1 on 1 Adventures #12: Journey into Riddle Canyon



The Shrieking Goblins of the Barren Steppe have been unusually quiet as of late, and it is your task to uncover the cause of their decreased raiding. Are they amassing an army to invade civilized lands? Have they been displaced by hardier and more dangerous foes?

No one knows for certain, but wiser heads hope that Riddle Canyon holds the answer.

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1 on 1 Adventures #12 Journey into Riddle Canyon By Suzi Yee



An adventure designed for 1 GM and 1 player (Level 6–8 Fighter)

This module includes 20 adventure-packed pages, complete with locations and maps, forming a ready-made adventure. It has been crafted for one player and one GM so even the smallest gaming group has adventures suitable to their needs with minimal preparation time. With some minor scaling, *Journey into Riddle Canyon* is suitable for use with a traditional fourplayer party.

If you enjoy this module, look for future releases in the One on One Adventures line from Expeditious Retreat Press

Expeditious Retreat Press

ONE ON ONE ADVENTURES #12 JOURNEY INTO RIDDLE CANYON BY SUZI YEE

AN ADVENTURE FOR ONE FIGHTER LEVELS 6-8



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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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ADVENTURE BACKGROUND

On the edge of civilization lies the Barren Steppe, a large swath of arid grassland. One lone keep along the Washbau River watches over the region for signs of barbaric humanoids from the dry wastes. While the land is mostly flat, a large rock formation juts out from the earth-Riddle Canyon. Carved out by ancient raging waters, Riddle Canyon is now graced by a seasonal river that only occasionally flows this far into the steppe.

Once called Riddled Canyon from the numerous holes and cave openings along the rock face, over time people shortened the name to Riddle Canyon. When water was more plentiful, a human civilization once called the canyon home, carving out entire subterranean cities. Even after the humans left the canyons for the plains, they would flee to the canyon during invasions, using defensive caves stashed with food and supplied with water to wait out the invaders. Now the canyon is home to creatures both natural and unnatural as well as the Shrieking Goblins, notorious lizard-riding raiders of the steppe.

Recently, the level of raiding activity from the Shrieking Goblins has dropped dramatically, and the PC has been hired (or otherwise charged) to journey into Riddle Canyon to investigate the situation. Leaders are worried that this is the calm before the storm and the goblins are reading for a full scale invasion while others worry a hardier foe has taken the goblins' territory and future security threats will be all the stronger.

The PC knows the general layout of the area (see overview map). The exact location of their lair is unknown, but it is suspected they live among one of the caves in Riddle Canyon where the canyon wall bends back upon itself before continuing uphill. Assume that the PC has access to a city to supply himself for the mission before heading to the keep.

ADVENTURE OVERVIEW

Riddle Canyon is filled with adventure for 1 player fighter level 6-8; however this adventure is suitable for any player with strong martial skills and easily adjustable for a traditional party of 4, levels 2-4 by adding more combatants of the same type in a given area.

While many of the caves are empty and available to the PC for resting, some caves are more than meets the eye. There are 4 caves that contain ancient burial cairns, 4 caves that are home to creatures of the canyon, and 4 open defensive caves. There are 2 lookout posts on either end of the canyon fold and a stone bridges that span the fold. Lastly, there is the entrance to the ancient subterranean city that once thrived here.

OVERVIEW MAP



There are vestigial paths that suggest that at one time, a series of steep roads once connected the canyon floor to the top, but most are eroded now and only a few connections remain. Unless otherwise noted, the canyon walls can be scaled (Climb DC 15).

Unbeknownst to the neighboring tribes and civilizations, a new threat has entered the canyon, a clan of sentient mobile rocks that call themselves the grumblers. Underneath the canyon rock resides a batholith, an ancient and massive rock formation that the grumblers believe to be their fabled lost deity. Using a rock dust that acts as a narcotic to goblins, the grumblers now have control over the Shrieking Goblin tribe, who lives in the remains of the great subterranean city that lies above the heart of the batholith. Day after day, the grumblers urge the goblins to carve one word over and over again in all different scripts: Awaken.

THE KEEP

Slowly eroded by dry winds impregnated with grit, this square stone tower stands 25 feet tall with arrow slits and observation points facing the steppe. The ribbons of green following alongside the river are a stark contrast to the endless dusty horizon beyond.

The keep is 20 ft. square, housing a rotation of watchmen 10 at a time. They offer the PC shelter, food, water and boarding for his mount if he has one, but they have no supplies beyond the basics to offer.

Should the PC find himself overwhelmed, he can retreat to the keep, but the men stationed there will not venture out into the Barren Steppe, although they will defend the keep should it come under attack. Their charge is to observe and report threats from the steppe.

KEEP LIEUTENANT	CR 5
Male human fighter 4/expert 2	1,600 XP
NG Medium Humanoid (human)	
Init -1; Senses Perception +8	

Defense

AC 18, touch 11, flat-footed 17 (+4 armor, +1 enhancement, +1 Dex, +2 shield) hp 53 (4d10+16 plus 2d8+6) Fort +7, Ref +2, Will + 6 (+8 against fear)

Defensive Abilities armor training, bravery

Offense

Spd 20 ft. (30 ft. base) **Melee** +1 longsword +9 (1d8+5) **Ranged** light crossbow +6 (1d8/19-20)

STATISTICS

Abilities Str 14, Dex 12, Con 16, Int 13, Wis 14, Cha 10 **Base Atk** +5; **CMB** +7; **CMD** 18

Feats Alertness, Combat Expertise, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +4, Climb +5, Diplomacy +4, Handle Animal +4, Intimidate +4, Knowledge (engineering) +5, Profession +6, Sense Motive +8 (+10 opposing Bluff Checks), Survival +6, and Swim +4

Languages Common, Dwarven, Elven

Gear +1 *longsword*, masterwork large steel shield, +1 *chain shirt*, light crossbow with 20 bolts, silver dagger, cold iron dagger, signal whistle, 159 gp

WATCHMAN (9) LN male human fighter 2

Init +1; **Senses** Perception +3

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 20 (2d10+9) Fort +5, Ref +1, Will +0 (+1 against fear) Defensive Abilities bravery

OFFENSE

Spd 30 ft. **Melee** longsword + 5 (1d8+2/10-20) **Ranged** light crossbow +3 (1d8/19-20)

STATISTICS

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

Base Atk +2; CMB +4; CMD 15

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (Longsword)

Skills Climb +5, Intimidate +5, Survival +5

Language Common

Gear chain shirt, longsword, dagger, light crossbow, 20 bolts, signal whistle, 1 gem (50 gp), and 12gp

THE BARREN STEPPE

Riddle Canyon is 1 day's travel from the keep following the dried-out bed of the seasonal river and 2 days' travel if he follows the canyon's edge. A Survival DC 10 reveals watering holes along the route and if following the canyons, finds suitable caves for resting.

Getting lost is not much of a problem with such prominent geological features to guide the PC; however heat exposure is a serious concern. The barren steppe heats up quickly, reaching over 100° F by midday. Most of the vegetation (if any) is tough grass and there is very little shade except in the shadows of the canyons. Should the PC travel during the heat of the day, he must make a Fortitude save every hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Wearing heavy clothing or armor of any sort grants a -4 penalty to this save. If he takes nonlethal damage from the heat, the PC suffers from heatstroke and is fatigued until he recovers from the nonlethal damage taken from exposure to the heat.

As the saying goes, when it rains, it pours, and the Barren Steppe is no exception. Bouts of torrential rain slam into the canyon from time to time (15% during this time of year). The water makes the rocks slick (Climb DC 20). It also makes awareness of ones surroundings more difficult (-3 to Perception checks) as sheets of water make visibility more difficult and the cacophony of thunder and fat pelts of water hitting stone fill the air.

RANDOM ENCOUNTERS

Life in the steppe is sparse but resilient and usually hungry. The relentless heat of the day brings a lethargy to life in the steppe, but once the heat passes, life abounds. Roll for random encounter every 4 hours during the day and every 2 hours during the night.

CR 2 RANDOM ENCOUNTER (D8)

^{600 XP} **1.** HYENA **(4)**

N medium animal Init +2; Senses Low-light vision, scent; Perception +7 CR1

400 XP

CR 2

600 XP

CR1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 13 (2d8+4) Fort +5, Ref +5, Will +1

Offense

Spd 50 ft. Melee bite +3 (1d6+3 plus trip)

STATISTICS

Abilities Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

Base Atk +1; CMB +3; CMD 15

Feats Skill Focus (Perception)

Skills Stealth +6 (+10 in tall grass); Racial Modifiers +4 Stealth in tall grass

2. Рима (2)

N medium animal Init +4; Senses Low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 19 (3d8+6) Fort +5, Ref +7, Will +2

Offense

Spd 30 ft., climb 20 ft. **Melee** bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3) **Special Attacks** pounce, rake (2 claws +6, 1d3+3)

STATISTICS

Abilities Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Perception), Weapon Finesse Skills Acrobatics +8, Climb +11, Stealth +11 (+15 in

undergrowth); **Racial Modifiers** +4 Stealth in undergrowth)

3. VIPER SNAKE

N medium animal 400 XP Init +5; Senses low-light vision, scent; Perception +9

Defense

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 13 (2d8+4) Fort +5, Ref +4, Will +1

OFFENSE

Spd 20 ft., climb 20 ft., swim 20 ft. **Melee** bite +2 (1d4-1 plus poison)

STATISTICS

Abilities Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 2 Base Atk +1; CMB +0; CMD 11 (can't be tripped) Feats Improved Initiative, Weapon Finesse^B Skills Acrobatics +9, Climb +9, Stealth +9, Swim +9

SPECIAL ABILITIES

Poison (Ex) Bite – injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

4. DESERT SCORPION

N large vermin 800 XP Init +0; Senses Darkvision 60 ft.,tremorsense 60ft,; Perception +4

Defense

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size) hp 37 (5d8+15) Fort +7, Ref +1, Will +1 Immune mind-affecting effects

Offense

Spd 50 ft.
Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)
Special Attacks (constrict 1d6+4)

STATISTICS

Abilities Str 19, Dex 10, Con 16, Int –, Wis 10, Cha 2 **Base Atk** +3; **CMB** +8 (+12 grappling); **CMD** 18 (30 vs. trip) **Skills** Climb + 8, Stealth +0

SPECIAL ABILITIES

Poison (Ex) Sting – injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

5. GIANT WOLF SPIDER

N Large Vermin

Init +3; Senses Darkvision 60 ft., tremorsense 60 ft., Perception +5

Defense

AC 17, touch 12, flat-footed 14 (-1 size, +3 Dex, +5 natural) hp 32 (5d8+10) Fort +6, Ref +4, Will +1

OFFENSE

Spd 40 ft., climb 30 ft. Melee bite +6 melee (1d8+6 plus poison) Space 10 ft.; Reach 5 ft. Special Attacks leaping attack (1d6+2)

TACTICS

Before Combat The giant wolf spider's tactics differ depending on where the giant wolf spider is encountered. In the Barren Steppe, the spider hides in its subterranean burrow, popping out of from its trapdoor to bite at prey. Among the rocks of the canyon, the spider likes to use its leaping attack on victims.

STATISTICS

Abilities Str 18, Dex 16, Con 15, Int –, Wis 11, Cha 3

Base Atk +3; CMB +9; CMD 22 (26 vs. trip)

Skills Acrobatics +11, Climb +16, Stealth +7; Racial Modifiers +8 Acrobatics, +12 Climb, +8 Stealth

SPECIAL ABILITIES

- **Leaping Attack (Ex)** The giant wolf spider can leap and attack as a charge action, dealing an additional 1d6+2 damage to its target.
- **Poison (Ex)** Bite injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Strength damage, cure 1 save.

CR 3 6. LARGE MONSTROUS CENTIPEDE (2) N large vermin ion +4 Init +2; Senses Darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 16 (3d8+3) Fort +4, Ref +3, Will +1 Immune mind-affecting effects

Offense

Spd 40 ft., climb 40 ft. Melee Bite +3 (1d8+1 plus poison) Space 10 ft. Reach 5 ft. Special Attacks poison

STATISTICS

Abilities Str 13, Dex 15 Con 10, Int –, Wis 10, Cha 2 Base Atk +2; CMB +4; CMD 16 Feats Weapon Finesse^B Skills Climb +12, Stealh +6

SPECIAL ABILITIES

Poison (Ex) Bite — injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

7. NO ENCOUNTER

CR 3

800 XP

8. NO ENCOUNTER

RIDDLE CANYON FOLD

A tepid breeze blows through the canyon seeming almost cool to your warm skin. Dwarfed by the giant slabs of rock, the enormity of your task sets in as you see the hundreds of holes and crevices that cover the canyon face.

The canyon wall is 100 feet tall and the fold is approximately 100 feet in depth. While there are many other caves, the map shows all the viable cave entrances on the pathway that have something of interest. Elevation is given in feet in relation to the canyon floor. The PC can use Perception to tell the viable cave entrances apart from other holes in the rock face (DC 10 within 10 ft., +1 for every 5 ft. beyond). Using a spyglass removes any distance modifiers.

1. HOBGOBLIN LOOKOUT

This cave is actually inside of a large piece of rock that juts out of the canyon wall and serves as a lookout post for a neighboring tribe of hobgoblins.

This 20 ft. x 20 ft. cave hangs over the canyon, illuminated by beams of light shooting in from small viewing holes carved in the outer wall. A pile of trash sits in the back corner while the remains of a fire pit in the center reveal that the cave has recently been in use.

Creatures: Assignment to the canyon lookout is one of the lowest posts among the hobgoblins, and Glinrok and Thorg are enduring their punishment in stride. Glinrok challenged his war band's leader and lost, and Thorg slept with the leader's niece. Glinrok regards Thorg's company as part of his punishment.

CANYON FOLD MAP



During the day, they roam the canyons hunting for food and sport and gathering fire wood for the cold nights. While there is only a 20% chance they are in the cave during the day, the hobgoblins bed down in the cave at night with a 50% chance that they light a fire.

If approached peaceably, the hobgoblins are unfriendly, but do not attack. If the PC can turn them to Indifferent, they are willing to answer a few questions about the state of things in the canyon (notably that they have seen little of the Shrieking Goblins the past few months). If the PC can turn them to Friendly, they will offer the PC a spot by the fire in their cave. If the PC complains about orders, superior officers or women (and the trouble they can get you in), he gets a +5 empathy bonus to his Diplomacy checks.

Glinrok

LE male hobgoblin fighter 4 Medium humanoid (goblinoid) Init +2; Senses Darkvision 60ft.; Perception +4

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield) hp 38 (4d10+16) Fort +7, Ref +3, Will +2; +1 vs. fear Defensive Abilities armor training 1, bravery

OFFENSE

Spd 30 ft. **Melee** +1 *longsword* +9 (1d8+4/19–20) **Ranged** javelin +6 (1d6+3)

STATISTICS

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8
Base Atk +4; CMB +7; CMD 19
Feats Dodge, Mobility, Power Attack, Toughness, Weapon Focus (longsword)
Skills Intimidate +3, Stealth +8, Survival +5; Racial Modifiers +4 Stealth
Language Common, Goblin
Gear cure moderate wounds potion, javelins (3), +1 longsword, masterwork chain shirt, masterwork heavy shield, rations (5), rope (hemp), waterskin, 20 gp, 50 sp, 20 cp

Thorg

CR 2 3 600 XP

LE male hobgoblin warrior Medium humanoid (goblinoid) **Init** +1; **Senses** Darkvision 60ft.; Perception +6

Defense

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield) hp 25 (3d10+9) Fort +5, Ref +2, Will +0

OFFENSE

Spd 20 ft. (30 ft. base) Melee masterwork longsword +6 (1d8+1/19-20) Ranged javelin +4 (1d6+1)

STATISTICS

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8 **Base Atk** +3; **CMB** +4; **CMD** 15

Feats Skill Focus (Perception), Weapon Focus (longsword) **Skills** Intimidate +3, Stealth +2, Survival +3; **Racial**

Modifiers+4 Stealth

Language Common, Goblin

Gear chain shirt, heavy steel shield, 5 javelins, masterwork longsword, *potion of cure moderate wounds*, rations (5), waterskin, 10 gp, 30 sp, and 50 cp.

2. THE FAMILY THAT EATS TOGETHER STAYS TOGETHER

This abandoned open defense cave is home to a family of blood boulders, cleverly positioned as seats around the well.

This rough-hewn cave is 60 feet deep and 35 feet wide, carved out of the canyon itself. At the cave entrance is a notch on the side and a carved trough on the floor, slightly set inside the cave. Toward the center of the room is a 4-foot tall stone wall encircling a 10-foot-wide span. Three small boulders spaced 5 feet apart circle the well.

CR4

1.200 XP

FEATURES

Boulders: See Creatures.

- **Communication Tube**: In the far back corner is a 6-inch hole, once used as a means of communication between defensive caves during times of invasion. A Perception check DC 15 reveals a slight movement of air coming from the hole.
- **Lighting**: While there are notches caved into the wall for torches and hooks for lamps, the cave has no lighting inside. Sunlight illuminates the first 30 feet from the cave entrance and moonlight illuminates the first 10 feet.
- **Well**: At the center of the cave is a well that taps into an underground river. The water is 20 feet down and potable. A bucket attached to a winch rests beside the well. On the back side of the well is a stack of desiccated bodies.

Creatures: Blood boulders appear little more than bespeckled rock, but on closer inspection, they are covered with hideous little mouths packed with needle-sharp teeth and those speckles are actually the blood of their victims. Having no feet, blood boulders move by pushing their bodies into a rolling motion, reaching very high speeds.

BLOOD BOULDER (3)

CR 2 600 XP

N Small Aberration Init -1; Senses blindsight 50 ft.; Perception +4

Defense

AC 15, touch 10, flat-footed 15 (-1 Dex, +5 natural, +1 size) hp 19 (3d8+6) Fort +3, Ref +0, Will +2 DR 5/blungeoning

Offense

Spd 50 ft. **Melee** slam +6 (1d4+4 plus grab) **Special Attacks** blood drain

TACTICS

During Combat The first blood boulder attacks by slamming into the victim and knocking them to the ground. Then the rest of the pack slams into the prone victim, grabbing hold with its little mouths and blood draining grabbed prey. When they have drunk their fill, they retreat to digest their meal.

STATISTICS

Abilities Str 18, Dex 9, Con 14, Int 2, Wis 8, Cha 6 Base Atk +2; CMB +5 (+9 grapple, +13 overrun); CMD 14 Feats Power Attack, Improved Overrrun Skills Stealth +7 SA camouflage

SPECIAL ABILITIES

- **Blood Drain (Ex)** As a standard action, a blood boulder can drink the blood of a grabbed creature with a successful grapple check, dealing 1d4 points of Constitution damage. Once a blood boulder inflicts 4 points of Constitution damage, it rolls away to digest its meal.
- **Camouflage (Ex)** From a distance, a blood boulder's outer skin makes it appear like a small boulder. An observer must make a successful DC 20 Spot or Knowledge (dungeoneering) check to notice that a still blood boulder is actually a living creature.

3. GONE TO THE DOGS

This cave is home to a pack of hyenas that hunt the canyon.

The entrance to this cave is a 10-foot long passage little more than 4 feet wide that opens into natural cave roughly 30 feet in diameter. Parts of half-eaten corpses in various stages of decay litter the floor, and the smell coming from the cave is strong, a mixture of decay, feces and unwashed animals.

CR1

400 XP

HYENA (4)

N medium animal

Defense

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 13 (2d8+4) Fort +5, Ref +5, Will +1

Init +2; Senses Low-light vision, scent; Perception +7

Offense

Spd 50 ft. **Melee** bite +3 (1d6+3 plus trip)

TACTICS

Before Combat the hyenas are very territorial, and they emit warning sounds (a low growl that turns into a high pitched yelp) as soon as they perceive someone entering the cave.

During Combat the hyenas prefer easy meals (read carrion), but they will not pass up the opportunity for a fresh meal if it is stupid enough to wander into their lair. The hyenas work together, flanking their prey as much as possible.

STATISTICS

Abilities Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

Base Atk +1; CMB +3; CMD 15

Feats Skill Focus (Perception)

Skills Stealth +6 (+10 in tall grass); Racial Modifiers +4 Stealth in tall grass

4. GET OFF MY LAWN!

This cave is home to a crotchety old rock reptile, a 5-foot long chameleon-like lizard that roams the canyon.

The road leads to a small cave, roughly 15 feet in diameter, and then promptly ends in a drop off. Large boulders and loose rock litter the edge, and a pile of rock rubble is mounded in the back of the cave.

FEATURES

Edge: Falling (or being pushed) off the edge is quite dangerous as the next landing is 20 feet below and climbing back up is a Climb DC 20.

Rock Rubble: The rock reptile generally sleeps hiding among the rock rubble.

Creatures: The rock reptile is typically a nocturnal hunter, preferring to spend the hottest part of the day in its lair. It suns in front of its lair in the morning and early evening.



ROCK REPTILE N Medium Animal Init +6; Senses low-light vision.; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 37 (5d8+15) Fort +7, Ref +6, Will +1

OFFENSE **Spd** 20 ft. **Melee** bite +8 (1d4+6) Special Attacks ambush

TACTICS

- Before Combat if the rock reptile comes home from a night of hunting and finds the PC there, he uses his ambush immediately. If the PC approaches as the rock reptile is sunning, it blends in with the rock and then attacks (using ambush) when the PC is within 20 ft. If the PC enters the cave while the rock reptile is resting inside its lair, it will attack.
- Morale If the rock reptile is fighting near the road's edge and is badly injured (under 10 hp), he charges, attempting to push the PC off the edge instead of biting.

STATISTICS

Abilities Str 18, Dex 14, Con 16, Int 2, Wis 10, Cha 6

Base Atk +3; CMB +7; CMD 19

- Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (bite)
- Skills Climb +10; Stealth +18; Racial Modifiers +4 to Stealth checks, +12 in rocky or mountainous terrain

SPECIAL ABILITIES

Ambush (Ex) A rock reptile is able to dart out of its hiding place with blinding speed, catching opponents by surprise. A rock reptile that attacks a flat-footed opponent gains a +4 circumstantial bonus to its attack roll in that round.

5. HOME SWEET HOME

This natural cave is home to a mated pair of pumas who are extremely territorial. They hunt from dawn to evening, bringing home their kill when possible.

The entrance to this cave is a 10-foot long passage little more than 4 feet wide that opens into natural cave roughly 30 feet in diameter. Toward the back of the cave are a pile of bones and bodies in various stages of decay and to the side is a shallow pool of water where water drips off a stalactite hanging from the ceiling.

FEATURES

Bodies: While most of the skeletons are from various animals, there are some goblin, hobgoblin, and orc remains in the pile.

Pool: The water in the pool is relatively fresh and potable. The pool is 5 feet wide and 1 foot deep.

PUMA(2)

CR 2 N medium animal 600 XP Init +4; Senses Low-light vision, scent; Perception +5

DEFENSE

CR3

800 XP

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 19 (3d8+6) Fort +5, Ref +7, Will +2

OFFENSE

Spd 30 ft., climb 20 ft. Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3) **Special Attacks** pounce, rake (2 claws +6, 1d3+3)

STATISTICS

Abilities Str 16, Dex 19, Con 15, Int 2, Wis 13, Cha 6 Base Atk +2; CMB +5 (+9 grapple); CMD 19 (23 vs. trip) Feats Skill Focus (Perception), Weapon Finesse Skills Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth); Racial Modifiers +4 Stealth in undergrowth)

6. ONE MAN'S TREASURE IS ANOTHER CREATURE'S LUNCH

This cave is one of the defensive caves scattered throughout the canyon, complete with a water well, circular stone door, and communication tube, although to where the tube connects is lost with the fallen civilizations of the canyon. Read the following description when the PC can clearly see into the cave.

This rough-hewn cave is 60 feet deep and 35 feet wide, carved out of the canyon itself. At the cave entrance is a notch on the side and a carved trough on the floor, slightly set inside the cave. Toward the center of the room is a 4foot tall stone wall encircling a 10-foot-wide span. A layer of dust and grit blankets the collective debris littering the floor: broken jars, rotting cloth, and remnants of furniture long-since used.

FEATURES

Communication Tube: In the far back corner is a 6-inch hole, once used as a means of communication between defensive caves during times of invasion. A Perception check DC 15 reveals a slight movement of air coming from the hole. If the PC yells into the hole and listens for a response, a Perception check 10 hears skittering from the other end.

- Hidden Stash: While much of the food has either been taken or spoiled and the easy-to-find treasures looted, there is a well-hidden stash of gems along the back wall in a hollowed-out notch carved low to the ground (Perception DC 17). This stash is a pile of gems containing 10 25-gp gems, 5 50-gp gems, and 1 100-gp gem - all that remains of the crystal serpents' food stores.
- Lighting: While there are notches caved into the wall for torches and hooks for lamps, the cave has no lighting inside. Sunlight illuminates the first 30 feet from the cave entrance and moonlight illuminates the first 10 feet.
- Well: At the center of the cave is a well that taps into an underground river. The water is 50 feet down and potable, but the bucket has long since rotted away.

Creatures: The cave is home to a brood of crystal serpents, creatures that eat and are entirely composed of gems. They use their detect gems ability while they "hunt" for their food gems of any and all types-and they prefer to travel through the ground, as their crystalline bodies tend to refract and reflect light, attracting unwanted attention. A small crystal serpent's body is worth 100 gp if properly cut and polished by a skilled craftsman.

CRYSTAL SERPENT (5)

N small magical beast (earth)

Init +2; Senses Darkvision 60 ft., low-light vision,

tremorsense 60 ft., Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size) hp 15 (2d10+4) Fort +5, Ref +5, Will +0

OFFENSE

Spd 30 ft., burrow 30 ft. Melee bite +4 (1d6+1 plus shock) Special Attack shock (1d4 electricity damage)

TACTICS

- Before Combat The crystal serpent detects gems on the PC once it becomes aware of his presence. If the PC has gems on his person, the crystal serpents launch a coordinated attack, flanking the PC as much as possible. If the PC tries to remove the gems from the hidden stash, the crystal serpents attack.
- Morale When there is only one crystal serpent remaining, it will lost heart and retreat into the earth.

STATISTICS

Abilities Str 12, Dex 14, Con 15, Int 7, Wis 10, Cha 5 Base Atk +2; CMB +2; CMD 14 Feats Lightning ReflexesB, Skill Focus (Perception) Skills Stealth +11 SQ detect gems (at will)

SPECIAL ABILITIES

Burrow (Ex) Crystal serpents can travel as easily through stone as fish travel through water. They can travel up to 30 feet per round through solid stone, dirt, or any other type of earth except for metal. The burrowing leaves no tunnel or hole, nor does it create a ripple or any other sign of its presence. A move earth spell cast on an area containing a burrowing crystal serpent flings it back 30 feet, stunning the creature for 1d6 rounds unless it succeeds a Fortitude save DC 16 + caster's relevant ability bonus.

Detect Gems (Sp) A crystal serpent can locate deposits of minerals in the earth much like a *detect animals or plants*, except that stone and dirt does not affect the crystal serpent's vision.

7. ALL THAT GLITTERS IS NOT GOLD

This cave is the final resting place of Malak, a wealthy man who could not bear to be parted with his riches, even in death. His avarice drove him to be buried with a mawler, ensuring that any who would dare rob his grave would meet with an unfortunate fate.

The entrance to the cave is near the remnants of the road, followed by a steep and sudden drop off. Carved along the cave entrance in Common are the words "Here Lies Malak; May the Dead Rest in Peace."

FEATURES

CR1

400 XP

- Entrance: The cave entrance is narrow (Medium creatures must squeeze through the first 5 feet) with a gentle slope downward.
- Cave: The cave itself is small (20 ft. in diameter) with the 5 ft. x 10 ft. cairn in the center. Adequate light reveals cave paintings depicting the life and times of Malak and show various scenes of life in the canyon and a majestic specimen of maleness which can no doubt be Malak himself.
- Cairn: There is in fact no human remains in the cairn, just various items buried with Malak (see Treaure); however a Perception check DC 12 notices that there are small dropping in the cairn. The mawler assumes the form of a bag of coin amongst the other 3 bags of gems and coin. The PC sees through this ruse with a Perception check opposed by the mawler's Disguise skill (+12).
- Drop Off: Climbing back up the drop off is a DC 20 (DC 25 in torrential rain conditions)

Creatures: At first, the mawler didn't mind sharing a cairn with Malak, seeing it more like a convenient buffet where one can eat all one cares to eat. However, Malak has long since been digested and the mawler is ready to leave for greener pastures and maybe catch a snack along the way. It disguises itself as a bag of coins among the other 3 bags of gems and coin, hoping someone will place a greedy little hand inside.

MAWLER

CR4 1200 XP

NE Tiny Aberration (Shapechanger) Init +3; Senses darkvision 60 ft.; Perception +7 Aura magic aura

DEFENSE

AC 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size) hp 39 (6d8+12)

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

OFFENSE

Spd 20 ft. **Melee** bite +9 (1d4+1 plus grab) Special Attacks constrict (1d4+1), vorpal bite

TACTICS

Before Combat the mawler attacks when someone puts their hand inside. If the PC empties the bag to see the contents (rather than places his hand inside) or he sees through the mawler's guise, the mawler attacks, even through he

cannot use his vorpal bite. If the PC places the mawler in his pack, the mawler is content to take a free ride out of the cairn and hope for a meal later.

STATISTICS

Abilities Str 13, Dex 16, Con 14, Int 5, Wis 11, Cha 11

- Base Atk +4; CMB +3 (+7 grapple, +18 grapple if worn as an item of clothing); CMD 16
- **Feats** Dodge, Skill Focus (Perception), Weapon Finesse **Skills** Disguise +12, Stealth +15; **Racial Modifiers** +8 to
- Disguise SQ mimic shape

SPECIAL ABILITIES

- **Magic Aura (Su)** The mawler continuously emits a moderate aura of Transmutation magic. This ability can be negated or dispelled, but the mawler can activate it as a free action on its next turn.
- Mimic Shape (Su) A mawler can assume the general shape of any object that is roughly Tiny size. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble cloth, leather, metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals. The ruse can be detected by a Perception check opposed by the mawler's Disguise skill.
- **Vorpal Bite (Ex)** A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot severs the vicitm's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a -4 penalty to skill checks that require the use of two limbs. Further, a creature that loses its primary weapon-wielding arm or hand suffers a -6 penalty when wielding a weapon in its offhand (unless otherwise trained to fight with their offhand). If the victim loses a foot or leg, the penalty applies to Acrobatics checks, Balance checks, and the like. Additionally, the creature's base speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

8. GO FISH!

This open defensive cave is home to 3 cave fishers. The worked stone and working well makes this cave seem a virtual oasis to travelers of the canyon, and the cave fishers made short work of the last drifter than took refuge in this cave.

This rough-hewn cave is 60 feet deep and 35 feet wide, carved out of the canyon itself. At the cave entrance is a notch on the side and a carved trough on the floor, slightly set inside the cave. Toward the center of the room is a 2foot tall stone wall encircling a 10-foot-wide span. Beside the well is an unfurled bedroll and an open backpack, but no signs of the owner are in sight.

FEATURES

Bedroll and Backpack: See Treasure.

Ceiling: The ceiling of the cave is 20 feet high.

Communication Tube: In the far back corner is a 6-inch hole, once used as a means of communication between defensive caves during times of invasion. A Perception check DC 15 reveals a slight movement of air coming from the hole.

- **Lighting**: While there are notches caved into the wall for torches and hooks for lamps, the cave has no lighting inside. Sunlight illuminates the first 30 feet from the cave entrance and moonlight illuminates the first 10 feet.
- Well: At the center of the cave is a well that taps into an underground river. The water is 40 feet down and potable, and a new rope and make-shift bucket are attached to the winch. A Perception DC 15 check reveals a floating object in the well water, and the PC can fish it out using the makeshift bucket with a DC 12 Dexterity check (see Treasure).

CR 2

600 XP

CAVE FISHER (3)

e HISHER (5)

N Medium Vermin Init +1; Senses darkvision 60 ft.; Perception +0

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 22 (3d8+9) Fort +6, Ref +2, Will +1 Immune mind-affecting effects

OFFENSE

Spd 20 ft., climb 20 ft. Melee 2 claws +5 (1d4+3) Ranged filament +3 (drag) Special Attacks pull (filament, 10 feet)

TACTICS

Before Combat The cave fishers hang from the ceiling near the well. Once their prey is near the well, they shoot their filament and pull in their prey, ripping them apart with their claws.

STATISTICS

Abilities Str 17, Dex 12, Con 17, Int –, Wis 10, Cha 4 Base Atk +2; CMB +5 (+9 with pull); CMD 16 (28 vs. trip) Feats Multiattack, Toughness, Weapon Focus (claw) Skills Climb +11

SPECIAL ABILITIES

- **Filament (Ex)** A cave fisher can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a cave fisher's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is SC 14 (touch 12), has 5 hit points, and has DR 15/slashing. As application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. A cave fisher can have only one filament active at a time.
- **Pull (Ex)** A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.

Treasure: The backpack is full of useful survival tools, including flint and steel, hammer, pitons, hemp rope, waterskin (empty), and whetstone. Floating in the well is a *potion of cure moderate wounds*.

9. HALF-LIGHT

This large natural cave is home to a pair of ceiling divers, magical beasts that resemble large bats with long claws and a prehensile tail it uses to cling to the ceiling. The spacious ceiling and pool of water make it an idea hunting ground for the ceiling diver.

The cave quickly opens up into a large circular area, roughly 40 feet in diameter before continuing on deeper into the canyon. Compared to the other natural caves in the canyon, this is relatively wet, with ambient moisture in the air and a small pool. The walls and ceiling are covered in a slimy phosphorescent mat which bathes the cave in a dim green light.

Features

- **Ceiling**: The ceiling of the cave is dome-like, 25 feet tall at the peak and tapering to 5 feet tall at the edges.
- **Floor**: The cave floor is littered with the typical dust and debris, but a Perception DC 12 spots deposits of fresh feces.
- **Lighting**: The phosphorescent lichen on the walls and ceiling create low-light conditions in the cave.
- **Passage**: The cave continues 30 feet deeper into the canyon, although the passage becomes steadily narrower until it is impossible for Medium creatures to squeeze through.
- **Pool**: A depression in the cave floor becomes a shallow pool when it rains and the water seeps into the canyon rock. Located near the center of the cave, the pool is 10 feet in diameter and 2 feet deep. The water is relatively fresh.

Creatures: The ceiling divers are clinging to the ceiling, hiding. The recent rains have attracted many creatures to the recently filled pool, so the divers are patient for their next meal, waiting for the PC to come at least 15 feet into the cave before swooping down.

CEILING DIVER (2)

CR 3

N Medium Magical Beast 800 XP Init +2; Senses low-light vision, electric field; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 34 (4d10+12) Fort +7, Ref +6, Will +3

Offense

Spd fly 50 ft. (good)

- **Melee** claw +6 (1d6+2 plus shock), tail spike +4 (1d8+2 plus shock and grab) and bite +4 (1d6+1 plus shock)
- **Special Attacks** constrict (1d8+2), powerful charge (claw, 1d6+2), shock

TACTICS

During Combat the first ceiling diver charges while the second uses its tail spike and bite.

STATISTICS

Abilities Str 14, Dex 14, Con 16, Int 4, Wis 15, Cha 10 Base Atk +4; CMB +6 (+10 grappling); CMD 16 Feats Flyby Attack, Multiattack Skills Fly +10, Stealth +7

SPECIAL ABILITIES

Electric Field (Ex) Ceiling divers generate an electric field that allows them to sense their surroundings. A diver's field gives it senses equivalent to darkvision out to 20 ft. For every additional diver within 20 feet, the range of this darkvision increases by 10 feet. Thus, a group of 10 divers would have darkvision out to 110 feet.

Shock (Ex) The touch of a diver deals1d8 points of electricity damage. This ability can only be used for one attack per round, once every three rounds; the ceiling diver requires two rounds to recharge for another shock.

10. THE ANCIENT CITY

The people of the canyon once graced these walls, hewn out of the canyon itself. A past invasion triggered certain defensive measures, and what remains accessible is now home to the Shrieking Goblins, a fierce giant lizard-riding tribe of raiders named for the hellish high-pitched warcry they let out before wading into conflict.

C1. ENTRYWAY AND CITY GATE

This was the entryway to the ancient city, crawling with defensive measures should invasion be attempted.

The entryway shifts from natural cave to man-made walls, opening into a room 30 feet deep and 20 feet wide with sconces along the walls. Scorch marks on the wall testify to past battles, and one of a pair of heavy bronze doors at the far end of the room is cracked open.

FEATURES

- **Bronze Doors:** The doors are incredible heavy, and only one is open fully. The open door has numerous dents and bashes to hint at how it was opened. On the other side of the doors are brackets in the stone on either side of the doors, used to secure supports to brace the doors.
- **Holes and Slits:** A Perception DC 10 notices small holes along the center swath of the ceiling and slim slits along the walls, once used as defensive measures.
- Siderooms: A Perception check DC 12 reveals secret doors along the main hallway that lead into auxiliary siderooms that flank the entryway. The slits are wide enough to stab people with javelins or spears or shoot arrows through.
- **Stairs**: There is a spiral staircase to the left of the doors, but the top of the stairs is blocked off by a giant boulder.

Creatures: There is a 25% chance that the PC encounters either Krig (see C7) or 4 Shrieking Goblin warriors (see C8) in the hallway. Krig would be bringing water or food to the giant lizards in C3, and if Krig is aware of the PC, he opens a dialogue in Common, begging not to hurt him and asking for help from "those horrible rocks." The Shrieking Goblin warriors would be fetching more water for the others in area C8 and are in a pretty good mood, thanks to the narcotic. They do not attack on sight, but they also do not respond to questioning, seeming sort of distant and spacey. However, if the PC attacks them, they do engage.

C2. OUTER WELL

This antechamber housed a well where travelers and merchants could refresh their water supplies without entering the city proper.

This room is 30 ft. square with a well in the center. A hodgepodge of ceramic pots lines the right wall, and at the far wall is an opening blocked by the broad side of large stone.

FEATURES

- **Blocked Passage:** The doorway into the city proper is sealed with a giant circular stone, much like the stones seen in the defensive caves that dot the canyon, only bigger and heavier.
- **Well:** The water is 50 feet down, but still there and potable. The winch mechanism is old, but the bucket is a newer piece. The ceramic pots that line the wall are empty.

Creatures: There is a 25% chance that the PC encounters either Krig (see C7) or 4 Shrieking Goblin warriors (see C8) drawing water from the well. If Krig is aware of the PC, he opens a dialogue in Common begging not to hurt him and asking for help from "those horrible rocks." The Shrieking Goblin warriors are in a pretty good mood, thanks to the narcotic. They do not attack on sight, but they also do not respond to questioning, seeming sort of distant and spacey. However, if the PC attacks them, they do engage.

C3. STABLES

Formerly stable for traveling merchants whose pack animals were brave enough to make the upward trek, the goblins now use this area for keeping their giant riding lizards. Once the PC opens the door, read the following.

As the door opens, an acrid smell escapes the room stinging your nostrils. Five-foot tall stone walls flank the first 10 feet of the room, before revealing a larger room. In the center is a metal trough and more stalls partitioned along the walls.

FEATURES

Double Doors: The doors are closed. A Perception DC 10

hears hissing sounds from the other side of the door. **Trough**: In the center of the room is a divided trough for food

and water, however the trough is empty.

Creatures: Ever since the shrieking goblins fell under the sway of the grumblers, they have been neglectful of their giant riding lizards, often forgetting to give them adequate food and water, never mind cleaning out their stalls. Krig, the goblin cleric, has tried to keep up as best he could, bringing in food from the ever-diminishing supplies in the cold storage (area C5), but not enough to keep these animals sated. A few have already died, but Krig's attempts have endeared him to the animals, and recognizing his scent, they do not attack him.

If Krig is inside the area, he is bringing food or water to the lizards and cautions the PC is move out of the area and away from the food trough. If the PC does as Krig says, the goblin cleric leads him back to C7 and opens a dialogue in Common begging not to hurt him and asking for help from "those horrible rocks."

GIANT RIDING LIZARD (4)

N Medium Animal

Init +2; **Senses** low-light vision, scent.; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 22 (3d8+9) Fort +8, Ref +5, Will +2

OFFENSE

Spd 30 ft., climb 30 ft. **Melee** bite +6 (1d8+4 plus grab)



TACTICS

Before Combat If the PC enters bringing food or water and placing it in the trough, the giant lizards do not attack. Otherwise, they attack at the prospect of a fresh meal that doesn't smell like Krig.

STATISTICS

Abilities Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Base Atk +2; CMB +5 (+9 grapple); CMD 17 (21 vs. trip)
Feats Skill Focus (Perception), Weapon Focus (bite)
Skills Climb +15, Stealth +10; Racial Modifiers +8 Climb, +4 Stealth

C4. GOBLIN BARRACK

This area was once a cantina for merchants and travelers, but is now the main goblin barrack.

The room is 35 ft. wide and 30 ft. deep. Makeshift beds cover the floor with remnants of spoiling food and empty ceramic pots, but the room is eerily void of life.

Creatures: None. Ever since the shrieking goblins have fallen under the influence of the mumbler's narcotic, they have been sleeping the C8, working non-stop on the readying the chamber and stopping only to drink more water, eat rations, and sleep when utterly exhausted.

Treasure: If the PC takes the time to rifle through the bedding, he finds 25 10-gp gems, 5 50-gp gems, 1 100-gp gem, 100 gp, 200 sp, and 400 cp. A Perception check DC 10 reveals a hidden stash containing a *potion of cure light wounds* and a +1 *morningstar*.

CR 2 600 XP



C5. COLD STORAGE

This room is a part of the storage area but magically kept cold for perishable trade goods. While the settlers of the canyon have long since passed, the magic persists. Read the following when the PC opens the door.

A cold surge of air greets you as you open the door. The room is 30 feet wide and 20 feet deep and the ceiling gives a faint light overhead. There is little in this room save a few animal carcasses in the corner.

FEATURES

Lighting: *Continual flame* was cast on the ceiling every 10 feet, filling the room with light.

Temperature: The inner stone of the room was magically imbued to keep this room a cool 33°F.

Creatures: There is a 10% chance of meeting Krig (see C7) while he's fetching more food for the lizards (see C3). He opens a dialogue in Common begging not to hurt him and asking for help from "those horrible rocks."

C6. STORAGE

This room was once rented out to merchants when they stopped at the ancient city over night. Now is it home to the more mundane spoils of the Shrieking Goblin's raids. This large room is lined with stone shelves that are mostly empty with a few pockets of supplies: jars of grain, bolts of cloth, and extra arms and armor. Beams of soft light shine down along the walkways between shelves.

FEATURES

Lighting: Along the walkways *continual flame* was cast on the ceiling every 10 feet, filling the room with light.

Creatures: There is a 10% chance of meeting Krig (see C7) while he's fetching more food for the lizards (see C3). He opens a dialogue in Common begging not to hurt him and asking for help from "those horrible rocks." There is a 25% chance that the PC encounters 3 Shrieking Goblin warriors (see C8) getting supplies for building the scaffolding. The Shrieking Goblin warriors are in a pretty good mood, thanks to the narcotic. They do not attack on sight, but they also do not respond to questioning, seeming sort of distant and spacey. However, if the PC attacks them, they do engage.

Treasure: Besides basic construction materials, there are 200 arrows, 5 bolts of cloth (20 gp each), 20 daggers, 5 hammers, 3 hemp ropes, 5 jars of grains (10 gp each), 5 pick axes, 25 pitons, 100 rations, 10 short bows, 15 short swords, and 100 torches

C7. Krig's Quarters

This office and sleeping quarters was originally used by the keeper of the storage area, for merchants would come and go at all hours of the day. Under normal conditions, this area would be the domain of the Shrieking Goblin's chief, but it is currently home to Krig, the cleric of the tribe.

A stone shelf extends from the wall 3 feet from the ground making a small L in the corner of the room. What might have been a working cubical and desk has now been made into beds, although it looks like some time has passed since anyone slept there. A wall extends on the opposite side of the room, ending prematurely leaving a 5-foot entrance that is covered with a heavy curtain. This room is lavishly decorated with skins and pillows and is completed by a proper bed with a chest at its end.

FEATURES

- **Built-in Desk**: The stone was part of a working desk, but has been turned into bunk beds (complete with a makeshift ladder) typically used by the chief's guards. There is bedding for 4 individuals.
- **Chest:** The wooden chest is reinforced with steel bands (hardness 5, hp 17, break DC 23). It is locked and was trapped but Krig set off the trap and has not reset it (see Treasure for contents).
- **Chief's Room**: This area was the chief's domain before he fell under the sway of the grumblers and is now where Krig sneaks away to rest.
- **Door**: Krig set up a crude alarm trap in which various objects clang together when the door is opened and a trip wire is broken. It takes a DC 12 Perception check to notice the wire, but it is not possible to disarm from the outside.

Creatures: Krig is the only Shrieking Goblin that is not under the effect of the grumbler's narcotic, which brings a sense of euphoria and makes the imbiber subject to influence (as *suggestion*, CL 10, Will DC 16). He has been sneaking around the lair, feeding the lizards, and pretending to be under the effects of the narcotic to see what the grumblers are up to in C8. If the PC has not met Krig earlier in the city, he finds Krig in this area. If the PC sets off the alarm, Krig hides and readies a weapon incase he is attacked.

When Krig first meets the PC, he opens a dialogue in Common begging not to hurt him and asking for help from "those horrible rocks." If the PC allows him to speak, Krig gives the PC the following information.

A few months ago, some sort of ailment came over the tribe, even the chief fell victim to its mellowing and mindnumbing effects. Krig tried all his traditional methods (*cure* spells, *remove disease, remove curse*), but to no avail. Then the grumblers ("big talking rocks") came in, talking to the goblins and convincing them to work and live in the great hall (area C8). One of the chief's personal guards attacked the grumblers, only to be trampled to death. Since then, Krig has kept his head low, mimicking others in order to pretend to be under the effect while uncovering what was going on.

There are 3 grumblers and they speak their own language, so Krig cannot understand what they are saying amongst themselves. The times that Krig has entered C8 with *comprehend languages* cast on himself, he's caught snippets of conversation – something about the great one waking from his long slumber. When they talk to goblins, a high pitched voice speaks through a small rock placed on their body, instructing the goblins to carve things into the rock. Most of the goblins are illiterate, but Krig recognized the words with the help of his magic. It was the same word over and over again in different languages – awaken.



Using his spells, Krig has ascertained the grumblers put something in the water. While he is capable of purifying water for himself in private, he cannot do so with the grumblers watching over all the goblins in C8. He is also fairly certain that it will take time for the substance to work through their systems before they get back to normal. Krig begs the PC for help with the grumblers. With his Knowledge (arcana) and Knowledge (religion), Krig also knows this is old magic, meaning that it takes a great time to prepare for, but is more than likely going to have devastating effects. There is a reason the old ways passed, is there not?

Krig does not wish harm to this tribe, and should the PC agree to help, Krig suggests merely subduing any wandering tribesmen they may run into before heading into C8.

Krig

CR 5 1,600 XP

Male goblin cleric 5 NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 size)

hp 32 (5d8+10)

Fort +5, Ref +5, Will +6

OFFENSE

Spd 30 ft.

Melee short sword +4 (1d4/19-20)

Ranged *magic stone* +7 (1d6+1)

Special Attacks channel negative energy (3d6), orisons **Spells Prepared** (CL5)

- 3rd meld into stone, fireball*
- 2nd augury, cure moderate wounds, delay poison, soften earth and stone*
- 1st-bless, comprehend languages, cure light wounds, sanctuary, magic stone*

- 0 create water, detect magic, purify food and drink, stabilize
- **Domain Powers** (Earth/Fire) *acid dart, fire bolt*

TACTICS

Before Combat Krig casts *magic stone* before combat to have ammunition for his sling, preferring to stay out of melee combat.

STATISTICS

Abilities Str 11, Dex 15, Con 12, Int 12, Wis 15, Cha 10 Base Atk +3; CMB +2; CMD 15

Feats Dodge, Improved Initiative, Lighting Reflexes

Skills Climb +3, Diplomacy +4, Heal +6, Knowledge (arcana) +5, Knowledge (religion) +5, Ride +8, Sense Motive +6, Spellcraft, +5, Stealth +10; Racial Modifiers +4 Ride, +4 Stealth

Languages Common, Goblin

Gear divine focus, healer's kit, studded leather armor, short sword, spell component pouch

Treasure: potion of cure light wounds (10), potion of cure moderate wounds (3), potion of cure serious wounds, dust of disappearance, 5 50-gp gems, 3 100-gp gems, 1 flawless diamond (1,000 gp)

C8. AWAKEN CHAMBER

This chamber was a sacred place to congregate outside of the city, and for a long time, it was sealed by a magical ward, preventing anyone evil from opening the doors. The Shrieking Goblins had long since given up trying to open the door, but the grumblers had little problem making egress, and work on awakening the great one began.

This 35 ft. square room is filled with light emanating from a giant crystal in the center of the room. Around the crystal are three large boulders and four columns are space around the room, ornately carved and painted in bright blue, green, and ocher. The lower sections of the walls near the door are covered with script carved into the wall. Goblins are working on the far side of the room, some carving into the wall while others are constructing scaffolding to reach higher up the wall.

FEATURES

Ceiling: The ceiling in 20 ft. tall.

- **Crystal**: The central crystal is quartz. The top of the crystal domes on the surface of the canyon, conducting and disseminating light throughout the crystal. It reaches all the way down to the batholith, which is why the grumblers have chosen this site for their ceremony.
- **Goblins**: The goblins are all under the effect of the narcotic, both happy and unaware of things around them. They are under the grumblers' suggestion to carve these funny figures into the rock (most goblins are illiterate and don't really know what they are carving), and they stop only to eat, drink, and sleep. If the grumblers command them to attack the PC, they get another Will save (+5 bonus if Krig is with him or otherwise notes that the PC is not a threat to them, +5 if Filnik makes his save and orders the goblins to do otherwise).

Lighting: The quartz crystal fully lights the room as the outside conditions (low-light during the evening).

Rocks: The large rocks are actually grumblers (see Creatures).

Creatures: If goblins were sent out to get supplies, the grumblers are not alarmed at the PCs approach; however their sensitivity to vibrations alerts them within 30 ft. that the creature approaching is too big to be a goblin. They will try communicating through the mumbler, saying "Halt! Who goes there?" first in Goblin and then in Common. If there is no response, they move closer to investigate.

There are a total of 20 Shrieking Goblin warriors; subtract any that the PC encountered and dealt with in other parts of the ancient city.

GRUMBLER (3)

CR 4 1200 XP

N Large Aberration **Init** +2; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +7

DEFENSE

AC 15, touch 7, flat-footed 15 (-2 Dex, +8 natural, -1 size) hp 42 (5d8+20)

Fort +5, Ref +1, Will +4

DR 8/—; Immune critical hits, mind-affecting effects, poison, sneak attack, stunning; Resist 10 cold, 10 fire

Offense

Spd 10 ft.

Melee slam +7 (2d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks landslide, trample (2d6+4, DC 15)

TACTICS

- **Before Combat** If they hear spells being cast or are attacked, the grumblers attack.
- **During Combat** The grumblers prefer to trample or slam their enemies into a bloody pulp.
- **Morale** When one of the grumblers dies, one of the other ones uses its sway over the goblins and orders them to attack the PC.

STATISTICS

Abilities Str 16, Dex 7, Con 18, Int 10, Wis 10, Cha 2

Base Atk +3; **CMB** +7; **CMD** 15

Feats Improved Initiative, Lighting Reflexes, Weapon Focus (slam)

Skills Acrobatics+10, Stealth +10; Racial Modifiers +6 Acrobatics, +10 Stealth

SPECIAL ABILITIES

Landslide (Ex) A group of three or more grumblers may cause a landslide, assuming they are in a position to cause a landslide and all are within 50 ft. of each other. A landslide must start on high ground and must be able to travel at least 100 feet from start to finish. The part must follow the natural slope of the terrain, and the landslide has a width equal to double the total reach of all the grumblers in the landslide. For instance, four Large grumblers, each with a reach of 10 feet, combine for a width of 80 feet.

Characters in the bury zone take 3d6 points of damage plus the slam damage of each grumbler in the landslide, or half that amount it they make a DC 15 Reflex save. They are subsequently pinned.

Pinned characters take 1d6 points of non-lethal damage per minute. If a pinned character falls unconscious, he must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead, so long as the grumblers maintain the pin. The save DC is Strength-based. A grumbler landslide is otherwise the same as a normal landslide. After performing a landslide, the grumblers must move back into position to repeat the maneuver with the same bury zone.

GOBLIN WARRIOR (20)

Male and Female Warrior 1 NE Small humanoid (goblinoid) **Init** +6; **Senses** darkvision 60 ft.; Perception -1

Defense

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 size) hp 6 (1d10+1) Fort +3, Ref +2, Will -1

OFFENSE Speed 30 ft. **Melee** short sword +2 (1d4/19-20)

STATISTICS

Abilities Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6 Base Atk +1; CMB +0; CMD 12 Feats Improved Initiative Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin Gear leather armor, short sword

GOBLIN CHIEF'S GUARD (3)

CR 1/2 200 XP

CR 1/3

135 XP

Male and Female Fighter 1 NE Small humanoid (goblinoid) Init +6; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size) hp 8 (1d10+3) Fort +4, Ref +2, Will -1

OFFENSE

Speed 30 ft. Melee masterwork short sword +5 (1d4+1/19-20)

STATISTICS

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 9, Cha 6
Base Atk +1; CMB +1; CMD 13
Feats Improved Initiative, Weapon Focus (short sword)
Skills Ride +10, Stealth +10, Swim +4; Racial Modifiers +4 Ride, +4 Stealth
Languages Goblin
Gear studded leather armor, masterwork short sword

FILNIK, SHRIEKING GOBLIN CHIEFCR 2Male Goblin Fighter 3600 XPNE Small humanoid (goblinoid)Init +6; Senses darkvision 60 ft.; Perception +0

Defense

AC 20, touch 14, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 size)
hp 25 (3d10+9)
Fort +6, Ref +4, Will +2; +1 vs. fear
Defensive Abilities armor training, bravery

Offense

Speed 30 ft. **Melee** +1 short sword +7 (1d4+2/19-20)

STATISTICS

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 10 Base Atk +3; CMB +3; CMD 15

Feats Dodge, Improved Initiative, Mounted Combat, Weapon Focus (short sword)

Skills Climb +2, Handle Animal +4, Intimidate +5, Ride +7, Stealth +7, Survival +4, Swim +2; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

11. KAROFF FAMILY TOMB

This natural cave houses the entombed dead and all that remains of the unfortunate grave robber that tried to steal from them.

The bridge spanning the canyon fold and the remnants of the road lead to a cave entrance. The edge of the path along the canyon drops steeply while the path into the cave continues 5 feet and turns, making it impossible to see what lies beyond, although you can see there is a source of reddish light within.

Features

- **Bridge:** Spanning the canyon fold is a natural bridge. The bridge is 5 feet wide, and falling off the bridge off the edge of the path is quite painful as the next landing is 30 feet down. On the other side of the bridge is an empty cave that was clearly a residence once long ago, but has been empty for a long time.
- **Cave:** The cave is 30 feet wide and 40 feet deep with a low ceiling (6 feet).
- **Lighting:** The cave is lit by the bone delver's lantern, whose range and effects are the same as a normal lantern except that the light is an eerie red.
- Cairns: There are three cairns along the back of the cave, one of which has been opened. On all the cairns, strategic stones on the course just under the surface are covered with a contact poison (black lotus extract – contact; *save* Fort DC 20; onset 1 minute; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 2 consecutive saves).

Creatures: The bone delver is the undead creature that roams this tomb, created when the grave robber died from the contact poison on the open cairn. It is still mostly human in form, although hunched over, and its face is twisted in pain and rage. The bone delver still carries his lantern, which burns with an unnatural red light. The bone delver is not physically bound to the cave, but it does not leave.

•	BONE DELVERCR 4CE Medium Undead1200 XP
	Init +6; Senses Darkvision 60ft.; Perception +9
	DEFENSE AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 45 (7d8+14) Fort +4, Ref +4, Will +6 Defensive Abilities undead traits
	Offense
	Spd 30 ft.
	Melee 2 claws +8 (1d4+2 plus disease)

Special Attacks scream of agony

Gear breastplate, cure light wounds potion, cloak of resistance +1, +1 short sword



TACTICS

During Combat The bone delver initiates combat with its scream of agony before moving in with its claws.

STATISTICS

Abilities Str 15, Dex 14, Con –, Int 7, Wis 12, Cha 15

Base Atk +5; CMB +7; CMD 19

Feats Dodge, Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)

Skills Climb +9, Intimidate +9, Stealth +9

SPECIAL ABILITIES

- **Grave Rot (Ex)** Claw injury; *save* Fort DC 15; onset 1d4 days; *frequency* 1/day; *effect* 1d4 Con and 1d4 Str; *cure* 2 consecutive saves.
- Scream of Agony (Su) When a bone delver screams, living creatures within 30 feet must succeed on a DC 15 Will save or be shaken as long as they remain within the radius. Creatures with more than 10 HD or those that succeed on the Will save are immune to the scream of that bone delver. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Treasure: The open cairn has the following: silver pendant and chain (25 gp), beaten brass torque with decorative etchings (30 gp), beaded earrings (10 gp), pieces of gold embroidered into the death shroud (25 gp total), and a jade bracelet (50 gp). One closed cairn contains a beaten brass beast plate, the remains of a badly rusted longsword with leather wrapped pommel in a bejeweled scabbard, and leather greaves (150 gp to a collector). The last cairn contains a stylized fertile female stone figurine, a string skirt weighted down with beads, gold and silver pieces, and beaded belt (100 gp to a collector).

12. TOMB OF RAQUEL

This roughly 20 ft. x 30 ft. natural cave is the final resting place of Raquel, fabled to be the most beautiful woman of the canyon. Her people have long since left the canyon, yet her cairn remains undisturbed due to the magical guardian they placed in the tomb.

The 5-foot entrance continues 10 feet before opening into a larger space. A stone figure stands where the cave balloons out, and a low moan in a passing breeze sends shivers down your spine.

FEATURES

Cairn: The cairn lies 25 feet behind the stone figurine. It is placed to the side making it impossible to see from the entrance. Placed between the cairn and the stone wall are provisions for life in the here after: ceramic jars with dried food and spirits, bolts of cloth long since eaten by insects, and a box of notions and pretties (100 gp). Within the cairn are the items listed under Treasure.

Ceiling: The ceiling is a mere 7 feet tall.

Entrance: Along the entrance hall are carvings in the stone, a strange pictographic script and runic symbols covering the walls and ceiling. A Linguistics check DC 20 reveals them to be proclamations of Raquel's beauty and sweet demeanor in life and charms to protect her spirit and body in death.

Lighting: There is no lighting in the cave.

Stone Figure: Standing 6 feet tall, this finely carved statute is a stylized form of a human with a furrowed brow and hands clenched, either in prayer or impending vengeance.

Creatures: The stone figure is in fact an ushabti, a funerary statute placed within tombs of important individuals. While they are quite valuable in the collector's market, ushabti are fierce defenders against would-be defilers, tomb raiders, and unholy creatures.

USHABTI

CR 3 N Medium Construct 800 XP Init +1; Senses darkvision 60 ft., low-light vision, Perception +1 Aura permanent hallow, 40 ft. radius

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 natural, +1 Dex) hp 42 (4d10+20) Fort +1, Ref +2, Will +2 DR 5/adamantine; Immune construct traits

OFFENSE

Spd 30 ft. Melee 2 slams +6 (1d8+2) Special Attacks curse, moan

STATISTICS

Abilities Str 14, Dex 12, Con –, Int –, Wis 12, Cha 12 Base Atk +4; CMB +6; CMD 17

SPECIAL ABILITIES

Curse (Su) As a standard action, an ushabti can curse a character that has invaded its resting place. A character mush succeed on a DC 13 Will save or suffer a permanent -4 sacred penalty on all saving throws. The save is Charisma-based. This curse is far-reaching and also affects all the character's family members, though with only half the penalty.

Creature who take no treasure from an ushabti's tomb are freed from the curse upon departing, but those who escape with treasure continue to hear the ushabti's moaning in the back of their minds and cannot escape the guilt of their theft.

This curse can be removed with a *remove curse* or atonement spell cast by a cleric who is privy to the Death domain, or when all items removed from the tomb are returned along with a penance worth 10% of the value of the missing treasure. Remove curse and atonement spells are only effective if cast upon the original defiler of the tomb. Cursed family members subject to these spells discover that the curse is nullified only for a day's time, after which it returns in full force.

Moan (Su) When it notices intruders, the ushabti begins to emit a low, melancholy moan as a free action. Those within 60 feet who can hear this dirge are wracked with guilt for disturbing the rest of the dead and suffer a -1 morale penalty on initiative checks and attack rolls throughout the combat or until leaving the area. A DC 13 Will save negates this effect. A creature that succeeds on the saving throw is immune to that ushabti's moan for 24 hours. The save DC is Charisma-based. This is a sonic, mind-affecting effect.

Treasure: Inside the cairn are items precious to Raquel-a golden torque set with gems (150 gp), pearl and corral earrings (200 gp), tortoise shell combs (25 gp), and a ring (50 gp).

13. GOBLIN LOOKOUT

This room is part of a series of defensive positions used long ago by the people of the canyon, but the front door was breached and the room was abandoned. The Shrieking Goblins used this room as a look out, but they have not been back since the arrival of the grumblers.

The remains of a large circular stone are lodged into the side and bottom troughs of the cave entrance with a 3-foot-wide hole in the middle of the rock. Inside, the

rough-hewn room is 30 feet deep and 20 feet wide, carved out of the canyon itself. Layers of dust and grit blanket the debris littering the floor. Footprints and the remains of a makeshift fire suggest that the room has been used in the past few months, although there is no trace of them now. A narrow passage in the back of the cave slopes down, heading deeper into the canyon.

FEATURES

- Auxiliary Supplies: Against the wall are a few crude arrows, torches, rations, a horn, and a pile of brush and wood.
- Communication Tube: In the far back corner is a 6-inch hole, once used as a means of communication between defensive caves during times of invasion. A Perception check DC 15 reveals a slight movement of air coming from the hole.
- **Front Door:** Like the other defensive caves, the entrance has a side notch and floor trough so the people inside the room could seal the room off from the outside by rolling a heavy circular stone into place. However, the middle of this stone has been breeched with a hole sized for a Small creature (Medium creatures can squeeze through).
- Hidden Stash: A Perception DC 10 reveals a carved notch in the wall rudely covered up with a pile rocks (see Treasure).
- Lighting: While there are notches caved into the wall for torches and hooks for lamps, the cave has no lighting inside. Sunlight illuminates the first 30 feet from the cave entrance and moonlight illuminates the first 10 feet.
- Passage: The narrow passage is only 3 feet wide and 5 feet tall, sloping downward for 10 feet. The passage is blocked by a single smooth stone similar to the style of rock used on the front door.

Creatures: None

Treasure: The hidden stash contains 20 gp, 50 sp, and 150 cp, a masterwork dagger, and potion of cure light wounds.

14. TOMB OF THE WAKING DEAD

This cave is prison to the lowest of humanity – grave robbers. Captured long ago, they were placed inside this cave and walled in, left to die of thirst and starvation. The damned men tried to clear the exit, moving rock by rock until their hands were bloodied and raw. Even in undeath, they moved rock, but all in vain for the settlers of the canyon inscribed runes along the outer cave mouth that prevented the restless dead from leaving the cave.

The entrance to the cave is off a narrow and badly eroded section of the road. A symbol is carved into the rock along the sides and top of the entrance – a triangle set into a circle. The path into the cave continues 5 feet and turns, making it impossible to see what lies beyond.

FEATURES

Cave: The 5-foot cave entrance was once filled with rock, but is now cleared. Beyond that, the passage curves sharply to the left, opening up into a natural cave 20 ft. wide and 30 ft. deep. Along the side wall is a pile of rocks 5 ft. wide and 10 ft. deep. There is little light in the cave even at high sun, as the bend restricts natural light from outside penetrating the cave. During the evening or morning the cave is completely dark. The ceiling is a mere 6 ft. high.

Creatures: The waking dead now console themselves in tearing apart the living creatures that seek shelter in their cave, for leaving is not an option. The settlers left the grave robbers some of their ill-gotten treasure as a reminder of their sins (see treasure)

WAKING DEAD (2)

CR 3 800 XP

CE Medium Undead Init +2; Senses darkvision 60 ft.; Perception +4

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 32 (5d8+10) Fort +2, Ref +3, Will +5 Defensive Abilities undead traits

Offense

Spd 30 ft.

Melee 2 claws +8 (1d6+4) and bite +5 (1d4+2 plus bite of despair)Special Attacks bite of despair

TACTICS

Before Combat the waking dead hide on either side of the passage and attack once the PC enters the cave.

During Combat the waking dead slashing attack with ferocious tenacity; however, they cannot pass beyond the cave entrance.

STATISTICS

Abilities Str 18, Dex 14, Con –, Int 8, Wis 12, Cha 12 Base Atk +3; CMB +7; CMD 19 Feats Multiattack, Toughness, Weapon Focus (claw) Skills Stealth +4

SPECIAL ABILITIES

Bite of Despair (Su) A living creature hit by a waking dead's bite envisions itself being buried alive desperately trying to escape, suffering a -2 morale penalty to all rolls until the end of combat (DC 13 Will save negates). If a character saves, he is immune to that waking dead's bite of despair for 24 hours and receives a +4 bonus to the Will save to negate other waking dead's bite of despair.

Treasure: Buried in rock pile is the following: 10 25-gp gems, 2 golden rings (50 gp each), 1 silver locket (20 gp), 50 gp, 100 sp, and 200 cp.

15. ORC CAMP

This cave is camp to a band of orcs from the other side of the canyon who are scouting this part of the canyon for possible expansion.

Roughly 20 ft. x 30 ft., this natural cave has a good view of the canyon fold and beyond. Inside, ruffled bedrolls and food trash suggest that someone called this cave home recently.

FEATURES

Bedrolls: There are 5 unmade bedrolls on the cave floor. There are no other personal possessions in the cave.

Creatures: The orcs do their scouting from dusk to dawn and rest inside the cave during the day. They take shifts during the day and rouse the others if they perceive the PC approaching, but there is 25% chance that the orc keeping watch has fallen asleep. They have just entered this part of the canyon, so they cannot shed any light on the Shrieking Goblins. With a



Perception DC 12 , the PC notices that the orcs all have the same tattoo on their left shoulders—what looks like a letter "Y" bisected longways.

The orcs are a pugnacious bunch. If it looks like the PC is heading into their cave, they attack once he's in range of their javelins (30 ft.). If the barrage of javelins is not enough to scare away the PC, the orc leader attacks with his alchemist fire. The orcs prefer to fight in the cave, where the sun's bright light does not penetrate, but if forced, they will fight outside.

ORC LEADER CR 2 Male Orc fighter 2 600 XP CE Medium humanoid (orc) Init +0; Senses Darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield) hp 16 (2d10+2) Fort +4, Ref +0, Will -1; +1 vs. fear Defensive Abilities bravery, ferocity Weaknesses light sensitivity

Offense

Spd 20 ft. (base 30 ft.)

Melee battleaxe +6 (1d8+3/x3)

Ranged javelin +2 (1d6+3)

Ranged Touch alchemist fire +2 (1d6 fire damage plus 1d6 fire damage the next round unless the flames are extinguished)

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 10, Wis 10, Cha 8

Base Atk +2; CMB +5; CMD 15

- Feats Power Attack, Skill Focus (Perception), Weapon Focus (battleaxe)
- Skills Intimidate +3, Knowledge (dungeoneering) +3, Knowledge (engineering) +3

Languages Common, Orc

Gear alchemist fire, backpack, battleaxe, bedroll, 4 javelins, rations (5), light wooden shield, waterskin, 20 gp

Orc (4)

Male Orc warrior 1 CE Medium humanoid (orc) Init +0; Senses Darkvision 60 ft., low-light vision; Perception +2

Defense

AC 13, touch 10, flat-footed 13 (+3 armor) hp 6 (1d10+1) Fort +3, Ref +0, Will -1 Defensive Abilities ferocity Weaknesses light sensitivity

OFFENSE

Spd 30 ft. **Melee** falchion +4 (2d4+4/18-20) **Ranged** javelin +1 (1d6+3)

STATISTICS

Abilities Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6 Base Atk +1; CMB +4; CMD 14 Feats Skill Focus (Perception) Skills Intimidate +2 Languages Common, Orc Gear backpack, bedroll, studded leather armor, falchion, 4 javelins, rations (3), waterskin, 10 sp

CONCLUSION

Once the PC discovers what has happened to the Shrieking Goblins, he can choose to resolve the adventure in number of ways. He can work with Krig to rid the area of the grumblers. He can kill everything in the cave and ask questions later. He can retrieve a sample of the water, hoping to uncover a way to subdue troublesome goblinoids. The only certainty is if the PC does nothing to stop the grumblers, the great one will waken and rise in a month's time, essentially destroying the canyon and triggering earthquakes and tremors for hundreds of miles away.

CR 1/3 PRE-GENERATED CHARACTER

Beryon Valtar CR 7

Male human figher 7 LN Medium Humanoid (human) **Init** +1; **Senses** Perception +4

Defense

AC 23, touch 13, flat-footed 21 (+6 armor, +1 enhancement, +1 Dex, +1 deflection, +1 dodge, +1 natural, +2 shield) hp 64 (7d10+21) Fort +8, Ref +4, Will +4; +2 vs. fear

Defensive Abilities armor training 2, bravery +2

OFFENSE

Spd 30 ft.

Melee +2 *longsword* +15/+10 (1d8+9/19-20), masterwork warhammer +12/7 (1d8+4/x3)

Ranged masterwork longbow +9/+4 (1d6/x3)

STATISTICS

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 10

Base Atk +7; CMB +11; CMD 22

Feats Blind-Fight, Cleave, Dodge, Mobility, Power Attack, Spring Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +7, Handle Animal +5, Intimidate +5, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Ride +6, Survival +8, Swim +7

Languages Common

SQ weapon training 1 (heavy blades)
Gear +1breastplate armor, masterwork heavy steel shield, amulet of natural armor +1, ring of protection +1, +2 longsword, masterwork warhammer, cold iron dagger, masterwork longbow, arrows (20), cloak of resistance +1, handy haversack, potions [cure light wounds (10), cure moderate wounds (2), cure serious wounds, darkvision, heroism, invisibility], heavy horse (combat trained), bedroll, blanket, chalk, climber's kit, crowbar, fishhook (10), flask, flint and steel, grappling hook (5), ink, ink pen, lamp, manacles, oil (3), paper (10), miner's pick, pitons (5), 10-foot pole, rations (10), rope (silk), sack (2), saddle, sealing wax, sewing needle, shovel, spyglass, torch (3), waterskin, whetstone, 10 25-gp gems, 50 gp clothing, 1 family ring (50 gp), 50 gp, 100 sp, 150 cp

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