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SHUNNED VALLEY
OF THE
THREE TOMBS

AN ADVENTURE FOR 1ST-LEVEL CHARACTERS





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SHUNNED VALLEY OF THE THREE TOMBS

Far from the nearest town, hidden deep in the forest, lies a marshy, boggy valley. Woodsmen and hunters shun the place—kept away by rumours of a terrible beast lairing within and of a ghost haunting the valley's boggy mere. But, as well as great danger, treasures magical and mundane may yet lie unclaimed in the valley for three unexplored tombs built by ancient hands, stand amid the mud and reeds.

Dare you explore the Shunned Valley of the Three Tombs?

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DESIGNER'S FOREWORD

This short adventure is designed specifically for beginning players with new 1st-level characters. (In fact, I wrote it primarily for my 11-year-old son and his friends to play through). It assumes the players are primarily using the *Pathfinder Roleplaying Game Core Rulebook*. Experienced players may find the challenges herein too humdrum or easy for their tastes.

The valley itself contains several small discrete adventure sites the party can explore in any order. Each highlights a different facet of play and lends itself best to a different selection of classes. Thus, everyone gets a chance to shine.

For example, clerics and paladins have lots to do in the Champions' Rest (Area F) while rogues and their brethren are particularly suited to the challenges found in the aptly named Tomb of the Stone Woman (Area E). Finally, the Lair of the Ferocious Hunters (Area G) houses several dangerous predators perhaps dealt with best by rangers and druids (and/or archers).

The module's challenges touch on several key elements of the game including trap detection and disarming, channelling

energy and the undead, swarms and the challenges associated with defeating a large, physically powerful combatant. All require different approaches.

Of course, the PCs shouldn't be completely in control of proceedings and so I've also included some random events and encounters to spice up their time in the valley. Use these or not as you see fit depending on how the party are progressing (and your own tastes). Also remember that instead of using this module in its original form it would be easy for you to use the various tombs as standalone adventure locales the party discover on their journeys.

Finally, for more experienced players—and for those who like more roleplaying in their game—I've included an optional encounter featuring the ghostly lady of the lake. Beginners may find the challenges of this encounter beyond them (which, I suppose, is a good thing as they can learn that they can't hope to defeat everything they encounter).

USING THIS ADVENTURE

The following notes explain the format of the adventure's encounter areas. The layout has been specifically designed to be as easy as possible for a GM to use. Wherever possible, the text flows in the order the GM will need it. For example, information about the area's entrance comes before the read aloud text (and so on).

ANATOMY OF AN ENCOUNTER

Each encounter has several distinct parts:

Title: This section notes the encounter's number and title as well as the encounter's CR (if any).

Initial Set-Up: The first paragraph after the title provides the GM a quick summary of the encounter.

Read: This paragraph describes what the PCs likely see, hear or otherwise sense about the area. Dependant on PCs' actions, the GM may have to modify this text.

Features: After the read aloud text, the text lists the area's noteworthy features. Important features are broken down into bullet points, for ease of use.

Denizens: This section lists the area's occupants, their tactics and any available reinforcements. Final notes provide scaling information for modifying the encounter's challenge either up or down by 1.

Stat Blocks: The adventure includes full stat blocks for all creatures the GM may have to run. Refer to "Reading Stat Blocks" for more information.

Sidebars: Occasionally, encounters may include sidebars. Such inclusions could detail relevant (but little-used rules) such as fighting in water or provide tips for running the encounter.

Other Sections: An encounter area's listing could include other sections as necessary. Such sections include NPC bios, random dungeon dressing style tables and so on.



READING STAT BLOCKS

This adventure includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks have four sections.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

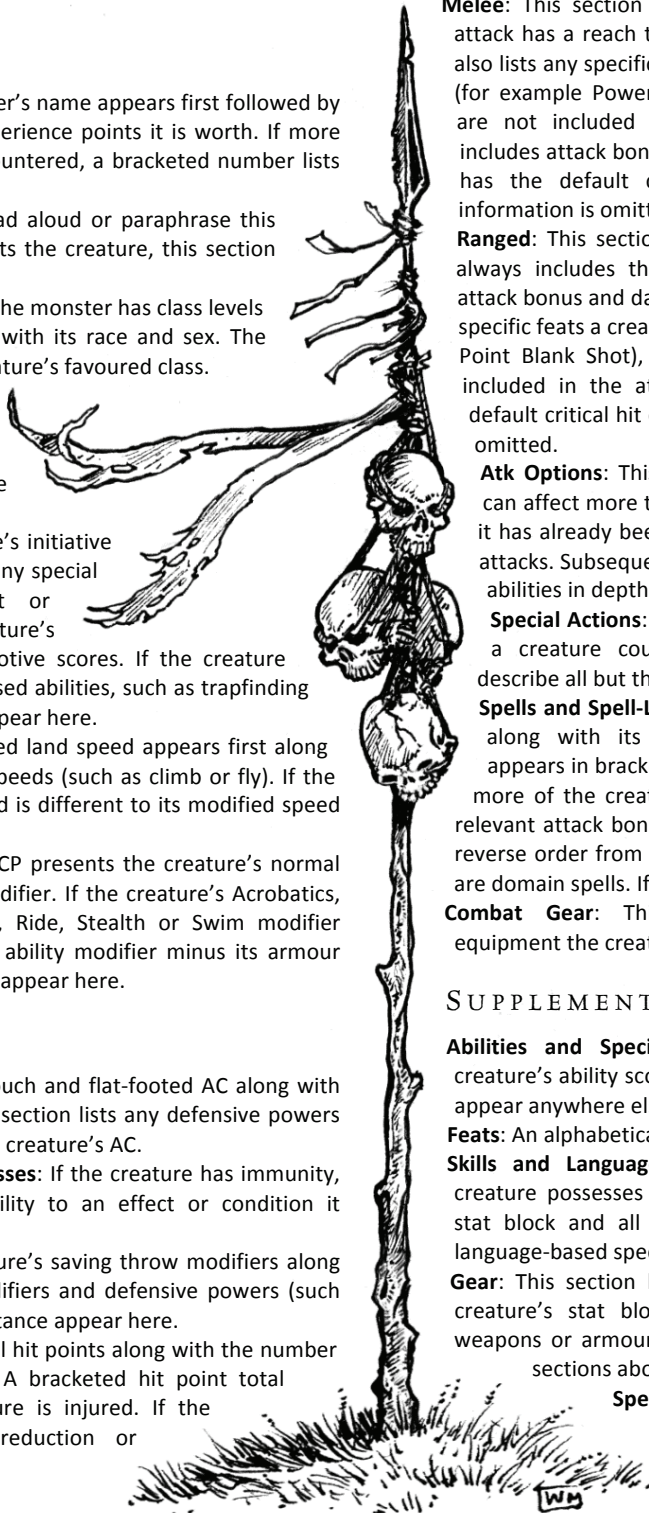
Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.



THE ADVENTURE BEGINS

The adventure begins with the party in the town of Dulwich. The Shunned Valley of the Three Tombs lies about a day's journey to the south. Hidden in a swath of rarely explored forest, the valley is surprisingly remote. Widely believed by the locals to be haunted, few willingly make the trip to explore the site.

VALLEY LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about the valley. A successful check gains all the information revealed by a lesser result.

DC 5: The valley lies a day's journey into the forest. No proper paths head in that direction, but game trails crisscross the surrounding area.

DC 10: A pool—Aila's Mere—fills much of the valley. Named for an adventurer who drowned therein long ago it is a marshy, boggy place.

DC 15: Three tombs are said to lie in the valley itself. They are variously thought to be the resting place of ancient and savage barbarians, forgotten kings or even the burial site of a long forgotten hobgoblin tribe.

DC 20: A decade ago, a party of adventurers lost several of its members in the valley during a battle with marauding goblins. The survivors buried their friends there.

HOOKS

Before play begins, have each PC make a Knowledge (geography) or Knowledge (local) check and consult "Valley Lore" to determine what they know of the place. These checks simulate the knowledge the PCs have picked up while in town searching for adventure. Such knowledge—of a nearby site of adventure—might be enough to spark their interest in the valley and its tombs. If not, use one (or more) of the hooks presented below.

- **Aila's Fate:** One or more of the PCs wants to determine Aila's fate. Perhaps they are distantly related to the lost adventurer or merely curious. To use this hook, you must also employ the optional encounter Aila of the Lake (page 11).
- **Missing Woodsman:** A young boy barely ten-years-old approaches the party. The boy (Jani) tells the PCs of his father (Taisto Ahokas) who recently disappeared into the woods surrounding the valley. Taisto hasn't been seen for almost a week and Jani is worried about him. He offers the party his father's meagre savings (mixed coinage worth 35 gp) if they can find him.
- **Rival Sages:** A learned sage, Ilari Sianio (N male old human expert 2), is embroiled in an argument with a rival (Ulpa Varala) over the origin of the tombs in the valley. Ilari hires the

party for 100 gp to investigate the valley and to find out more about their origin. He's also like any artefacts the party find that can shed light on the tombs' origin. Meanwhile, Ulpa (CN female middle-aged human expert 2) has hired other adventurers (see "Rival Adventurers" page 14) to secure the same proof.

WHISPERS & RUMOURS

A PC can use Diplomacy in nearby settlements to gather information about the valley and its tombs. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below, to determine which rumour(s) the PC learns.

D6 RUMOUR

1*	The ghosts of those buried in its tombs haunt the valley. They prey on travellers and explorers—many of whom do not return to tell of their adventures.
2	Something large and predatory lives in the valley. The few woodsmen who go near the place have reported finding its leavings—droppings, half-eaten animals and so on. None have seen the beast itself.
3	Something terrible lives in Aila's Mere. Aila was a brave and skilled adventurer—how could such a person merely drown? Something must have dragged her into the pool.
4	Two of the valley's tombs have never been opened—who knows what lies within?
5*	The valley is very boggy. In some places, the mire acts like quicksand and can suck explorers down to a terrible death.
6*	The stories about terrible things living in the valley are rubbish. The place was sacked long ago; there's no point going there anymore.

*False rumour



GETTING THERE

The adventure begins with the party in the town of Dulwich. The valley lies five miles to the south in the midst of a dense forest. No pathways lead to the valley, but a network of game trails criss-cross the area. Going is difficult and slow:

- **Speed 30 ft.:** It takes a group moving at a speed of 30 ft. a four hours to reach the valley (assuming they do not get lost).
- **Speed 20 ft.:** It takes a group moving at a speed of 20 ft six hours to reach the valley (assuming they do not get lost).

Getting Lost: For every hour of travel in the woods, the party might get lost. Have the character most skilled in Survival make a DC 16 Survival check, to avoid this fate.

MINOR EVENTS

For every hour of travel, check on the table below for a minor event or discovery. Modify or reroll results as appropriate.

D20 EVENT/DISCOVERY

1-5	The wind sighs through the branches causing them to clack together like the demented chatterings of some ancient, primeval woodland spirit.
6-10	A small, non-hostile woodland animal such as a rabbit, squirrel or fox bursts forth from the undergrowth. The animal appears skittish and flees the party's presence.

11	A small clearing wreathed in wild flowers makes an excellent campsite, a good place to rest or somewhere to get one's bearings.
12	A wide, dense swath of brambles and bracken bars progress. Detouring around adds one hour to the journey.
13	A steep-sided, 15 ft. deep gully with a stream crosses the party's path. It takes an hour to find an easy place to cross. Alternatively, PCs can scale the gully's sides with DC 15 Climb checks.
14	An old campsite; a fire pit contains cold ash and is partially covered by blown leaves.
15	Far off in the forest, the sounds of something large moving through the bushes comes to the PCs' ears. After a few minutes, the sounds fade away.
16	Thick clouds pass in front of the sun, plunging the forest into gloom. After a half-hour, the sun re-emerges.
17	A fallen tree lies half sunken into the forest floor. Great stands of mouldy leaves lie piled about and numerous mushrooms grow upon its rotten trunk.
18	Trees grow thickly together, plunging the forest floor into gloom. Here, undergrowth is sparse and the going easier.
19	The half-eaten, rotting corpse of a deer lies in a pool of gore. Something large clearly worried the corpse.
20	Large clawed tracks mar the ground. A DC 9 Survival check reveals the creature was Large and bipedal.



● VILLAGE ● TOWN ▲ ADVENTURE SITE

0 1 2 3 4 5
MILES

NOTABLE LOCATIONS

Several locations of note lie within the valley. Use these notes, along with those presented in “Random Encounters & Events” to facilitate the above ground portions of this adventure.

A: BURIAL CAIRNS

Three cairns stand close to Aila’s Mere.

Three cairns stand in a ragged triangle. Lichens and moss cover all three while reeds growing thickly on the banks of a marshy pool almost engulfs the western most cairn.

Each cairn has the following notable features:

- **Old:** Moss and lichen grows thickly on the piled stone cairns. They are obviously old.
- **Remains:** Each cairn holds the remains of a decade-dead adventurer. Much of their equipment has rusted or rotted away. However, perceptive PCs may discover some small treasure. To do so, they must take apart each cairn. This takes four people an hour. While doing so, a PC making a DC 20 Perception check finds something. Use the table below to determine what is found. Use each entry only once.

D8 DISCOVERY¹

1	A gold ring woven with silver wire (worth 50 gp).
2	A chipped ivory scroll tube decorated with once beautiful carvings of angels (worth 20 gp).
3	A rusty cold iron longsword (worth 30 gp) with a rearing wolf sigil on its pommel. It has the broken condition.
4	Six tiny azure blue translucent stones each with a hole bored through the middle (azurites, each worth 10 gp).
5	The mouldering, sodden remains of a spellbook. Most pages are unreadable but one is salvageable; it holds the spell <i>comprehend languages</i> .
6	A blunt and tarnished silver dagger (worth 22 gp). It has the broken condition.
7	A bronze cloak pin shaped like a dagger; usable as such by a Small-sized character (worth 20 gp).
8	A battered lantern set with reflective silver plates. The lantern itself is worthless, but the plates are worth 40 gp.

1: DC 20 Appraise check values



B: WEATHERED STATUES

Six statues guard the entrance to Area F—Champions’ Rest. Five yet stand upright, but the sixth has been knocked over and broken (by the adult owlbear lurking in Area G).

These weatherworn, moss-covered statues depict ferocious humanoid warriors. The warriors wear chainmail and hold a longsword grounded between their feet. One of the statues—the one nearest the pool—has fallen and lies in shards.

The weathered statues have the following notable features:

- **Weathered Statues:** The statues depict hobgoblin warriors (DC 6 Knowledge [local] determines). All are obviously old.
- **Broken Statue:** The fallen statue has half sunk into the boggy ground. Lichens and mould grow thickly upon it.
- **Buried Skulls:** Characters digging below the statues in search of hidden treasure discover an aged skull buried below each warrior. These are of hobgoblin origin, buried to placate the tribe’s ferocious gods. Each skull contains a small transparent yellow gem (a citrine worth 20 gp; DC 20 Appraise values).

GIANT FROG (1)

CR 1 (XP 400)

This gigantic frog has moist, mottled green and black skin.

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +3, **Sense Motive** -1

Speed 30 ft., swim 30 ft.; **ACP** 0; **Acrobatics** +9 (+13 jumping), **Stealth** +5, **Swim** +10

AC 12, **touch** 11, **flat-footed** 11; **CMD** 14 (18 vs. trip)
(+1 Dex, +1 natural)

Fort +6, **Ref** +6, **Will** -1

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3 (+7 grapple)

Melee bite +3 (1d6+2 plus grab) or

Melee Touch tongue (reach 15 ft.) +3 (grab)

Atk Options grab (tongue), swallow whole, tongue

Grab (Ex [free]) The giant frog can grapple a Small or smaller foe without provoking attacks of opportunity. It does not gain the grappled condition and can pull a grabbed target 5 ft. closer with a successful CMB check (without the target provoking attacks of opportunity).

Swallow Whole (Ex [standard]) The giant frog can make a CMB check to swallow a Small or smaller foe grappled in its mouth. A swallowed creature is grappled and takes 1d4 bludgeoning damage a round. It can cut itself free with a light slashing or piercing weapon (AC 10, hp 1) or can make a CMB check to climb into the frog’s mouth. If a creature cuts its way out, the giant frog cannot use swallow whole until the damage is healed.

Abilities Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6

Feats Lightning Reflexes

C: AILA'S MERE

This marshy pool fills much of the valley. The area surrounding the pool is distinctly boggy, due to frequent flooding.

A wide, marshy pool fringed with reeds and rushes dominates the valley floor. Boggy, marshy ground surrounds the pool, hinting—perhaps—at occasional flooding.

Denizen: A giant frog lurks here, but has grown somewhat cowardly after several near-fatal encounters with the owlbear in Area G. It attacks only when disturbed or when a tempting target is in the mere. The mere has the following notable features:

- **Calm Water:** The water is calm (DC 10 Swim), cold and murky. The mere is 2 ft. deep within 10 ft. of shore; further out it is 5 ft. deep. Thick, cloying mud three-foot deep comprises the pool's bottom.
- **Boggy Ground:** The ground immediately surrounding the pool is distinctly boggy due to frequent flooding. This does not inhibit movement, but the wet ground makes this an unpleasant place to camp.
- **Reeds & Rushes:** Thick stands of reeds and rushes surround the mere.
- **Frog's Lair:** The giant frog's lair is hidden deep in the reeds. The lair smells horrible. Partially eaten fish, bones and excrement lie scattered about.

VALLEY DRESSING

The PCs are bound to spend quite some time poking about the valley. Whenever they make Perception checks and don't discover anything noteworthy, roll on this table to add verisimilitude to the proceedings.

D8 DISCOVERY

1	A large mottled brown and white feather. The feather is obviously far too large to have come from a bird.
2	The tracks of a clawed creature. A DC 9 Survival check reveals the creature is Large-sized.
3	The vegetation—reeds, rushes, grass etc. as appropriate—are crushed and broken. Something large obviously passed this way.
4	A loud, distinct splash comes from Aila's Mere. Ripples spread across the water, but their cause is unclear.
5	High up in the sky a large bird circles the valley. After a few minutes it dives down into the grass, snatches up a mouse and flies away to feed.
6	For a moment, the PC catches the faint scent of carrion on the breeze.
7	A small patch of wild flowers—incongruously—grows amid the mud.
8	The wind picks up. For a moment, it sounds like the moaning of forlorn spirits.

D: WATERFALL

At the head of the valley, a small waterfall tumbles into Aila's Mere (Area C). Read:

A waterfall tumbles down into the valley over a series of three cascades before flowing into a wide, marshy pool.

The waterfall has the following notable features:

- **Rough Water:** In the immediate vicinity of the waterfall, the water is rough (DC 15 Swim).
- **Noise:** The roar of falling water imposes a -2 penalty on hearing-based Perception checks within 20 ft. of the waterfall.

Occasionally, things falling into the river tumble over the falls and end up in Aila's Mere. See "Random Encounters & Events" for more information.

E: TOMB OF THE STONE WOMAN

Filled with fearsome traps, this tomb has not been opened since it was sealed long ago. Read:

A moss covered capstone blocks a narrow fissure in the rock. Swamp grass grows thickly over the boggy ground.

When the PCs investigate the capstone, refer to page 16.

F: CHAMPIONS' REST

Herein lie the bodies of two hobgoblin heroes of old. This tomb has not been disturbed since it was sealed...and one of its inhabitants is very, very hungry. Read:

A wide, obviously heavy capstone covered in moss blocks what appears to be a passageway leading back into the hill. Grass and weeds grow thickly about the entrance.

When the PCs investigate the capstone, refer to page 18.

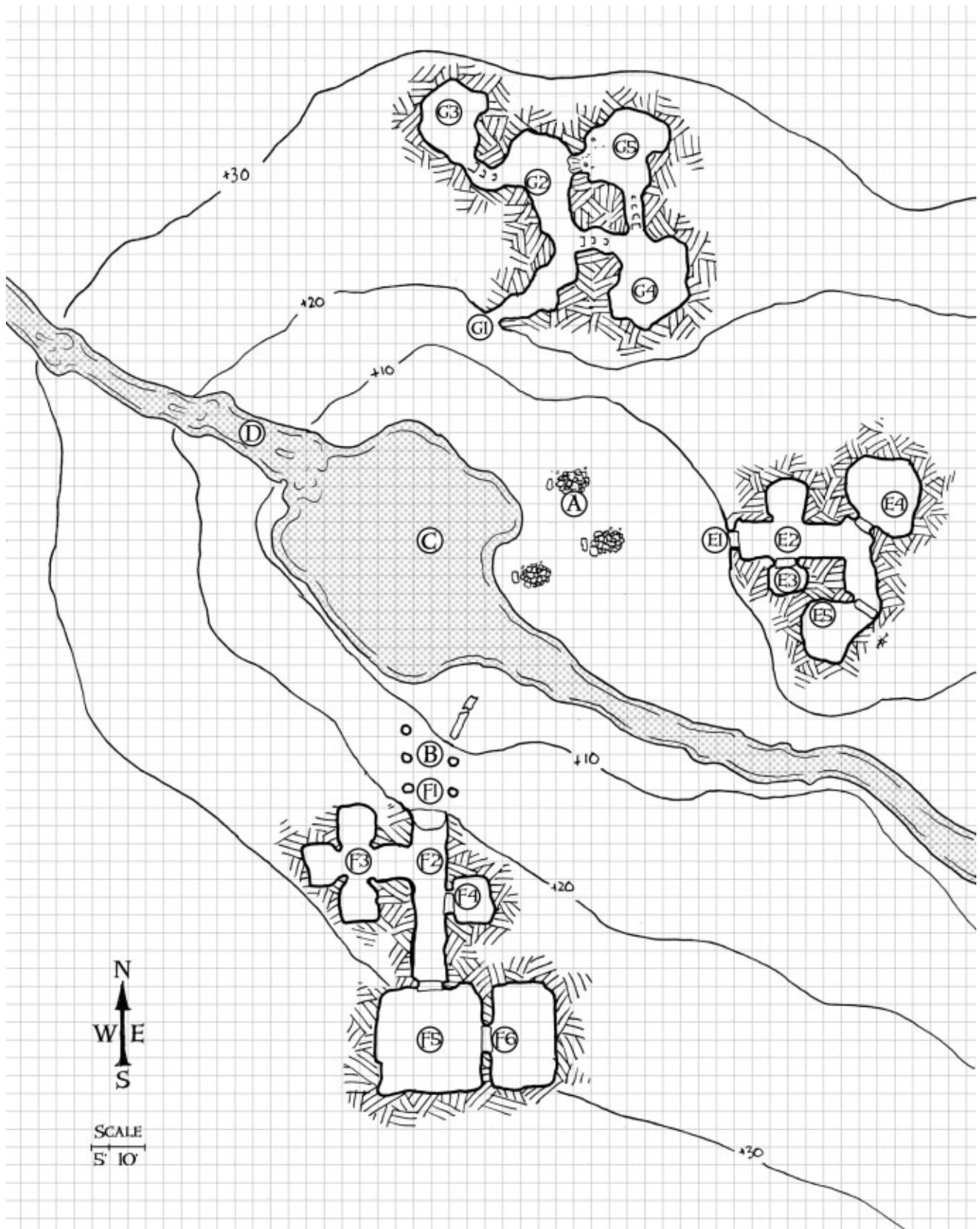
G: LAIR OF THE FEROCIOUS HUNTERS

An adult owlbear and its young claim this small cave complex. When the PCs enter the valley, the adult owlbear is away hunting. Read:

A narrow crack—perhaps 5-foot wide—pierces the cliff. A faint carrion odour wafts from within.

- **Tracks (DC 9 Survival):** The tracks of a large clawed creature enter and exit the cave. A DC 10 Survival check reveals the presence of an additional smaller set of tracks.

When the PCs reach the cave mouth, refer to page 20.



OPTIONAL ENCOUNTER: AILA OF THE LAKE

Use this encounter, if the players are experienced or seem keen on diplomacy and roleplaying. Note, however, Aila is a potent foe for 1st-level characters and if the group is prone to unrestrained violence this encounter may go poorly (for them).

What Has Gone Before: Aila was a neophyte druid who along with her companions stumbled into the valley while tracking an injured deer. While she examined the deer's tracks the owlbear burst forth from its lair and surprised the group.

It quickly killed three of the party and forced the lone survivor to flee. Seeing all was lost, Aila retreated into the lake. The owlbear did not follow her, but waited on the bank for her to return. Eventually she tired and drowned and the owlbear wandered off after savaging the three slain adventurers.

Once the owlbear left, the lone survivor returned and buried all the remains (Area A) he could find. He couldn't find Aila—but had seen her enter the mere—and so named the mere in her memory. Her spirit has haunted its waters ever since.

AILA	CR 2 (XP 600)
<i>Bedraggled and muddy, this translucent woman's hair floats in the air about her head in an unsettling manner.</i>	
Female ghost human druid 1	
N Medium undead (humanoid, human, incorporeal)	
Init +0; Senses darkvision 60 ft.; Perception +17, Sense Motive +5	
Speed 30 ft., fly 30 ft. (perfect); ACP 0; Fly +8, Stealth +8 (incorporeal)	
AC 14, touch 14, flat-footed 14; CMD 14 (+4 deflection)	
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from <i>ghost touch</i> weapons); nonmagical attacks	
Fort +6, Ref +0, Will +5 (+9 vs. channelling)	
hp 13 (1 HD); incorporeal	
Space 5 ft.; Base Atk +0; CMB +0	
Melee Touch corrupting touch +0 (2d6 [DC 14 Fort halves])	
Druid Spells Prepared (CL 1st; concentration +4; Animal) 1st— <i>calm animals</i> ^D (DC 14), <i>entangle</i> (DC 14), <i>obscuring mist</i> 0— <i>detect magic</i> , <i>light</i> , <i>resistance</i>	
Spell-Like Abilities (CL 1st; concentration +4) At will— <i>speak with animals</i> (4 rds./day)	
Abilities Str —, Dex 10, Con —, Int 12, Wis 17, Cha 18	
SQ nature sense, rejuvenation, wild empathy (+5; +1 vs. magical beasts)	
Feats Alertness, Self-sufficient	
Skills as above plus Handle Animal +8, Heal +5, Knowledge (geography) +5, Knowledge (nature) +7, Knowledge (religion) +5, Survival +11	
Languages Common, Druidic, Sylvan	

MEETING AILA

If the PCs spend some time poking about the mere, Aila becomes aware of them. She emerges from water near the waterfall and floats across the lake to speak with the party.

Aila starts the encounter indifferent toward the adventurers. However, if they have obviously broken open the cairns of her fallen companions (Area A) she is unfriendly.

- **Indifferent:** Aila asks the party to recover her bones from the lake. She can offer no physical reward, but warns the party of the owlbear (Area G) and giant frog (Area C).
- **Unfriendly:** Aila demands the party rebuild her companion's cairns. Doing so—and acting apologetic—automatically makes her indifferent toward the party.

Personality: Death has given Aila a new appreciation of nature and its beauty. She has taken great solace in watching the creatures—even the owlbear—living in and around the valley and she has no desire to “leave.”

Distinguishing Features: Aila's hair gently floats in the air about her head as if caressed by unseen (and unfelt) currents.

Mannerisms: Aila often seems to struggle for breath before speaking—this is symptom of her death by drowning. She is very touchy about this, if it is brought up in conversation.

RETRIEVING AILA'S REMAINS

Aila would like to be laid to rest in a cairn alongside her fellow adventurers. If the PCs retrieve her remains from the mere and bury them, award the party 600 XP. Aila thanks them for their efforts, but can offer them no material reward. Instead she returns to her peaceful watch over the valley.

Aila's mouldering corpse is buried in the mud and the sludge at the bottom of the mere near the waterfall.

- **The Mere:** The water near the waterfall is 10 ft. deep and rough (DC 15 Swim, but swimmers can take 10 on these checks). The waterfall churns up the mud in the water reducing visibility under water to mere inches.

Searching: Finding enough of Aila's bones to satisfy the ghost is difficult. It takes 2d4 hours by a PC able to make a DC 15 Swim check to retrieve the bones, but more than one PC can search the lake. A PC who cannot make a DC 15 Swim check is slower at searching. For every hour they spend searching, reduce the remaining time by only 30 minutes.

Attack of the Killer Frog: If the PCs have not yet dealt with the giant frog lairing in the reeds fringing the mere, their extended presence in the water draws it forth. Hungry, it decides to snack on an adventurer. It targets a PC in the water. Once it has caught a snack, it drags its victim back to its lair.

RANDOM ENCOUNTERS & EVENTS

To a certain extent, the PCs determine the pace of events in the valley. However, it's always good to throw some randomness into proceedings. Thus, during the PCs' exploration of the valley, use the tables below (or pick an interesting event) to spice up the adventure.

Frequency of Checks: You can either roll every half-day, whenever the party exit a tomb or once a day. Make this determination based on the speed the PCs are tackling the various adventure sites and the pace you want to set for the adventure.

D8	EVENT
1-3	Minor Event
4	Heavy Rain
5	Corpse in the Water
6	Wolf Pack (CR 3)
7	The Owlbear Returns (CR 4)
8	Rival Adventurers (CR 3)

Each event can occur once, except Minor Event and Heavy Rain.

1-3: MINOR EVENT

To determine what happens, roll on the table below:

D8	EVENT
1	A large crow flutters down and lands on one of the cairns (Area A). It caws loudly and seems to peck at the rock. Unless disturbed it continues doing this for about an hour before flying away.
2	A band of drizzle crosses the valley. This has no in-game effects. The drizzle persists for 1d3 hours. Characters remaining outside during the drizzle eventually get wet.

WOLF (2)	CR 1 (XP 400)
<i>This powerful, grey-furred canine has fearsome jaws and piercing yellow eyes.</i>	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +8, Sense Motive +1	
Speed 50 ft.; ACP 0; Acrobatics +2 (jumping +10), Stealth +6	
AC 14, touch 12, flat-footed 12; CMD 14 (18 vs. trip) (+2 Dex, +2 natural)	
Fort +5, Ref +5, Will +1	
hp 13 (2 HD)	
Space 5 ft.; Base Atk +1; CMB +2	
Melee bite +2 (1d6+1 plus trip)	
Trip (Ex [free]) A wolf can trip its opponent without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.	
Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6	
Feats Skill Focus (Perception)	
Skills as above plus Survival +1 (+5 using scent to track)	

3	A head-sized rock loudly clatters down one side of the valley. It comes to rest in the marshy ground surrounding Aila's Mere (Area C). There is no sign of what—or who—dislodged the rock.
4	A large branch tumbles down the waterfall feeding Aila's Pool. Its branches still bear green leaves. Eventually it floats into the reeds to the west of the cairns (Area A). Investigations reveal blood smeared on the branch.
5	The croaking of frogs from among the reeds surrounding Aila's Mere suddenly grows disconcertingly loud. If the giant frog is still alive, it joins in adding a louder, deeper element to the chorus.
6	A flock of swallows wheels and dives across the sky in a complicated, mesmerising dance.
7	At dawn, or dusk, a light mist fills the valley. Creatures within 10 ft. are clearly visible, but those further away have concealment (20% miss chance).
8	The sound of something large roaring (or hooting if the owlbear isn't yet dead) reaches the PCs' ear. The sound comes from the surrounding woodland...and is quite nearby.

4: HEAVY RAIN

It rains heavily, and continues to rain for 2d6 hours. Characters without tents—or who don't take cover—get soaked and are (probably) miserable.

Effects: Heavy rain cuts visibility in half, Perception checks suffer a -4 penalty, ranged attacks suffer a -4 penalty, extinguished unprotected flames and may (50% chance) extinguish protected flames.

OWLBEAR (1)	CR 4 (XP 1,200)
<i>A bizarre fusion of bear and owl, this ferocious creature has madness-tinged red, rimmed eyes, a coat of fur and feathers and long, curved claws.</i>	
N Large magical beast	
Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +12, Sense Motive +1	
Speed 30 ft.; ACP 0; Stealth -3	
AC 15, touch 10, flat-footed 14; CMD 21 (25 vs. trip) (+1 Dex, +5 natural, -1 size)	
Fort +10, Ref +5, Will +2	
hp 47 (5 HD)	
Space 10 ft.; Base Atk +5; CMB +10 (+14 grapple)	
Melee 2 claws +8 (1d6+4 plus grab) and bite +8 (1d6+4)	
Grab (Ex) If it hits a Medium or smaller target with its bite, the owlbear can try to grapple as a free action without provoking attacks of opportunity.	
Abilities Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10	
Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)	
Skills as above	

5: CORPSE IN THE WATER

Many foul things dwell and hunt in the surrounding forest. Several days ago, a goblin was slain and its corpse fell into the river. Eventually the body makes its way over the falls and into Aila's Mere. Perceptive PCs (DC 10 Perception spots) notice it floating face down in the centre of the pool.

The giant frog—if still alive—also spots the corpse. It views the slain goblin as a tasty snack and attacks anyone entering the pool to retrieve it. It fights ferociously, but retreats into the reeds if reduced below 7 hp.

If the PCs retrieve the corpse, they discover it is battered and partially decomposed. Cause of death is impossible to determine but the goblin still wears a buckler. It bears the crude device of a moon dripping blood. This is the sigil of the Blood Moon Goblins (DC 11 Knowledge [local] reveals; a DC 16 check reveals the tribe currently lair below Valentin's Folly—otherwise known as the Shadowed Keep on the Borderland). The goblin also carries 13 sp and a *potion of shield of faith* (+2) (a DC 16 Spellcraft or Perception identifies) in a sodden pouch.

6: WOLF PACK (CR 2)

A pair of wolves enters the valley searching for prey. Their scent ability gives them ample warning of something terrible lurking within Area G and they do not approach that cave system. However, the rest of the valley holds no terror for them. If the giant frog is still alive when the wolves arrive, it flees into the Aila's Mere and waits there until they leave (or are slain).

The wolves attack the party, prefer to strike a lone or vulnerable target. A wolf flees, if reduced to 6 hp. They do not return.

7: THE OWLBEAR RETURNS (CR 4)

The owlbear lairing in area G returns to the valley. It enters the valley from the southeast on the north bank of the stream. Unless distracted or attacked, it drags its kill—a half-eaten deer—back to its lair (area G).

If the young owlbear is dead, the adult emerges from its den in a fury soon thereafter and rampages about the valley looking for revenge. Driven by rage, it attacks anything it sees.

If the young yet lives, the owlbear shares its kill and then sleeps until the next morning. Then in the afternoon, it emerges to hunt again. If it spots the party at this time, it gladly gives battle and fights until slain.



8: RIVAL ADVENTURERS (CR 3)

A rival band of adventurers arrives in the valley, intent on exploring the tombs. The group comprises:

- **Elir Garsten** (N male dwarf fighter 1): This dour, foul-mouthed dwarf has a burning hatred for goblins and their ilk.
- **Aelliah Uthliavar** (NE female elf sorcerer [infernale] 1): This smooth-talking, beautiful elf has a cold, merciless heart.
- **Helmi Ojanen** (NE female human rogue 1): Fascinated by how things work, Helmi lacks many social skills required for civilised society.
- **Vesa Takala** (NE male human cleric 1): Handsome and cold hearted, Vesa is obsessed with magic—both arcane and divine.

The group are black hearted and care nothing for any claim the PCs might have over the valley.

Tactics: When first they meet the PCs, they feign friendship. They try hard to ingratiate themselves with their rivals and try to appear as nonthreatening as possible. They set up camp at the opposite edge of the valley.

Their plan is simple. They don't see the point in breaking into these tombs when someone else will do it for them. Thus, they only attack once the PCs have cleared out all three complexes (preferably when the PCs are clearly injured or as they rest overnight before leaving the valley)

ELIR GARSTEN CR 1/2 (XP 200)	
<i>This dwarf is wide and heavily muscled and his thick black beard is neatly trimmed. He wears battered, but serviceable scale mail and carries a large hammer.</i>	
Male dwarf fighter 1 N Medium humanoid	
Init +1; Senses darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework; stonecunning), Sense Motive +2	
Speed 20 ft.; ACP -6; Acrobatics -5 (-9 jumping), Climb +0	
AC 18, touch 11, flat-footed 17; CMD 14 (+18 vs. bull rush or trip); +4 vs. giant-type creatures (+5 armour [scale mail], +1 Dex, +2 shield [heavy steel])	
Fort +5 (+7 vs. poison), Ref +1, Will +2; +2 vs. spells and spell-like abilities	
hp 17 (1 HD)	
Space 5 ft.; Base Atk +1; CMB +3	
Melee warhammer +4 (1d8+2/x3)	
Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)	
Atk Options +1 attack vs. orc- and goblin-type foes	
Combat Gear bolts (10)	
Abilities Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 6	
SQ weapon familiarity (dwarven)	
Feats Toughness, Weapon Focus (warhammer)	
Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4	
Languages Common, Dwarven	
Gear as above plus backpack, sack, tent, rope (50 ft.), trail rations (5), waterskin, 15 sp	

AELIAH UTHLIAVAR

This smooth-talking, beautiful elf has a cold, merciless heart.

Personality: Merciless and utterly self-obsessed, Aelliah delights in bending the weak-willed to her whims.

Mannerisms: Beautiful and graceful, Aelliah's rarely—if ever—raises her voice.

Distinguishing Features: Aelliah's sparkling purple eyes constantly sparkle as if she is permanently amused.

Background: Expelled from her home after she was caught blackmailing several married men, she lusts for revenge.

ELIR GARSTEN

This dour, foul-mouthed dwarf has a burning hatred for goblins and their ilk.

Personality: Dour and foul-mouthed, Elir is a joy to be around. He blames the world for his status as an outcast.

Mannerisms: Elir is hard of hearing in his left ear; he cocks his right ear towards those speaking to him.

Distinguishing Features: Elir's left ear is crushed and broken—the legacy of an ogre's club.

Background: Elir was banished from his home after he refused to serve in the militia. With nowhere to call home, he has wandered ever since.

AELIAH UTHLIAVAR CR 1/2 (XP 200)	
<i>This slender elf's silver hair tumbles over her shoulders and her purple eyes seem alive with amusement.</i>	
Female elf sorcerer (infernale) 1 NE Medium humanoid (elf)	
Init +3; Senses low-light vision; Perception +3, Sense Motive +1	
Speed 30 ft.; ACP 0	
AC 13, touch 13, flat-footed 10; CMD 13 (+3 Dex)	
Immune sleep	
Fort +0, Ref +3, Will +3; +2 vs. enchantments	
hp 6 (1 HD)	
Space 5 ft.; Base Atk +0; CMB +0	
Melee rapier +0 (1d8/18-20) or	
Melee Touch corrupting touch (5/day) +0 (shaken [1 rd.])	
Ranged shortbow (range 60 ft.) +3 (1d6/x3)	
Sorcerer Spells Known (CL 1st; concentration +3, spell penetration +3; bloodline arcana) 1st (4/day)— <i>charm person</i> (DC 16), <i>mage armour</i> 0— <i>acid splash</i> (+3 ranged touch), <i>dancing lights</i> , <i>detect magic</i> , <i>read magic</i>	
Combat Gear arrows (20)	
Abilities Str 10, Dex 16, Con 11, Int 10, Wis 12, Cha 15	
SQ weapon familiarity (elven)	
Feats Eschew Materials ^B , Spell Focus (enchantment)	
Skills as above plus Diplomacy +6, Knowledge (arcana) +4, Spellcraft +4 (+6 to identify magic items)	
Languages Common, Elven	
Gear as above plus backpack, belt pouch, trail rations (5), waterskin, 2 gp, 7 sp	

HELMI OJANEN

Fascinated by how things work, Helmi lacks many social skills required for civilised society.

Personality: Abrupt and rude in manner, Helmi is not pleasant company. Fascinated with machinery and how it works, she is never happier than when tinkering with her latest acquisition.

Helmi is used to living rough—or at least from day-to-day. She is tough, resilient and self-sufficient. She greatly desires to accumulate enough coin to live a life of comfort and excess. In fact, she has already identified the house she plans to buy; she even occasionally breaks in to look around while the current owners slumber in their beds.

Mannerisms: Dextrous and possessing great coordination, Helmi often dances a battered copper coin—her lucky coin—across the knuckles of her left hand.

Distinguishing Features: Helmi rarely smiles; instead her face seems locked in a perpetual grimace. Her attempts at smiling appear ridiculous in the extreme.

Background: Beaten as a child, Helmi is distrustful of everyone and hates to be vulnerable—either emotionally or physically. She grew up in the town of Dulwich and has had several run-ins with the law. There, she is known as a petty thief.

VESA TAKALA CR 1/2 (XP 200)

Slender and pale skinned this handsome man has a ready smile. He wears polished studded leather armour.

Male human cleric 1

NE medium humanoid (human)

Init +0; **Senses** Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** -2

AC 14, touch 10, flat-footed 14; **CMD** 9

(+3 armour [studded leather], +1 shield [buckler])

Fort +3, **Ref** +0, **Will** +4

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee light mace -1 (1d6-1)

Ranged hand of the acolyte (range 30 ft.; 5/day) +2 (1d6-1) or

Ranged Touch fire bolt (range 30 ft.; 5/day) +0 (1d6 fire)

Special Actions channel negative energy (1d6 damage [Selective Channelling 3]; DC 13 Will; 6/day)

Cleric Spells Prepared (CL 1st; concentration +3; Fire, Magic; spontaneous casting [*inflict*])

1st—*bles*, *burning hands*^D (DC 13), *cure light wounds*

0—*detect magic*, *light*, *read magic*

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 15, Cha 16

SQ evil aura (faint)

Feats Magical Aptitude^B, Selective Channelling

Skills as above plus Knowledge (arcana) +5, Knowledge (religion) +5, Spellcraft +7, Use Magic Device +6

Languages Common, Draconic

Gear as above plus unholy symbol, spell component pouch, belt pouch, 12 gp, trail rations (5), waterskin,

VESA TAKALA

Handsome and cold hearted, Vesa is obsessed with magic—both arcane and divine.

Personality: Driven to understand and control magic, Vesa is a fanatical follower of the god of magic. He senses some additional power within him (he will soon manifest the abilities of a sorcerer) and is eager to understand them. Even though he plans to murder them, he will happily engage in hours of conversation about magic with any wizards or sorcerers he encounters.

Mannerisms: Vesa always seems to be smiling, no matter the situation. His grin grows truly wide when treasure is within his grasp.

Distinguishing Features: Vesa has perfect, white teeth (of which he is very proud).

Background: Both of Vesa's parents had sorcerous abilities and he was exposed to magic from an early age. His mother was also a priestess of the god of magic and inducted him into the clergy as soon as he was old enough. He hungers for power—and to surpass his parents' abilities—who he both hated.

SCALING NOTES

If the GM decides to increase the size of the party by following the scaling notes on page 23, the names of the additional dwarven fighters are Aldal Nalmek (a sarcastic male warrior with finally braided hair) and Nalthra Urzak (a taciturn female fighter with a penetrating stare).

HELMI OJANEN CR 1/2 (XP 200)

Lank brown hair frames an oval-shaped face.

Female human rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Perception +7 (+8 vs. traps), Sense Motive +3

Speed 30 ft.; **ACP** 0; Acrobatics +6, Climb +5, Escape Artist +6, Stealth +6

AC 14, touch 12, flat-footed 12; **CMD** 13

(+2 armour [leather], +2 Dex)

Fort +2, **Ref** +4, **Will** +1

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee short sword +1 (1d6+1/19-20)

Ranged shortbow (range 60 ft.) +2 (1d6/x3)

Atk Options sneak attack (+1d6)

Combat Gear arrows (16)

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 8

SQ trapfinding (+1)

Feats Alertness^B, Deft Hands

Skills as above plus Appraise +5, Bluff +3, Disable Device +11, Knowledge (local) +5, Sleight of Hand +9

Languages Common, Goblin

Gear as above plus backpack, tent, 50 ft. rope, grapple hooking, oil (2), masterwork thieves' tools, trail rations (5), waterskin, 3 gp, 6 sp

E: TOMB OF THE STONE WOMAN

Filled with fearsome traps, this tomb has not been opened since it was sealed long ago.

GENERIC TOMB FEATURES

The tomb has these generic features:

- **Illumination:** Darkness.
- **Worked Stone Floor:** The stone floors are relatively smooth and free of obstruction.
- **Worked Stone Walls:** The walls are smooth (DC 20 Climb) and covered in whitewash. Faded murals showing hobgoblins in battle cover the walls. Specific murals of interest are detailed in the relevant area descriptions.
- **Stone Doors:** These doors are heavy and difficult to open (hardness 8, hp 60, DC 20 Strength), but not locked.
- **Ceiling:** The ceilings are of worked stone and roughly 8 ft. high.
- **Dust:** Thick dust covers the floor. No tracks are evident.

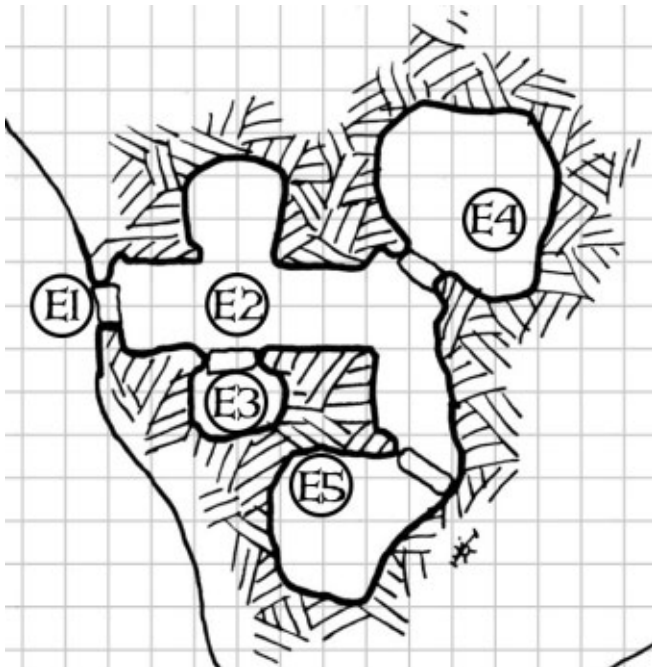
E1: ENTRANCE

A heavy capstone wards access to the tomb.

Weeds grow thickly about this heavy moss-covered capstone.

This area has the following notable features:

- **Capstone:** This capstone (hardness 8, hp 180) is heavy and difficult to roll aside (DC 24 Strength). It has a crude carving of an esoteric rune (DC 15 Knowledge [arcana] reveals the rune means “danger”).



E2: DEATH-TRAP CORRIDOR (CR 5)

This seemingly empty corridor is in reality a death trap.

Dust lies heavily on the floor here. Faded murals of hobgoblins in battle cover the walls.

This area has the following notable features:

- **Murals:** The niche opposite the entrance to E3 has a particularly lurid mural of a female hobgoblin calling down fire and lightning to slay her enemies.
- **Dusty Floor:** No tracks are evident in the thick dust.

Traps: Two traps ward this area.

COLLAPSING CEILING

CR 1 (XP 400)

Part of the ceiling is rigged to collapse. When the door to E3 is opened, the ceiling above the square nearest the entrance collapses, sealing would-be robbers inside.

Type mechanical; **Perception** DC 25; **Disable Device** DC 20 (activates on DC 15 or less)

Trigger touch (door to E3); **Reset** none; **Bypass** none

Effect The collapsing ceiling trap has the following effects.

Effect (Round 1) The ceiling in the tomb's entranceway starts to shift; a character making a DC 10 Perception check spots falling dust and grit. A subsequent DC 10 Knowledge (engineering) check reveals the ceiling is about to collapse.

Effect (Round 2) The ceiling collapses. Characters in the 4 squares in the tomb entrance suffer 3d6 damage and are buried (DC 15 Reflex save halves and the PC is not buried but instead pushed back into the tomb). Any character making this save by five or more manages to dive out of the tomb.

Buried Characters Buried characters take 1d6 nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check or take 1d6 lethal damage each minute.

Freeing Buried Characters (or Escaping the Tomb) In one minute a character who isn't buried can clear stones and debris filling one five-foot square. (With an appropriate tool, a digger clears debris twice as fast). A buried character can free himself with a DC 25 Strength check.

POISON GAS

CR 4 (XP 1,200)

Tiny holes pierce the corridor walls. Six rounds after the ceiling collapses, poisoned gas starts to issue into the corridor.

Type mechanical; **Perception** DC 20; **Disable Device** DC 20 (activates on DC 15 or less)

Trigger location; **Reset** none; **Bypass** none

Effect Insanity mist is released into the corridor (and Area E3) through the many tiny holes in the wall. Luckily for the PCs the gas is old and has lost much of its potency:

- **Weakened Insanity Mist:** DC 12 Fort save (1 save); freq. 1/rd. for 6 rds.; 1d3 Wisdom damage.

E3: THE LURE

This chamber is designed as a lure for the trap in E2.

Three dusty chests stand in this small storage area. One chest—the middle one—stands open; within lie a great mass of coins.

This area has the following notable features:

- **Chest 1 (Locked):** This old wooden chest is in bad condition (hardness 2; hp 5) but is locked (DC 20 Disable Device unlocks). It contains mouldy (worthless) clothes of ancient cut. The chest has a shallow false bottom (DC 20 Perception spots) containing six transparent red gemstones (jaspers each worth 50 gp; DC 20 Appraise).
- **Chest 2 (Open):** A mass (794 cp and 476 sp) of tarnished copper and silver coins fills this open chest. All are from kingdoms long since fallen.
- **Chest 3 (Locked):** This old wooden chest is in bad condition (hardness 2; hp 5) but is locked (DC 20 Disable Device unlocks).

STONE WIZARD CR 3 (XP 800)

This stone statue depicts a muscular hobgoblin female wearing form-hugging robes cinched at the waist by a wide belt.

Animated object

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft.; **ACP** 0

AC 15, touch 10, flat-footed 15; **CMD** 15 (+5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +1, **Will** -4

hp 36 (3 HD); hardness 8

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee 2 slams +5 (1d6+3)

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

SQ construction points (additional attack, stone)

DART SWARM CR 1 (XP 400)

The mechanism of this old trap is timeworn. While it still functions, it does not do so perfectly. Instead of shooting three poisoned tipped darts every round, it only fires 1d3 (and sadly, the poison has long since lost its potency).

Type mechanical; **Perception** DC 20; **Disable Device** DC 20 (activates on DC 15 or less)

Trigger location; **Reset** none; **Bypass** placing an object weighing 200 lbs. or more on the statue's plinth

Effect Every round, the trap fires 1d3 darts (+6 ranged, 1d4+2) from small holes in the plinth at random targets in the chamber (including the animate statue). The trap has a magazine of 20 darts—once this is expended, it deactivates.

It contains a carefully folded, but mouldy and fragile, black banner depicting a flaming lightning bolt. If roughly handled, it falls apart. Hidden within its folds is a single transparent pale blue stone (a tourmaline worth 250 gp; DC 20 Appraise).

E4: THE BATTLE VAULT

The walls here depict some of the wizard's greatest victories.

Faded frescos depicting many battle scenes cover the walls here. In all of them, a female hobgoblin is depicting annihilating her foes with lightning and fire.

This area has the following notable features:

- **Frescos:** If a light source is in the room, a PC making a DC 20 Perception check notices some elements of the frescos seem to glimmer and glitter. The outlines of the wizard's spells are picked out with gem stone fragments. PCs spending an hour carefully removing these fragments gather gem fragments worth 250 gp.

E5: CHAMBER OF LIVING STONE (CR 4)

Herein dwells the Stone Wizard. Imbued with some fragment of a long-dead hobgoblin wizard's power the statue has become animate over the centuries.

A low, rough-hewn stone sarcophagus stands in the centre of this chamber. Behind the sarcophagus, on a stone plinth, stands the stone statue of a female hobgoblin clad in form-hugging robes.

Denizen: The Stone Wizard steps down from its plinth and attacks, when robbers defile the sepulchre by trying to force open the lid. It chases intruders, but does not leave the tomb.

Trap: The round after the Stone Wizard steps down from her plinth, the dart swarm trap activates.

Features: This area has the following notable features:

- **Sarcophagus (External):** This stone sarcophagus (hardness 8, hp 60, DC 28 Strength breaks) has a rough finish—as if the stonemason didn't finish the job. The lid is heavy (DC 25 Strength check opens). It shatters if pushed off onto the floor.
- **Sarcophagus (Internal):** Within the sarcophagus lies a mouldering skeleton amid the decayed remains of once fine robes of an elder cut. Amid the bones lies a plainly wrought masterwork cold iron dagger (worth 304 gp) that was the wizard's bonded item. The bones also wear a set of plain, but supple leather bracers that have resisted the ages. These are *bracers of armour +1* (moderate [DC 16 Knowledge {arcana} conjuration; DC 22 Spellcraft identifies]).
- **Statue:** This statue stands on a low plinth and depicts an ancient hobgoblin wizard. She was both feared and respected by her fellows—hobgoblins tend to distrust “elf magic” and so to keep her quiet in her grave they built this elaborate tomb.

F: CHAMPIONS' REST

Herein lie the bodies of two hobgoblin heroes—Craz abd Drezna—of old. This tomb has not been disturbed since it was sealed...and one of its inhabitants is very, very hungry...

GENERIC TOMB FEATURES

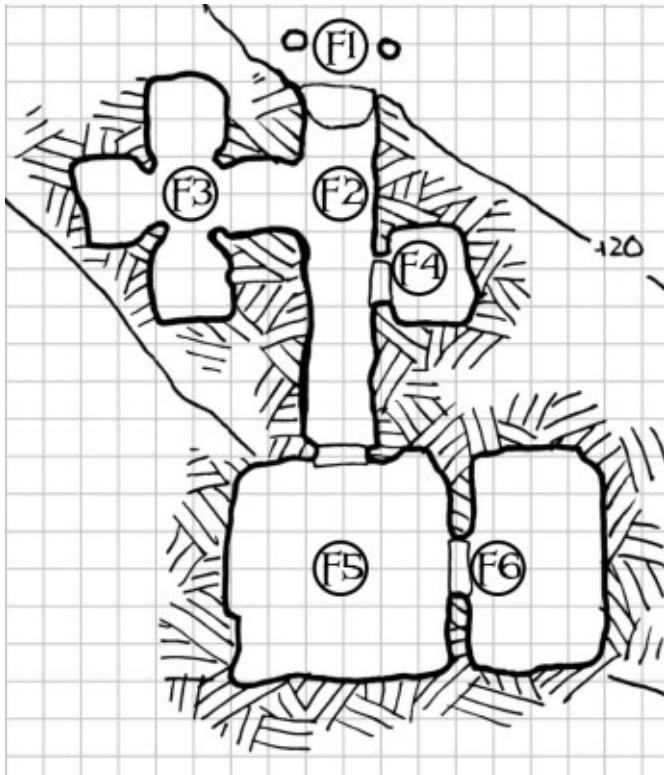
The tomb has these generic features:

- **Illumination:** Darkness.
- **Worked Stone Floor:** The stone floors are relatively smooth and free of obstruction.
- **Worked Stone Walls:** The walls are smooth (DC 20 Climb) and covered in whitewash. Faded murals cover some of the tomb's walls. Specific murals of interest are detailed in the relevant area descriptions.
- **Stone Doors:** These doors are heavy and difficult to open (hardness 8, hp 60, DC 20 Strength), but not locked.
- **Ceiling:** The ceilings are of worked stone and roughly 8 ft. high.
- **Dust:** Thick dust covers the floor. No tracks are evident.

F1: ENTRANCE

A heavy capstone wards access to the tomb.

A large capstone wards access to the tomb beyond. It bears a worn depiction of two warriors lying side by side on a stone bier.



This area has the following notable features:

- **Capstone:** This capstone (hardness 8, hp 180) is heavy and difficult to roll aside (DC 28 Strength).

F2: HALLWAY

This hallway is unoccupied.

A dusty corridor ends in a stone door roughly 50 ft. away.

This area has the following notable features:

- **Illumination:** Dim light fills the corridor, when the capstone at F1 is rolled aside.
- **Faded Mural:** A mural of two hobgoblin warriors surrounded by piles of dead bodies decorates one wall.

F3: SLEEPLESS MINIONS (CR 2)

Goblin slaves were left here to guard their masters in death.

Three burial niches pierce the walls of this short corridor.

Denizens: Three tomb guards—undisturbed for centuries—lie here. They only animate when intruders reach F2.

Features: This area has the following notable features:

- **Burial Niche:** Covered in dust, each of the niches bears faded pictures of goblin warriors. They are no grave goods here.

TOMB GUARD

CR 1/2 (XP 200)

Covered in dust this goblin skeleton yet clutches a curved scimitar in its bony grip.

Advanced goblin skeleton

NE Small undead

Init +9; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** 0; Ride +13, Stealth +13

AC 19, touch 15, flat-footed 14; **CMD** 16

(+5 Dex, +3 natural, +1 size)

Immune cold, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +5, **Will** +4

hp 6 (1 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee scimitar +3 (1d4+2/18-20) and claw -4 (1d3+1) or

Melee 2 claws +3 (1d3+2)

Abilities Str 15, Dex 21, Con —, Int —, Wis 14, Cha 14

Feats Improved Initiative

F4: EMPTY CHAMBER

Intended as a burial chamber, this room was never finished.

The walls of this chamber have been hewn from the rock but not whitewashed like the others.

This area has the following notable features:

- **Carven Walls:** The walls are of undecorated worked stone.

F5: SHIELDS OF THE FALLEN

This room displays battle trophies taken by Craz and Drezna.

Dusty shields and timeworn banners hang from the walls, here.

This area has the following notable features:

- **Faded Murals:** Murals of battle cover the walls. Each of the banners and shields hanging here are cleverly woven into the scenes—in which hobgoblins are winning every encounter.
- **Banners:** The banners are ancient tribal devices; none of the tribes survive to the present day. However, a sage interested in such matters (or a nobleman trying to increase his house's standing) might pay 200 gp for the collection.

DREZNA CR 1 (XP 400)
This humanoid's hairless skin is pallid and drawn tightly over its almost skeletal frame. It has long, sharp teeth, an unnaturally long tongue and red-hued eyes.

Female hobgoblin ghoul
CE Medium undead
Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 30 ft.; **ACP** 0; Acrobatics +4, Climb +6, Stealth +7, Swim +3
AC 14, touch 12, flat-footed 12; **CMD** 14 (+2 Dex, +2 natural)
Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)
Fort +2, **Ref** +2, **Will** +5 (+7 vs. channelling)
hp 13 (2 HD)
Space 5 ft.; **Base Atk** +1; **CMB** +2
Melee bite +3 (1d6+1 plus ghoulish fever [DC 13 Fort] plus paralysis [DC 13; duration 1d4+1 rds.; elves immune]) and 2 claws +3 (1d6+1 plus paralysis [DC 13; duration 1d4+1 rds.; elves immune])
Ghoul Fever (Su) Fort DC 13 [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid dying of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghoul.
Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14
Feats Weapon Finesse
Languages Goblin
Gear silver circlet (35 gp), tattered clothes

- **Shields:** A dozen shields hang on the walls. One—emblazoned with a dripping axe—is a masterwork heavy steel shield while another plain Small-sized buckler is also of masterwork quality.

F6: LAIR OF THE FALLEN (CR 4)

Herein dwell Craz and Drezna. Lovers in life they rest together eternally. Horrifyingly, Drezna—depraved in life—rose as a ghoul and was so hungry she gnawed the flesh from her lover's bones.

A wide stone bier stands in the centre of this chamber. Faded murals cover the whitewashed walls.

Denizens: A single tomb guard attends Craz and Drezna. All three are ready for combat. Craz and Drezna view the tomb guard as expendable, but aid each other in battle.

Features: This area has the following notable features:

- **Stone Bier:** A three-foot high stone bier stands in the centre of the chamber. Characters on the bier gain the benefit of higher ground (+1 on melee attacks).
- **Faded Murals:** Murals cover the walls of the chamber. One depicts two hobgoblins during an act of love, another shows them using skulls as drinking cups and a third shows them surrounded by slain enemies.
- **Treasure:** The two champions carry the only treasure here. Refer to their stat blocks for more information.

CRAZ

CR 2 (XP 600)

This skeletal warrior wears tattered chainmail but wields a still-bright longsword.

Male hobgoblin skeletal champion fighter 1
LE Medium undead (goblinoid)
Init +7; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft.; **ACP** -8; Stealth +5
AC 19, touch 14, flat-footed 15; **CMD** 19 (+3 armour [mwk broken chainmail], +3 Dex, +1 dodge [Dodge], +2 natural)
Immune cold, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)
Fort +2, **Ref** +2, **Will** +4 (+8 vs. channelling)
hp 20 (3 HD); **DR** bludgeoning/5
Space 5 ft.; **Base Atk** +2; **CMB** +5
Melee mwk longsword +7 (1d8+3/19-20)
Atk Options Cleave
Abilities Str 17, Dex 17, Con —, Int 8, Wis 12, Cha 10
Feats Cleave, Dodge, Improved Initiative^B, Weapon Focus (longsword)
Skills as above plus Intimidate +5, Knowledge (engineering) +4
Languages Common, Goblin
Gear as above plus golden ring (50 gp), silver armband (20 gp), tattered clothes

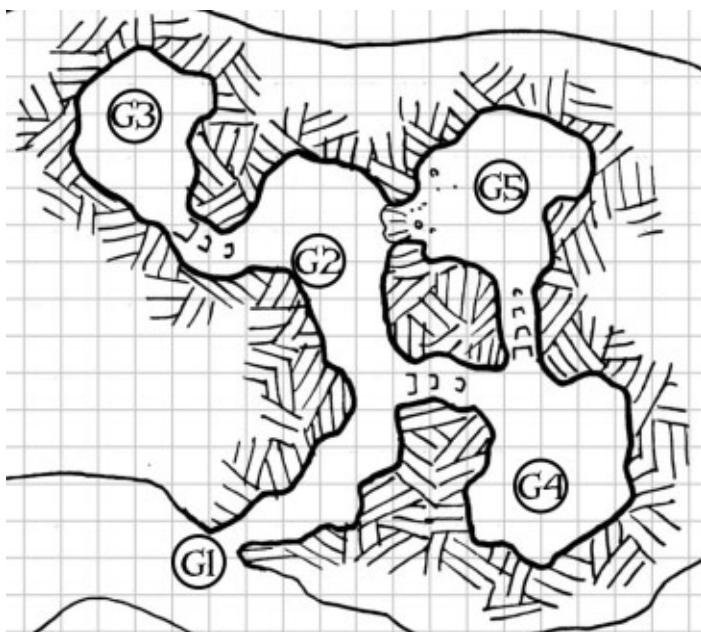
G: LAIR OF THE FEROCIOUS HUNTERS

An owlbear and its young claim this small cavern complex. Luckily, when the PCs arrive the adult owlbear is away hunting.

GENERIC CAVE FEATURES

The caverns have the following generic features:

- **Illumination:** Darkness.
- **Floor:** Covered in rubble and the leavings of the owlbears' hunts the floor is difficult terrain. It costs 2 squares of movement to enter such areas and the DC of Acrobatics checks increases by 5. Running and charging are impossible except in cleared areas.
- **Walls:** The cave walls are easy (DC 15 Climb) to scale. In several places, the owlbears have sharpened their claws on the walls leaving deep scraps and grooves in the rock.
- **Ceiling:** Small stalactites hang down from the ceiling. The ceiling varies in height between 5 ft. and 10 ft.
- **Natural Steps:** It costs 3 squares of movement to enter a square containing natural stone steps. Characters cannot run on these steps and the DC of Acrobatics checks increases by 4.
- **Remains:** The remains of dozens of creatures—wolves, deer, foxes and other woodland beings—cover the floor. Some are little more than skeletons while others yet rot. A DC 10 Perception check reveals all were killed by something clawed and immensely strong.
- **Stench:** The smell of wet fur, rotting flesh and faeces pervades this cave complex. The scent ability is useless in the caves.



G1: ENTRANCE

Beyond, lies the domain of the owlbears.

The stench of carrion, wet fur and other unwholesome smells emanate from this narrow cave mouth. Bones and chunks of unidentifiable meat lie just beyond the entrance.

Features: This area has the following notable features:

- **Illumination:** Dim light. Light from outside pervades the first 30 ft. or so of the cave. Beyond, darkness reigns.
- **Fur & Feathers:** The adult owlbear must squeeze through this narrow entrance to enter its domain. Consequently, clumps of fur and feathers are stuck to the walls. A DC 14 Knowledge (arcana) identifies these as coming from an owlbear.

G2: HALL OF RUIN

This corridor comprises the “spine” of the complex.

The passageway widens out to perhaps 20-foot in places. To your right a set of natural steps disappears down to a lower level. Further on an escarpment drops away to another area.

Features: This area has the following notable features:

- **Escarpment:** A 20 ft. high escarpment provides access (DC 10 Climb) to area G5. The smell of excrements wafts up from the bottom of the escarpment.

YOUNG OWLBEAR

CR 3 (XP 800)

A bizarre fusion of bear and owl, this ferocious creature has madness-tinged red, rimmed eyes, a coat of fur and feathers and long, curved claws.

N Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12, Sense Motive +1

Speed 30 ft.; **ACP** 0

AC 18, touch 13, flat-footed 15; **CMD** 20 (24 vs. trip) (+3 Dex, +5 natural)

Fort +8, **Ref** +7, **Will** +2

hp 37 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +7 (+11 grapple)

Melee 2 claws +7 (1d4+2 plus grab) and bite +7 (1d4+2)

Grab (Ex [free]) If it hits a Small or smaller target with its bite, the young owlbear can try to grapple without provoking attacks of opportunity.

Abilities Str 15, Dex 16, Con 14, Int 2, Wis 12, Cha 10

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

G3: NURSERY (CR 3)

One young owlbear lurks in the nursery noisily consuming a wolf's corpse. Luckily for the PCs, it is distracted by its meal (-5 to Perception checks) and may not notice their approach.

- **DC 5 Perception:** The PC hears the sounds of crunching bones and tearing flesh coming from the cave.

Hunched in one corner, lurks a bizarre half-bear, half-owl monstrosity the size of a grown man. It greedily tears at a dripping chunk of flesh it holds in its claws.

Denizen: When it notices intruders, the young owlbear hoots loudly and attacks. It fights savagely, and to the death.

Features: This area has the following notable features:

- **Nest:** A pile of broken tree branches, rotting flesh and cracked bones in one corner serves as the young owlbear's nest. A PC making a DC 15 Knowledge (nature) check realises one of the larger branches in the nest is actually darkwood (weight 5 lbs.; value 50 gp).
- **Shattered Egg:** The shards of two large shattered eggs lie about. Mixed in with the detritus of the nest are the skeletal remains of a tiny owlbear.

BAT SWARM CR 2 (XP 600)

A multitude of small, black furry bats swarm about you.

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15, Sense Motive +2

Speed 5 ft., fly 40 ft. (good); **ACP** 0; Fly +12

AC 16, touch 16, flat-footed 14; **CMD** – (+2 Dex, +4 size)

Immune weapon damage, critical hits, flanking, any spell that targets a specific number of creatures (except mind-affecting effects); **Weakness** area of affect attacks or spells deal an extra 50% damage.

Fort +3, **Ref** +7, **Will** +3

hp 13 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB**–

Melee swarm (reach 0 ft.) (1d6 plus distraction)

Atk Options distraction (DC 11), wounding

Distraction (Ex) Any living creature damaged by a swarm must make a DC 11 Fortitude save or be nauseated (unable to take any action requiring attention; they may only take a single move action per round) for 1 round.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped with a DC 10 Heal check or the application of any *cure* spell or some other healing magic.

Abilities Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

SQ swarm traits

Feats Lightning Reflexes, Skill Focus (Perception)

Skills as above

G4: NEST

Herein, lairs the adult owlbear.

The stench in this chamber is almost overpowering. A large pile of tree branches forms a noisome nest while the remains of various animals are scattered about.

Features: This area has the following notable features:

- **Large Nest:** A pile of broken tree branches, rotting flesh and cracked bones serves as the owlbear's nest. Mixed in with the detritus, are the remains of an unfortunate traveller.
- **Dead Traveller:** Wearing the remains of a tattered cloak and hunter's clothes this human male has been partially eaten. He has 15 sp and 3 gp along with a small potion vial containing effervescent blue liquid (a *potion of cure moderate wounds*; DC 18 Spellcraft or Perception identifies) in a blood-stained pouch. He also has a masterwork cold iron dagger hidden in his boot (DC 20 Perception spots). These are the remains of Taisto Ahokas (see "Hooks" for more information).

G5: CAVE OF BATS (CR 2)

Hundreds of bats live among the stalactites, here.

- **DC 5 Perception:** The terrible smell emanating from this chamber is different to that found elsewhere in the caves.

Stalactites grow thickly on the roof of this high chamber. Piles of rank-smelling guano cover the floor

- **DC 14 Perception:** Scores, if not hundreds, of bats hang upside down among the stalactites.

Denizens: The bats slumber among the stalactites. If they are attacked, or a bright light is brought into the cave, they swarm and attack.

Features: This area has the following notable features:

- **Stench:** The smell of excrement fills this chamber.
- **Ceiling:** The ceiling is 30 ft. high and festooned with stalactites. Creatures among the stalactites gain cover (+4 AC, +2 Reflex).
- **Guano:** Piles of guano cover the floor to a depth of about one-foot. A PC searching the guano making a DC 10 Perception check discovers the remains of an explorer who died here long ago. Such PCs must also make a DC 12 Fortitude save or contract filth fever.
- **Skeletal Remains:** Buried beneath the guano lies the broken body of a dwarf killed by a falling stalactite. Much of his equipment is ruined, but PCs searching the remains find a masterwork warhammer the head of which is engraved with lightning symbols. He also possessed four small yellow transparent gemstones (jaspers each worth 50 gp; DC 20 Appraise identifies) along with 14 sp, 13 gp and 2 pp.

CONCLUSION

The Shunned Valley is an open-ended adventure site. The party can leave the valley, whenever they please. Once they have completed their investigations, they'll likely return to Dulwich to sell their loot and to meet their employer (if they used the Missing Woodsman or Rival Sages hooks).

- **Missing Woodsman:** Assuming they found his father's remains, Jani tearfully thanks the party and offers them the agreed reward. It should be blindingly obvious, however, to even the dimmest adventurer that if Jani pays them he'll end up virtually destitute. If they refuse payment, award them 100 XP. In this instance, Jani begs them to let him come with them;

he can't adventure but he can tend their fire at night, cook, clean and so on. He forms a particularly strong bond with whichever PC argued most strongly to refuse his payment.

- **Rival Sages:** Ilari Siano pays the party the agreed 100 gp, if they provide credible information regards the origins of the tombs in the valley. If they have done a particularly comprehensive job, he mentions the ruin of Valentin's Folly lies in the woods to the southwest and that such a place might be of interest to adventurers such as themselves. He adds that, if the party discovers items of interest in the ruins, he might be interested in purchasing them.

FURTHER ADVENTURES

While the party may have exhausted the possibilities for adventure in the Shunned Valley, other adventure sites lie nearby. In particular, the ruined Valentin's Folly—otherwise known as the Shadowed Keep on the Borderlands—lies nearby. (The party may already be aware of the keep because of Random Event #5: Corpse in the Water).

- **About the Shadowed Keep:** A ruined monument to folly and ego, the Shadowed Keep stands atop an isolated bluff deep in a mist-wreathed forest. Sacked by marauding goblins decades ago the place was thought abandoned, but shadows now creep among the forest's great boles and footprints have

appeared on the single, overgrown track leading to the keep. Travellers have begun to disappear with alarming regularity from the nearby road and the local folk fear some slumbering evil has claimed the ruin as its own. *Shadowed Keep on the Borderlands* is designed for 1st-3rd level characters.

- **Other Adventures:** Far to the north (if the GM has set this adventure in the Duchy of Ashlar) lies the benighted, cursed halls of Gloamhold. For more information on Gloamhold and its environs, visit creightonbroadhurst.com/gloamhold.



SCALING ENCOUNTERS

This adventure is designed for four 1st-level characters. However, if you'd like to scale the encounters herein, use these notes to do so quickly and easily.

NOTABLE LOCATIONS

C: ALIA'S MERE (CR 1)

- **CR 1/2 (XP 200):** Apply the young creature template to the giant frog (+2 on all Dex-based rolls, -2 on all other rolls; hp 11).
- **CR 2 (XP 600):** Apply the advanced creature template to the giant frog (+2 on all rolls; AC 16, touch 15, flat-footed 15; CMB 18 [22 vs. trip]; hp 19).

AILA OF THE LAKE (CR 2)

- **CR 1 (XP 400):** Apply the young creature template to Aila (+2 on all Dex-based rolls, -2 on all other rolls; hp 11).
- **CR 3 (XP 800):** Apply the advanced creature template to the Aila (+2 on all rolls; AC 18, touch 18, flat-footed 18; CMB 18; hp 15; corrupting touch DC 16).

RANDOM ENCOUNTERS & EVENTS

#6: WOLF PACK (CR 3)

- **CR 2 (XP 600):** Apply the young creature template to both wolves (+2 on all Dex-based rolls, -2 on all other rolls; hp 11) and add one additional wolf.
- **CR 4 (XP 1,200):** Add one wolf.

#7: THE OWLBEAR RETURNS (CR 4)

- **CR 3 (XP 800):** Apply the young creature template to the owlbear (+2 on all Dex-based rolls, -2 on all other rolls; hp 37).
- **CR 5 (XP 1,600):** Apply the advanced creature template to the owlbear (+2 on all rolls; AC 19, touch 14, flat-footed 18; CMB 25 [29 vs. trip]; hp 57).

#8: RIVAL ADVENTURERS (CR 3)

- **CR 2 (XP 600):** Remove Aelliah Uthliavar.
- **CR 4 (XP 1,200):** Add two additional dwarven fighters equal to Elir Garsten.

E: TOMB OF THE STONE WOMAN

E2: DEATH-TRAP CORRIDOR

- **CR 4 (XP 1,600):** The insanity mist is virtually inert (DC 10 Fortitude resists).
- **CR 6 (XP 2,400):** The insanity mist has almost full potency (DC 14 Fortitude resists).

E5: CHAMBER OF LIVING STONE

- **CR 3 (XP 800):** Apply the young creature template to the Stone Wizard (+2 on all Dex-based rolls, -2 on all other rolls; hp 30).
- **CR 5 (XP 1,600):** Apply the advanced creature template to the Stone Wizard (+2 on all rolls; AC 19, touch 14, flat-footed 19; CMB 19; hp 42).

F: CHAMPIONS' REST

F3 SLEEPLESS MINIONS (CR 2)

- **CR 1 (XP 400):** Remove one tomb guard.
- **CR 3 (XP 800):** Add one tomb guard.

F6: LAIR OF THE FALLEN (CR 4)

- **CR 3 (XP 800):** Remove the tomb guard. Apply the young creature template to Craz (+2 on all Dex-based rolls, -2 on all other rolls; hp 14).
- **CR 5 (XP 1,600):** Apply the advanced creature template to Craz (+2 on all rolls; AC 23, touch 18, flat-footed 19; CMB 23; hp 26) and Drezna (+2 on all rolls; AC 18, touch 16, flat-footed 16; CMB 18; hp 17).

G: LAIR OF THE FEROCIOUS HUNTERS

G3: NURSERY (CR 3)

- **CR 2 (XP 600):** The owlbear is lame (reduces its speed to 20 ft.) and injured (hp 31).
- **CR 4 (XP 1,200):** Apply the advanced creature template to the young owlbear (+2 on all rolls; AC 22, touch 17, flat-footed 19; CMB 24 [28 vs. trip]; hp 47).

G5: CAVE OF BATS (CR 2)

- **CR 1 (XP 400):** Apply the young creature template to the bat swarm (+2 on all Dex-based rolls, -2 on all other rolls; hp 7).
- **CR 3 (XP 800):** Apply the advanced creature template to the bat swarm (+2 on all rolls; AC 20, touch 20, flat-footed 18; CMB -; hp 19).

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