Spirt Tomb

easy level 12, meduiem level 15, hard level 18

**Overview:** a group of clerics have begun to refurbish a tomb with a spirit conduit and begun drawing power from the spirit realm and binding souls to their service, party must stop the clerics and destroy the spirit conduit, with the party doesn't know is that the conduit will awaken into a Titan of the gods

**set up:** the chamber will be faintly glowing with green lights coming from ritualistic candles and hieroglyphs all around the room, the tomb looks as if has been somewhat restored. In the center will be a large statue holding a staff and scales with its eyes glowing the same green light.

the Titan has cast Forbiddance on the area within the chamber, preventing creatures from teleporting in an other worldly beings that is not designated to enter the chamber (see Forbiddance spell).

Creatures into the area can't telelpot into the area.

There three clerics within the chamber (C) with two eternal guards towards the front of the chamber (G) and the Titan at the center of the room (T)

**The awakening Titan:**

on each of the rounds the Titan slowly begins to awake, it does the following on each of its turns.

Round 1: it can only uses it spirit conduit ability as a reaction.

Round 2: it uses its frightful presence as party can feel something come alive in the tomb.

Round 3: it can cast a spell and uses frightful presence.

Round 4: it gains its movement on its turn and will use its staff attack as well.

**The circles of power (Red):** a humanoid creature standing one of the green circles has resistance to all damage except from bludgeoning piercing and slashing damage. While one of the clerics are standing on it, only the cleric gains the benefit.

at the end of each not Titan of the gods once it has fully awakened. if it is not incapacitated can stomp the ground the causing the room to shake and one of the circles of power of it's choice to crack and be destroying it.

meduiem - two more clerics appear at the bottom circles in the room.

**Hard**  The Titan fully awakenes after one round along with the additional clerics

**Titan** tactics

Titans have the knowledge of the Gods, meaning they are quite savvy when picking targets in battle, even though which creatures are most dexterous and will avoid their I-beams, and which ones have strong charisma and can resist their spirit Leach. Generally Titan will push the advantage of frightful presence to go for Swisher target such as spell casters and keep the other enemies from surrounding it. Pounding it with its Sun staff, while using spells to target others who have poor saves against the the spell. It will use spells during the following circumstances

**Dispel evil and good:** when the most threatening target can be hit by it.

**burning gaze:** if it can hit three or more targets that do have of evasion.

**spirit leech:** if there is no clumped up targets Titan is taken damage

**forbiddance:** casts on wherever it has charged with guarding. It will try to fight in this place whenever possible and be reluctant to chasten these outside of it