Skeleton dig

**Overview:** the is at dig sight of lost city that been uncover by shifting sands, dark ominous storm lumen overhead and the part most dig up what artifacts they can before the storm hits. They long dead residents also will be dug up and defend the lost city.

**Digging for loot**

The party can make combined effort to dig in area 20 feet by 20 feet which takes amount of effort to dig out. Each that helps in the effort can put in amount effort equal to it’s strength over a hour. Once 44 effort has been put into an area it uncouver.

Creature with ability it can use each turn to move earth such mold earth can use 20 instead of their strength over a hour or if they brow speed double their strength for the result

Any creature can choose to double their effort, if they must make a DC 13 constitution saving throw or suffer a level of exhaustion.

Once the party digs up a area, roll a d4, on a 4 the party finds something, else they find nothing. A creature can make investigation check before the digging to increase the odds of find loot or monsters

|  |  |
| --- | --- |
| Check result | Lowest number need to be rolled to find smothing |
| 10 or lower | 4 |
| 14 | 3 |
| 17 or higher | 2 |

When the party fined something roll d8 on the table to see what they find

|  |  |
| --- | --- |
| 1 | Loot |
| 2 | Loot |
| 3 | Treasher horde |
| 4 | Encounter watching loot |
| 5 | Encounter watching loot |
| 6 | Encounter watching loot |
| 7 | Encounter watching loot |
| 8 | Encounter watching horde |

**Strom is approaching**

Every 3 hour the condition of storm worsens. The effort a con save to work harder go up as time goes own. At the 12 hours or more wind so strong that creatures take 1d4 slashing damage for each minute they spend in the storm.

|  |  |  |
| --- | --- | --- |
| 3 hours have passed | DC 15 constitution | Effort to dig 55 |
| 6 hours have passed | DC 17 constitution | Effort to dig 66 |
| 9 hours have passed | DC 19 constitution | Effort to dig 77 |
| 12 hours more | DC 21 constitution | Effort to dig 88 |

**Encounter**

When a encounter is rolled on the table roll and see what encounter the party finds, all the enemies rise as one and you spread them out any were within 30 were the find them, all the creatures appear prone as they crawling out of the sand and have disadvantage on initiative.

|  |  |
| --- | --- |
| 1 | Skeleton Spearmen x 2 Skeleton Archer x 2 |
| 2 | Skeleton Spearmen x 2 Tomb Warrior x 1 |
| 3 | Tomb Warrior x 3 |
| 4 | **Skeleton Archer**  **Tomb Garud** |
| 4 | Tomb Garud x 2 |
| 6 | Skeleton Spearmen x 5 |
| 7 | Skeleton Archer x 2Tomb Warrior x 2 |
| 8 | **Skeleton Archer**  Skeleton Spearmen  Tomb Warrior Tomb Garud |

Skeleton tactics

**Skeleton Spearmen**

The Spearmen have some veg reelection of their from training in life though they not smart the will have displien of solider, knowing when to pull back when out number and even taking disengage action if needed, were the reach of their spears they are even smart to move in and attack from out of reach move back to force the enemy to move in unfavorable attack point, they carry 2 Exeter spears which they will use to throw at ranged attacker they can’t get within range of.  Creatures that deal bludgeoning the skeleton will consider the biggest threat, though instinctive minds will have no idea why the creature is able to inflict so much damage only now the creature is dangerous once it deals the damage.

Scorpion Spearmen change light in their tactics expect they can tell when target is resistance to their poison and will change targets if they see it is not doing much, also if one creature fails saving throw form one Spearmen, the other will change targets and take advantage to pump it full of more poison

**Skeleton Archer**

Have the same veg reelection of their from training in life. Meaning they always keep their distance from the enemy one getting close enough so they don’t have disadvantage on their attack preferring to hiding behind melee warriors or cover and taking the disengage action if needed get out melee.

Hawk Archer differ little expect they will always prefer fighting in place with tones of cover and that obscured to take advantage of their sacred arrows tomb sight. Disengaging if need to get to such conditions if near by.

**Tomb Warrior**

Having only slight amount of more awareness then other skeletons, the tomb guard can recognize which combatant is the most skilled warrior with weapon and will go and attempt to disarm them with two attacks, they all have veg idea if target is strong if welding a heavy weapon knowing that may be harder to disarm going for one that welding finesse weapon instead, other then the weapon they are not nuance enough to tell who is stronger or weaker.

Also they have more of awareness of their weakness to bludgeoning weapons, meaning if they see such weapon they go first to disarm that target. Going for bludgeoning finesse weapon first and a bludgeoning strength weapon next.

## Legion of the Netherworld

Are spiteful and more intelligent and wiser use their ability to shift in and out ethereal plan to move to target that have hard time fight back, they sneak up and take out a target is the biggest threat, mustmost of the time being target with magical bludgeoning weapon, picking on the target until it drops the weapon or worse it is flung in the other plan going to anther targets that have magical bludgeoning until the target way bludgeoning damage has been disarmed or the target taken out. If a skeleton is surrounded or in unfavorable stop, it simply pop into the other plan and move to better point. If another creature gets the Curse of the Netherworld, they see it as the biggest threat will attack it.

**Tomb Garud**

Tomb guard have even greater awareness, though their existence is to fallow a master orders tell they are destroyed, if they are cut off from their master or he destroyed, they will countie to safe guard anything that belongs to their master or avenge his death.

Tomb guard keeps within 10 feet master and between it and any enemies, it uses  Reactive Strike /Halting Strikes  To stop any melee attackers getting in melee range of it’s master. The master then can move out of reach and if the enemy tries to keep pursuing the Tomb guard Halting Strike to stop it again tomb guards may also be used in this way to keep enemies from reaching archers or other ranged unites.

Aware of their weakness to bludgeoning weapons does not mean much to a Tomb guard, as it will prioritize attacking any creature that is the most of threat to it’s master.

## The Eternal Guard

Act the same as their tomb guard