

Encounter type: **Secret Stash! (Coffin)**

Encountered: 1

Attacks per turn: Not applicable.

Attack types / Damage per successful attack: Not applicable.

D20 roll needed to have Gold / # of gold coins found: 1+ / 1-D12 x6 +6

D20 roll needed to have Silver / # of silver coins: 1+ / 1-D12 x8 +8

D20 roll needed to have Treasure / # of treasure items found: 1+ / 1-D6 +5

Defense: Not applicable.

Experience: 2 per silver piece found.

4 per gold piece found.

20 per item found.

Life-points: Not applicable.

Offense: Not applicable.

Region: Volcanic Wilderland Tomb of Unrest Secret Chamber Coffin.

Special: You have found a secreted stash, where treasure has been hidden. It is free for the taking. Lucky you!

Corruption of The Dead: There will be a 5% chance that the treasure found within the coffin will be tainted with ***Corruption of The Dead***. All who claim these items will have a chance of attracting an undead encounter from the Tomb of Unrest, even if they are not in the Tomb itself. Each time an encounter check is rolled for, check to see if a single, random, undead will be rolled up from the Tomb of Unrest to be the encounter (instead of the normal encounter).

Note: For each day spent within a city, there will also be the same chance. If so, the undead from the Tomb of Unrest will enter into the city and be encountered (it will be seeking the items, and will attempt to destroy any who are found possessing them). Only one roll will be checked for those who have the corrupted items, unless they are not together. If the items are not together, there will be a check for each (wherever each item is, there will be a check for an undead encounter -- remember, if two or more corrupted items are together in one place, only do one single check for an undead encounter).