

# Valley of Tombs by Tom Cartos

## Background

Those who are deemed worthy in the Temple of Judgement after their death are immured in the Valley of Tombs. The high sided valley cuts through part of the mountain that protects the city, and its rocky faces are covered in scattered mausoleums, shrines and grave sites, each dedicated to a storied figure of the city's past.

Due to its historical importance, regular citizens are not allowed to enter the Valley without special dispensation. Instead, the tombs are maintained by a mysterious group known as The Keepers. After the death parade, they meet the pall bearers at the entrance to the Valley and carry the body onwards to its final resting place. At least, that is usually what happens.

Recently a favoured daughter of the city was presented for entombment, but the Keepers did not arrive to collect her remains at the allotted time. Most of the citizens saw this as an ill omen, fearing a great evil would soon descend on the city, and even the guard were unwilling to investigate, such is the aura surrounding the valley.

The senate are looking for a group of outsiders to help them discover what has happened, but they are unable to provide much to go on. It has been years since anyone other than the Keepers entered the Valley, and some of the tombs have stood for centuries. No one is even sure where the Keepers reside in the valley, how many of them there are, or where they came from.

In fact, the Keepers true purpose is not only to maintain the tombs of these heroes, but to protect a magical object of great power, discovered deep in the mountain when the city was still young. It is hidden within 'The First Tomb', an underground burial site of warriors lost in the 'Battle of the Dragon', considered the true birth of Samarahd. It seems recently one of the Keepers lost their way and tried to take this item for themselves, but instead awoke and angered those spirits who had long rested.

## Grid Information

**GRID SIZE – 44x34 (300DPI)**

**VTT SIZE – 6160x4760 (140DPI)**

**RECOMMENDED PRINT SIZE – A0/ANSI E**

## Design Notes

### Valley of Tombs 01 Valley Floor

- **01** – Keepers Way – The meandering pathway is marked only by the enormous stone pillar that lines its sides. This far end of the valley houses some of the oldest tombs and shrines.
- **02** – Small Shrines – Memorials to the unnamed ones lost in the Battle of the Dragon.
- **03** – Mausoleums – Larger tombs dedicated to particular individuals who died in the battle.
- **04** – Carved Plaques – These tell the story of the Battle of the Dragon, and the true founding of the city.
- **05** – Widows Graveyard – Many decades ago, before the valley was closed to visitors, this site was popular for those who wished to pay their respects, but had no specific ties to any of the individual mausoleums. The gravestones have no names, but instead say things like ‘Brother’, ‘Daughter’, ‘Father’, recognising the bereavement of those left behind.
- **06** – Secret stairs down to **09**
- **07** - Secret stairs down to **15**
- **08** - Secret stairs down to **21**

### Valley of Tombs 02 Keepers Crypt

- **09** – Keepers Quarters – The main living area of the mysterious cult known as ‘The Keepers’, it is sparse and simple.
- **10** – Keepers Bedrooms
- **11** – Keepers Library – More lavish and well-furnished than the other areas. Clearly they spend a lot of time here. Based on the books and experiments taking place, their job is more than laying the dead to rest. They are keeping something hidden and safe from the world.
- **12** – Trapped Corridor
- **13** – The First Tomb – This is the crypt where many of the bodies of the warriors who fell in the Battle of the Dragon lay. Had the Emerald Dragon not come to save the city, there would be many more. Secret door behind one of the giant carved skulls leads to **19**
- **14** – Side Crypts
- **15** – Trapped Corridor
- **16** – Preparation Chamber – Here the bodies of the dead are prepared for final burial.
- **17** – Crypt – Secret door leads to 18
- **18** – Hidden Treasure Room – A false yet convincing artefact, to dissuade those seeking the ancient item the Keepers are protecting.
- **19** – Hidden Treasure Room – A number of highly valuable items belonging to the dead are stored here, things that should not fall into the hands of grave robbers. The room is trapped. A second false artefact sits on a pedestal. Secret door leads to **20**
- **20** – Hidden Treasure Room – A jagged crown sits on a pedestal. This item cannot be trusted to anyone, perhaps not even the Keepers themselves. It is kept here locked away from the world.

- **21** – Crypt
- **22** – Crypt
- **23** – Trapped Corridor
- **24** – Crypt
- **25** – Bastion – This room is infused with centuries of arcane protections that permeate out to the rest of the Crypt and the Valley above, keeping the dead at rest. It is also a final stronghold for the Keepers should they need it.