

# TOMB RAIDERS

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The candle flickered wildly. Air from inside the tomb streamed out, rushing through the hole Carter had made, like a last gasp that had been held in tightly for thousands of years.

The explorers' lungs filled with the stinking, particle-filled air that had been **entombed** inside for so many centuries. They coughed **hoarsely**. Carnarvon doubled over as he tried to catch his breath.

Carter held the candle to the hole to test for poisonous gases. More than once in the past, **archaeologists** and adventurers had been overcome by the foulness of ancient tomb air. If the candle went out, it meant that the air in the tomb was no good.

"I think it's safe," he whispered finally.

"Look inside, m'boy," said Carnarvon. "Can you see if the room is very large?"

Carter moved up close to the hole he had made in the wall. Hot air was still flowing from inside. It brushed

against his face. The hole was a ragged, black shape. What was beyond it ...?

Carter took the candle. **Defly**, slowly, so as not to **extinguish** the flame, he pushed it through the hole. Grit and plaster **fragments** edged inside his sleeve as he slid his arm forward.

In the space of a few moments, he was holding a candle up inside the chamber, straining to see into the darkness.

At first, he could see nothing. The glow from the candle was faint and shifting. Then, as his eyes grew **accustomed** to the gloom, shapes began to emerge.

Animals. Statues. Furniture.

All were reflecting in the candlelight with the warm, glowing shine of gold. It was **incredible**.



# TOMB RAIDERS

Imagine you are a "tomb raider." Write about an adventure in a foreign land where you are hunting for buried treasure. What tricky obstacles are there? What treasure are you seeking? Remember to use all of your senses to help set the scene.

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