All the ledges in the pit are crumbling ledges (as noted in the hazard statistics block), as are two areas at the top of the pit.

