

# TOMB OF THE OVERFIEND



1. Egyptian Statues - 20' stone statues of Ra and Set guard the doors to the tomb.

2. Warded Doors - Twin statues of Anubis hold up hands towards the large stone doors. Until they are moved the doors cannot be opened.

3. Sliding Block Trap - Stepping on pressure plates here causes a heavy stone block to slide into place sealing the tomb for a full day.

4. Stone Doors - These identical stone doors are inscribed with protective runes.

5. Room of the Guardians - Glowing clouds of electrical energy that pursue intruders F- D6 S12 W- only harmed by metal, cause d4 stamina loss to anyone in close combat.

6. Crumbling Shrine - Ghost-like holograms of Egyptian Warriors appear. They threaten and distract intruders (-1 Fighting and Skill)

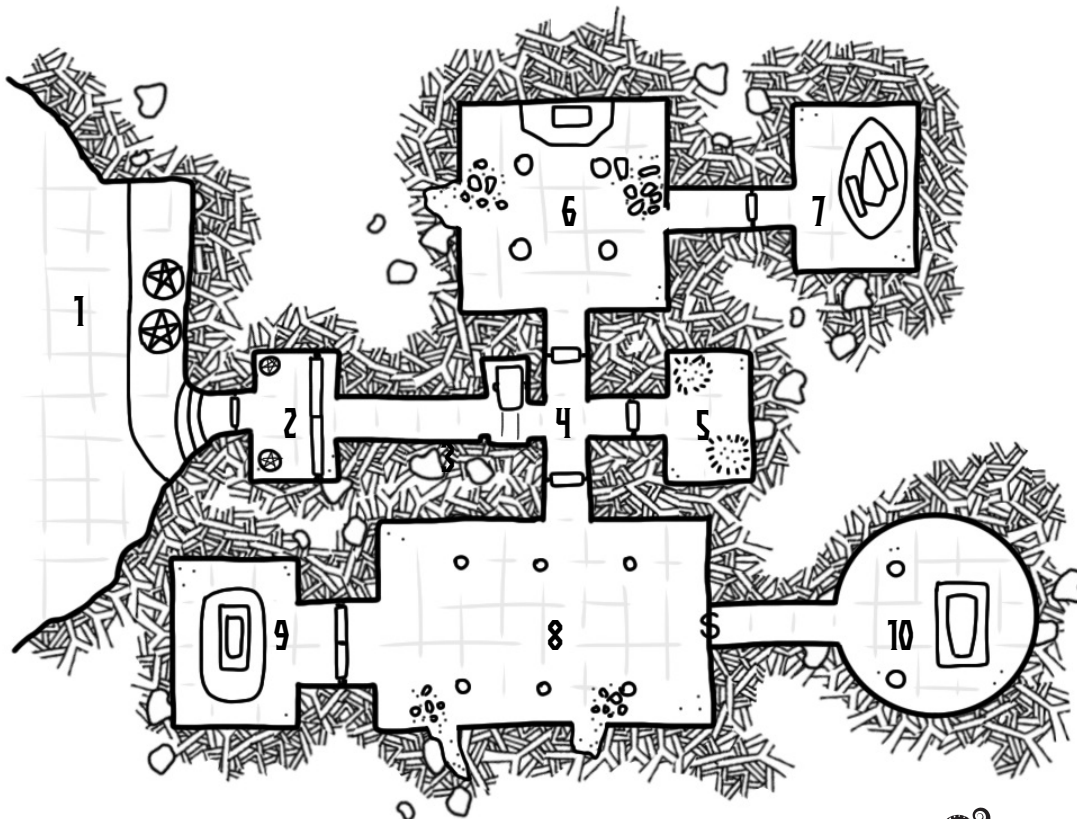
7. Disturbed Tomb - A metal automaton wrapped in bandages like a mummy. F3 D3 S10 Wd4 - Roll d6 each turn after being defeated. The 'Mummy' reanimates on a roll of '1'. Only explosives can actually destroy it.

8. Hall of Echoes - Echoing sounds recorded elsewhere in the tomb are replayed here.

9. False Tomb - Inside the sarcophagus is another Automaton Mummy (see above).

10. Hidden Tomb - Moving either of the 2 gold statuettes here allows the shapechanging overfiend to leave it's sarcophagus prison. F6 D6 S30 Wd6 - Electromancy, Hypnosis, Magnetic Shield, Scientific Mind.

This otherworldly menace will take whatever form it thinks most likely to assist it in leaving its prison - either by guile or by force.



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**WEIRD WEST**