



# Entombed

While searching for the ancient Tomb of Dürstan, your party has encountered a horde of monsters! Fleeing for your lives, you secure yourself within the tomb, and each find your share of 100 gold. But with a horde of monsters at your tail behind the door, you are not sure how to get out

- A. *Players may see the horde of monsters outside the door, and the door exit at the end of the hall behind the monsters, which will not move unless the door is opened. If a player searches for secret doors: The Tomb of Dürstan moves forward towards the door, moving any players in the way with it, and a secret door is revealed behind it.*
- B. The chest contains a health potion and 20 gold
- C. *The Gargoyle will not move or attack unless the player is adjacent or attacks first. Players cannot search while the Gargoyle is in the room. The chest contains a potion of speed and 200 gold*

- D. The orcs here do not here you enter the corridor. While behind directly behind them, you may roll one dice of attack to attempt to assassinate one. The other will be alerted if this is attempted.

Wandering Monster: Goblin