

# The Treacherous Tomb

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Designed to introduce players to dungeon basics. For 3-5 players of level 1-2.

*A recently uncovered ruin is believed to lead to the long lost tomb of the king & queen of an ancient kingdom.*

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## 1. ENTRANCE

*8 oars decorate the wall. Mummy in each of the 4 niches.*

Chest with a scroll (below). Poison needle on latch (disadvantage on all checks/saves for an hour).

The **scroll** details passage to the underworld:  
*Pass the depths in boat of stone  
Test blade against a many armed monster  
Test mind against a maze of bone  
Test heart against a fair temptress  
Breathe water like new life*

## 2. WARRIOR'S CHALLENGE

*Carved with a giant image of an octopus.*

*Mummy in each of the 5 niches.*

5 **animated armor** (3HD/18AC, d6+2 [melee]).

Attack all that approach the chest, will not pursue players past pit traps.

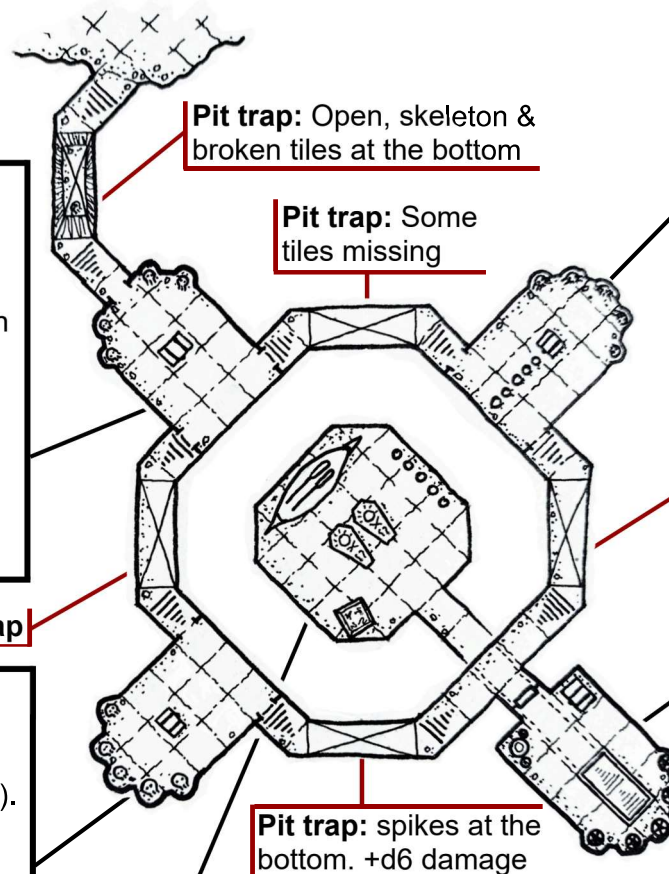
Chest (key, 3x +1 daggers). Releases **poison gas** when opened (d6 dmg/round).

## Changes for 5e:

*Animated armor: ½ HP,  
Mimic: 2x attack*

## PIT TRAPS, unless noted otherwise:

- Are decorated with the following motifs, in order: an oar, a sword, a brain, an eye, a mouth
- Are disguised under floor tiles
- Are 10ft deep, and deal **2d6-2** dmg



**Pit trap:** Open, skeleton & broken tiles at the bottom

**Pit trap:** Some tiles missing

## 3. SCHOLAR'S CHALLENGE

*Walls carved to look like coral. Mummy in each of the 5 niches.*

Carved on the wall "Only the faithful can pass without harm - remember the way of the dead!"

**10 items** (2" high, stone): feather, wave, boat, wolf, butterfly, octopus, pine tree, mermaid, coral, acorn.

**5 pedestals**, in a line to the chest. Requires the following, in order: boat, octopus, coral, mermaid, wave.

**Mimic**, appears as a chest (8HD/12AC, 2x d8+3 [melee/grapple, false form]). Will not pursue players past pit traps.

If the mimic is defeated or the items put on the right pedestals, the mimic will open as a chest, providing a key, and a scroll of water wall.

**Pit trap:** 10' fall to water. Shuts and latches after triggering.

## 4. FALSE TOMB

*Patterned with mermaids, incl. hall outside.*

The door requires keys from 2 and 3 to open.

5 **stone statues in niches**: Sailor, Warrior, Scholar, Servant, King.

Chest with 100gp **cursed gold**. Unless all gold is returned to the chest, there is a 1 in 6 chance a creature the party kills returns as a waterlogged revenant.

Stairs hidden under sarcophagi (if players look, slide marks on floor).

## 5. TRUE TOMB

Loose in the room are: *Stone boat* (1000gp); 5x 2' *figures, carved of bone* (100gp each); *gilded wooden shrine-box* (5' cube, 750gp); 14x *carved items* (25-50gp each)

In the center of the room are two sarcophagi. If the weight in/on the sarcophagi changes, **water begins rising** by 10' per minute until it comes out the entrance. Sarcophagi: 2x *bronze crown*; *ring of far sight* (4 uses), *ring of animal summoning* (2 uses)