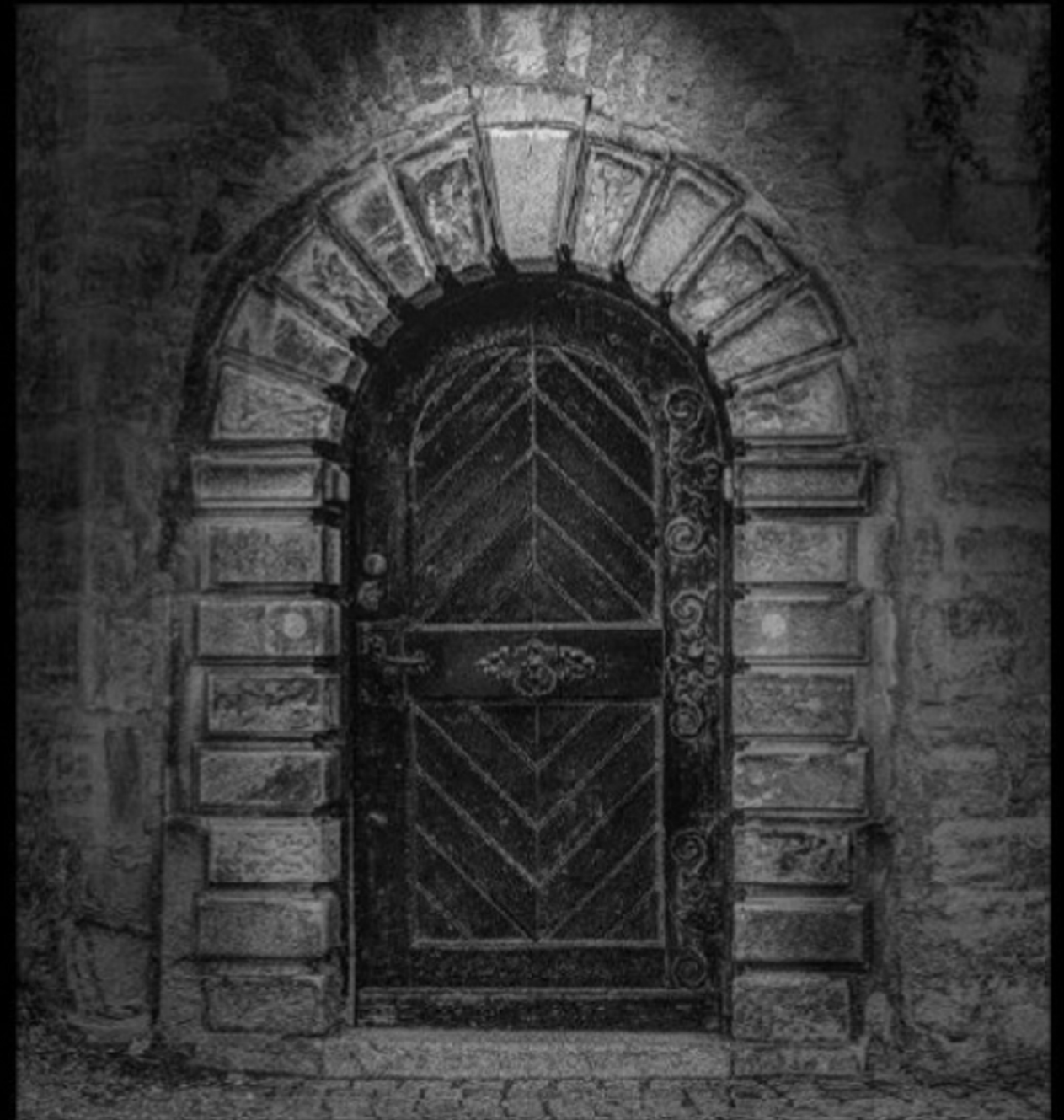




A TOMB TO PLUNDER



For OSR B/X Fantasy
Rule Systems

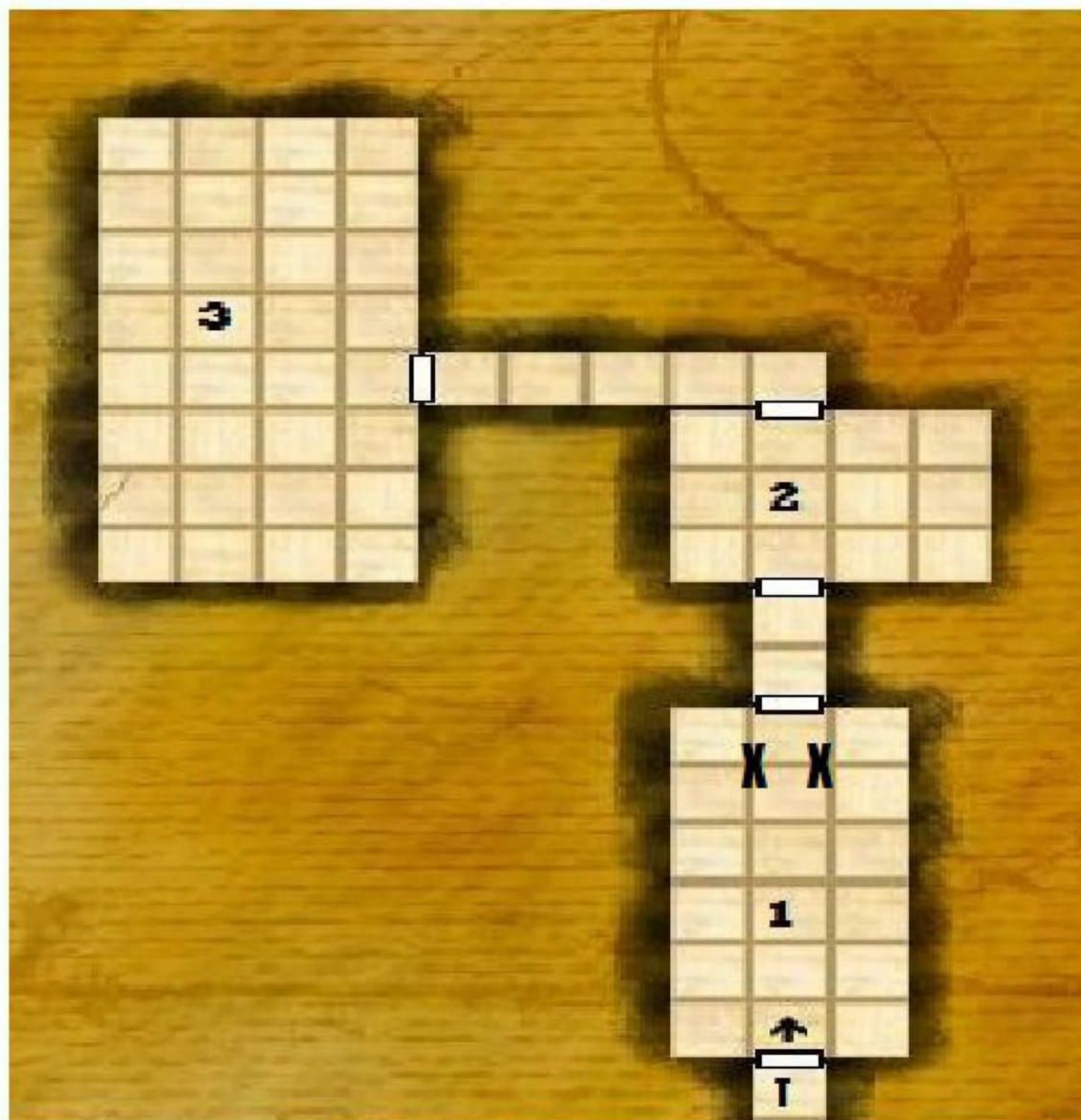
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- 1) The door leading into this room is locked and trapped. The trap is a magical trap that is triggered by unlocking the door by any other means but the long lost key. This is the classic 10' deep pit trap with stakes. Normal falling damage occurs along with an additional 1D4 to anyone in the 10' X 10' square in front of the door. The Once triggered, the floor vanishes directly over the pit and does not return until the trap is reset with locking the door with the long lost key locking the door. The room is empty except for 2 stone statues. The statues are of 2 humans wearing armor and each one has a shield and short sword. The statues appear to be guarding the door directly behind them. Once anybody gets within 10' of them, they both animate and fight until destroyed. There is no treasure in this room.**

2) The hallway between rooms 1 and 2 is empty. The door leading directly into room 2 is unlocked and no traps are present (DM may add a trap of their own choosing). The room has broken and rotted wood that at one time was wooden caskets. 10 Skeletons (DM is free to add or subtract this number) are found here as well and move to attack the party once the door is opened. If the party flees, they will follow and keep attacking. There is treasure among the debris if looked for.



3) The hallway between rooms 2 and 3 has an essence of a deathly cold about it. The DM is free to play it up with rolling the dice and saying things like a cold chill passes through your body, you have a sense of something bad is going to happen, The hair on the back of your neck tingles, etc.... This is to set the stage for what is lurking in room 3. Inside room 3 are 2 shadows (once again the DM is free to add to or subtract from this number). The room also contains ornate caskets equal to the number of shadows. The caskets contain the rotting bodies that once belonged to the shadows. The party will find treasure if the room is searched.

Master Monster Matrix

**Please Consult The Basic Rulebook
For More Detailed Information
On Each Monster**

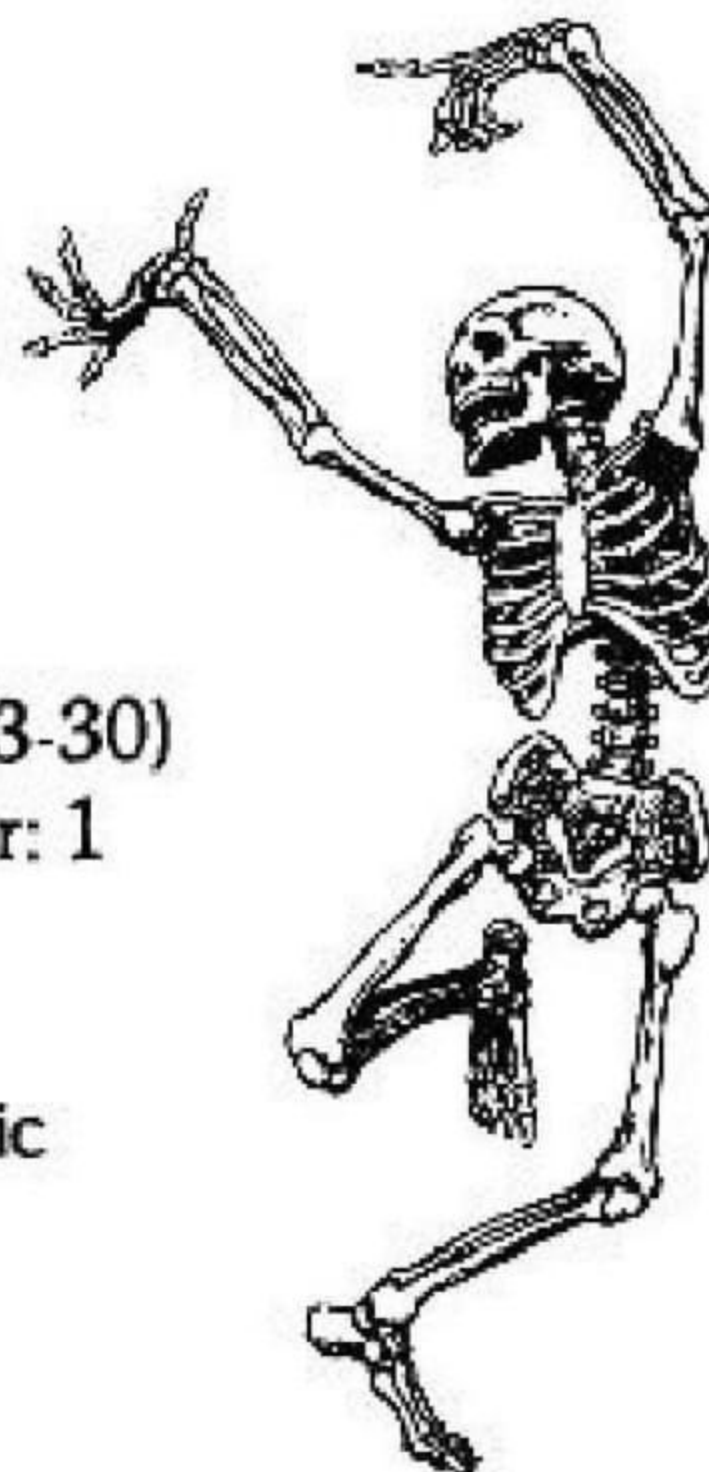


Shadow*

Armor Class:	7	No. Appearing:	1-8 (1-12)
Hit Dice:	2 + 2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	F
Damage:	1-4 + special	Alignment:	Chaotic

Skeleton

Armor Class:	7	No. Appearing:	3-12 (3-30)
Hit Dice:	1	Save As:	Fighter: 1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1-6 or weapon	Alignment:	Chaotic



New Monster Stats



Guardian Statue

Armor Class:	5	No. Appearing:	1-2 (2-4)
Hit Dice:	2+2	Save As:	Fighter: 2
Move:	30'	Morale:	Nil
Attacks:	1	Treasure Type:	F
Damage:	1-6	Alignment:	Chaotic

These Statues Appear To Be Normal Stone Statues. They Become Activated When Any Party Member Comes Within 10' Of It. Once Activated The Statue Will Fight Until Destroyed.

Guardian Statues are magical creations used to guard such areas from intruders. These are usually encountered guarding temples, tombs, treasure vaults, castles, towers, etc.....

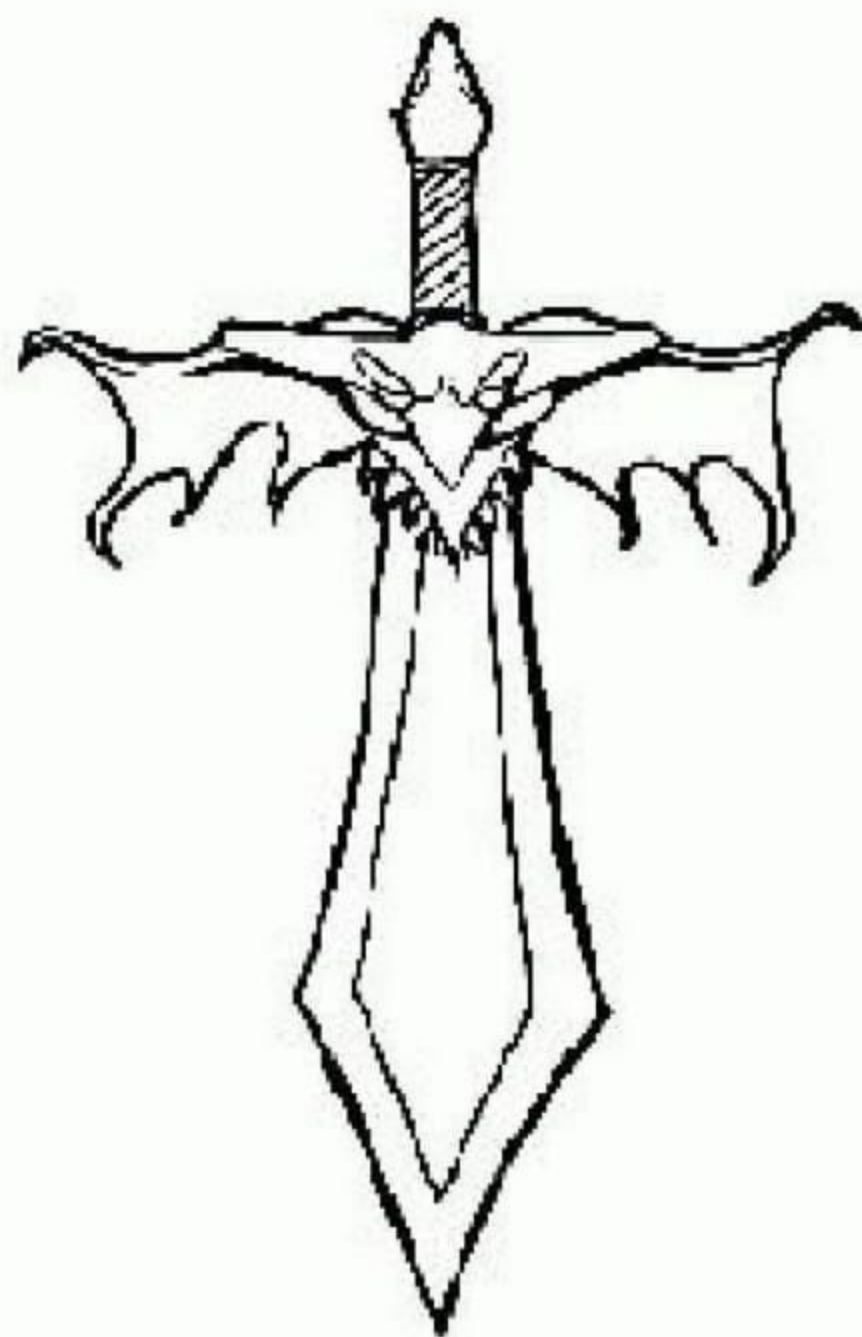
The creating of such statues is a well kept secret among those who have learned the knowledge to do so and can be very expensive to construct if one can find such a person with such knowledge.



The Treasure Found Was Left Completely Up To The DM To Determine Due To The Vast Differences In How Treasure Is Handled By Each DM. I Suggest Using The Appropriate Treasure Tables Found In The Rulebook As Listed For Each Monster. Suggested Additional Treasure Found Laying Around May Be Various Items That Equal In Value To The Combined Levels Times 10 - For Example Total Party Levels Equals 12 ... 12 X 10 = 120gp. This Is Just A Suggestion And The DM Should Feel Free To Modify The Treasure Amount.....

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