Tomb of the Pharaoh

easy level 8, meduiem 13, hard level 15

**Overview:** the players wonder what they believe is a royal tomb, when in fact it is a decoy, the sarcophagus that they first find is booby-trapped and in the real chamber will be revealed as skeletons poor out of their tombs and the real Pharaoh rises from his grave.

**The trap:** the players enter a long chamber with brassieres that light up as they enter. At the end of the chamber will be a sarcophagus with two statues at each side of it, with players will not know is that the limestone solid walls of the chamber can retract into the floor, revealing a much larger room, the sarcophagus (red) is booby-trapped as well and when opened will cast cloud kill centered on the sarcophagus and drift downwards out of the room, the Sace DC 16, DC 18 thieves tools check will disarm the poison gas. Also once the sarcophagus is opened the fake walls will retract revealing a line of sarcophagi that have opened in the undead within them have awakened.

a DC 18 investigation will reveal that the poison gas

a DC 21 investigation check will reveal the nature of the walls.

**The Undead**

The undead starter turns prone but will quickly stand up on their terms. Skelton archers (marked A) taking cover behind pillars of the room while Spearman (Marked S) will rush out of place spell casters stab at them with reach. If there are no good targets the skeletons can reach they may opt to ready their actions to protect archers.

The tomb prince (T) and his royal guard (G) will make their way down the staircase and position themselves for the tomb prince My Will Be Done to expect as many creatures as a possibly can while not compromising the safety of the tomb prince, the guards will position themselves to keep any would be melee attacker's from reaching their charge.

meduiem - The Spearman replaced with tomb warriors and the archers are replaced with talk Legion and the tomb prince is replaced with a tomb lord

**Hard**  the same as medium except, the Spearman are replaced with scorpion Legion, and the tomb Gard are replaced with eternal guards

**tomb royalty tactics**

The tomb royalty egotistical and self-righteous, most of them believing that their land was given them by the divine right, they are generals that will go into the front line with their unead soldiers, they do not have fear of death but they are still smart and will not throw their undead existence away for nothing. They always go in the battle with entourage of minions by their side. Attempting to stick in the middle all of their minions to gain the benefits of their abilities making this a priority rather than going for smacking down prime targets if it means giving up these bonuses to their minions. The tomb king will generally flee once its minions have begun to dwindle or is on the verge of destruction itself if it knows there's a place where can recuperating gather more minions. If the tomb king is in it's tomb or a place sacred to its gods, it will fight to the death rather than it be disgraced.

Though there's religious and governmental rules, or magic that has caused it to rise from the grave, may cause them to do actions are not in their best interest, As Dm workout of religious and political tendons that the tomb king follows strict guidance to give it a personality of its own. Such as tomb king zealously hunt down and have its minions focus someone disgraced one of its monuments even if it's not the best tactical target. Or it may accept the dual from one of the players out of honor if challenged, or a curse cases it to seek out and hunt down a specific creature.