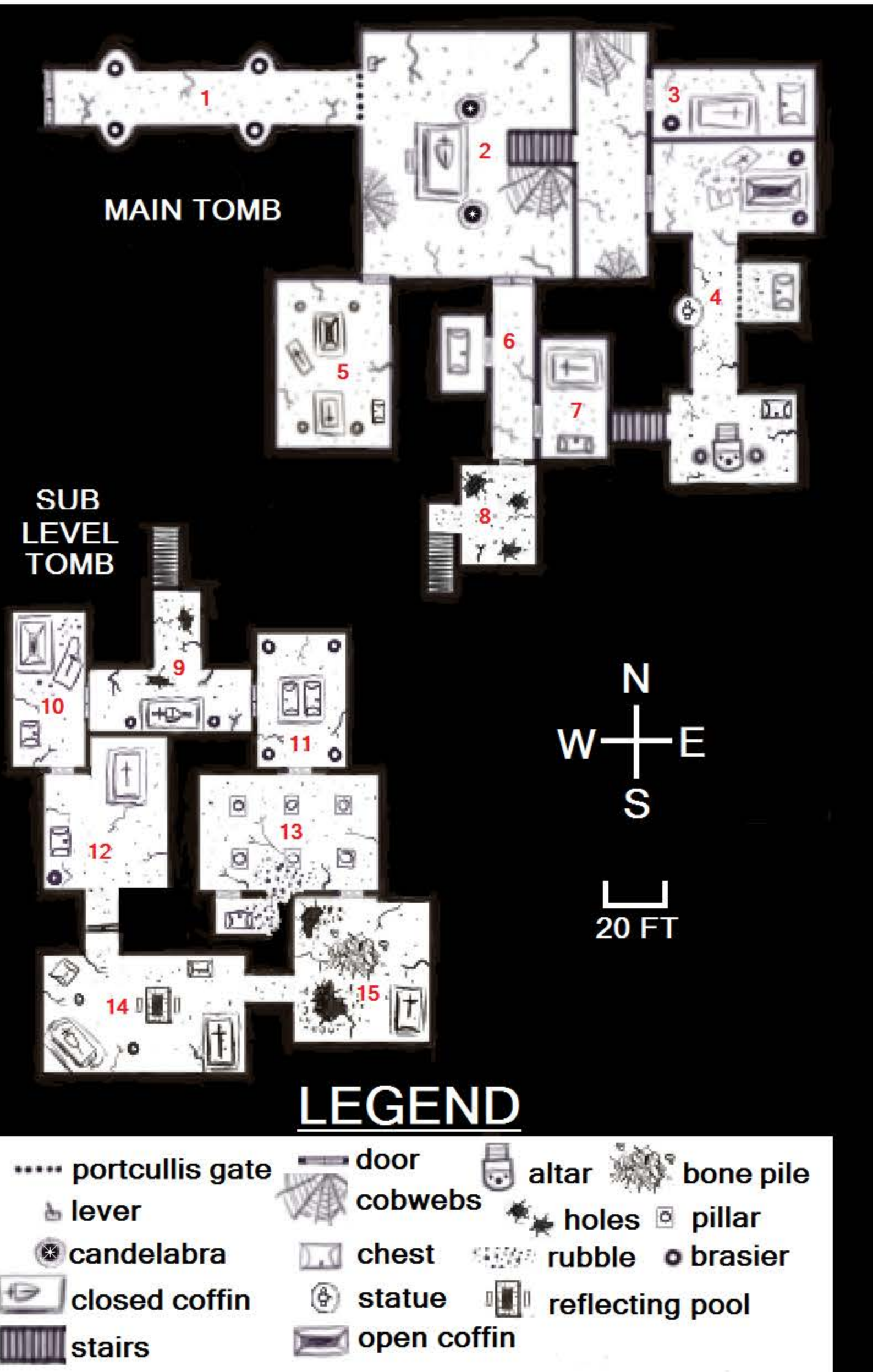


TOMB OF TREASURES

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1. **ENTRANCE:** A long corridor made of stone. 4 insets in the walls hold 4 oil brasiers. 3 smolder and glow against to darkness. The 4th is not lit. The corridor is dusty and dank. The floor is slippery and cracked. Broken fragments of the ceiling lie about on the floor. At the end of the corridor a large portcullis blocks the next room. It is down and locked.
-GM NOTE: THE 4TH BRASIER HAS A GREEN SLIME HIDING IN ITS OIL. IF ANY PLAYER TRIES TO LIGHT THE BRASIER THE OOZE ATTACKS. THE LEVER FOR THE PORTCULLIS IS BEHIND IT IN ROOM 2. THE PLAYERS CAN USE MAGIC TO MOVE IT OR TRY AND HOOK IT TO RAISE THE PORTCULLIS.

2. **LARGE CRYPT:** A large stone room with 2 levels separated by an ornate stone staircase. A large stone coffin rest on an elevated platform in front of the stairs. A carved sword and shield adorn the lid. 2 iron candelabras sit at each end of the coffin. None of the candles are lit. The room is pitch black and quiet. Large cobwebs fill the edges and corners of the room from floor to ceiling. The upper level is covered in webs as well. 2 wood doors lie on the East wall of the upper level. 2 doors lead South on the lower level. All are locked.
-GM NOTE: 4 LARGE SPIDERS WILL DROP FROM THE CEILING AND ATTACK THE PLAYERS. 2 FROM THE CEILING AND 2 FROM THE UPPER LEVEL. THE COFFIN IF OPENED CONTAINS A SKELETON AND 250 GOLD PIECES. THE SKELETON ATTACKS IF ANYONE DISTURBS HIS TREASURE. HE HAS A BRASS DOOR KEY HANGING FROM HIS NECK. EASILY FOUND IF SEARCHED.

3. **SMALL CRYPT:** A small crypt with a stone coffin and a wooden chest. The room has a fresco painted on the wall of a skull headed man on horseback chopping off heads of villagers with a large silver axe. A brasier in the corner is unlit.
-GM NOTE: THE COFFIN HOLDS A SKELETON MISSING ITS HEAD. IN ITS ARMS IS A LARGE SILVER AXE. THE WOODEN CHEST HOLDS THE SKULL OF THE SKELETON. AN INSCRIPTION ON THE CHEST READS "DEATH IS ETERNAL" IF THE SKULL IS PLACED ON THE SKELETON IT WILL RISE FROM THE GRAVE AND SWING THE AXE 1 TIME ACROSS THE ENTIRE ROOM BEFORE ITS BONES CRUMBLE TO DUST. ROLL TO DODGE THE AXE SWING. THE AXE WILL FALL FOR ANY PLAYER TO TAKE.

4. **UPPER LARGE CRYPT:** A large multi room area connected by a short corridor. A stone coffin rests in the first room, its lid removed and broken. 2 brasiers sit on each side. Blood splatter is spread across the room. The coffin is empty. Bloody foot prints and a few loose gold pieces lead down the corridor into the darkness. The corridor is made much in the same way, stone carved long ago. The floor dirty and dusty. The foot prints lead to a corpse resting against a set of bars on the East wall. The corpse has been hacked to pieces. Its wounds are severe and a large pool of blood lies beneath it. A large brass statue of a knight stands in an alcove on the West wall. It's armor blood splattered and its sword caked with dried blood and flesh. A chest sits behind the bars past the corpse in a small room. A key sits just out of reach on the floor inside the room. It to has blood on it. Further down the corridor a room lies to the South. It has an altar adorned with skulls and bones. Many offerings sit upon it and around it on the floor. 2 brasiers sit unlit on each side. An inscription on the altar reads "LIFE IS SHORT DEATH IS FOREVER" A chest sits in the corner. It is locked. A set of stairs lead down to the West.
-GM NOTE THE COFFIN IN THE FIRST ROOM HAS BEEN RAIDED IF THE PLAYER SEARCH THIS AREA THEY WILL BE ATTACKED BY A GHOST. IT ATTACKS FOR 1D4 ROUNDS AND THEN VANISHES. IF THE PLAYERS TRY IN ANYWAY TO OPEN THE BARS IN THE CORRIDOR BY FORCE THE STATUE WILL ATTACK. IF THE PLAYERS TRY AND REACH THE KEY THEY MUST NOT TOUCH THE FLOOR IN THE SMALL ROOM IN THE ATTEMPT. THIS WILL ALSO TRIGGER THE STATUES ATTACK. THE KEY MUST BE USED. THE CHEST CONTAIN A HEALING POTION, 1000 GOLD PIECES, AND A SHORTSWORD. IF THE PLAYERS READ THE INSCRIPTION ON THE ALTAR ALOUD, A SLEEP SPELL WILL AFFECT THEM FOR 1D4 ROUNDS. WHEN THEY WAKE THEIR WEAPONS AND GOLD WILL BE GONE.

5. **LOWER LARGE CRYPT:** A stone room with 2 stone coffins, 4 brasiers and a chest. Wet and moldy the room smells rotten. Mold covers all surfaces and the floor is slick. It is hard to breathe the air here. The first coffin has been torn open. Inside the remains of a skeleton have been shattered and tossed about. The second coffin is closed and pry marks can be seen on the lid edges. The chest is sitting on the floor almost buried in the mold. It is rusty and rotting.
-GM NOTE: IF THIS ROOM IS SEARCHED THE PLAYERS WILL BE ATTACKED BY A GREEN SLIME HIDDEN UNDER THE LID OF THE OPEN COFFIN. THE UNOPENED COFFIN CONTAINS A THRALL, IF OPENED IT WILL ATTACK THE PLAYERS. INSIDE THE COFFIN ARE 500 GOLD PIECES. THE CHEST IS EMPTY.

6. **SHORT CORRIDOR:** A short corridor leading South. 3 doors lie on each side, the West door leads to a small room with a chest. The East door leads to room 7, and the South door leads to room 8. All are unlocked.
-GM NOTE: THE CHEST IS TRAPPED. IF THE LOCK IS PICKED BY THE PLAYERS A POISON DART TRAP WILL BE TRIGGERED, THEY WILL BE POISONED FOR 1D6 ROUNDS. THE CHEST IS EMPTY.

7. **SMALL LOWER CRYPT:** A small crypt with 1 stone coffin, a chest and a set of stairs leading up to room 4. The coffin is sealed. The chest has been opened and its contents strewn about inside. Old papers and a few trinkets among the contents. A few gold pieces remain as well.
-GM NOTE: IF THE PLAYERS OPEN THE COFFIN THEY WILL BE ATTACKED BY A LARGE RAT SWARM THAT HAVE MADE THE COFFIN THIER HOME FROM BELOW. ROLL 1D12 FOR THE AMOUNT OF RATS.

8. **SMALL ROOM:** A small room at the South end of the tomb. A staircase leads down to a lower level. Old and crumbling. Many large holes have been broken through the floor. The holes are deep and smell foul. The room is cold and dark.
-GM NOTE: THE HOLES IN THE FLOOR EACH HAVE A LARGE RAT SWARM USING THEM AS A DEN. IF SEARCHED THE PLAYERS WILL BE ATTACKED. ROLL 1D12 FOR THE AMOUNT OF RATS IN EACH HOLE. IF A PLAYER FALLS IN THE HOLE THEY MUST MAKE A SAVING ROLL.

9. **SUB LEVEL ENTRANCE:** A large T-shaped room with 1 stone coffin and 2 brasiers. More large holes in the floor. The walls are cracked and crumbling. The coffin is sealed and ornately carved. Doors lie at both the East and West ends of this room. They are locked.
-GM NOTE: IF SEARCHED THE COFFIN HOLDS A SKELETON THAT WILL ATTACK. ITS WEAPONS ARE OLD AND RUSTY. THE COFFIN HOLDS 250 GOLD PIECES. THE HOLES IN THE FLOOR ARE MORE RAT BURROWS. IF THEY ARE SEARCHED LARGE RAT SWARM WILL ATTACK. ROLL 1D12 FOR AMOUNT.

10. **SUB LEVEL LARGE CRYPT:** A crypt containing a stone coffin with a broken lid on the ground. It has been looted. A small chest sits in the corner wrapped in chains. It is locked with an iron lock and has a sign that reads "NOT SAFE"
-GM NOTE: THE CHEST CONTAINS A POWERFUL EVIL GHOST OF A WARRIOR THAT ONCE RESTED IN THE COFFIN. HE WAS CURSED BY AN EVIL WITCH LONG AGO. HE WAS LAID TO REST HERE BUT THE COFFIN WOULD NOT KEEP HIM IN SO HE WAS LOCKED AWAY IN THE CHEST UNDER IRON CHAINS. HE WILL ATTACK IF SET FREE. IF BEATEN HE WILL VANISH AND MANIFEST SOMEWHERE ELSE IN THE TOMB. GM CHOICE.

11. **SUB LEVEL SMALL CRYPT:** This room contains 2 chests on a large stone platform. 4 brasiers lie in each corner of the room. The chests are heavy and can't be moved. They are locked by magic. A door leads South.
-GM NOTE: THE CHESTS ARE LOCKED BY MAGIC AND MAY BE OPENED WITH A SPELL OR WITH A KEY. THE KEY CAN BE FOUND IN AREA 13 ON A CORPSE BURIED IN THE RUBBLE. IF THE PLAYERS TRY TO BREAK IN THEY WILL SUFFER ELECTRIC SHOCK CAUSING PARALYSIS FOR 1D4 ROUNDS.

12. **SUB LEVEL LARGE CRYPT:** A large stone room with a stone coffin and a chest. A brasier is lit in the corner. It's light flickers casting shadows around the room. The room is crumbling. Debris has fallen from the ceiling in many spots. A door leads South.
-GM NOTE: A SHADOW LURKS IN THIS AREA AND WILL ATTACK ALL WHO ENTER. THE COFFIN IS FULL OF MANY GEMS, GOLD PIECES, AND TRINKETS. ROLL 1D20 X5 TO SEE AMOUNT OF TREASURE A PLAYER MAY TAKE. THE TOTAL VALUE IS 3500 GOLD PIECES COMBINED.

13. **SUB LEVEL LARGE HALL:** A huge stone room supported by 6 large pillars. 1 of which is collapsed due to a cave in on the South wall. 2 doors on the back wall lead South. A small room can be seen beyond the rubble of the cave in. It contains a chest.
-GM NOTE: THE ROOM CONTAINS MANY BATS THAT WILL ATTACK LIGHT SOURCES AND ANY NOISES THEY HEAR. ROLL 1D12 FOR AMOUNT OF BATS. THE COLLAPSED RUBBLE CONTAINS A CORPSE CARRYING A BAG OF TREASURE. A KEY RESTS IN HIS LEFT POCKET. EASILY FOUND IF SEARCHED. THIS IS THE KEY FOR AREA 11 CHESTS. IF UNLOCKED THEY REVEAL 4000 GOLD PIECES IN TOTAL.

14. **SUB LEVEL LARGE CRYPT:** A stone room with 2 stone coffins, 2 brasiers, 2 chests and a reflecting pool. The room smells of old dead flowers. The pool is about 20 foot long made of black stone. It's water is black and the depth is unknown. A corridor leads East into room 15.
-GM NOTE: THE POOL HIDES THREE LARGE TENTACLES FROM AN UNKNOWN MONSTER IT HAS A 100 EYES AND 2 SHARP MAWS. IT WILL TRY AND EAT THE PLAYERS OR DROWN THEM. IT WILL EMERGE AND ATTACK THE PLAYERS IF THEY SEARCH THE COFFINS OR CHESTS. THE COFFINS CONTAIN 2 SKELETONS EACH WITH A SHIELD, BROADSWORD AND ARMOR, AS WELL AS 250 GOLD PIECES EACH.

15. **SUB LEVEL LARGE CRYPT:** A room made of ancient stone. A single coffin sits on the East side. A huge pile of human bones commands the center of the room. 2 large holes in the floor on the North and South sides of the room. The stench of death is overwhelming. Pools of blood cover the floor and drip into the holes from it's edges. A noise can be heard in the darkness under the floor.....
-GM NOTE: THE COFFIN CONTAINS 1000 GOLD PIECES. THE HOLES IN THE FLOOR CONTAIN A GIANT MUTATED GOLEM. RABID AND CRAZED. HE ATTACKS ALL WHO ENTER THE ROOM.