

SHUNNED VALLEY OF THE THREE TOMBS



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SHUNNED VALLEY OF THE THREE TOMBS

The growing trade town of Dulwich looms over the Great Salt Mire in the Duchy of Ashlar. A veritable torrent of lumber from the nearby forest enriches its citizens' coffers and emboldens the growing merchant class. Dulwich's lord, Wido Gall, resists the merchants' efforts to topple his rule while coveting the nearby village of Longbridge. Both sides seek support from the followers of Conn, hoping to sway the newly appointed and young high priestess. Meanwhile, adventurers flock to the town's inns and taverns, preparing their own expeditions into the ruins hidden in the nearby Forest of Gray Spires.

Far from Dulwich, hidden deep in the forest, lies a marshy and 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?

CREDITS

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MONSTERS & TRAPS BY LEVEL

MONSTER OR TRAP	LEVEL	PAGE
Aelliah Uthliavar (elf sorcerer 1)	1	28
Alia	4	27
Collapsing Ceiling	1	22
Craz (skeleton)	2	29
Drezna (ghoul)	1	29
Elir Garsten (dwarf fighter 1)	1	28
Giant Viper	2	27
Helmi Ojanen (human rogue 1)	1	28
Owlbear	4	27
The Stone Wizard	3	29
Tomb Guard	-1	29
Vampire Bat Swarm	1	30
Wolf	1	27
Young Owlbear	3	30
Vesa Takala (human cleric 1)	1	28

PATREON

You might be aware Raging Swan Press is on Patreon. We signed up at the start of April 2015, and it's going rather marvellously. The thrust of our Patreon campaign is to be able to afford better rates of pay for our freelance game designers. As I'm sure you know, the economics of 3PP are notoriously tight, but Patreon gives us at Raging Swan Press a way to increase our freelancer rates. At time of writing, we've already massively increased our word rate to 11 cents a word, which gives me a warm, fuzzy feeling. We want to pay more, but to do that we need your help! If you sign up, you get our supplements earlier than normal and cheaper than normal. Even better, you can pledge what you want and cancel when you want. If you are interested in supporting us, check out patreon.com/ragingswanpress or head over to patreon.com and search for Raging Swan!

Originally, Raging Swan Press released *Shunned Valley of the Three Tombs* as an introductory adventure for Pathfinder 1st edition. It seems fitting, therefore, the adventure be the first we release for Pathfinder 2nd edition.

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

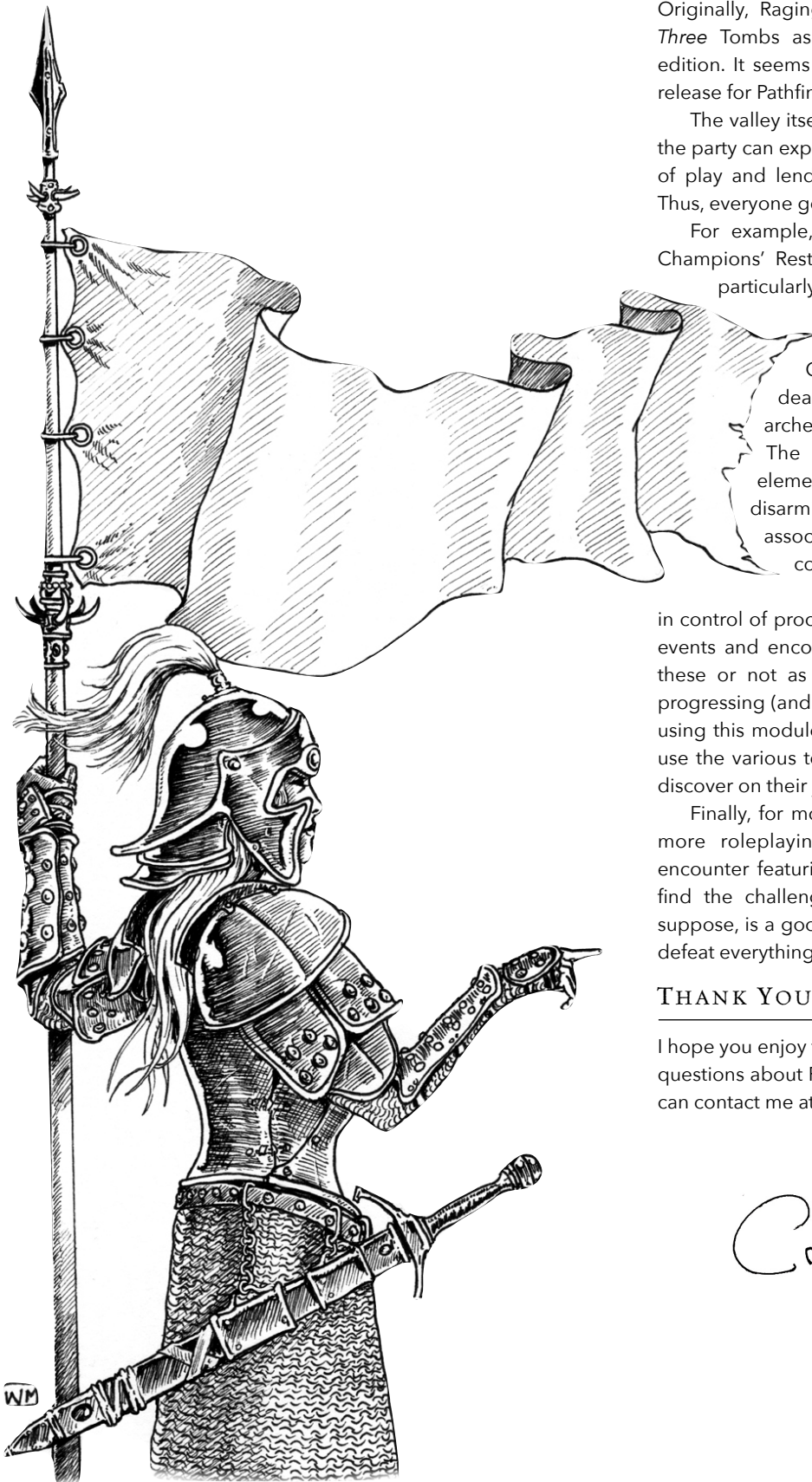
Of course, the players shouldn't be completely in control of proceedings and so I've also included some random events and encounters to spice up their time in the valley. Use these or not as you see fit depending on how the party are progressing (and your own tastes). Also remember that instead of using 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).

THANK YOU!

I hope you enjoy this adventure. If you've got any comments or questions about Raging Swan Press, I'd love to hear from you. You can contact me at creighton@ragingswan.com.

Creighton

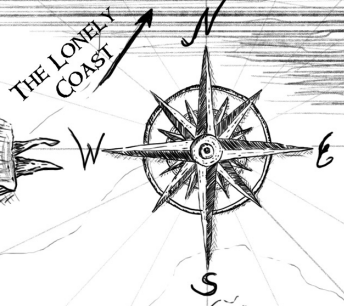




- VILLAGE
- ◎ TOWN
- ▲ ADVENTURE SITE
- FORTIFICATION

0 1 2 3 4 5
MILES

THE DUCHY OF ASHLAR



THE SUNKEN PYRAMID AND DEEPSPORT

SHOALSTONE

THE MOTTLED SPIRE

THE SHARD

GLOAMHOLD

GREYSTONE

BLACK TOWER

COLDWATER

WHITE MOON COVE

DUNSTONE

LANGUARD

HARD BAY

HARD BAY

SELKA RIVER

WELLSWOOD

WOODRIDGE

ASHFORD

THE OLD ROAD

THORNHILL

UNDERDELL

TANU RIVER

THE SALT MIRE

KYMIS RUN

TOR ABBEY

KINGSFELL

DULWICH

LONGBRIDGE

RIVER OST

VALENTIN'S FOLLY

THE SHUNNED VALLEY

FOREST OF GRAY SPIRES

VONGYTH

DULWICH

The growing trade town of Dulwich looms over the Great Salt Mire in the Duchy of Ashlar. A veritable torrent of lumber from the nearby forest enriches its citizens' coffers and emboldens the growing merchant class. Dulwich's lord, Wido Gall, resists the merchants' efforts to topple his rule while coveting the nearby village of Longbridge. Both sides seek support from the followers of Conn, hoping to sway the newly appointed and young high priestess. Meanwhile, adventurers flock to the town's inns and taverns, preparing their own expeditions into the ruins hidden in the nearby Forest of Gray Spires.

DULWICH AT A GLANCE

Ruler: Wido Gall

Government: Overlord

Population: 4,734 (4,634 humans, 15 dwarves, 3 elves, 11 half-elves, 8 half-orcs, 63 halflings)

Alignments: LG, NG, N, LN, LE, NE

Languages: Common, Dwarven, Elven

Resources & Industry: Lumber, pottery, wool

Dulwich stares out across the Salt Mire towards Hard Bay, the Forest of Gray Spires at its back. Just a few hundred years old, it rests on the remnants of numerous older structures, built on a strip of dry land between the swamp and forest. One of the largest settlements in the Duchy of Ashlar, Dulwich serves as a major hub for merchants and travellers. A stout, stone wall surrounds the main town, offering protection from the dangers living in the Salt Mire.

Wealth flows through the town in aplenty due to the lucrative timber industry and Dulwich's position as a trading centre. Its citizens live in well-constructed two-storey homes of stone (harvested from earlier settlements) and wood. While most of its streets remain hard-packed dirt, cobblestone paved roads have begun to appear in more affluent areas. A recently built keep lies at Dulwich's centre, built over an older, wooden fortification. Its towers barely top the tall spire of the nearby Temple of Conn, a magnificent cathedral built with contributions from the town's affluent citizens.

Many of Dulwich's citizens are craftsmen, merchants or traders of some sort with many more involved in logging. Guilds form the backbone of Dulwich, not just as a source of trade and income but also as a way of life. A few businesses cater to outsiders, particularly adventuresome types. To the west and south lies the ruins of Valentin's Folly, a small castle frequently sheltering wanted bandits (and—it is rumoured—much worse things). Within the forest, a day to the south, lies the feared and legendary Shunned Valley, believed by the locals to be haunted. These are just two nearby attractions. The great doom-drenched halls of Gloamhold lie far to the north.

Dulwich still mourns the recent death of the former high priest of Conn, Taistro Rintala. His successor, the young priestess Vuokko Laiten, now heads the temple due to the support of influential merchants who seek to use her as a political pawn for power, particularly against Dulwich's ruler, Wido Gall. Wido relies on the Temple of Conn for public support. Wido was scheming with the high priest to wrest complete control of nearby Longbridge from his rival, Hilduin Lorsch, a plan now disrupted. Wido seeks to expand his power in face of the growing power of the merchant class flush with gold from the profitable lumber industry.

TOWNSFOLK

Appearance: Dulwichians are typically fair-skinned with brown or sandy coloured hair and blue, hazel or brown eyes. Men prefer long moustaches without beards while women wear long hair in buns or piled up with elaborate tresses and pins for the wealthy.

Dress: Fine-spun woollen tunics and breeches for the working class is the norm, dyed in the colours of the various trades or guilds the Dulwichian is assorted with.

Nomenclature: *male* Einar, Jarmo, Pekka, Vesa; *female* Elena, Irja, Riita, Ulpo; *family* Eskola, Leino, Salonen, Takala.

TOWN LORE

A character making a Society check may know some information about Dulwich. A successful check gains all the information revealed by a lesser result.

DC 10: Dulwich lies near the so-called Shunned Valley. It is a town of about 5,000 souls.

DC 15: The merchant guilds seek greater political power in the town, which is bringing them into conflict with Dulwich's lord, Wido Gall.

DC 20: Wido Gall is carefully gathering support to takeover the nearby Longbridge to gain control of the lucrative taxes generated by travellers crossing the village's bridge.

WHISPERS & RUMOURS

A character can use Diplomacy (untrained) to gather information about Dulwich and its surroundings. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which they exceeded DC 10. A character critically failing at this task automatically learns rumour #2 or #5. Rumours regarding the Shunned Valley appear on page 15.

Use the table below to determine which rumour(s) the character learns.

1D6 RUMOUR

1	A skeleton has been seen shuffling about the cemetery.
2*	Vuokko Laiten was the lover of the former high priest and murdered him when he was at his most vulnerable.
3	Ossi Karppanen meets regularly with the heads of the other trade and merchant guilds.
4	Valentin's lost treasure yet lie hidden in his ruined castle!
5*	The Black Cats seek an alliance with the Shadow Spiders.
6	Wido Gall has been entertaining the leaders of various mercenary companies at his castle.

*False rumour

LIFE IN DULWICH

Dulwich is a busy market town, but rising tensions between the affluent merchants, and their guilds, and Wido Gall threaten its peaceful existence.

TRADE & INDUSTRY

Dulwich is mostly known for its booming lumber industry, which employs many citizens and brings in great wealth. Though a significant source of income for the town, it is not Dulwich's only notable industry. Many citizens belong to the town's guilds, making everything from pottery to clothing and members wear their guild's colours to denote their membership. The various guilds typically occupy entire streets and are growing ever more powerful and influential. No craftsman may operate in a trade without joining the relevant guild.

Other citizens work the farms outside Dulwich, most of which are owned by the Gall family. However, their wages are lower than those who learn a proper craft or trade. Thus, as the merchants grow in power and wealth, Dulwich's society becomes increasingly stratified.

Dulwichian goods travel throughout Ashlar and merchants from the nearby villages often come to Dulwich to trade. Dulwich is an important centre of commerce in the duchy. If Wido Gall succeeds in taking control of Longbridge, he would control Kymis Run, which would bring him greater wealth and power. The merchants want to avoid this at all costs.

LAW & ORDER

A well-equipped town guard imposes order in Dulwich, led by the respected captain, Tuula Tenbaran. Lawbreakers are imprisoned in the dungeons beneath Dulwich Keep. Because Wido Gall oversees all trials of note, many of the merchant class suffer stiffer fines and penalties which compel them to scheme against their lord even further. The merchants, of course, would love to have Tuula Tenbaran in their pocket, but she remains stubbornly loyal to Wido. Several guilds have spent considerable coin both in wooing Tuula and in trying to uncover her weaknesses and vulnerabilities—thus far for little result.

A recent push by the guilds calls for the establishment of fair and impartial (or easily bribed) courts of law with stricter oversight. Vuokko Laiten finds herself in the middle of this feud as the merchants petition the Temple of Conn for support which was previously denied by the former high priest. Vuokko struggles to consolidate her own power and find a satisfactory resolution to the problem. She favours having the faithful—under her guidance—take on a larger role in adjudicating legal matters. However, both the nobles and merchants fear granting the temple too much power.

EVENTS

While the characters are in Dulwich, one or more of the below events may occur. Choose or determine randomly:

2D8 EVENT

2	Large logs suddenly roll from the back of a wagon, causing a minor panic in the street as townfolk scramble to get out of the way.
3	A small procession of acolytes from the Lawgiver's Hall muttering prayers and blessings to passers-by file down the street, swing censers filled with incense.
4	A group of merchants pelt a passing carriage with rotting vegetables. They run off when the town guard approaches.
5	A blacksmith demonstrates the sharpness of a newly forged axe by hewing logs cleanly in half, for a potential customer.
6	A mournful funeral procession makes its way towards the cemetery where a patrol of guardsmen stand uneasily as if expecting trouble.
7	A sudden rain turns the streets to mud which seems to spatter onto everything and everyone.
8	The smell of hot mutton stew wafts from a street-side stall, attracting a group of skinny children in ratty clothing much to the cook's annoyance.
9	A small, lean shepherd, really only a child, leads a herd of woolly sheep towards Wool Street with the help of a tireless dog who keeps the sheep from straying.
10	A scrawny man in a noble's livery struggles to carry a large, ornate vase down the street. He almost crashes into several people as he totters along.
11	Townfolk pelt two men and a woman imprisoned in a stockade set up near the keep. Signs proclaiming their crimes hang from the convicts' necks.
12	The town guard attempt to disperse an angry group of workers upset with a tax rise. A few of the workers begin to throw stones.
13	Two skeletons lumber out from Dulwich Cemetery, staggering towards a young couple and their child.
14	Three thugs smash pottery in front of a crying woman at her shop, telling her she needs to "wise up." Other citizens nearby pretend not to notice. The thugs are from the Shadow Spiders.
15	A young lad standing on the back of a cart shouts that Saini Alanen is seeking brave men and women for a dangerous job.
16	Six guards, led by a woman wearing a metallic mask, lead a bedraggled merchant in chains towards Dulwich Keep. A few onlookers pelt the merchant with offal.

NOTABLE LOCATIONS IN BRIEF

Most of Dulwich comprises peasant homes and businesses of little note. A few locations, however, are of interest to adventurers:

1. **Dulwich Keep:** Seat of the Gall family, the squat Dulwich Keep lies at the heart of Wido Gall's machinations. The town guard are based here and the dungeons below the keep house lawbreakers and those who fall foul of Wido.
2. **The Lawgiver's Hall:** The lofty spire of this elaborate cathedral dominates Dulwich's skyline. Its new high priestess—Vuokko Laiten—is courted by both sides in the ongoing struggle for power in the town.
3. **Lumberyard and Guild Hall:** The lumber guild is particularly wealthy and influential; their holdings reflect their status.
4. **The Dancing Bear:** Run by the former half-elven adventurer Nurlon Rekinen this is a popular drinking establishment for adventurers and off-duty guardsmen.
5. **Nalthra's Jewellery:** Nalthra is the most renowned jeweller in Dulwich. She dwells in the top floor of this three-storey building. She might not always offer the best price for gems and jewellery, but she can handle large deals.
6. **The East Gate:** This sprawling inn is popular with Dulwich's wealthy and well-to-do. The Black Cats—a gang of skilled burglars—have infiltrated the place and spy on rich marks.
7. **The Golden Skull:** This dingy, forgettable watering hole is secretly the Shadow Spider's headquarters. A fighting pit and gambling hall lies beneath the tavern.
8. **Eronen's Safe Travels:** The retired, one-armed adventurer Henni Eronen run this large, well stocked general store..
9. **Saini Alanen's House:** Home to Dulwich's most renowned sage, the ground floor of this building also serves as a public library. The wizardess dwells on the top floor and is available to hire for private research projects.
10. **Dulwich Marketplace:** This bustling daily market hosts numerous stalls and booths. Street performers are rife here as are wandering merchants and pick pockets. Anything for sale in Dulwich can be had here. Many of the more affluent merchants maintain shops or businesses elsewhere.
11. **Cemetery and Catacombs:** The town graveyard; recently rumours of strange goings-on have begun to cluster about the catacombs and surrounding mausoleums.

STREET NAMES

Some of Dulwich's streets are notable.

- **Amri Road:** Playwrights and poets live a bohemian lifestyle in the old buildings lining this street. The atmosphere is lively and a little debauched.
- **Briar Park Row:** A small park rests along the street. Believed to be the remains of a former druid's grove, the park features a large oak tree with a life-like face etched into its trunk.
- **Broad Street:** Well-appointed homes of relatively prosperous merchants line a wide tree-lined avenue often filled with playing children. Many secret guild meetings take place here.
- **Dyer's Court:** Dulwich's wool dyers make their home on this street. Brightly coloured cloth hangs from the buildings and serves as a canopy over the street.
- **Forger's Avenue:** The clanging of hammers accompanies thick smoke pouring from the forges of Dulwich's blacksmiths.
- **Foundation Way:** Built upon the ruins of a former settlement, the homes here feature deep cellars. Many are rumoured to connect to the ancient tunnels below Dulwich, making the homes useful fronts for various gangs and those wishing to move about undetected.
- **Hargen's Court:** Also known as "Black Court," this short street is home to a thriving black market hidden in the tunnels below the cramped homes.
- **High Road:** Many rich manses lie on this street, not named for its position in Dulwich but for the wealthy folk living here
- **Hope's Alley:** An ancient, deep (and now defunct) well lies at the end of a cramped and crooked alley. A common superstition claims throwing coins down the well will help avert tragedy or heal a sick loved one.
- **Irkko Street:** An almost eerie silence hangs over this street where an ancient and weathered statue, its features indistinguishable, stands in a small courtyard. Legend claims it's a statue of an ancient goddess or hero from the time before Dulwich's founding.
- **Jaska Alley:** This narrow street lives in the shadow of the buildings closing in on either side. Here, small shops sell strange herbs and other unusual curios.
- **Korpela Street:** This long, twisted street features squat wooden buildings housing Dulwich's poorest citizens. Priests from Lawgiver's Hall frequently come here to help the impoverished citizens who are often preyed upon by thieves and unscrupulous traders alike.
- **Leather Street:** Dulwich's leatherworking guild operates along this narrow, well-maintained street.
- **Ojanen Street:** Most of the homes here feature newer construction due to a fire that claimed many buildings and lives years ago. A small shrine to Conn in commemoration of the tragedy rests at the end of the street.
- **Potter Street:** Dulwich's many potters and their guild house lie on this street. Beautiful flowers displayed in elaborate vases welcome visitors to stroll and browse.
- **Purho Street:** The first priest of the Temple of Conn is celebrated on this street with numerous small shrines and stalls selling religious objects and symbols.
- **Rekunen Row:** Many prominent tailors and vintners conduct their business here. Well-tended flowerbeds—a matter of great pride to their owners—line both sides of the street.
- **Steel Street:** Most of Dulwich's armourers and weaponsmiths operate out of the forgeries located here.
- **Varala Way:** Named after a famous long ago defender of Dulwich, this street hosts a weather-worn statue of the hero.
- **Wool Street:** Located near the temple, the wool guild shears the sheep here and sells it to merchants.

DULWICH



NOTABLE LOCATIONS

1: DULWICH KEEP

Completed a few decades ago, this small, squat keep sits on a man-made hill surrounded by a dry moat. A stone wall, 25 ft. high surrounds the inner keep, a rectangular stone building with a tower on its east and west sides. Cramped with narrow passages, the keep seems to suck in the wet, humid air of the Salt Mire, making the walls constantly damp. Torches thick with more smoke than heat further clog the air.

It's worse in the dungeons below, where lawbreakers are kept in cells that never see the light of day. Tuula Tenhunen (LN female half-orc fighter 3) stations the town guard within the keep. She wears an iron mask to conceal her heritage (which is hardly noticeable) and serves Wido gladly, hoping he will use his magic to "correct" what she believes as a defect. Wido Gall (LN male human wizard 4) resides in the eastern tower with his family. A noble of middle years, Wido finds himself growing concerned with the rising power of the merchant class, particularly the lumber guild. For financial gain, he seeks to seize control of nearby Longbridge from his rival, Hilduin Lorsch. He convinced the former high priest of Conn to back his plan and generate public support, but with his death, things have gone awry as the new priest, Vuokko Laiten, does not support his goals. Wido now seeks more agents to investigate and spy on his enemies at Longbridge.

2: THE LAWGIVER'S HALL

One of the first structures built in Dulwich, the Temple of Conn (LN god of community, family and rulership) is undergoing another bout of renovation and expansion thanks to generous donations from its increasing rich followers. The tall, elaborate stone

BLACKSMITH'S GUILD

The blacksmith guild incorporates Dulwich's few armourers and weaponsmiths as well as the regular blacksmiths, making them one of Dulwich's largest and most important guilds. Guild members regularly cooperate with one another, especially in the training and housing of apprentices. Unlike the potters, guild members have few familial ties with one another. Skilled blacksmith pass down their secrets to favoured apprentices.

Lately, friction between the blacksmiths and the armourers and weaponsmiths threatens to split the guild. The latter two get most of their business from the nobility and the town guard. Since their allegiance lies with the nobility, they are seeking to create their own guild separate from the blacksmiths. The blacksmiths hope to keep the armourers and weaponsmiths in their ranks to bolster their power. Hannu Aalto (LN male old human weaponsmith) produces the finest swords in Dulwich and is said to be working exclusively for Wido Gall to supply weapons for certain mercenary groups in the noble's employment.

cathedral dominates the town; from its magnificent bell tower rings a new, silver bell. Another recent contribution paid for elaborate stained glass windows. A well-tended grove separates the cathedral from the well-appointed houses used by the clergy.

Less than a year ago, the beloved and respected high priest, Taistro Rintala, died unexpectedly, some believe because of foul play or by a sickness from the Salt Mires. A schism in the clergy between Wido Gall's supporters and those of the merchant guilds resulted in Vuokko Laiten (LN female human cleric 3), a priestess in her twenties, becoming the new high priestess. While proficient and capable, Vuokko suffers from being the pawn between two opposing political parties—the nobles and merchants. Vuokko seeks some way to unite the two but it's fast becoming apparent she must soon choose a side. Additionally, the odd happenings at the Dulwich Cemetery have her distracted and she wishes she knew trustworthy folk to investigate the matter.

3: LUMBERYARD AND GUILD HALL

Such is the rich lumber guild's influence that a small gate pierces the town wall near the lumber yard. Within these large buildings, trees are processed into lumber and shipped throughout the Duchy of Ashlar and beyond. The guild employs hundreds of citizens, either in the warehouses or as loggers on the fringes of the Forest of Gray Spires. Overseeing this massive operation is Ossi Karppanen (LN male human merchant), a shrewd man with an eye towards politics. As profits increase (and thus taxes imposed by the nobility), Ossi desires more and more to replace the ruling noble class with a council of merchants. He believes a merchant council will lead to greater riches and expansion of Dulwich. To this end, Ossi has spies everywhere, even manipulating temple politics and using the Shadow Spiders for

WOOLMANS' GUILD

Though not the largest guild in Dulwich, the woolman guild benefits greatly from its ties with Lawgiver's Hall who have a large investment in the guild. Many of the young shepherds tending herds of sheep on the low hills outside Dulwich were once orphans living at the temple. The wool guild profits from the cheap labour (and the temple takes most of the shepherds' earnings to reinvest back into the wool guild). The temple, in return, gets a cut of the profits on wool sold to the weaver's and dyer's guilds as well as the associated wool merchants carrying the fleeces throughout the duchy. Because of their ties with the temple, the wool guild holds more influence than their size and profits would suggest. The guild sided with the other guilds early on to oppose the ruling nobility. When taxes go up, the wool guild frequently reminds the temple their own profits are being adversely affected. Lalla Nikkonen (NG female human druid 1) works as a shepherdess and frequently acts as a guide in the surrounding countryside for adventuring parties, to supplement her income.

intimidation. Ossi regularly meets with the other guilds in the efforts to form an alliance. Ossi is always open to hiring spies as well as mercenaries to protect the woodcutters who risk life and limb venturing anywhere near the Forest of Gray Spires.

4: THE DANCING BEAR

A ridiculous image of a dancing frocked bear adorns the outside of this rambling three-storey inn and tavern. Stuffed heads, showing their age, of wild beasts and even a few monsters adorn

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Almina Mastonen (location 6; CN female halfling rogue 3): Almina runs a crew of burglars calling themselves the Black Cats. She works at the East Gate.

Henni Eronen (location 8; CG female human ranger 2): A former adventurer, Henni runs an outfitter's store and organises the local guides. She is extremely knowledgeable about the surrounding area.

Nalthra Rekunen (location 5; N middle-aged female half-elf jeweller): Nalthra is a renowned jeweller. She frequently seeks precious gems to work into pieces of art, but is renowned for not offering good prices.

Nurlon Rekunen (location 4; LG middle-aged male half-elf fighter 3): A former adventurer and Nalthra's twin brother, Nurlon runs the Dancing Bear which caters to adventurers and travellers.

Orkus Darzak (location 11; CE male dwarf cleric 5): Driven insane while adventuring in Gloamhold, Orkus worships Braal by animating the dead of Dulwich. He lurks in the tunnels and catacombs beneath the cemetery.

Ossi Karppanen (location 3; LN male human merchant): Head of the lumber guild, Ossi seeks to instate a ruling council of merchants. He is one of the richest people in Dulwich, and consequently has much power and influence.

Saini Alanen (location 9; NG female human wizard 4): Saini oversees a small, independent library where she conducts research on the local area and assists in political matters.

Tuula Tenhunen (location 1; LN female half-orc fighter 3): Nicknamed the "Iron Maiden" due to her mask, Tuula leads the town guard and is fiercely loyal to Wido.

Voitto Markku (location 7; LE male human rogue 4): Voitto leads the Shadow Spiders—Dulwich's infamous thieves' guild. He is an odious, dangerous fellow.

Vuokko Laiten (location 2; LN female human cleric 3): Though young, Vuokko is the new high priestess of Conn.

Wido Gall (location 1; LN male human wizard 4): A noble and a wizard, Wido rules over Dulwich. He seeks to extend his influence to the nearby village of Longbridge.

Zado (location 11; CN male human unknown): This enigmatic, masked street performer plies his trade in the marketplace. However, his real trade is in secrets and information.

the cavernous common room's walls. These are the mementos of the inn's proprietor, the retired adventurer, Nurlon Rekunen (LG middle-aged male half-elf fighter 3). Nurlon bought the inn well over a hundred years ago and is something of a local legend. The bearded Nurlon and his twin sister (Nalthra Rekunen; N female half-elf jeweller) were raised by their human mother and her family. Generations of his brothers' and sisters' descendants have since lived and died and Nurlon is a bit morose when in his cups. However, if he takes a shine to someone, he tells stories of his adventures in the southern forests. He sends adventurers with gemstones to sell to his sister, Nalthra (location 5).

- **Food & Drink:** Meal (omelette with nuts and vegetables or leek and chestnut stew) 3 cp, ale 1 cp, good wine (pitcher) 2 sp.
- **Accommodation:** A standard room costs 8 sp a night. The room is large and well—if plainly—furnished.

5: NALTHRA'S JEWELLERY

This opulent three-storey tower shaped shop is owned and operated by a middle-aged half-elf woman, Nalthra Rekunen (N middle-aged female half-elf jeweller). The first floor comprises a large show room of exquisitely hand crafted jewellery while the second floor serves as a workshop. Nalthra lives on the third floor. Nalthra is the most renowned jeweller in Dulwich, which is not surprising considering she has over a century of experience. Unlike her brother, Nalthra embraces her elven heritage and the mystery it bestows.

Lately, lumber boss Ossi Karppanen (location 3) is the latest person to be utterly smitten by her, a fact she is pondering how to

POTTER'S GUILD

Several close-knit families comprise the potter guild. As Dulwich expands, the guild's profits increase. Heads of the potter families actively lobby for higher taxes on imports while they use their size to bully their way into the smaller markets of the nearby villages. Their main rivals are merchants from the duchy's capital, Languard. Both the Gall family and the coalition of Dulwich's guilds actively court the potter guild with promises to help expand their reach and increase profits. The potter guild often swings in its allegiance toward whoever can benefit it at that time.

The pottery trade is passed down through the individual families though it is not uncommon for a family to actively recruit apprentices from the outside (especially those who show unusual talent). Though rivalries often occur between gifted potters, the families tend towards specialization of particular pieces and are well known for their unique styles. The guild quickly puts to rest disputes between the families for the good of the guild, which always comes first. Jani Keto (LN male human potter), one of the guild's most promising potters has recently found himself deeply in debt with the Shadow Spiders due to his gambling habit. The Shadow Spiders hope to use Jani to muscle into the guild.

use to her advantage. She promotes her business through her brother's inn and makes it well known she is willing to buy gemstones. She might not always offer them the fairest price, but she is consistent and can handle large purchases.

6: THE EAST GATE

The sprawling East Gate Inn caters to Dulwich's wealthy and well-to-do foreigners. Nobles and merchants trade barbs while scheming against one another. Between the rich clientele and the dealings going on, it is the perfect place of employment for Almina Mastonen (CN female halfling rogue 3) tavern maid and head of the infamous gang of burglars, the Black Cats. Almina often knows who will be where and when, allowing her to easily pick her marks. She's aided in her information gathering endeavours by her best friend, the half-orc dishwasher, Holg Torntusk (NG male half-orc fighter 1), who lets her ride around on his shoulders. The Black Cats keep several safe houses around Dulwich, thanks to their practise of sharing their ill-gotten wealth with the poorer classes. Unfortunately, the Black Cats are being pressured by the more ruthless and violent Shadow Spiders into giving them a cut of their profit. Currently, Almina has a few jobs lined up to steal important documents from rich merchants if she can get the right crew together.

- **Food & Drink:** Meal (mutton stew or steak and mushroom pie) 3 cp, ale 1 cp, wine (pitcher) 1 sp.
- **Accommodation:** A standard room costs 8 sp a night. The room is richly appointed and features a stout, lockable door and shuttered windows.

7: THE GOLDEN SKULL

The Golden Skull appears just like any other dingy, forgettable watering hole lining the street. Yet, at the rear, a concealed stair way winds down to a secret basement carved out of the ancient ruins below Dulwich. Here, the town's largest and most ruthless thieves' guild, the Shadow Spiders, led by Voitto Markku (LE male human rogue 4), runs a gambling den and fighting pit. Once frequented by both nobles and merchants, Ossi's money has bought the Shadow Spiders to his side. In addition to gambling, they also fence illegal goods and assassination. Most of the smaller gangs offer the Shadow Spiders a cut of their profits. Voitto is always open to new recruits and seeks individuals to subdue dangerous wild beasts for his fighting pit.

- **Food & Drink:** Meal (parsnip and acorn stew or turnip pie) 1 cp, ale 1 cp, wine (pitcher) 1 sp.
- **Accommodation:** A standard room costs 1 sp a night. The room is draughty, and has an easily defeated lock on the door.

8: ERONEN'S SAFE TRAVELS

This long stone and wood two-storey building looks out over the street, a sign depicting a pair of booted feet over its stout wooden door. Former adventurer, Henni Eronen (CG female human ranger 2), runs this general supply store catering to travellers. In addition

to basic adventuring supplies, Henni keeps a few specialist items behind the counter. Henni also supplies local guides specialising in travel through the Salt Mire and the Forest of Gray Spires. If befriended, Henni tells the story of how she lost her arm to an ice-wreathed skeleton in the deep crypts below Valentin's Folly. Henni is always willing to give fellow adventurers with a bit of advice or help them get jobs guarding caravans or serving as guides.

9: SAINI ALANEN'S HOUSE

This stone towered, three-storey house is home to the town's renowned sage, Saini Alanen (NG female human wizard 4). Saini receives money from the town by making her large library on the first floor open to the public. The tower is where she spends most of her time in private research, studying local ancient history. Saini is eager to hear tales from explorers venturing into the local ruins and she pays a handsome sum for well-detailed maps. Saini occasionally hires adventurers to poke about the forgotten places of the Duchy of Ashlar for lost lore.

10: DULWICH MARKETPLACE

Dulwich hosts an open market in the north-western section of town. Numerous small stalls and booths sell everything from produce, cloth and even a selection of weapons and armour. Various guilds have small stalls set up as well to sell their most sought after wares.

In addition, street performers compete for shoppers' attention (and coin). The most famous is the mysterious Zado (N male human unknown), a strange individual dressed in black who wears various feathered masks while juggling and doing magical tricks. Zado hears and sees more than he lets on, information he sells to both nobles and merchants. Little happens without Zado somehow knowing it. Some suspect there might be multiple "Zados" throughout town working together.

11: CEMETERY AND CATACOMBS

Near the Temple of Conn lies the Dulwich cemetery and catacombs. Large mausoleums belonging to the nobility dot the cemetery while the remains of common citizens are interred below in the catacombs, built upon the ruins of a former settlement. The Temple of Conn only maintains one section of the catacombs; numerous tunnels branch out like a hive, leading even deeper into the ancient ruins below. People exploring these tunnels often disappear.

As of late, the dwarf cleric, Orkus Drakar (CE male dwarf cleric [Baal] 5), has made a section of the ruins his home. Driven insane during an adventure deep in Gloamhold's depths, Orkus turned to worshipping Braal. Thoroughly insane, Orkus enjoys animating the corpses in the Dulwich Cemetery and letting them run amok. To him, it's harmless fun and a diversion while he waits for further, and more destructive, visions from his god. Occasionally, the town pays for adventurers to clear out certain areas of the catacombs and ruins.

THE SHUNNED VALLEY

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.

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.

HOOKS

Before play begins, have each character make a Society check and consult "Valley Lore" to determine what they know of the Shunned Valley. 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 characters wants to determine Aila's fate. Perhaps they are distantly related to the lost adventurer or merely curious. To use this hook, you must employ the optional encounter Aila of the Lake (page 19).
- **Missing Woodsman:** A young boy barely ten-years-old approaches the party. The boy (Jani) tells the characters 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 5 gp) if they can find him.

- **Rival Sages:** A learned sage, Ilari Siano (N male old human sage), is embroiled in an argument with a rival (Ulpa Varala) over the origin of the tombs in the valley. Ilari hires the party for 10 gp to investigate the valley and to find out more about the tombs' origin. He'd also like any artefacts the party find that can shed light on the tombs' origin. Meanwhile, Ulpa (CN female middle-aged human sage) has hired other adventurers (see "Rival Adventurers" pages 21 and 28) to secure the same proof.

VALLEY LORE

A character making a Lore (Ashlar, Dulwich or similar) check may know something about the valley. A successful check gains all the information revealed by a lesser result.

DC 10: 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 15: 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 20: 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 25: 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.



WHISPERS & RUMOURS

A character can use Diplomacy in Dulwich to gather information about the valley and its tombs. This takes 1d4 hours and requires a DC 10 check. A character exceeding this check gains one additional rumour for each 5 points by which they exceeded DC 10. A character critically failing at this check automatically learns rumour #1, 5 or 6.

Use the table below, to determine which rumour(s) the character learns.

1D6 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. The whole place is cursed.
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 mysterious tombs have never been opened—who knows what horrors (and treasures) lies hidden within?
5*	The valley is very boggy. In some places, the mire acts like quicksand and can suck explorers down to a terrible death. Many explorers have suffered such a fate over the years.
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 TO THE SHUNNED VALLEY

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 25 ft.:** It takes a group moving at a speed of 25 ft. five 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).

Wolves! Wolves (and worse things) lurk in the woods south of Dulwich. If the characters make undue noise, a pack of three wolves picks up their scent. The statistics for wolves appears on page 27. An encounter with three wolves is a Severe encounter for a group of 1st-level characters.

MINOR EVENTS

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

1D20 EVENT/DISCOVERY

01-03	The wind sighs through the branches causing them to clack together like the demented chatterings of some ancient, primeval woodland spirit.
04-06	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.
7	A small clearing wreathed in wild flowers makes an excellent campsite, a good place to rest or somewhere to get one's bearings.
8	A wide, dense swath of brambles and bracken bars progress. Detouring around the tangle adds one hour to the journey.
9	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, characters can scale the gully's sides with DC 15 Athletics checks.
10	An old campsite; a fire pit contains cold ash and is partially covered by blown leaves.
11	Far off in the forest, the sounds of something large moving through the bushes comes to the characters' ears. After a few minutes, the sounds fade away.
12	Thick clouds pass in front of the sun, plunging the forest into gloom. After a half-hour, the sun re-emerges.
13	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.
14	Several large muddy brown and white feathers are snagged in a bush; these are owlbear feathers (DC 15 Nature check identifies).
15	Far away in the distance, a wolf raises its voice in a mournful howl.
16	Light rain begins to fall. The pitter and patter of it falling on the trees is soothing, but distracting. After two hours the rain stops, but by then the characters are likely cold, wet and miserable.
17	Heavy rain begins to fall; the characters are quickly soaked. Luckily, shortly thereafter they discover a small dry cave sunk into a hillside in which they could wait out the storm.
18	Trees grow thickly together, plunging the forest floor into gloom. Here, undergrowth is sparse and the going is 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 10 Survival check reveals the creature was Large and bipedal.

NOTABLE LOCATIONS IN THE VALLEY

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.

VALLEY DRESSING

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

1D10 DRESSING

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 10 Survival check reveal 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 cold remains of a small campfire nestle in a small fold in the ground.
9	The mouldy, eviscerated remains of a wolf (one of the owlbear's victims) lie stark upon the ground.
10	The wind picks up. For a moment, it sounds like the moaning of forlorn spirits.

A: BURIAL CAIRNS

Three low, tumbled burial 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. The cairns are obviously old.

Remains: Each cairn holds the remains of a decade-dead adventurer. Much of their equipment has rusted or rotted away.

While examining a cairn, perceptive characters may discover some small treasure. To do so, they must take apart each cairn. This takes four people an hour. While doing so, a character

making a DC 20 Perception check finds something. Use the table below to determine what is found. Use each entry only once.

1D10 DISCOVERY

1	A gold ring woven with silver wire (worth 5 gp).
2	A chipped ivory scroll tube decorated with once beautiful carvings of angels (worth 2 gp).
3	A rusty longsword 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 1 gp).
5	The mouldering, sodden remains of a spellbook. Most pages are unreadable but one is salvageable; it holds the spell <i>comprehend language</i> .
6	A tarnished silver dagger missing its point (worth 2 gp as scrap metal). It has the broken condition.
7	A bronze cloak pin shaped like a dagger; usable as such by a Small-sized character (worth 1 gp).
8	A mouldy, bloodstained pouch holds 3 sp and 14 cp.
9	One leather boot stands proud in the middle of a deep pool of glutinous mud near the cairn. Mould and mushrooms grow from the boot.
10	A battered lantern set with reflective silver plates. The lantern is worthless, but the plates are worth 1 gp.

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 2 gp; DC 20 Appraise values).

C: AILA'S MERE (LOW 1)

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

Denizen: A giant viper lurks here, but has grown somewhat cowardly after several near-fatal encounters with the owlbear dwelling in area G. It attacks only when disturbed or when a tempting target is in the mere.

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

The mere has the following notable features:

Calm Water: The water is calm (DC 10 Athletics), 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.

Viper's Lair: The giant viper's lair is hidden deep in the reeds. The lair smells horrible. Partially eaten fish, bones and excrement lie scattered about.

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 Athletics).

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 characters investigate the capstone, refer to page 22.

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 characters investigate the capstone, refer to page 23.

G: LAIR OF THE FEROCIOUS HUNTERS

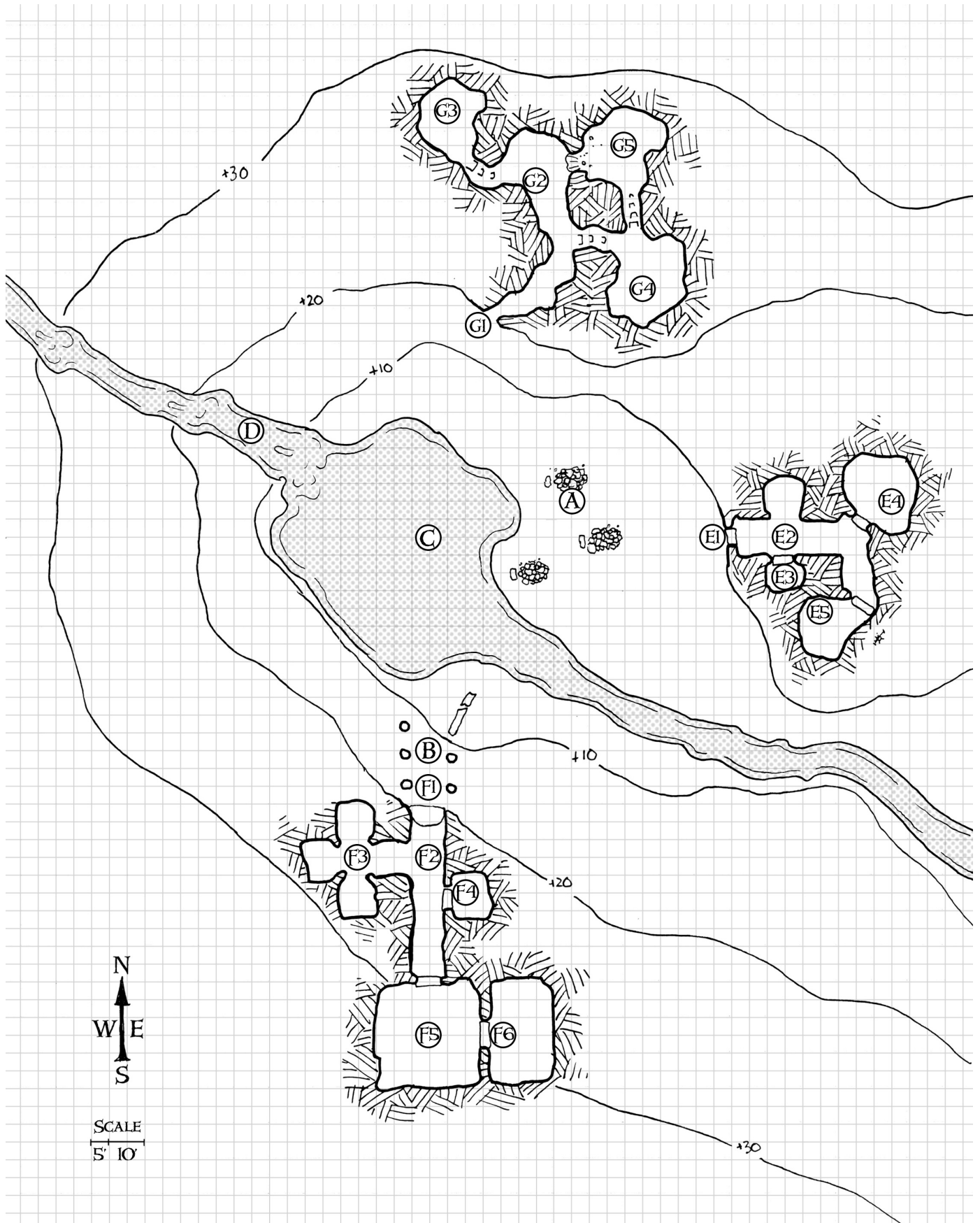
An adult owlbear and its young claim this small cave complex. When the characters enter the valley, the adult owlbear is away hunting. Read:

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 characters reach the cave mouth, refer to page 24.





MEETING AILA (SEVERE 1)

Use this optional 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.

MEETING AILA

If the characters 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 viper (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 characters retrieve her remains from the mere and bury them, award the party XP as if they had defeated her in battle. 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 Athletics). 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 character able to make a DC 15 Athletics check to retrieve the bones, but more than one character can search the lake. A character who cannot make a DC 15 Athletics check is slower at searching. For every hour they spend searching, reduce the remaining time by only 30 minutes.

Attack of the Giant Viper: If the characters have not yet dealt with the giant viper 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 character 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 characters determine the pace of events in the valley. However, it's always good to throw some randomness into proceedings. Thus, use the table below (or pick an interesting event) to spice up the adventure.

1D20 ENCOUNTER

1-3	No Event.
4	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.
5	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.
6	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.
7	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.
8	The croaking of frogs from among the reeds surrounding Aila's Mere suddenly grows disconcertingly loud.
9	A flock of swallows wheels and dives across the sky in a complicated, mesmerising dance.
10	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).
11	The sound of something large roaring (or hooting if the owlbear isn't dead) reaches the characters' ears. The sound comes from the surrounding woodland...and is quite nearby.
12	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.
13	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.
14	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.
15	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.

16	Heavy Rain (see below)
17	Corpse in the Water (see below)
18	Wolf Pack (see below)
19	The Owlbear Returns (see below)
20	Rival Adventurers (see below and page 28)

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 characters are tackling the various adventure sites and the pace you want to set for the adventure.

16: 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, extinguishes unprotected flames, has a 50% chance of extinguishing protected flames, and inflicts -4 penalty to Perception checks.

17: 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 characters (DC 10 Perception spots) notice it floating face down in the centre of the pool.

The giant viper—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 13 hp.

If the characters retrieve the corpse, they discover it is battered and partially decomposed. Cause of death is impossible to determine but the goblin stills wears a buckler. It bears the crude device of a moon dripping blood. This is the sigil of the Blood Moon Goblins (DC 11 Goblin Lore, Heraldry Lore or similar reveals; a DC 16 check reveals the tribe currently lairs below Valentin's Folly—otherwise known as the Shadowed Keep on the Borderland). The goblin also carries 3 sp in a sodden pouch.

18: WOLF PACK (MODERATE 1)

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 and does not return to the valley.

19: THE OWLBEAR RETURNS (SEVERE 1)

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.

20: RIVAL ADVENTURERS (EXTREME 1)

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

- **Aelliah Uthliavar** (NE female elf sorcerer [demonic] 1): This smooth-talking, beautiful elf has a cold, merciless heart.
- **Elir Garsten** (N male dwarf fighter 1): This dour, foul-mouthed dwarf has a burning hatred for goblins and their ilk.
- **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.

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

Tactics: When first they meet the group, 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 characters have cleared out all three complexes (preferably when the characters are clearly injured or as they rest overnight before leaving the valley).

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 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.

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

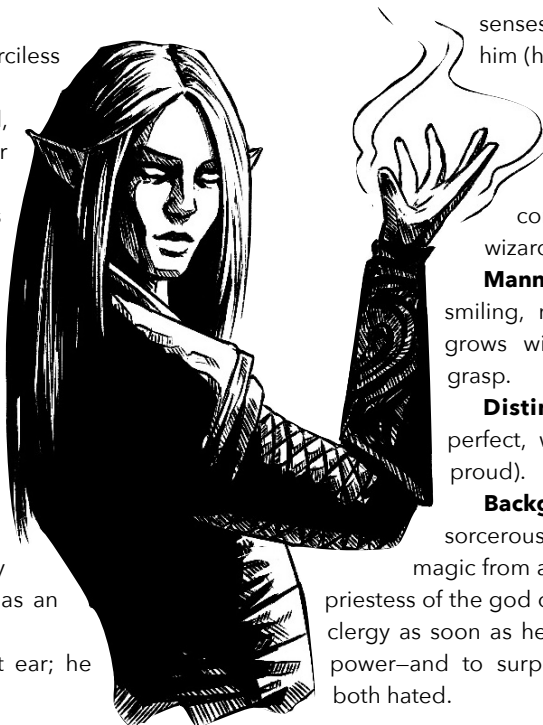
Handsome and cold hearted, Vesa is obsessed with magic—both arcane and divine.

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 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.



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

Illumination: Darkness.

Worked Stone Floor: The stone floors are relatively smooth and free of obstruction.

Worked Stone Walls: The walls are smooth (DC 20 Athletics scales) 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 14, HP 56 [BT 28], DC 15 Athletics opens), but unlocked.

Ceiling: The worked stone ceilings are 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.

Capstone: This capstone (Hardness 14, HP 112 [BT 56]) is heavy and difficult to roll aside (DC 20 Athletics). It has a crude carving of an esoteric rune (DC 15 Arcana reveals the rune means “danger”).

E2: DEATH-TRAP CORRIDOR (TRIVIAL 1)

This seemingly empty corridor is reality a death trap.

Trap: A collapsing ceiling trap ward this area.

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

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.

COLLAPSING CEILING

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description The door opening into E3 fits perfectly into its frame, and acts as brace holding up the corridor’s ceiling. If the door is opened before the trap is disarmed, the ceiling collapses.

Disable Thievery DC 15 (trained) on the door leading into E3 disables the trap.

AC 16; **Fort** +8, **Ref** +2

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Falling Debris **Trigger** In the round in which the door is opened, the ceiling in the corridor begins to groan and shift (DC 10 Perception spots). Roll initiative (the ceiling has a modifier of +0). In the next round, the ceiling collapses.

Effect The ceiling in the corridor collapses into the eight squares behind the capstone. Anyone in these squares takes 3d6 bludgeoning damage and can attempt a DC 14 Reflex save to

reduce the damage. For the creature in the corridor, when the trap is triggered, this is a basic save. Creatures in the two squares adjacent to the door leading into E3 take no damage on a success or critical success as they avoid the falling debris entirely, but take full damage on a failed save, and take double damage on a critical failure. Creatures damaged by the falling debris are immobilised under a mass of fallen stone.

Clearing out a square of debris requires a DC 17 Athletics skill check, with the following effects:

Critical Success The square is cleared in 1 minute.

Success The square is cleared in 5 minutes.

Failure The square is cleared in 10 minutes.

Critical Failure The ceiling above the square collapses further, dealing an additional 2d6 to the creature digging out the square and any creature trapped in that square. This takes 1 minute and no progress is made.

E3: THE LURE

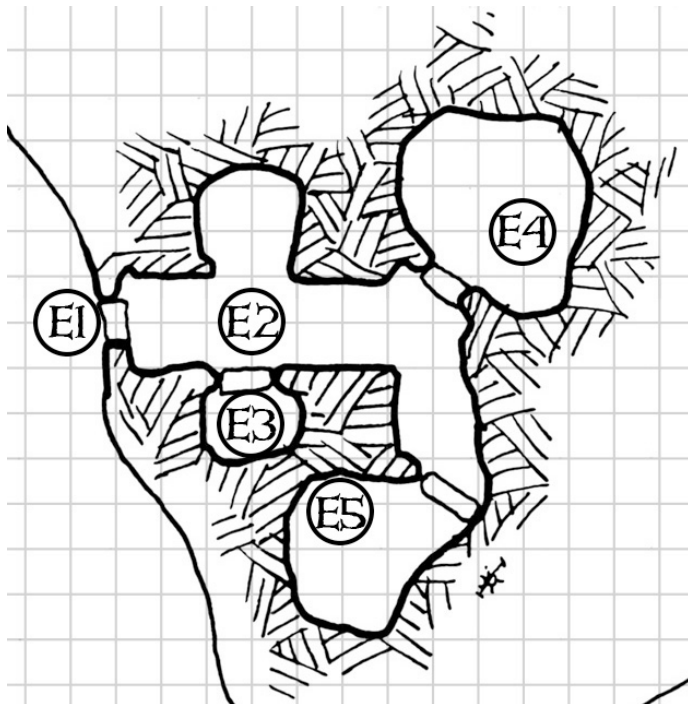
This chamber is designed as a lure for the trap in E2.

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

Chest 1 (Locked): This old wooden chest is in bad condition (Hardness 10; HP 20 [BT 10], DC 15 Athletics opens) but is locked (DC 15 Thievery [trained] 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 2 gp).

Chest 2 (Open): A mass (327 cp and 47 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 10; HP 20 [BT 10], DC 15 Athletics opens, DC 15 Thievery [trained] unlocks). The chest contains a carefully folded,



but mouldy and fragile, black banner depicting a flaming lightning bolt. If roughly handled, the banner falls apart. Hidden in its folds is a transparent pale blue stone (a tourmaline worth 2 gp).

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.

Frescos: If a light source is in the room, a character making a DC 15 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. Characters spending an hour carefully removing these fragments gather gem fragments worth 25 sp.

E5: CHAMBER OF LIVING STONE (MODERATE 1)

Denizen: 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. 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.

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.

Sarcophagus (External): This stone sarcophagus (Hardness 14, HP 56 [BT 28]) has a rough finish—as if the stonemason didn't

finish the job. The lid is heavy (DC 20 Athletics 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 +1 dagger (worth 35 gp). The bones also wear a talisman of dried, interwoven leaves. This is a *hunter's bane talisman* (worth 6 gp).

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 and 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

Illumination: Darkness.

Worked Stone Floor: The stone floors are relatively smooth and free of obstruction.

Worked Stone Walls: The walls are smooth (DC 20 Athletics scales) 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 unlocked doors are heavy and difficult to open (Hardness 14, HP 56 [BT 28], DC 15 Athletics opens).

Ceiling: The worked stone ceilings are 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.

Capstone: This capstone (Hardness 14, HP 112 [BT 56]) is heavy and difficult to roll aside (DC 20 Athletics opens).

F2: HALLWAY

This hallway is unoccupied.

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

Illumination: Dim light fills the corridor, when the capstone at F1 is rolled aside.

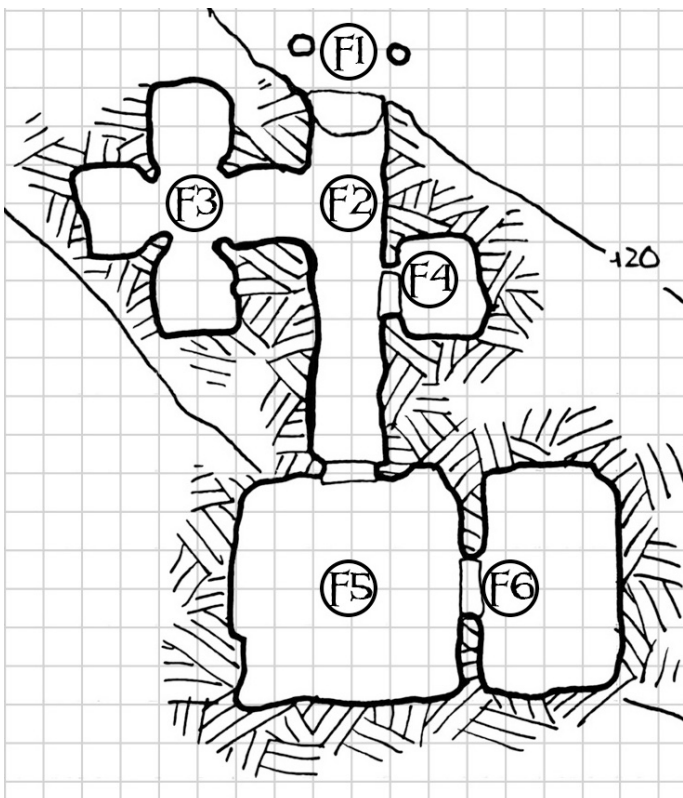
Faded Mural: A mural of two hobgoblin warriors surrounded by piles of dead bodies decorates one wall.

F3: SLEEPLESS MINIONS (MODERATE 1)

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

Three burial niches pierce the walls of this short corridor.

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



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.

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.

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 5 gp for the collection.

Shields: A dozen dusty shields hang on the walls. One—emblazoned with a dripping axe—is a low-grade cold iron buckler (worth 30 gp).

F6: LAIR OF THE FALLEN (SEVERE 1)

Denizens: 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 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.

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

Stone Bier: A three-foot high stone bier stands in the centre of the chamber.

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.

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

illumination: Darkness.

Floor: Covered in rubble and the leavings of the owlbear's hunts the floor is difficult terrain. (It costs an additional 5 feet of movement to enter such areas.)

Walls: The cave walls are easy (DC 10 Athletics) 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: Treat a square containing natural stone steps as greater difficult terrain. (It costs an additional 10 feet of movement to enter such areas.)

Remains: The remains of dozens of creatures—wolves, deer, foxes and so on—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 owlbears' domain.

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.

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 12 Nature check identifies these as coming from an owlbear.

G2: HALL OF RUIN

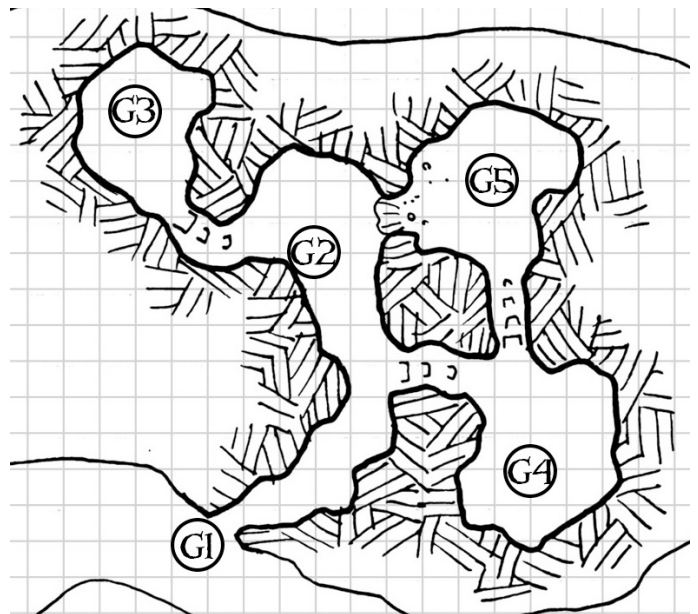
This corridor comprises the "spine" of the complex.

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.

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

G3: NURSERY (MODERATE 1)

DC 5 Perception: The character hears crunching bones and tearing flesh coming from the cave.



Denizen: A young owlbear lurks in the nursery noisily consuming a wolf's corpse. Luckily for the characters, it is distracted by its feast (-5 to Perception checks) and may not notice their approach. When it notices intruders, the young owlbear hoots loudly and attacks. It fights savagely, and to the death.

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.

Nest: A pile of broken tree branches, rotting flesh and cracked bones in one corner is the young owlbear's nest.

Shattered Egg: The shards of two large shattered eggs lie about the cave. Mixed in with the detritus of the nest are the skeletal remains of a tiny owlbear.

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.

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: These are Taisto Ahokas' remains (see "Hooks" for more information). Wearing a tattered cloak and hunter's clothes this human male has been partially eaten. He has 15 cp and 3 sp along with a small potion vial containing effervescent blue liquid (a *minor healing potion*) in a blood-stained pouch. He also has a dagger hidden in his boot (DC 20 Perception spots) and a tattered map depicting the location of Gloamhold's doom-drenched halls. See page 26 for a picture of the map.

G5: CAVE OF BATS (TRIVIAL I)

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

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

DC 10 Perception: Scores, if not hundreds, of bats hang upside down among the stalactites.

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

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.

Guano: Piles of guano cover the floor to a depth of about one-foot. A character searching the guano making a DC 10 Perception check discovers some skeletal remains. Such characters 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 he still wears his battered splint mail. Characters searching the remains find a warhammer the head of

which is engraved with lightning symbols. He also possessed two small yellow transparent gemstones (jaspers each worth 5 gp) along with 14 sp and, 13 cp.

CONCLUSION & FURTHER ADVENTURES

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 50 XP each. 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 character argued most strongly to refuse his payment.

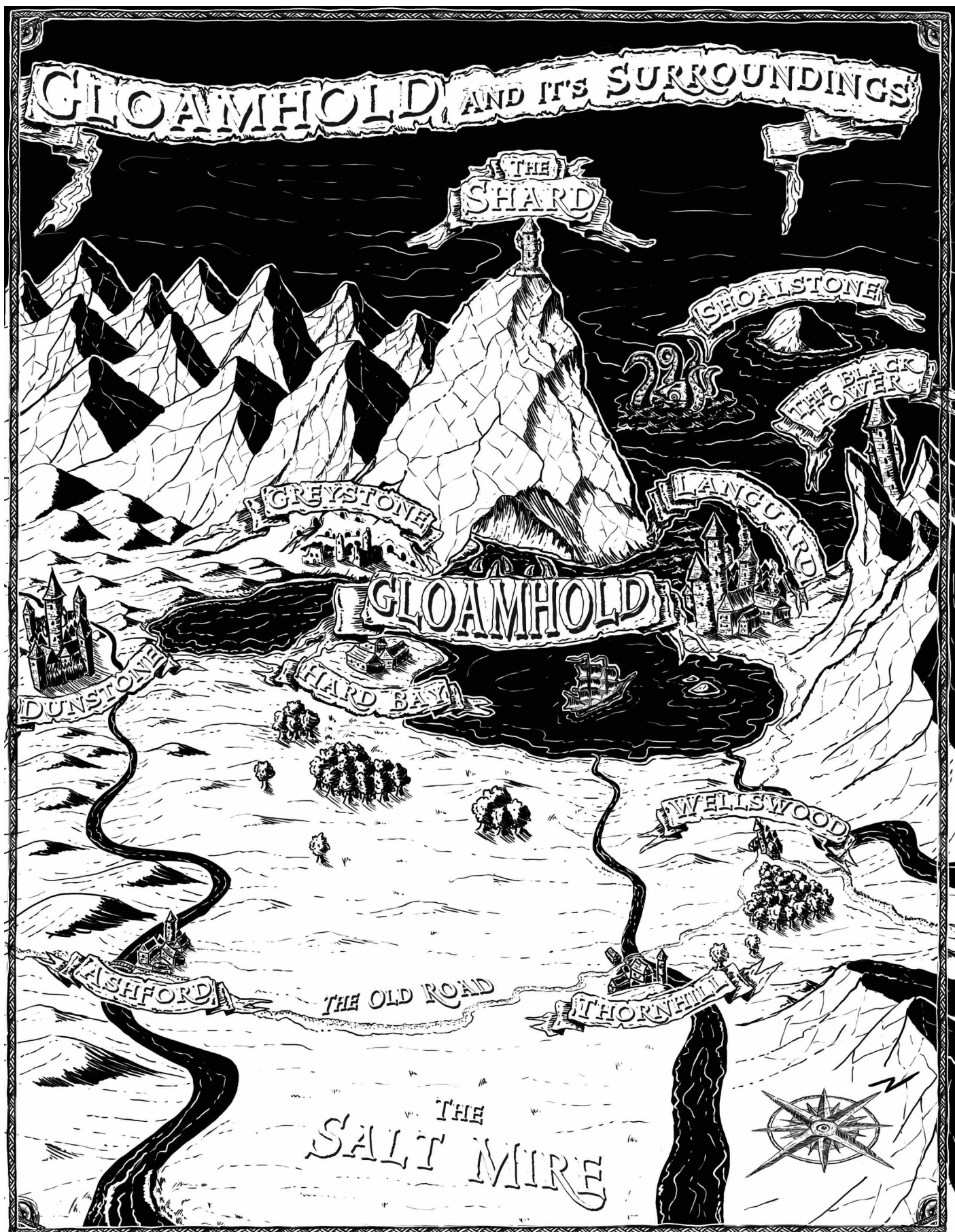
Rival Sages: Ilari Siano pays the party the agreed 10 gp, if they provide credibly information regards the origins of the tombs in the valley. If they have done a particularly comprehensive job, he mentions the ruin of Valentin's Folly lies in the woods to the southwest and that such a place might be of interest to adventurers such as themselves. He adds that, if the party discovers items on 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 (Valentin's Folly [on the map on page 14] 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 ragingswan.com/gloamhold.



APPENDIX A: MONSTER CODEx

Monsters appear alphabetically under the headings below.

THE VALLEY

ALIA CREATURE 4

N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +10; darkvision

Languages Common

Skills Nature +10, Stealth +12

Str -5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

Site Bound Alia can only stray 120 feet from where she was killed.

AC 20; **Fort** +8, **Ref** +11, **Will** +8

HP 30; negative healing, rejuvenation; Immunities death effects, disease, paralysed, poison, precision, unconscious;

Resistances all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Setting right the injustice that led to Alia's death allows her to move on to the afterlife.

Speed fly 25 feet

Melee ✦ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

Frightful Moan ✦ (auditory, divine, emotion, enchantment, fear, mental) Alia laments her fate, forcing each living creature within 30 feet to attempt a DC 21 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to Alia's frightful moan for 1 minute.

GIANT VIPER CREATURE 2

N MEDIUM ANIMAL

Perception +7, low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +9, Athletics +8, Stealth +8, Survival +6

Str +3, **Dex** +4, **Con** +3, **Int** -4, **Wis** +1, **Cha** -2

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 26

Coiled Opportunity As Attack of Opportunity, but the snake uses this reaction only if it's Coiled.

Speed 20 feet, climb 20 feet, swim 20 feet

Melee ✦ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom

Coiled ✦ The giant viper uses an action to coil itself, increasing its reach with its fangs from 5 to 10 feet. After the giant viper Strikes with its fangs, it becomes uncoiled.

Giant Viper Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1.

OWLBEAR CREATURE 4

N LARGE ANIMAL

Perception +13, low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +14, Intimidation +10

Str +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

AC 21; **Fort** +13, **Ref** +7, **Will** +11

HP 70

Speed 25 feet

Melee ✦ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab

Melee ✦ beak +14, **Damage** 1d12+6 piercing

Bloodcurdling Screech ✦ (auditory, emotion, fear, mental) The owlbear unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Gnaw ✦ **Requirements** The owlbear has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 22 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 1 and slowed 1 as long as it remains sickened.

Screeching Advance ✦ (auditory, emotion, fear, mental) The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

WOLF CREATURE 1

N MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +5, Stealth +7, Survival +7

Str +2, **Dex** +4, **Con** +1, **Int** -4, **Wis** +2, **Cha** -2

AC 15; **Fort** +6, **Ref** +9, **Will** +5

HP 24

Speed 35 feet

Melee ✦ jaws +9, **Damage** 1d6+2 piercing plus Knockdown

Pack Attack The wolf's Strikes deal 1d4 extra damage to creatures within reach of at least two of the wolf's allies.

RIVAL ADVENTURERS

AELIAH UTHLIAVAR

CREATURE 1

UNIQUE NE MEDIUM ELF HUMANOID

Female seer elf sorcerer (demonic) 1

Perception +6, low-light vision

Languages Abyssal, Common, Elven

Skills Arcana +4 (51 Identify Magic and Decipher Writing), Deception +7, Intimidation +7, Religion +4, Scribing Lore +4, Stealth +5

Str +0, **Dex** +2, **Con** +1, **Int** +1, **Wis** +2, **Cha** +4

Gear dagger 3, sorcerer's gear, 3 gp, 9 sp

AC 14; **Fort** +4, **Ref** +5, **Will** +7

HP 13

Speed 35 feet

Melee ✦ dagger +5 (agile, finesse, versatile S) **Damage** 1d4 piercing

Melee ✦ glutton's jaws +5 (forceful) **Damage** 1d8 piercing and Aelliah gains 1d6 temporary Hit Points

Ranged ✦ dagger +5 (agile, thrown 10 feet, versatile S) **Damage** 1d4 piercing

Divine Prepared Spells DC 17, attack +7; **1st** (3) *fear, harm, ray of enfeeblement* **Cantrips** *acid splash, daze, detect magic, message, read aura, shield*

ELIR GARSTEN

CREATURE 1

UNIQUE N MEDIUM DWARF HUMANOID

Male dwarf fighter 1

Perception +7, darkvision, stonecunning

Languages Common, Dwarven

Skills Acrobatics +4, Athletics +7, Dwarf Lore +3, Intimidation +3, Mining Lore +3, Survival +5

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +2, **Cha** +0

Items scale mail, steel shield, battle axe, fighter's kit, 2 gp, 8 sp

AC 17; **Fort** +8, **Ref** +6, **Will** +5

HP 23

Attack of Opportunity ↻

Shield Block ↻

Speed 20 feet

Melee ✦ battle axe +9 (sweep S) **Damage** 1d8+4

Ranged ✦ spear +6 (thrown P) **Damage** 1d6+4

Power Attack ✦✦

HELMI OJANEN

CREATURE 1

UNIQUE NE MEDIUM HUMAN HUMANOID

Female human rogue (thief) 1

Perception +5

Languages Common, Goblin

Skills Acrobatics +6, Athletics +5, Alcohol Lore +4, Deception +4, Diplomacy (Hobnobber) +4, Dulwich Lore +4, Performance +4, Society +4, Stealth +6 (Experienced Smuggler), Temys Lore +4, Thievery (Assurance) +6, Survival +3

Str +2, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +1

Items studded leather, rapier, dagger, short bow, 10 arrows, rogue's kit, 1 gp, 3 sp, 9 cp

AC 16; **Fort** +5, **Ref** +8, **Will** +5

HP 18

Nimble Dodge ↻

Speed 25 feet

Melee ✦ rapier +6 (disarm, finesse) **Damage** 1d6+3 piercing

Melee ✦ dagger +6 (agile, finesse, versatile S) **Damage** 1d4+3 piercing

Ranged ✦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0) **Damage** 1d6 piercing

Sneak Attack Helmi deals 1d6 extra damage to flat-footed creatures.

Surprise Attack If Helmi used Deception or Stealth for initiative, creatures that haven't acted are flat-footed to her during the first round of combat.

VESA TAKALA

CREATURE 1

UNIQUE NE MEDIUM HUMAN HUMANOID

Male human cleric (cloistered cleric, Morden) 1

Perception +6

Languages Common, Dwarven, Elven

Skills Arcana +5, Fortune-Telling Lore +5, Deception +6, Medicine +6, Occultism (Oddity Identification) +5, Religion +6, Society +5, Thievery +3

Str +0, **Dex** +0, **Con** +1, **Int** +2, **Wis** +3, **Cha** +3

Items dagger, cleric kit, 4 gp, 3 sp

AC 11; **Fort** +4, **Ref** +3, **Will** +8

HP 17

Speed 25 feet

Melee ✦ dagger +3 (agile, finesse, versatile S) **Damage** 1d4+3 piercing

Divine Prepared Spells DC 16, attack +6; **1st** *bless, heal* (x4), *magic missile* **Cantrips** *chill touch, detect magic, light, prestidigitation, stabilise*

Trick Magic Item ✦

E: THE TOMB OF THE STONE WOMAN

THE STONE WIZARD

CREATURE 3

N MEDIUM CONSTRUCT EARTH MINDLESS

Perception +9; darkvision

Skills Athletics +11

Str +4, **Dex** -2, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

AC 19 (15 when broken); construct armour; **Fort** +12, **Ref** +5, **Will** +5

HP 35; **Hardness** 6; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralysed, poison, sickened, unconscious

Construct Armour Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armour breaks and its Armour Class is reduced to 15.

Speed 20 feet

Melee ✦ fist +11 (magical), **Damage** 1d8+6 bludgeoning plus Grab

F: CHAMPIONS' REST

CRAZ

CREATURE 2

NE MEDIUM SKELETON UNDEAD

Perception +8, darkvision

Languages Common, Goblin

Skills Acrobatics +8, Athletics +8, Intimidation +7

Str +4, **Dex** +4, **Con** +1, **Int** -1, **Wis** +2, **Cha** +1

Items chain mail, steel shield (hardness 5, HP 20, BT 10), longsword

AC 19 (21 with shield raised); **Fort** +7, **Ref** +10, **Will** +6

HP 25, negative healing; **Immunities** death effects, disease, paralysed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ↻

Shield Block ↻

Speed 25 feet

Melee ✦ longsword +10 (versatile P), **Damage** 1d8+4 slashing

Melee ✦ claw +10 (agile), **Damage** 1d6+4 slashing

DREZNA

CREATURE 1

CE MEDIUM GHOUL UNDEAD

Perception +7; darkvision

Languages Common, Goblin

Skills Acrobatics +7, Athletics +4, Stealth +7, Survival +5

Str +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

AC 16; **Fort** +4, **Ref** +9, **Will** +5

HP 20; negative healing; **Immunities** death effects, disease, paralysed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ✦ jaws +9 (finesse), **Damage** 1d6+1 piercing plus ghoulish fever and paralysis

Melee ✦ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

Consume Flesh ✦ (manipulate) **Requirements** The ghoul is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points plus 1d6 for every 2 levels it has. It can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** DC 15 Fortitude; **Stage 1** carrier with no ill effects (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creatures hit by a ghoul's attack must succeed at a DC 15 Fortitude save or become paralysed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Swift Leap ✦ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

TOMB GUARD

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2, darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items scimitar

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralysed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ✦ scimitar +6 (forceful, sweep),

Damage 1d6+2 slashing

Melee ✦ claw +6 (agile,

finesse),

Damage

1d4+2

slashing



G: LAIR OF THE FEROCIOUS HUNTERS

VAMPIRE BAT SWARM

CREATURE 1

N LARGE ANIMAL SWARM

Perception +10; echolocation (precise) 20 feet, low-light vision

Skills Acrobatics +7, Athletics +4 (+7 to Climb), Stealth +7

Str +1, **Dex** +4, **Con** +1, **Int** -4, **Wis** +3, **Cha** -3

Echolocation A bat swarm can use its hearing as a precise sense at the listed range.

AC 15; **Fort** +6, **Ref** +9, **Will** +6

HP 11; **Immunities** precision, swarm mind; **Weaknesses** area damage 3, splash damage 3; **Resistances** bludgeoning 6, piercing 6, slashing 3

Speed 5 feet, fly 30 feet

Blood Feast ♦ Each enemy in the bat swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save). Creatures that fail this save also take 1 persistent bleed damage.

YOUNG OWLBEAR

CREATURE 3

N LARGE ANIMAL

Perception +13, low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +5, Athletics +12, Intimidation +8

Str +6, **Dex** +1, **Con** +5, **Int** -4, **Wis** +3, **Cha** +0

AC 19; **Fort** +11, **Ref** +5, **Will** +9

HP 55

Speed 25 feet

Melee ♦ talon +12 (agile), **Damage** 1d10+4 piercing plus Grab

Melee ♦ beak +12, **Damage** 1d12+4 piercing

Bloodcurdling Screech ♦ (auditory, emotion, fear, mental) The owlbear unleashes a loud screech that terrifies its prey. Each creature in an 80-foot emanation must attempt a DC 18 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.

Gnaw ♦ **Requirements** The owlbear has a creature grabbed with its talons. **Effect** The owlbear attempts to disembowel the creature with a beak Strike. If the Strike hits, the target must attempt a DC 20 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 1 and slowed 1 as long as it remains sickened.

Screeching Advance ♦ (auditory, emotion, fear, mental) The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.



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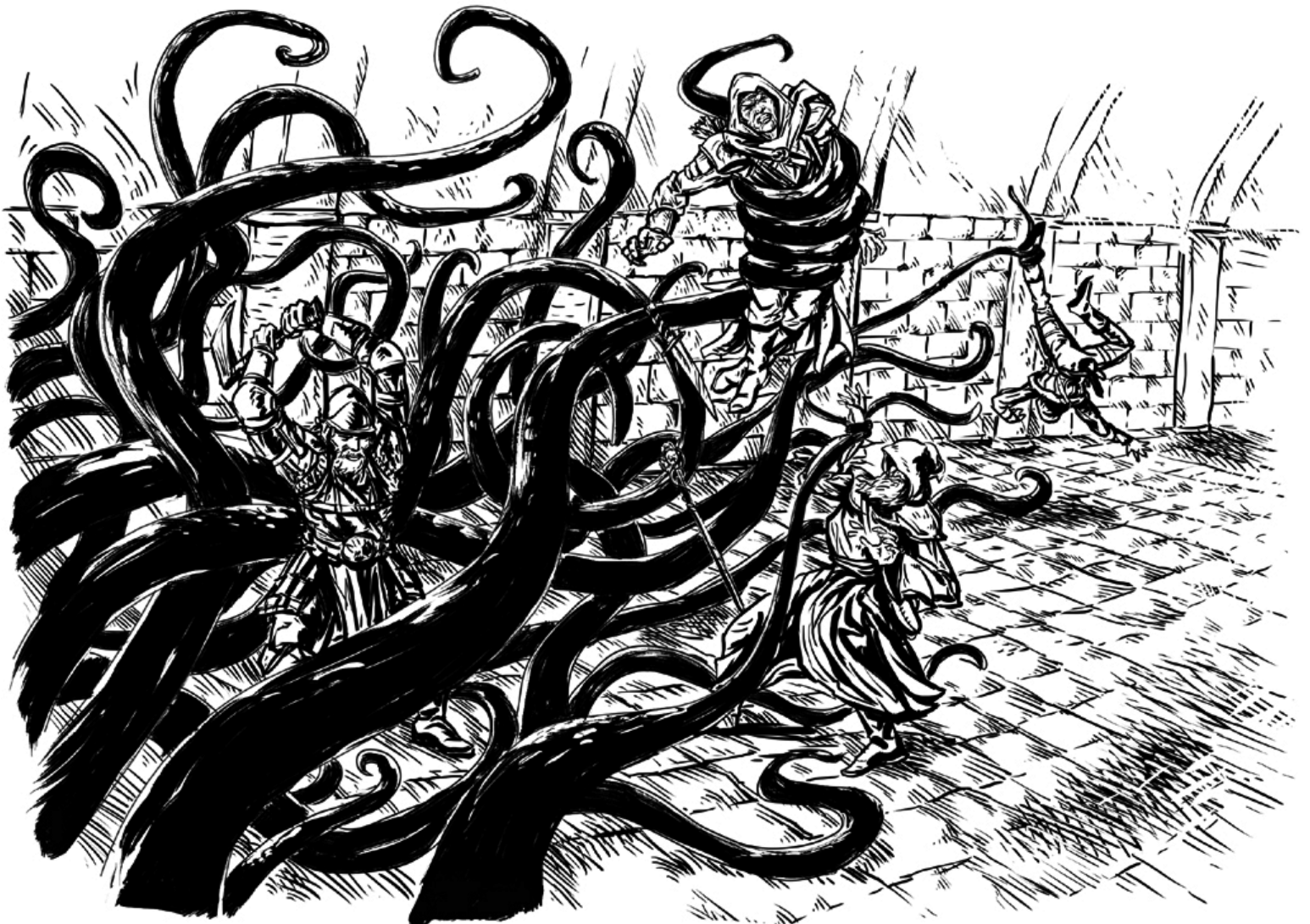
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