

The Tomb

FEI Games inc.



(White Knight Protectorate by Nicknack13 on DeviantArt)

*A 4th-6th Level Scenario To Add To Your
Ongoing Dungeon Crawl Or Hex Crawl*

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Credits

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This Supplement Requires Old-School Essentials RPG Rules To Play

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The Tomb Map
created with
Dungeon Painter Studio
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Dust Weird
monster image by
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This scenario is also compatible with other B/X based OSR systems with little to no modifications



OSR Compatible Logo
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The Tomb

The Tomb is a 4 room scenario that can be used as part of a dungeon crawl or hex crawl. It can also be used as a location for the party to find something of importance in an ongoing game at hand.

> 1 < Trapped Door

The 10 foot wide corridor ends at a heavy wooden door banded with rusted steel. The door also has a large pull ring and a keyhole of which both appear to be rusted solid.

The lock needs to be coated with oil to be unlocked.

The lock is hard to pick (15% penalty to pick) and the trap is only detectable through the use of magic.

The trap is triggered when the contact of the cursed runes that are engraved on both the door jam and the door edge are broken. All within 10 feet of the door (marked on the map) will need to make a saving throw verses spells or be cursed with a 3 penalty on dice rolls (10% penalty on percentage dice rolls) until the curse is removed by either a spell or magical item.



[War Signal – Old Book Illustrations](#)

>2< *Foyer*

In the center of this chamber stands a heavily claw scarred and dry stone fountain. The walls are also covered with the same clawed scarring.

There are no clues as to what has caused all the scarring but close investigation of the fountain will reveal non-magical runes here and there but this action will also disturb the **3 *Dust Weirds*** that are laying dormant in the bottom of the fountain.

If a successful check or use of spells is made the runes will reveal this is a burial tomb of a knight who sacrificed his own life banishing a demon back to it's home plane many generations ago.

>3< *Ante Chamber*

Before you was once a marble statue of a knight that is now nothing more than a pile of stone rubble. The walls, like the previous chamber, are covered with deep clawing scars. There is also a strong essence of evil lurking all around the room.

If the party takes the time to search the rubble they will recover a total of 800gp worth of ornamental gems.

The door to this room is made of stone. In the center of the door is a coat of arms. There is no visible way of opening the door.

>4< *Burial Chamber*

The stone door is locked

but not trapped. In order to unlock the door one must place a bare right hand upon the center of the coat of arms and verbally speak the name that is symbolized within the coat of arms.



([Stag Attired | ClipArt ETC](http://StagAttired.ClipArtETC.usf.edu)
(usf.edu))

Any reasonable response like "The Mighty Stag", "The Brave Stag ", or similar would be acceptable. The referee may instead require some sort of skill check or casting of a spell to reveal the information if they

want to make it more difficult to unlock the door. Once the door is unlocked it will gently swing inwards on it's own.

After entering the chamber you can see 2 chests on the floor against the right wall and 2 stone sarcophagi on the far wall.

One of the sarcophagi holds the skeletal remains of the squire wrapped in robes. The other sarcophagus holds the skeletal remains of the knight also wrapped in robes. If this one is touched or disturbed in any way the stone door will slam shut immediately with great force and will crush anything or anyone in it's path with no saving throws to avoid it. The next round the

Cursed Knight will appear in the middle of the room and attack the party. The next round a **Cursed Knight Squire** appears near his master and attacks the party. The **Cursed Knight** is the knight who was cursed by the demon along with the knight's squire as it's last act before being banished back to it's home plane.

If the party is successful in defeating the **Cursed Knight** and the **Cursed Knight Squire** they will see both bodies fall and their released spirits emerge. The spirits will thank the party by giving them permission to claim their treasures as their own as a reward.... The spirits will then fade away.....

The chests are not locked and contains the prized

possessions of both the squire and the holy warrior.

++++
Knight's Chest
++++
Two-Handed Sword +2
Plate Mail +2
Broach of Lodging
Various Coins and Gems =
30,000gp
++++

++++
Squire's Chest
++++
Longsword +1
Shield +1
Chain Mail +1
Various Coins and Gems =
3,500gp
++++



[SVG > treasure chest vintage box - Free SVG Image & Icon. | SVG Silh](#)

Monster Stats

Dust Weird

AC 5[14]

HD 6* (24hp)

Att 1 spray (1d8 + poison)

THAC0 16 [+3]

MV

40' (20')

SV D12 W13 P14 B15

S16 (2)

ML None

AL Neutral

XP 500

NA 1d4 (1d4)

TT None

Dust Weirds are a magical creation used mainly for guarding the location they are placed. They cannot move beyond the confined container their dust resides. Their appearance is that of a swirling tornado that twists and snakes as it moves.

►Their attack consists of spraying dust at it's target causing 1d8 points of damage. On a natural 20 to hit roll the victim was sprayed in their eyes if unprotected and must make a save verses poison or be blinded until reversed only by magical means.

►Edged weapons only do 1/2 damage while blunt weapons do full damage.

►Once a *Dust Weird* reaches 0hp they dissipate and fall down into the container they reside in. They will reform in 1d3 days.



Cursed Knight

AC 0 [19]

HD 10*** (45hp)

Att 1 × magic sword
(1d8 + 4) or 1 × magic

THAC0 11 [+8]

MV 120' (40')

SV D6 W7 P8 B8

S10 (10)

ML 12

AL Chaotic

XP 3,000

NA 1 (1)

TT None

A ***Cursed Knight*** was once a knight of a holy order who was so powerful that he or she drew the attention of a powerful entity from the realms of the undead. This powerful entity placed a dark curse upon said knight that forced his or her spirit to haunt their burial site until such time they are defeated.

► Undead: Makes no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

undead to do their bidding.

► Magic resistance: +4 bonus to all saving throws against magic.

► Spell turning: 25% chance of reflecting spells back onto the caster

► Magic sword: Harms creatures which are invulnerable to mundane attacks. All damage done by this sword will deal double damage to those of lawful alignment



[armored demon of corruption](#)
[- Openclipart](#)

Cursed Knight Squire

AC 5 [14]
HD 6 (24hp)
Att 1 x sword (1d8)
THAC0 16 [+3]
MV 120' (40')
SV D12 W13 P14 B15
S16 (2)
ML 10
AL Chaotic
XP 1,500
NA 1 (1)
TT None

On rare occasions a Cursed Knight will have a squire present. The squire is not as powerful nor does it have any of the special abilities of the true Cursed Knight.

In other words... the squire is nothing more than cannon fodder for Cursed Knight and nothing more.....

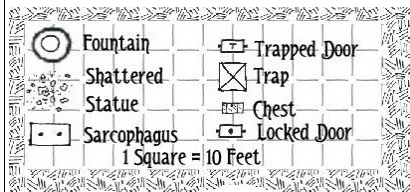
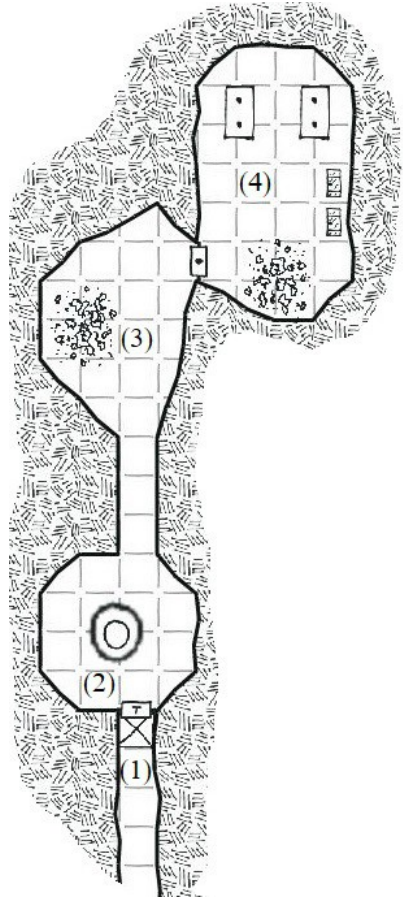
New Magic Item

Broach of Lodging

This broach is made of gold and silver and is set with a clear crystal gem. with a tiny lodge set into the exact center of it.

The *Broach of Lodging* grants the owner enough coinage to pay for one night and 2 meals at a lodge, inn, or tavern of fine quality or less. This does not extend to anybody who may be accompanying the owner.

Value = 10,000gp



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