The tomb of the Blood Eye

easy level 12, meduiem level 15, hard level 17

**Overview:** The party is going into the central chamber of a tomb to find red eye of the gods a artfact worth hord of gold, to find the iteam they must unlock a ancient mechanism within the heart of the tomb, as they begin to unlock it the statues around them will come to life, with the finale being a large bone giant awakening at the back of the chamber

**set up:** the party enters into a large dusty chamber that has not been treaded in for ages with walls lined with ancient gilded statues depicting gods with animal heads some with exquisite brass axes others with carved bows, at the very back of the chamber is a large statue depicting a long dead king standing straight with arms crossed across his chest.

There are staircases that go up in wraparound the chamber giving a higher view, at the very back of each of these walkways on the sides are two stafs larger then a full-grown human stuck into the ground.

There is a central walkway that leads to the heart of the chamber that has a dais with markings and to large slots on either side of it. From the dais there are two staircases to the left and right that lead to more statues and for continuing for the lead to the statue. Along the central path of the chamber are large pillars holding up the ceiling they go down deep in the pits on the left and right of the main walkway with no way out except for climbing the roughhewn walls.

**The dais and the Stafts (purple):** The dais has writing language of the creators of the temple. "Bring the blades before his Majesty to open the eye of the gods, for their gaze shall elevate the worthy and condemn the sinful." After investigating both of the stafts and the dais will be obvious to the players that the stafs will fit in the slots of the dais in the center of the room.

The stafs require an action to dislodge from resting place and are cumbersome requiring both hands to carry for a medium creature weighing 40 pounds each.

It also require an action to properly put the stafs into the dais.

**Ushabti awakening:** Ushabtu will be done awakening in the chamber once one of the following happens.

* The party removes one of the stafts from the ground.
* The party damage any of the statues or the chamber itself
* The party steel items from any of the statues.
* If the party discusses attempting to damage or steel the chamber will begin to awaken as well.

Whatever the party does to disturb the chamber, Role a d10 for the left and right of the room, for each side of the room have the statue with the number rolled become a Ushabtu. each round after the first, choose one of the size of the rooms that you believe that reinforcements are needed on and roll another D10 and have statue become a Ushabtu rolling its initiative.

The Ushabtu prioritize trying to keep the party from relocating the swords into the dais.

Once both stafs palced into the dais Ushabtu becoming unactive again and no more are awakened.

**The eye and the gaint:** once the two swords are placed within the dais a blinding light shines through the entire room appearing above the dais floating 1 foot above it is the eye. Additionally at the start of the next round this two swords began to shake in the dais and and begins to rotate as a giant statue against the creek groon as well, roll initiative as giant statue is now a bone giant and own it's turn both stafts fly from thier sheaves to the giant each land in one of its hands upon where the giant puts both of them together to form a large bow.

The players can choose to fight the giant or take the eye and attempt to run, if the players attempt to run you can use the rules for Chase as the giant cases them through the temple as it collapses behind it. If the players choose to fight the giant reward them with extra gold of all the statues within the chamber.

meduiem - The Ushabtu do not crumble after the sword are placed in the dais, though they will stop awakening after the stafs are placed in

aslo the appears embedded within one of the gaints eyes and must be killed to retrieve it.

**Hard** Ushabtu are chosen of the gods and soul wardens as well as the changes that happen on medium level. If the number is Blue it is soul warden, if it is red it is a choosen of the gods

**Ushabti** tactics

**Ushabti**

Ushabit are unwavering in their devotion to their creators or those that they had been built to protect and honor, they will follow orders and how they are destroyed or receive new ones, though they are not just mindless automatons as they will adapt their tactics if it will help to achieve their task. It will use military tactics when engaging in these, using their bows to soften up targets as they slowly approached her enemies and then switching for access they engage in the combat, they may choose to stay at a distance of their enemies have no way of retaliating at a range and they have a superior standing or are charged with Guardian area that refused to leave. Ushabit will always attack a target that is the biggest threat to their standing orders.

If the Ushabit have the advantage of being will be motionless and undetected, it will wait and tell a group of adventurers are the most vulnerable before striking.

**Ushabti Choosen of the gods**

Chosen of the gods always attempt to stay at a range and pick up honorable targets, if they see three more targets with range of Divine Barrage it will take the opportunity, their possibility to move back and shoot Their attackers without disadvantage.

**Ushabti soul warden**

soul wardens rush the first target they can and should attempt to imprison their souls, the target for which they rush will depend on what the Ushabit has been made for, if it is just a soldier and an army it will go after the target believes has the least chance of resisting it soul stealing ability, it will then continue target the next most dangerous creature once as incapacitated the first target, and will only return to attacking a target only if it is no longer incapacitated, Ushabit may have a specific goal such as punishing those that broke in a specific law or has been sent after a specific individual, in which case will focus on the target until it is captured and at which point it will flee to either return the soul to its master or hid or even bury itself where it can never be found and the soul is tormented for all eternity.

**Bone giants**

though bone giants may be massive they prefer to actually stay at a range, position itself with its desert bow so that pierce through one or more targets if it reduces one 0 hit points, picking up targets from a range and using a frightful presence to keep would be melee attacker's from retaliating they are extremely long range and ignoring of cover to their advantage. It's switches to Melee once other creatures have come to it and overcome its frightful presence. Bone giants are patient when remaining motionless, and will even wait until the targets are hundreds of feet away after they have had been whatever actions to incur there wrath and shoot them in the back. The bone giants ridiculous range on its bow and high-speed means that it has little worry about targets escaping by foot, will take the fastest targets first if they are attempting to run.