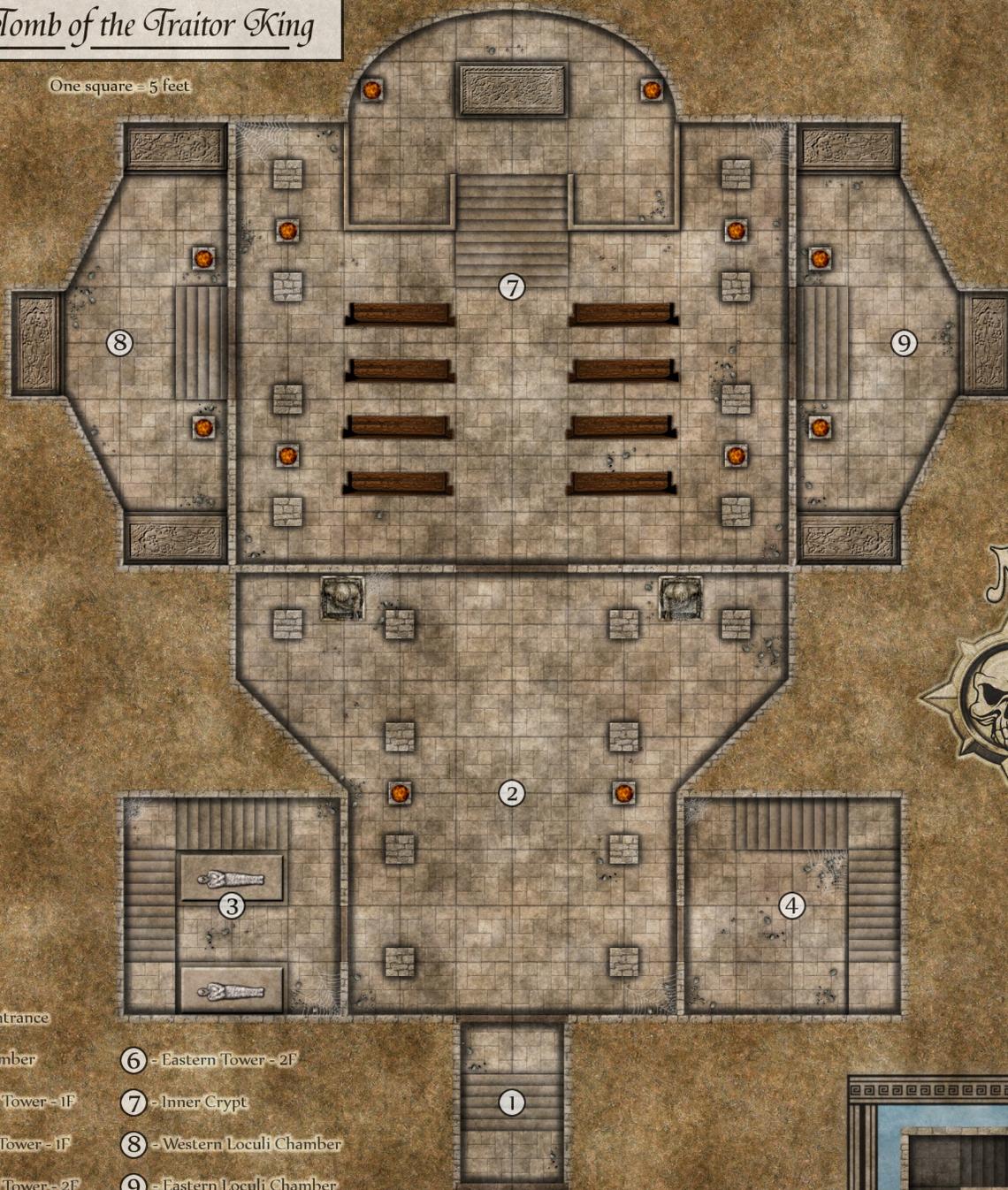


# The Tomb of the Traitor King

One square = 5 feet



- ① - Tomb Entrance
- ② - Antechamber
- ③ - Western Tower - 1F
- ④ - Eastern Tower - 1F
- ⑤ - Western Tower - 2F
- ⑥ - Eastern Tower - 2F
- ⑦ - Inner Crypt
- ⑧ - Western Loculi Chamber
- ⑨ - Eastern Loculi Chamber

## Encounter Information

MM - Monster Manual

**Encounter 1 Area ②:** This chamber is guarded by two armed cultists (Human Guard, MM1, p.162, Lvl 3 Soldier). Upon the cultists engaging the PCs, the two statues (Stonefist Defender, MM2, p.143, Lvl 2 Skirmisher) on adjacent ends of the room come to life and assist the cultists in protecting the crypt. **Treasure:** Upon searching, the PCs find two garnets valued at 35 gp each.

**Encounter 2 Area ④&⑥:** This tower is barred from the rest of the tomb and houses undead protecting the key to the Inner Crypt. Located on the first floor are four zombies (Zombie Rotter x 2, Zombie x 2, MM1, p.274, Lvl 3 Minion, Lvl 2 Brute) and on the second floor are four skeletons (Decrepit Skeleton x 2, Skeleton x 2, MM1, p.234, Lvl 1 Minion, Lvl 3 Soldier). After two turns of combat, the skeletons amble their way to the first floor. **Treasure:** On the second floor are several chests containing 250 gp worth of various precious valuables and a 3rd level magical item.

**Encounter 3 Area ⑦, ⑧&⑨:** Within the Inner Crypt, the High Priest Balael (Human Mage, MM1, p.163, Lvl 4 Artillery) and his congregation of eight acolyte cultists (Human Rabble, MM1, p.162, Lvl 2 Minion) are deep within the ritual to raise the Traitor King. On each side of the altar are two undead guardians (Dread Protector, MM3, p.74, Lvl 3 Soldier) staring half consciously off into the distance. **Treasure:** Within the sarcophagi of the king and his concubines, the PCs find a 2nd level magic item and a 3rd level magic item. As well, on the corpses of the cultists you find various valuables totaling 125 gp.

An Adventure for 2nd - 3rd Level Characters

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