

## Whose Tomb Is It Anyway?

### Intro:

You've ridden hard for the last 3 days since saving Gevarn in the tavern. You've arrived at the crossroads on the King's Road. North lies the town of Winterhaven, the last human outpost before the treacherous mountain passes leading to the kingdom of High Reaches. To your right, east... is the city of Fallcrest. Gevarn stresses that Sister Lenora needs your help, and that she might have sent others like him to find help in Fallcrest.

You press on, as you still around a day's ride from Winterhaven. As night falls, your horses start to whinny and Gevarn is thrown from his saddle. In the road ahead is an elf in a dark cloak, running his fingers thru the dirt, before sniffing and tasting it.

He reacts to your presence, blinking, his eyes momentarily blood red. Then he smiles, stands up and offers his hand. 'I am Xalon, and if my senses are right, there is trouble ahead...'

### Summary:

Xalon leads you off the road, and after a few hundred meters of fighting thru thick scrub, you reach a rock face. Cut into the rock is a large circular opening, surrounded by runic script. A large disk like boulder, obviously once used as the seal has been tossed to one side, on it sits a female dwarf, her fingers tracing the runes on its surface. Suddenly in a rough, almost impenetrable version of human speech, she goes 'Elvish, old..., but this has been thrown aside by something strong, maybe an orc...'

### Rooms:

1) Thru the circular opening, the stairs descend quickly into darkness. A few leaves have blown in, and the steps are covered in muddy footprints. (Nature, DC 15 – Goblin, DC 20 – a small horde, at least 20)

2) The light from outside no longer reaches into this room, so you'll need to find some form of illumination. When they do, they find a pile of bones (Nature, DC 15+ Wolf or some other medium sized mammal). The room is trapped, upon opening the exit door, a trap door in the ceiling opens, dropping a Bloodfang Spider into the centre of the room.

#### Bloodfang Spider (1)

Init +4, HP 25, AC 12, Fort 11, Reflex 15, Will 12, XP 150

Bite; +6 vs AC, 2d6+2 dmg, save vs poison or take additional 5 dmg and be slowed

3) The smell of a goblin living space increases, and there's more signs that they have been passing thru here regularly, broken weapons etc, some more bones and rotting meat. The door at the bottom once bore runic wards to protect the remains in the tomb beyond. Now, the door is barely held onto its hinges.

4) This chamber was once the grand parlour of an elven tomb. 6 pillars support a intricately painted corridor ceiling that opens out into a domed chamber with an elven tranquillity pool. Unfortunately, this chamber bares the scares of goblin infestation. The pillars are scared with claw marks, and their bottoms surrounded by piles of goblin dung, fresh if the small wisps of condensation floating above them are any indication. No-one appears to be in the chamber at the moment. (Perception, DC20 a shuffling sound and a goblins foot behind a pillar, DC25 a reflection in the pool of a goblins back)

#### Goblins Cutters (5)

Init +3, HP 1, AC 16, Fort 12, Reflex 14, Will 11, XP 25

Short Sword: +5 vs AC, 4 dmg

At-will: Shift 1 if missed in melee

#### Goblin Blackblade (1)

Init +7, HP 15, AC 16, Fort 12, Reflex 14, Will 11, XP 100

Short Sword: +5 vs AC, 1d6+2 dmg

At-will: Shift 1 if missed in melee, can swap with an ally if shifting

#### Goblin Warrior (2)

Init +5, HP 19, AC 17, Fort 13, Reflex 15, Will 12, XP 100

Spear (thrown): +6 vs Reflex, 1d6+2 dmg

At-will: Shift 1 if missed in melee, if moves 4 before attack does 1d6 extra

#### Goblin Sharpshooter (1)

Init +5, HP 21, AC 16, Fort 12, Reflex 14, Will 11, XP 125

Crossbow: +9 vs AC, 1d6+4 dmg

At-will: Shift 1 if missed in melee

Treasure: 35 sp, 1 potion of healing on blackblade, 12 gp on sharpshooter, 1 gem (50 gp) in pool, 1 potion of resurrection in pillar 3 right hand side

5) This ante-chamber, off the main parlour has escaped relatively untouched by the goblin. They appear to have only smashed open one coffin to check its contents. The other 3 coffins are intact. If touched, they say in old elvish 'Disturb and die, for in this tomb lies Lord Grenbe'.

#### Skeleton (4)

Init +2, HP 1, AC 16, Fort 13, Reflex 14, Will 13, XP 25

Longsword: +6 vs AC, 5 dmg

6) Across from the ante-chamber is what appears to be a major tomb. A throne is the master piece of the room, and its occupant, the skeletal remains of a great elven lord lie at its base. Sat in the throne now is a goblin warlord, his chainmail held in place by two human skulls. He beckons and 2 of his soldiers charge forward.

#### Skeleton (1)

Init +6, HP 35, AC 18, Fort 15, Reflex 16, Will 15, XP 150

Longsword: +6 vs AC, 2d6+2 dmg

At-will: +2 to opportunity attacks +d6 dmg, vulnerable to radiant (+5 dmg)

#### Goblin Skullcleaver (2)

Init +3, HP 33, AC 16, Fort 15, Reflex 14, Will 12, XP 150

Battleaxe: +6 vs AC, 1d10+5 dmg (2d10+5 bloodied)

At-will: Shift 1 if missed in melee (cannot use when bloodied)

#### Goblin Underboss (1)

Init +4, HP 51, AC 18, Fort 17, Reflex 15, Will 16, XP 350

Shortsword: +9 vs AC, 1d6+4 dmg, if misses an adjacent ally can attack

At-will: Shift 1 if missed in melee, +3 defence when bloodied

Off to one side of the room is a chained up halfling female, barely conscious.

Treasure: 120 gp, 1 gem (100 gp) on underboss, 2 potions of healing on skullcleaver, 1 feycutter (pact blade +1) 1d6+1 in bones.

7) The door to this room is barely a secret, and actually looks to have been used by the goblins. In it are the bodies of 2 of their comrades, and something else, vaguely goblinlike that's shambling towards you.

### Goblin Zombie(3)

Init -2, HP 1, AC 13, Fort 13, Reflex 9, Will 10, XP 40

Slam: +4 vs AC, 4 dmg

8) Much more hidden, the secret door into this long corridor is a hidden elvish rune that's only visible to low-light. Shambling along the corridor are more goblin zombies...

### Goblin Zombie(2)

Init -1, HP 5, AC 13, Fort 13, Reflex 9, Will 10, XP 30

Boneclub: +5 vs AC, 5 dmg

9) At the end of the corridor lies this room. On the door is an inscription 'The grave of the lord's protectors, sent with him to serve in the afterlife'. A central pillar holds the chamber up, and around it is a marble statue of a coiled dragon. Facing the pillar are 6 plain coffins. The coffins can be disturbed, their occupants only react if the players attempt to remove the glittering gems from the eyes of the dragon.

### Skeleton (6)

Init +2, HP 1, AC 16, Fort 13, Reflex 14, Will 13, XP 25

Longsword: +6 vs AC, 5 dmg

10) Within this hidden alcove, opened by moving the jaw of the dragon is a small armoury, presumably the weapons of the 6 skeleton soldiers.

Treasure: 6 potions of healing, 6 bags of 25 gp

Shortbow +1, 10 glowing blue arrows (+5 necrotic damage)

Warhammer +1

2 Shortswords, once per encounter can do +5 cold damage each

Wand of First Blood (10 charges, 1d8+2 force damage, if hits against full health creature does +1d8)

Magic Staff +2, +1d6 if critical hit

Spear, which hovers if dropped (+2 to hit/damage if thrown)

11) Smashing the dragon opens this secret door (and activates the skeletons), inside is a grand tomb, the remains of an elven home, the family bed, made from a tree, and grown into the shape. Most of the bedding and draping's have moulded away, and now lay as an untidy and moving mess upon the bed.

### Skeleton (1)

Init +6, HP 35, AC 18, Fort 15, Reflex 16, Will 15, XP 150

Longsword: +6 vs AC, 2d6+2 dmg

At-will: +2 to opportunity attacks +d6 dmg, vulnerable to radiant (+5 dmg)

Treasure: 2 potions of healing, 100 sp, 50 gp

12) In this room is a table, and upon it, a goblin. He's strapped down, his innards eviscerated by some beast. (Nature: DC20, the wound seeps necrotic energy, DC25 shadow ghouls are known to feast on innards)

### Goblin Zombie (1)

Init -2, HP 1, AC 13, Fort 13, Reflex 9, Will 10, XP 40

Slam: +6 vs AC, 5 dmg

13) The activation of this secret door is magical, requiring the death of the zombie goblin (which alerts the occupant), but also blood to be split, that runs under the door. The door then needs to be forced open using a spell/ritual/item.

Inside the room is pitch black, light doesn't seem to penetrate its darkness, and indeed, shadows in the rest of the tomb suddenly appear darker and longer. The occupant, a shadow ghoul, has come thru a gate that has opened into the Shadowfell. His presence has caused the skeletons to animate, and his hunger for innards has created the zombies.

#### Shadow Ghoul (1)

Init +7, HP 74, AC 23, Fort 17, Reflex 19, Will 20, XP 640

Claws: +12 vs AC, 2d4+4 dmg, save vs fortitude or be immobilized

Bite: target must be immobile, +10 vs AC, 3d6+4 dmg

Necrotic Plasma: Recharge (6), +8 vs Reflex, 2d8+2 dmg

At-will: Teleport upto 5 spaces If missed in melee, reanimate corpses as zombie minions

14) This double width corridor is trapped, and quite obviously so, alternate squares are of a different colour material (Thievery/Dungeoneering, DC20). The trap is a spike trap, anyone stepping on a square activates it, and spikes protrude from all the squares.

15) Safely past the spike trap, and into the room beyond, they find a floating corpse. The body is perfectly maintained in a force field, its wizard robes fluttering slightly as they open the door. If disturbed, the corpse floats gently back to the centre of the room.

Hidden in a secret panel in the floor underneath the mage are 20 sp, a gem (50 gp), a potion of resurrection, and a level 2 ritual on a scroll. However, opening the panel activates a trap which fires a single arrow (+8 vs Reflex, 1d6+2 dmg) from each of the three walls facing the panel.

16) This room is locked at each entry point. The locks are mechanical and magical, and the door will only open to those of elven blood. In it are remains of the elven family's wealth. Gems fractured by the cold dry air, paintings that have rotted away, potions that have spoiled. Coins lie in the rotted remains of leather sacks, too many to carry.

17) Two pillars sit in the center of this room, and between a blue field flickers intermittently. Anyone starring into it will see a vision of the elven home lands, with fey elves playing with fairies etc. When one nears the portal, it stares inquisitively, as if it can see them, then reaches out.

If they reach out in return, they pull a shadow like apparition in, that attempts to attack by engulfing its victim. If hurt, it will flee, hiding in the shadows of the tomb, or even on the players shadows.

#### Shadow Apparition (1)

Init +2, HP 1, AC 17, Fort 17, Reflex 19, Will 20, XP 40

Engulf: 5 necrotic damage, target is slowed

18) This corridor leads to a dead end, its walls collapsed. From the other side, its secret door is accessed from the throne in room 6, and it appears that the goblins caused the collapse...