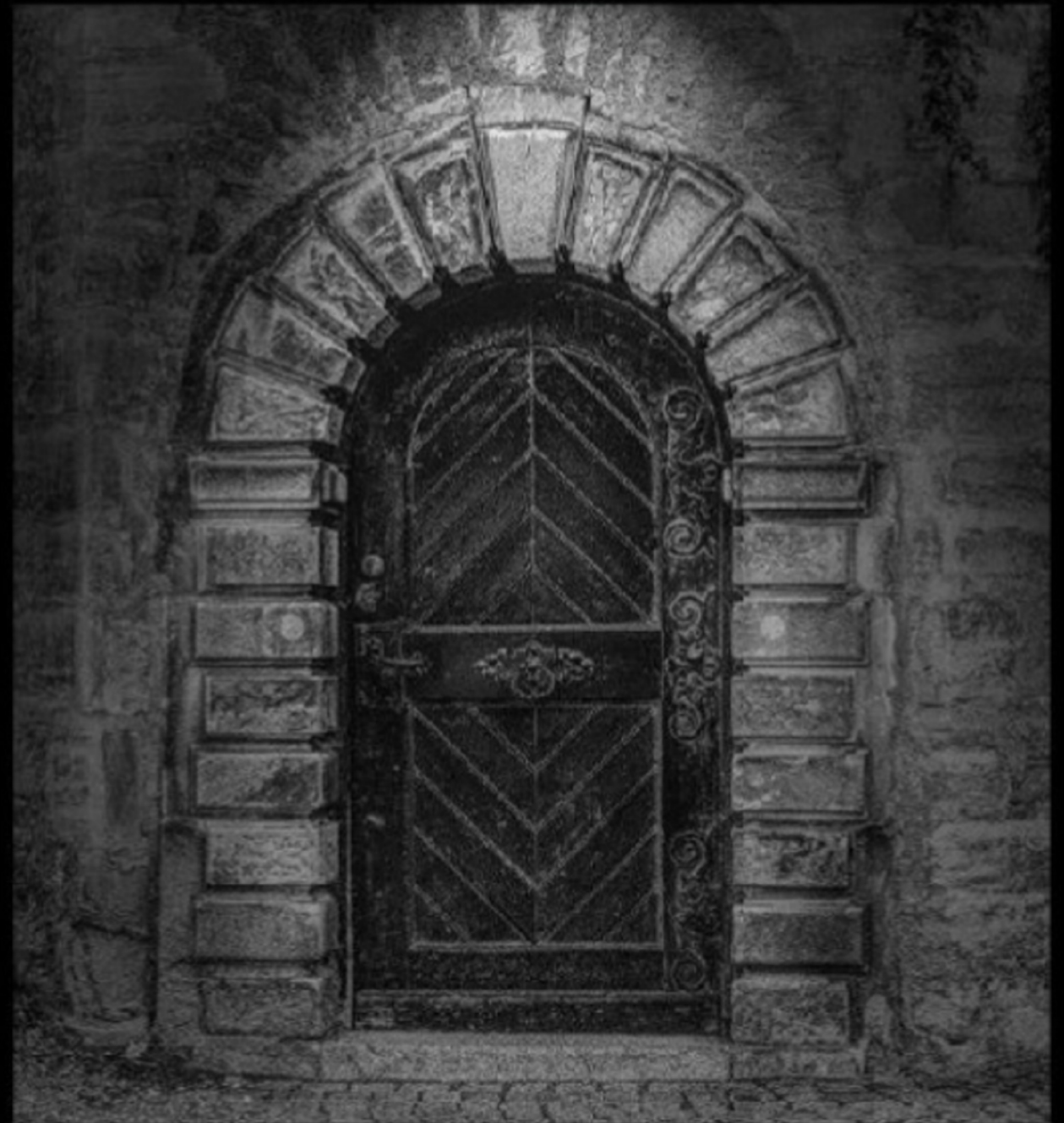




# A TOMB TO PLUNDER

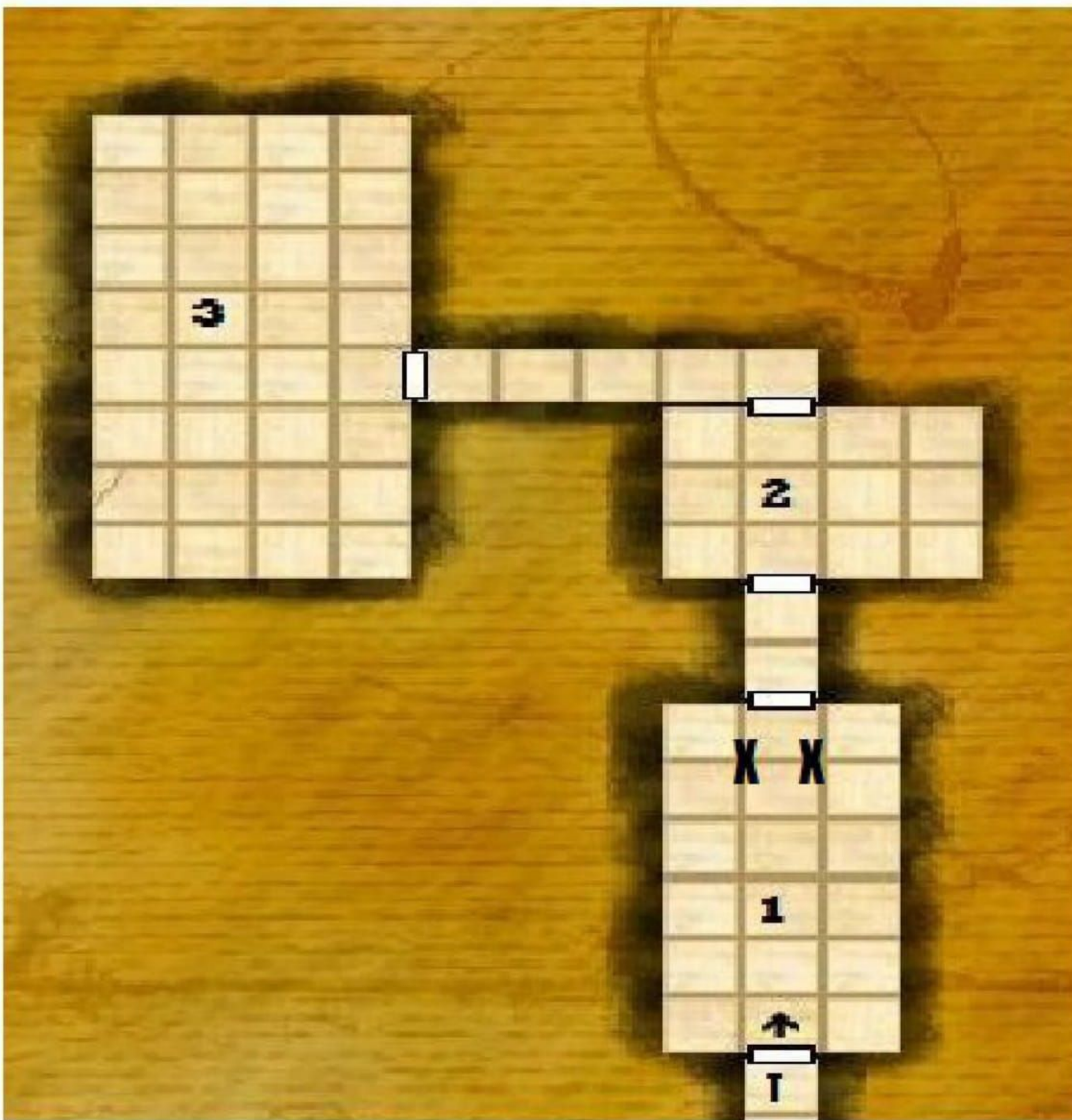


**FEI Games inc.**  
RPG Supplements  
[www.facebook.com/feigamesinc](http://www.facebook.com/feigamesinc)



For OSR B/X Fantasy  
Rule Systems





- 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**

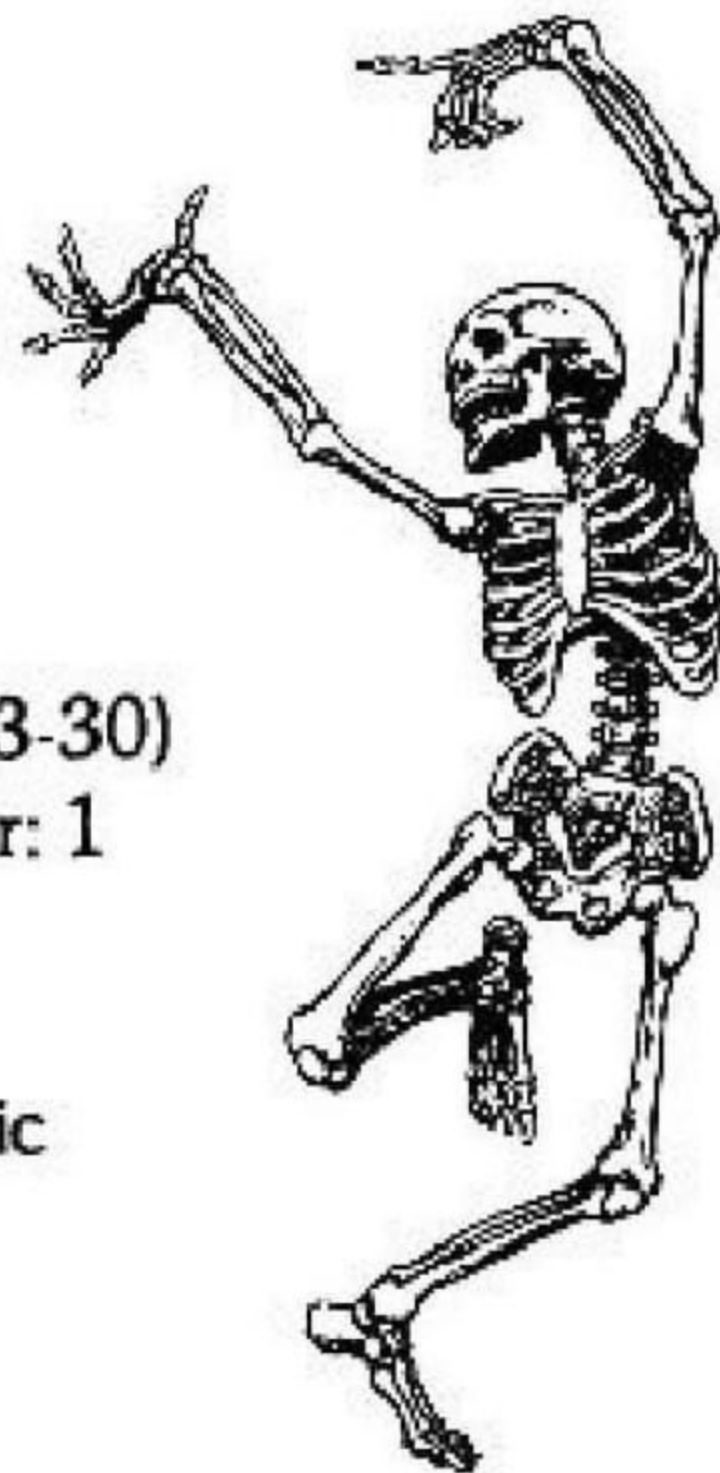


## Shadow\*

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

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

**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.**

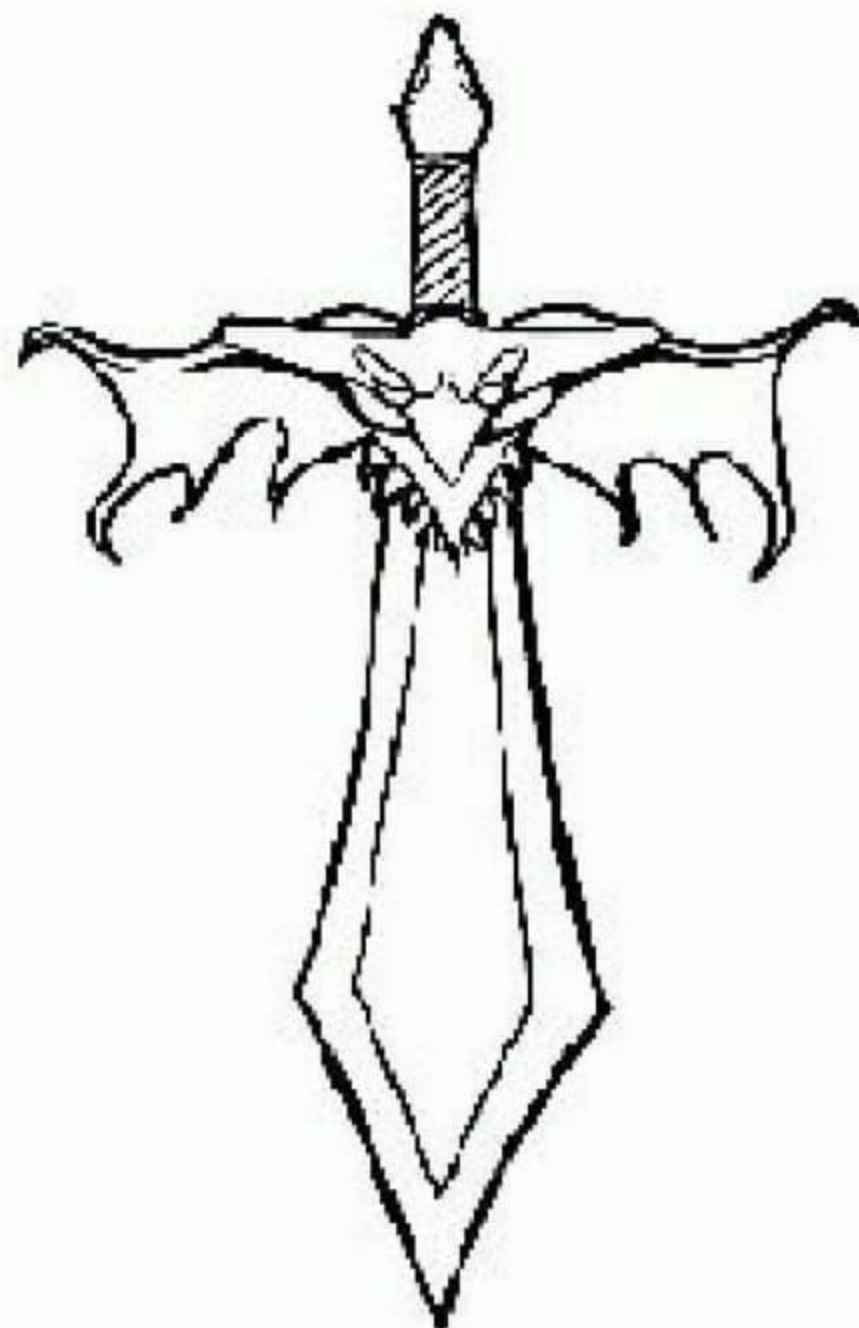




**The Treasure Found Was Left Completely Up To The DM To Determine Due To The Vast Differences In How Treasure Is Handled By Each DM. I Suggest Using The Appropriate Treasure Tables Found In The Rulebook As Listed For Each Monster. Suggested Additional Treasure Found Laying Around May Be Various Items 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.....**

## **DISCLAIMER:**

**THIS IS TO BE CONSIDERED FAN BASED MATERIAL AND IN NO WAY A CHALLENGE OF OWNERSHIP TO ANY COPYWRITES THAT IS OWNED BY OTHERS. THIS IS A FREE SUPPLEMENT**





THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc