

VALLEY OF THE DRAGONS



Copyright (C) 2003, Mystic Eye Games. All rights reserved.
A Hunt: Rise of Evil setting adventure.



"DUNGEONS & DRAGONS AND WIZARDS OF THE COAST ARE REGISTERED TRADEMARKS OF WIZARDS OF THE COAST, AND ARE USED WITH PERMISSION."

VALLEY OF THE DRAGONS

By Charles W. Plemons III

Additional Writing and Editing: Wade Nudson, Kenneth C. Shannon III

Playtesters: Brian Blum, Chad Cassetty, Terry Dunlap, Chris Harmon, and Nathan Plemons

Layout: Doug Herring

“Valley of the Dragons” is a d20 adventure designed for four PCs of 10th level. The characters can be of any race or class, but characters with wilderness skills and knowledge of the planes will be helpful. The characters should have at least one weapon with a +3 or higher enhancement bonus at their disposal or ability to inflict damage not negated by damage reduction. Although designed for 10th-level characters, the adventure is easily adapted for higher level PCs. See the **Scaling the Adventure** sidebar for ideas and suggestions on accomplishing this. “Valley of the Dragons” is set in the country of Dunreth in the Gothos campaign, but it can be easily integrated into any campaign with some modification.

Adventure Background:

Years ago the mighty conjurer Seelbeck constructed a modest tower in a peaceful valley near the White Fang Mountains, along a tributary of the River Valkmorgan. The old wizard passed the time in contemplative research and study, increasing his magical talent and understanding of the planes. Seelbeck dreamed of offsetting the evil of the world by opening a permanent connection to a plane of good. He believed this

connection would allow creatures of light to enter the world and oppose the wickedness here. Unfortunately one of his old enemies, seeking revenge, discovered Seelbeck’s plans and decided to interfere.

At a crucial moment in the creation of the *gate*, Seelbeck’s foe attacked him. The enemy wizard brought all his power down on Seelbeck and the tower was blast-

ed to rubble. The magical onslaught slew Seelbeck and caused a cascading backlash of planar energies. The cataclysmic explosion twisted the energies of the *gate*, forming an unstable connection to a deep layer of the Abyss. This obscure layer swarms with monstrosities but luckily the *gate* is yet undiscovered by full-fledged demons; however, a number of weaker Abyssal denizens accidentally wandered through the doorway into Dunreth.

Within a week the Abyssal monsters were ranging throughout the valley, slaughtering travelers and residents. Panicked by the creatures the locals are calling “dragons”, people are leaving in droves. In the spring and summer months the verdant valley is a primary farming region for the area—without farmers to work the fields, the food will go to waste and death and starvation could run rampant during the winter. Desperate, the local baron dispatched soldiers to the area to slay the “dragons”. Despite numerous deserters some soldiers did find the “dragons” and were slaughtered. The creatures are still roaming freely through the valley and the people of Dunreth are eager to see them removed.

Adventure Synopsis:

The party can enter the valley for a number of reasons (see **Adventure Hooks** sidebar). The valley is roughly three miles wide and five miles long (thus the encounters take place in a fifteen square mile area) with a

ADVENTURE HOOKS

There are numerous ways to get the PCs interested in the valley.

Dragon Slayers, Sire

The PCs are hired by a local baron, or even King William Wulf himself, to investigate the “dragon” attacks, find the cause, and eliminate it if possible. In this scenario, the PCs might think they know the danger they face and are well prepared. However, the party is very likely to stock up on items that are useful for fighting dragons and useless for what they are going to encounter (*potion of protection from elements*, etc.).

Where Does That Go?

While traversing the Abyss, the PCs discover the open *gate*. If they go through, they will find themselves back in Gothos—perhaps they needed a way back, or maybe this is just a minor encounter. The PCs have the option of trying to close the connection from either side, depending on their desire to remain in the Abyss. In this case, the means of closing the *gate* should be moved to another part of the valley (perhaps carried to the ogre cave described in **My Ogre Brother** below).

Why Me?

In a case of being in the wrong place at the wrong time the PCs’ route takes them through the valley. Oblivious to the danger, they enter the valley and are attacked by the new denizens. One attack will probably be seen as coincidence; however, as they repeatedly find the creatures they will realize something is seriously wrong. They may attempt to stop the creatures on their own. If they need some encouragement they can encounter soldiers who tell them of the reward offered for slaying the “dragons”.

single road running through it parallel to a shallow river. The boundaries of the valley are steep cliffs cut by the river ages ago. They range from 100 ft. to 200 ft. high and are composed of limestone. The relatively flat land within the valley is fertile farmland highly prized for the tremendous annual crop yields. The valley was once forested but has been mostly cleared. There are still stands of trees but the verdant forest that once grew here is long past.

The valley can be entered from many different directions, and most of the creatures within are roaming about and have no lair. Thus many of the encounters in this area have no set location on the map. The GM is free to use the encounters at any location deemed appropriate. There is no reason that the GM would have to use every encounter. They can be run in any order and in any combination. This freeform flow allows the GM to add or remove encounters as necessary to challenge the party and introduce his own ideas. With this method the adventure can be used as a minor one- or two-night diversion or a larger scale adventure.

The Abyssal creatures of the valley are fiendish versions of ancient creatures, such as dinosaurs and dire animals. In addition, some of the local creatures have been stirred up in the commotion and could attack intruders as well. It is recommended that the party's first encounter with the Abyssal monsters be with a relatively weak group, so as to gauge the PCs' ability to fight them. Other encounters can then be adjusted to make the fights easier or more difficult as the GM sees fit.

The exotic nature of the creatures should be

apparent, with their evil dispositions, malicious gaze, and Abyssal taint; however, there is no reason to plainly state to the PCs that the creatures are fiendish. Figuring this

out requires a Knowledge (the planes) check (DC 25), with possible bonuses if they have knowingly fought fiendish creatures in the past. The Abyssal monsters are aggressive and tend to attack on sight. Unless the PCs are stealthy, most of the creatures will charge into the fray.

The PCs will eventually encounter the daughter of Seelbeck just as she is being eaten by one of the fiendish beasts (see **Gobble, Gobble**). Her journal provides clues regarding the nature of the monsters and how to halt their arrival. Once the characters locate Seelbeck's ruined tower it will be up to them to find the means of closing the Abyssal gate. The characters will be free to roam the valley, guided as the GM sees fit, before piecing together the details and finding the tower. Feel free to relocate both the ogre cave and the wizard tower as necessary to ensure the PCs don't stumble upon the solution too quickly.

This locale is designed on the principle that an Encounter Level near the party's level should use approximately 20% of their combat resources (spells, magic, ammunition, etc.). There are enough encounters provided so that the party will have to rest or restock at least once if they have not adequately provisioned themselves. If

this is undesired, the GM can use less of the provided encounters.

SCALING THE ADVENTURE

Although designed for four 10th-level PCs, this encounter can be easily scaled for more powerful parties. Here are just a few suggestions.

Cave Ogre Clan

Are four ogre barbarians really enough? Not only do the PCs have to avoid rampaging dinosaurs, packs of raiding ogres can be freely roaming about. The ogre cavern can be increased in size, or some sort of fortification for the ogres can be added. Bolster their ranks with ogre magi and watch the PCs squirm. The GM may wish to keep combat simplified and increase the ogres' barbarian levels rather than increasing the number of opponents.

Raging Lizards

Although dinosaurs generally advance by increasing size and Hit Dice, this requires advanced preparation on the part of the GM. Despite this, the GM may consider using barbarian levels to grant the dinosaurs the ability to rage. This is certainly an ability that goes right along with their aggressive nature and chaotic alignment.

Dragon

The PCs could be expecting a dragon or two at first. Oblige them, adding one or two to the encounters, or replacing the dinosaurs with them entirely. If you really want to challenge the party, add the fiendish and/or half-fiend templates to the dragons!

Fiends

In this adventure, none of the creatures coming through the gate are true demons. Adding some or replacing the dinosaurs with them can make the encounters challenging for most any party level. The demons could even use the Abyssal dinosaurs as steeds or shock troops.

Half-Bloods

Rather than using the creatures with the fiendish template use the half-fiend template instead or for even more punch, use both templates on the same creature. Few of their abilities overlap, so the templates are good compliments of one another. What's worse than roaming packs of Abyssal dinosaurs? Intelligent Abyssal dinosaurs with spell-like abilities of course!

Miscellaneous Encounters:

The following encounters can occur in any order or not at all at the GM's discretion. It is up to the GM to determine when and where the PCs encounter each one. They are numbered for your reference not necessary as an indication of order. Only encounter number 5 has clues that the PCs need to complete the adventure.

1. The Road Once Traveled (EL 8)

This encounter should be used when the PCs are traveling along the road. It is designed as one of the initial encounters to allow the GM to determine how well the PCs will be able to handle the creatures in this region.

The shadows grow, looming menacingly as the sun sinks lower on the horizon, and the road ahead is choked with dust and silence. The sounds of your companions are the only noises breaking the monotony of the hazy dusk. The clouds swirling lazily overhead promise rain in the coming hours, an event that will no doubt make travel along the dirt road a muddy endeavor. Mosquitoes buzz hungrily from horse to rider and back again. This close to the river, swatting the ravenous bugs is a futile gesture; certainly millions line the bank ready to take the place of a fallen companion.

The road is completely deserted, and it doesn't appear that anyone has traveled this way in recent days. A chill settles in as the road dips slightly downhill—conditions seem poised for a dreary, foggy, rainy, and altogether dismal evening. Your thoughts of soggy bedrolls and cold ground are rudely interrupted by a sudden hissing from the side of the road. Plunging towards your party from the shelter of the tree line, you see four red-hued shapes closing fast!

The charging group is a pack of Abyssal deinonychus (a larger cousin of the velociraptor), a species of dinosaur that died out long, long ago. If the PCs have not encountered dinosaurs before, be sure to play up the mystery and danger of the approaching monsters. Although the players are likely familiar with dinosaurs, most PCs will not be. A Knowledge (nature) check (DC 25) is required to realize that these creatures belong to a race of lizards that supposedly died off long ago.

These Abyssal dinosaurs stand about 6 ft. tall (12 ft. long from snout to tail) and weigh about 600 pounds, with bright red skin with deep crimson stripes—the underbelly is a lighter red with no striping. When they charge, they attack with a jumping rake attack. The Abyssal dinosaurs are hungry and will eat any meat they can kill. They will stop to eat fallen creatures rather than chase anything fleeing; masterful hunters, they can track

the fleeing meals at a later time.

The pack travel 50 feet from the tree line, a distance they can cover easily in one round. Unless magically compelled, they will fight to the death. The dinosaurs will gladly dine on their fallen companions if the PCs flee and leave behind nothing else to eat.

Abyssal Deinonychus (4)

Male fiendish deinonychus: **CR** 4; Large magical beast; **HD** 4d10+12 (34 hp); **Init** +2 (+2 Dex); **Spd** 60 ft.; **AC** 16 (-1 size, +2 Dex, +5 natural; touch 11, flat-footed 14); **BAB** +3; **Atk** +6 melee (2d6+4, crit. 20/x2, rake) and +1 melee (1d3+2, crit. 20/x2, 2 claws) and +1 melee (2d4+2, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./10 ft.; **SA** Charging rake 2d6+6, smite good 1/day; **SQ** Cold and fire resistance 10, damage reduction 5/+1, darkvision 60 ft., scent; **SR** 8; **AL** CE; **SV** Fort +7, Ref +6, Will +2; Str 19, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +7, Jump +13, Listen +11, Spot +11, Wilderness Lore +9.

Smite Good (Su): 1/day—Make a normal attack to deal +4 additional damage to a good foe.

Skills: A deinonychus receives a +8 racial bonus to Hide, Jump, Listen, Spot and Wilderness Lore checks.

2. Going Ape (EL 10)

This encounter works best if the PCs are in the valley woodlands. It can be used along the road or farmland, but the ape would be less likely to travel in those areas.

The valley forest is serene, despite the chaotic events that have been unfolding. The leaves stir gently in the warm wind and the sun shoots rays down through the foliage to form bright spots scattered across the forest floor. Rabbits bound about the base of trees and more than once you believe you've seen the horns of a deer. The dense carpet of last season's fallen leaves and broken twigs crackles loudly as you travel. In spite of the beautiful scenery, progress has been slow due to branches and other obstacles hidden beneath wet leaves tripping you up.

The forest bursts to life, birds flee their perches and rabbits scramble to their holes as a massive figure crashes to the ground in front of you. Standing upright and unleashing an earsplitting roar, an ape nearly half again the height of an adult human pounds its chest. Malice and rage gleam in its hellish gaze. Drool spatters as it launches itself across the fallen leaves heading directly towards your party.

One of the early creatures to step through the gate, this ape has decided to claim this section of forest as its home. Enraged by the presence of intruders it plans on removing them immediately. The monster has made a nest in the boughs of a massive oak tree

formed of woven leaves and branches. Noticing the nest requires a Spot check (DC 25), and reaching it will need the assistance of magic or a Climb check (DC 26). Inside the nest are the skulls of several humans it has devoured along with a string of pearls (3,000 gp) woven into the matting. At the GM's discretion, there could be other valuables here to reward PCs going through the trouble of reaching it.

Abyssal Ape

Male advanced fiendish dire ape: **CR** 10; Large magical beast; **HD** 15d8+30 (97 hp); **Init** +2 (+2 Dex); **Spd** 30 ft., climb 15 ft.; **AC** 15 (-1 size, +2 Dex, +4 natural; touch 11, flat-footed 13); **BAB** +11/+6/+1; **Atk** +16 melee (1d6+6, crit. 20/x2, 2 claws) and +11 melee (1d8+3, crit. 20/x2, bite); **Face/Reach** 5 ft. by 5 ft./10 ft.; **SA** Rend 2d6+12, smite good 1/day; **SQ** Cold and fire resistance 20, damage reduction 10/+3, darkvision 60 ft., scent; **SR** 20; **AL** CE; **SV** Fort +11, Ref +11, Will +10; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

Smite Good (Su): 1/day—Make a normal attack to deal +15 additional damage to a good foe.

3. Deadly Duo (EL 10)

This encounter can be used anywhere, but works best in an open area. The text assumes open farmland. For this encounter, the PCs should have already found several abandoned farms and possibly even some large "dragon" tracks.

The warm rays of dawn light the path ahead. Fields of grain spread out around you, the hypnotic swaying distracting you from the dangers lurking in the valley. Across the field is a quaint farmhouse, likely as abandoned as everything else in the valley. Or maybe not. Movement catches your eye as you glimpse something behind the farmhouse. The distance makes it impossible to determine exactly what it was. Perhaps this farm isn't deserted after all, and if not, who would be brave enough to stay?

The farm is abandoned. The movement was the tail of a megaraptor (a larger version of a deinonychus) that has been stalking the party. The house is currently 1,000 feet away from the party. The dinosaur will remain concealed by structure until the party is within 200 feet. It will then charge around the house, bellow a horrendous roar, and close with the PCs. If the party stands still the megaraptor will arrive on the second round his-

ing and roaring as it makes a charge attack.

What the PCs are likely unaware of is a second charging dinosaur coming up from a copse of trees behind them. The first raptor is a noisy diversion, intended to distract the PCs. Any PC looking directly behind them will see the dinosaur immediately. If they are focused on the danger in front a Listen check (DC 18) is required to hear the heavy footsteps of the approaching creature and realize they do not belong to the one in front. If it reaches the PCs without being noticed or without everyone being warned, it will attack in a surprise round trying to disembowel anything it can reach. If it is spotted it will make a charge attack.

The two sister raptors are cunning and deadly. Although they have no understanding of tactics their instincts are to use distraction and flanking. Opportunistic feeders, they will stop to eat anything dead or injured before chasing fleeing prey. If the PCs are mounted, the dinosaurs are as likely to attack the mounts as the characters.

Abyssal Megaraptors (2)

Female fiendish megaraptor: **CR** 8; Huge magical beast **HD** 8d10+32 (76 hp); **Init** +2 (+2 Dex); **Spd** 60 ft.; **AC** 16 (-2 size, +2 Dex, +6 natural; touch 10, flat-footed 14); **BAB** +5; **Atk** +9 melee (2d8+5, crit. 20/x2, rake) and +4 melee (1d4+2, crit. 20/x2, 2 claws) and +4 melee (2d6+2, crit. 20/x2, bite); **Face/Reach** 10 ft. by 10 ft./15 ft.; **SA** Charging rake 2d8+7, smite good 1/day; **SQ** Cold and fire resistance 15, damage reduction 5/+2, darkvision 60 ft., scent; **SR** 16; **AL** CE; **SV** Fort +10, Ref +8, Will +4; Str 21, Dex 15, Con 19, Int 3, Wis 15, Cha 10.

Skills and Feats: Hide +5, Jump +14, Listen +12, Spot +12, Wilderness Lore +10.

Smite Good (Su): 1/day—Make a normal attack to deal +8 additional damage to a good foe.

Skills: A megaraptor receives a +8 racial bonus to Hide, Jump, Listen, Spot and Wilderness Lore checks.

4. Wolf Pack, Track and Attack (EL 9)

This encounter should be foreshadowed by one or more nights of the party hearing the howls of wolves in the night. Characters with Wilderness Lore will likely realize (DC 10) the howls are not from normal canines; the timbre is too deep and menacing. The wolves will shadow the PCs for days, providing only glimpses off in the distance. If not attacked by the party, the wolves will attack following a battle, emboldened by the smell of fresh blood. If the PCs took a beating in the last encounter, give them a round or two to heal themselves before the wolves arrive.

As the last of your foes topples to the ground, you sigh in relief. The fierce fight has left the area trampled and spattered in blood and gore. You scarcely have time to catch your breath before movement catches your eye. Spinning about, you see large dark shapes darting across the ground; massive, powerfully muscled wolves surround you on three sides! They are moving as one, their maws agape and bristling with gleaming white fangs that seek your blood.

The wolves are hungry, evil, and malicious. They prefer to trip and maul opponents, with more than one wolf biting a downed foe. The pack is led by a dominant alpha male with maximum hit points (66 hp), the rest are females with average hit points. If the male is forced to flee, the pack will go with him.

Abyssal Dire Wolves (5)

Fiendish dire wolf; **CR** 4; Large magical beast; **HD** 6d8+18 (45 hp); **Init** +2 (+2 Dex); **Spd** 50 ft.; **AC** 14 (-1 size, +2 Dex, +3 natural; touch 11, flat-footed 12); **BAB** +4; **Atk** +10 melee (1d8+10, crit. 20/x2, bite); **Face/Reach** 5 ft. by 10 ft./5 ft.; **SA** Smite good, trip; **SQ** Cold and fire resistance 10, damage reduction 5/+1, darkvision 60 ft., scent; **SR** 12; **AL** CE; **SV** Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1*.

Smite Good (Su): 1/day—Make a normal attack to deal +6 additional damage to a good foe.

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf receives a +1 racial bonus to Listen, Move Silently, and Spot checks and a +2 racial bonus to Hide checks. *It also receives a +4 racial bonus to Wilderness Lore checks when tracking by scent.

5. Gobble, Gobble (EL 10)

Along the road or another path traveled by humans is the setting for this encounter.

Screams break the silence, rising from around a bend. A horrific scene unfolds before you as you come around the trees. A massive brown-skinned reptile stands over a smashed wagon, the horses shredded and in pieces all around. The ground is crimson with blood and gore. Beneath the ruined wagon lies a screaming woman, her legs pinned. In absolute terror she shrieks at the humongous creature. With cold indifference, it stoops and snatches her in its gaping maw. Dozens of

six-inch long teeth tear through flesh with a sickening sound. The screams instantly stop, and the monster gobbles down the morsel.

The terrible giant stands and sniffs the air, the woman's arm dangling from the side of its mouth. It sniffs again, testing. Seeking. Settling its gaze upon you, the great beast lumbers forward, its swaying tail sending pieces of the wagon flying. It unleashes a bone-chilling roar as if in challenge to you.

This monstrosity is an Abyssal tyrannosaurus with a nasty temper and bottomless stomach. Reaching nearly 50 feet from the tip of the tail to the end of his nose, he is bigger than most anything else in the valley. In fact, he is one of the reasons the fleeing people have said there are dragons in the area. He has learned that people tend to appear on the road, something he sees as a game trail. In fact, the PCs are likely to find more smashed wagons and signs of violence, as he has been feeding in this manner for some time now.

The tyrannosaurus is not particularly hungry, but he will eat anything, including carrion. If he kills the PCs now, he can eat them at his leisure. He will stand and study the party for one round, sniffing noisily. Finally, he will decide that they are worth eating and he'll charge. If the PCs try to run before he charges, he instantly breaks into chase—the instinct to hunt and kill is too strong. Having just eaten the young woman, the dinosaur may only swallow one more Medium-size creature.

Due to this creature's damage reduction (10/+3), the party may have some difficulty with this encounter. The EL 10 assumes the PCs are adequately equipped to deal with such a creature. If the party lacks



any +3 weapons or powerful magic, this encounter is much more dangerous. The tyrannosaurus will certainly attempt to swallow an opponent (which is most likely to be one of the party's frontline fighter types) and inflicts 5d8+13 points of damage every time it bites something. It is vital the characters take the creature down in a couple of rounds or there may not be a party remaining. The GM should carefully consider the party's abilities before they engage this creature. Overcoming the tyrannosaurus when inadequately equipped should raise the Encounter Level by 2 or more and reward the PCs for such a daunting undertaking.

Abyssal Tyrannosaurus

Male fiendish tyrannosaurus: **CR** 10; Huge magical beast; **HD** 18d10+72 (171 hp); **Init** +1 (+1 Dex); **Spd** 40 ft.; **AC** 14 (-2 size, +1 Dex, +5 natural; touch 9, flat-footed 13); **BAB** +13/+8/+3; **Atk** +20 melee (5d8+13, crit. 20/x2, bite); **Face/Reach** 10 ft. by 10 ft./15 ft.; **SA** Improved grab, smite good 1/day, swallow whole; **SQ** Cold and fire resistance 20, damage reduction 10/+3, darkvision 60 ft., scent; **SR** 20; **AL** CE; **SV** Fort +15, Ref +12, Will +8; Str 28, Dex 12, Con 19, Int 3, Wis 15, Cha 10.

Skills and Feats: Listen +11, Spot +11.

Improved Grab (Ex): To use this ability, the tyrannosaurus must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Smite Good (Su): 1/day—Make a normal attack to deal +18 additional damage to a good foe.

Swallow Whole (Ex): A tyrannosaurus can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus's gizzard can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

The tyrannosaurus's last meal can provide vital clues to the PCs who investigate. The wagon belonged to a young woman named Selia, Seelbeck's daughter. When she heard of trouble in the area, she immediately set out from Bale Fort Town to check on her father. Unable to hire men-at-arms to travel with her, she journeyed alone. The brave woman arrived without incident at the remains of Seelbeck's tower. Horrified by what she found there she was returning to rally the people of Dunreth to cleanse the valley. However, her journey ended when the dinosaur found her scent and attacked.

If the PCs search the shattered remains of the

wagon, they may uncover Selia's journal (Search check, DC 15). It has her name engraved on the cover. The latest entry was written two days ago, and it should be provided to the party (see **Appendix: Player Handouts**).

Keyed Locations:

The following encounters occur in specific locations or times in the adventure. The first is not a necessary encounter, but **The Wizard's Tower** and **King of the Valley** are integral to the storyline. Leaving either out may leave the party with the feeling that some things were left undone. In addition, the majority of the valuables the PCs can find in this adventure are found with these encounters. If you plan on leaving out any of them, be sure to plan for additional rewards for the previous encounters.

1. My Ogre Brother (EL 10)

The ogre cave is marked on the map; however, the ogres can be found anywhere in the valley if the GM desires. The text refers to the ogre cave and can be disregarded if the ogres are found elsewhere.

The first thing you notice is the pungent scent. Reeking of waste, sweat, and maybe even a tinge of blood, something foul lurks nearby. Up ahead, there appears to be a natural cavern opening into the valley wall. Judging by the discarded, rotting carcasses scattered about the entrance, something nasty and dirty lives there. As if to confirm your suspicions, something large, brutish, and very ugly lumbers out of the opening, sniffing the air. It belches loudly and turns to say something into the cave; apparently it has not seen you. Yet.

The brute is an ogress, easily recognized by most parties. If by chance the PCs have not encountered an ogre before, a Knowledge (nature) check (DC 14) is required to identify her. Her three brothers are in the cave and will emerge on the next round. If the PCs make no attempt to hide, they will be seen as the ogres walk out of the cave. The ogres get Spot checks to see the PCs if they are hidden, but they are not expecting trouble on their front porch. The ogres have been making sport by hunting some of the new creatures roaming the area; without magic weapons, they are having some difficulty and cannot figure out what makes these monsters so tough.

The ogres all wear hide armor and are covered in grime, smashed berries (their version of war paint), and bits of bone hanging from their hair and clothing. Their weapons are crude but effective just like the ogres themselves. The ogres will not automatically attack if the PCs are not hostile they are more interested in hunting monsters than fighting an armed party. If the PCs do



not immediately attack, the ogres will fan out and grunt in very crude Common that the characters should leave. If the PCs happen to propose that they help the ogres fight the dinosaurs, they may (GM's discretion) agree.

If the PCs attack, the ogres will fight enthusiastically and violently trying to destroy the PCs as quickly as possible. The party is interfering with their sport and they want to get back to it. The ogres close with the PCs and will try to flank PCs whenever possible (except the female, who will dip her spear in her "poison" the first round if not directly engaged in melee). Two will fight with greatclubs and two with longspears; naturally once combat is initiated, the ogres will all enter a barbarian rage. The ogres had searched around the wizard's tower before running away from **The King of the Valley** (see below). While there, the scavenged a couple of items they now use. One of the ogres has fashioned a +2 dagger (once stored in their locked chest) upon his spear. While unable to use its full effects as secured, it is his pride and joy, granting him "much luck" against many of the new beasts. While used on the spear, it grants no bonus to hit or damage, but overcomes damage reduction of +2 or less. The female ogre has a *potion of haste* in a wide mouthed bottle she has incorrectly identified as poison. If not engaged in melee the first round of combat she will place the potion on the ground, top open, and dip her spear in the potion before engaging

and raging. Being hit with the poison tipped spear has no special effects, but the DM is encouraged to have the female say "You poisoned now!" or "Poisoned good!". The dipping does not dilute the potion which can be used later by the PCs if they win the battle.

Ogres (4)

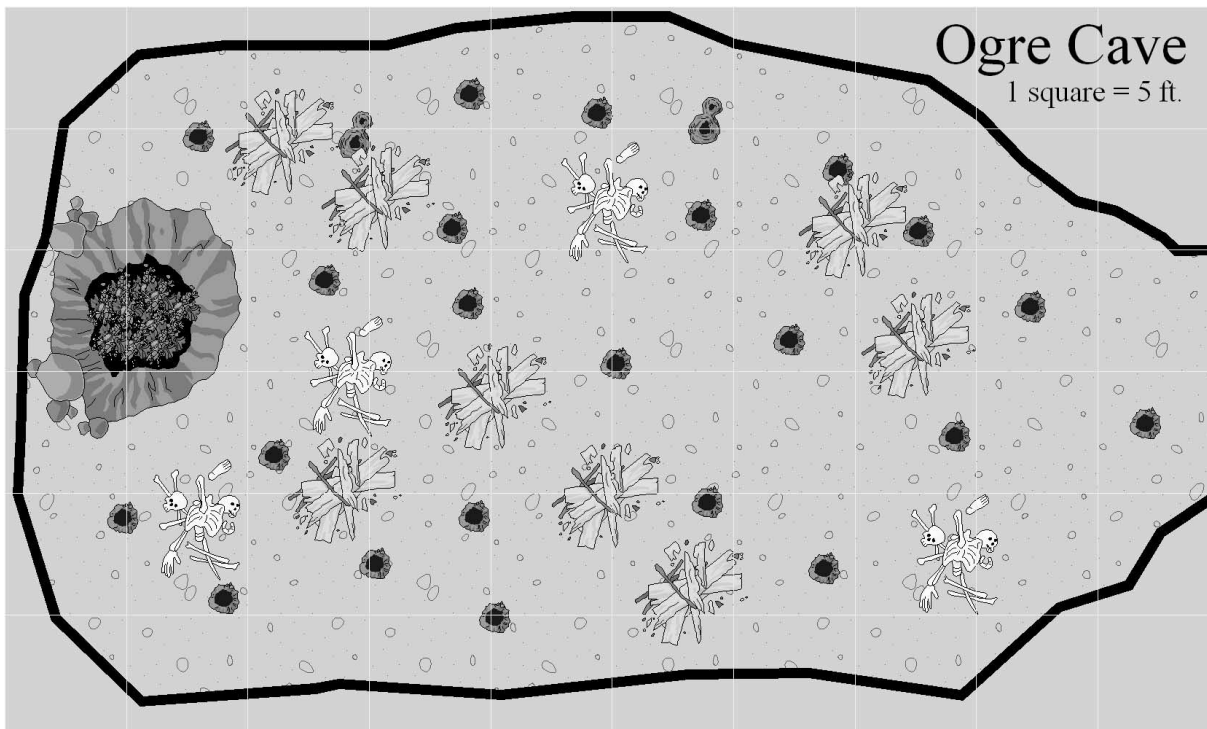
Ogre Bbn4: **CR** 6; Large giant; **HD** 4d8+8 plus 4d12+8 (60 hp); **Init** -1 (-1 Dex); **Spd** 40 ft.; **AC** 16 (-1 size, -1 Dex, +5 natural, +3 hide armor; touch 8, flat-footed 16; armor check penalty -3); **BAB** +7/+2; **Atk** +13/+8 melee (2d6+9, crit. 20/x2, Huge greatclub) or +12/+7 (2d6+9, crit. 20/x3, Huge longspear) or +5 ranged (2d6+6, crit. 20/x3, Huge longspear); **Face/Reach** 5 ft. by 5 ft./10 ft. (15 - 20 ft. with longspear); **SQ** Rage 2/day, uncanny dodge (Dex bonus to AC); **AL** CE; **SV** Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Languages: Common, Ogre.

Skills and Feats: Climb +7, Jump +9, Listen +2, Spot +2, Wilderness Lore +3; Power Attack, Weapon Focus (greatclub).

Gear: +2 Dagger (secured to as a spearhead), Hide armor, Huge greatclub, Huge longspear, *Potion of Haste* & strongbox key (female ogre only).

The ogre's cave is a natural formation, stretching 47 feet back into the valley wall. It is roughly circular



in shape, averaging 30 feet across. Stalagmites rise from the floor at odd intervals, but the ogres have broken off all of the stalactites. The area is strewn with the remnants of meals, carcasses and other debris. Near the back of the cave is the refuse pit, a 7 ft. deep depression filled with offal, bodies and things better left undiscovered. Injured characters touching anything in or from the pit will risk infection.

Filth Fever: Injury, DC 12; 1d3 day incubation; 1d3 Dex and 1d3 Con damage.

Hidden within the pit is the ogres' strongbox, a sturdy ironbound chest stolen from a caravan years ago. It is locked (the female ogre has the key) and trapped, and contains several items: 17 pp, 22 sp, 2 silver ingots (100 gp each), a polished dwarven skull (worthless but morbidly collectable), 6 black pearls (300 gp each), and a deed to a farm in the valley (20 acres, includes house and barn, currently run down). The ogres have no idea what the deed is, but it includes a sketch of the farmhouse; it is a memento of the day they slaughtered all the house's residents.

One of the ogres has developed an artistic flair and has painted a mural along one wall. The painting depicts the ogres towering over dinosaurs they have impaled on spears. Although crude, the mural provides clues to PCs as to the source of the dinosaurs.

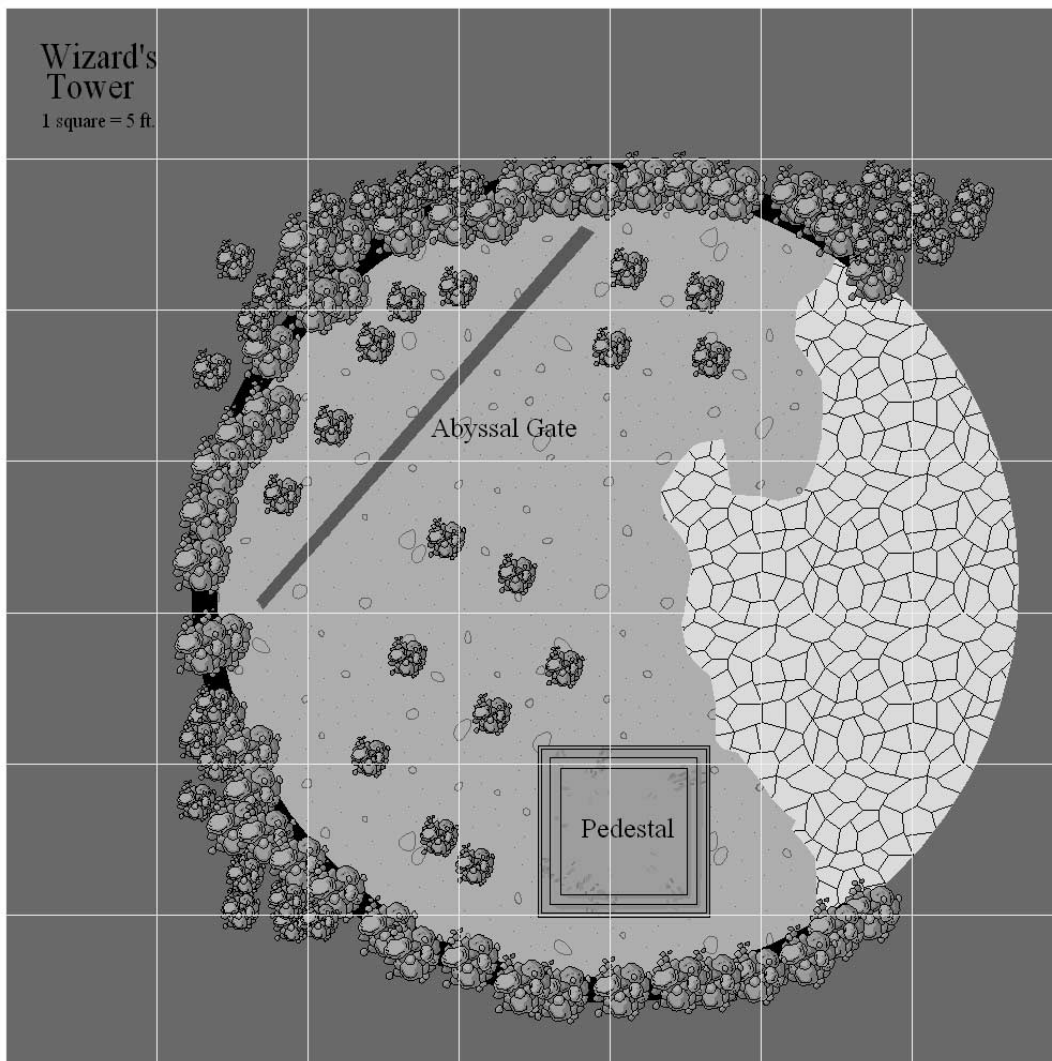
One wall of the cave has been elaborately (but very crudely) painted in a dizzying array of colors. The landscape appears to represent the valley and is filled with trees and lizards like the type you have encountered. Large figures, presumably ogres, stand over several of the lizards, impaling them on spears. In one corner of the painting, a large purple circle has been drawn with the head of a lizard peeking out. Over this circle is a winged creature with a long tail and huge fang-filled mouth. It looks as if the painting is not yet finished, or if it is, it hasn't been done very well.

Strongbox: Hardness 5, 40 hp, Break DC 22, Open Lock DC 25.

Poison Gas Trap: CR 10; no attack roll necessary (release burnt other fumes); Search DC 21, Disable Device DC 25.

2. The Wizard's Tower (EL 6)

This location is marked on the map and is the source of the Abyssal creatures. The gate needs to be closed and is not intended to be difficult. However, either while the PCs are at the tower or soon after they close the gate, they will encounter the "dragon" of the valley (see **King of the Valley** below).



A shattered tower lies before you, rubble strewn for hundreds of yards. Only the basement remains intact, with a small portion of the floor from the first story clinging to the stone walls. Like a terrible eye, a huge purple disk hangs vertically in mid-air a full foot off of the ground, stretching nearly the width of the tower. The disk has no discernable thickness; it is a two-dimensional circle of glowing energy. Arcs of lightning play across the surface, the hissing crackle drowning out the sounds of the crickets and birds.

Debris from what were once the furnishings of this level lies shattered in piles. Nearly opposite the glowing disk is a raised pedestal or dias, approximately one foot higher than the rest of the floor. A metal stand is bolted into the center; probably for resting a spellbook upon. The stand is bent nearly to the floor, ruined by whatever blast destroyed the tower.

The floor of the basement is 10 feet below ground level. The cracked and damaged stone walls have plenty of handholds, making a climb rather easy (Climb check, DC 10). Most anything of value in the

room was obliterated in the explosion, including Seelbeck's spellbooks. However, some valuables from the upper levels have been blown free of the tower, up to 500 yards away. If the PCs decide to seek possible valuables within the blast radius, require a Search check (DC 18) for each item (see the **Treasures of the Tower** sidebar). Lying partially buried beneath a section of wall, 300 yards east of the tower is the body of Seelbeck. Finding him requires a Search check (DC 15), but getting the body out from under the wall is more difficult. The heavy stones are still mortared firmly and require a Strength check (DC 30) to move.

Seelbeck's corpse is the key to closing the *gate*. If the body is questioned via *speak with dead*, the corpse will say that the *gate* it was creating could only be closed with the blood of the caster. Lacking that option, a successful bardic knowledge, Knowledge (arcana), or Knowledge (the planes) check (DC 20) will allow a character a hunch on closing the *gate*. The PCs will have to free the trapped body and cast it into the *gate*. Like a popped balloon, the disk will burst with concussive force, inflicting 6d6 points of damage to anyone within 30 ft (Ref save, DC 15 for half). If the PCs have the ability to

raise dead or otherwise restore Seelbeck to life, he will close the gate himself. The party could gain a powerful ally, but when he finds out about his daughter's death, the grief-stricken wizard will go off and mourn for several months before being seen by anyone again.

The broken tower is a danger in itself. Any PC walking out on the damaged first floor will cause it to collapse, suffering 2d6 points of damage from the fall and debris. Any PCs underneath the falling floor must make a Reflex save (DC 16) or suffer 2d6 points of damage as well.

Seelbeck's most valued possession was his great spellbook, which he kept on the stand on the pedestal. It was obliterated by the blast, but the trap he set to guard against thieves remains. Anyone other than Seelbeck or his daughter who steps on the pedestal triggers the trap. The entire surface turns to acid, with only the bookstand remaining solid.

Floor Transforms into Acid: CR 6; section of floor (10d6); Reflex save (DC 16) negates; Search (DC 28); Disable Device (DC 30). Note: Successful save means character dives to safety in time.

3. King of the Valley (EL 10)

This encounter should be used while the PCs are trying to close the gate or after they believe themselves successful. It can also occur after the party has found four or more of the treasure items.

Your eardrums are assaulted by a piercing roar that echoes across the landscape. Skimming just over the treetops is a giant winged reptile, its tail streaming out behind it. Its striped green skin glistens in the sunlight as it knives through the air. Once clear of the trees, it lands with a thunderous boom, its powerful hind legs cutting small trenches into the earth.

If the PCs encountered the Abyssal tyrannosaurus earlier, they may notice that this creature is nearly identical in body shape but with striped green

skin, huge bat-like wings, and much longer forearms (Wisdom check, DC 10). The deadly reptile is a half-demon, far more powerful than the creatures the PCs have already encountered. His great wings enable him to fly, and seeing him in the sky is the real source of the rumors of dragons in the valley. He is not nearly as intel-

ligent as a real dragon, but he is crafty and as smart as some humans. He has come through the portal and enjoys the lands of Dunreth, as so far he has been the mightiest being around. In the Abyss this isn't so and he has no desire to return there.

He is capable of flight, but he prefers to battle on the ground. For a multi-ton creature he is amazingly agile. The demon is hungry and desires to dine on the PCs, but he is no fool. He would rather flee than die, and if reduced to a third or less of his hit points, he will take to the air to retreat. If he escapes, he will eventually find and mate with a green dragon. The resulting children will be a terror to the world

and the PCs will probably encounter him again.

TREASURES OF THE TOWER

Seelbeck was an experienced adventurer and sage who had amassed some wealth before his untimely death. His most valuable possessions, his spellbooks, were disintegrated in the exploding tower, but some items were sent flying through the air in the blast. Dedicated searching can locate them (Search check, DC 18). Using *detect magic* will help locate the magical, but not mundane, valuables. Each time the PCs find something, consult the chart below. Except for coins, ignore duplicate rolls.

Roll	Item
01–30	miscellaneous coins (1d8 pp, 1d12 gp, 1d20 sp)
31–35	1d4 black star sapphires (700 gp each)
36–37	<i>rod of splendor</i>
38–45	<i>potion of cure moderate wounds</i>
46–52	white gold amulet with dragon motif and amber eyes (500 gp)
53–56	+2 moderate fortification slick breastplate
57–62	scroll— <i>cat's grace, protection from arrows, and spectral hand</i> (3 rd -level caster)
63–65	2d10 moss agates (15 gp each)
66–70	<i>wand of slow</i> (14 charges)
71–73	mighty (+2 Str) composite shortbow
74–79	<i>ring of force shield</i>
80–83	<i>potion of bull's strength</i>
84–87	platinum bracers with engraved elves and centaurs studded with jade (2,300 gp)
88–92	<i>wand of cure light wounds</i> (10 charges)
93–96	<i>ring of the ram</i> (28 charges)
97–100	1d3 fire opals (700 gp each)

Half-Demon Tyrannosaurus

Male half-fiend/half-tyrannosaurus: **CR** 10; Huge outsider; **HD** 18d10+90 (189 hp); **Init** +3 (+3 Dex); **Spd** 40 ft., fly 40 ft. (average); **AC** 17 (-2 size, +3 Dex, +6 natural; touch 11, flat-footed 14); **BAB** +13/+8/+3; **Atk** +22 melee (5d8+16, crit. 20/x2, bite) and +20 melee (2d8+5, crit. 20/x2, 2 claws); **Face/Reach** 10 ft. by 10 ft./15 ft.; **SA** Improved grab, spell-like abilities, swallow

whole; **SQ** Acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison, scent; **AL** CE; **SV** Fort +16, Ref +14, Will +8; Str 32, Dex 16, Con 21, Int 6, Wis 15, Cha 12.

Skills and Feats: Jump +16, Listen +23, Search +8, Spellcraft +6, Spot +23, Wilderness Lore +12; Dodge, Multiattack, Power Attack, Sunder.

Improved Grab (Ex): To use this ability, the tyrannosaurus must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Spell-like

Abilities: 3/day—darkness, poison, unholy aura. 1/day—blasphemy, contagion, desecrate, horrid wilting, summon monster IX (fiends only), unhallow, unholy blight (all as Sor18). DC 11 + spell level.

Swallow Whole (Ex): A tyrannosaurus can try to



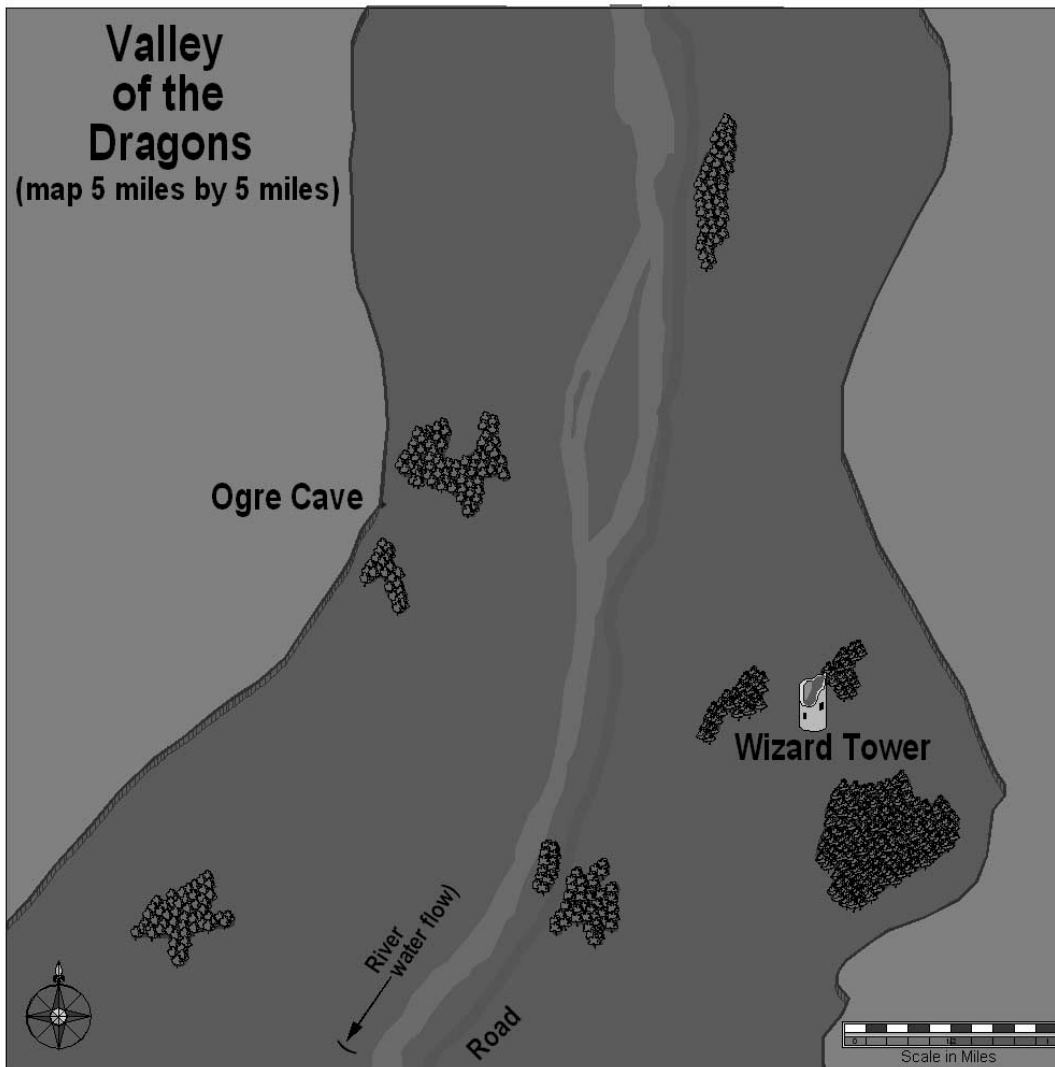
swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage plus 8 points of acid damage per round from the tyrannosaurus's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The tyrannosaurus's gizzard can hold two

Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

ISN'T THREE HALVES TOO MANY?

During the encounter with the half-fiend tyrannosaurus, it is possible that he will escape and eventually breed with a dragon (see **King of the Valley**). How do you create offspring for the half-demon? If he breeds with a dragon, is the child a half-dragon/half-fiend/half-tyrannosaurus? Simple math says that is one too many halves! However, it would be feasible to create the creature like this: start with the tyrannosaurus and then add the fiendish template (as in **Gobble, Gobble** above). On top of that, add the half-dragon (green) template. This will produce a CR 12 half-dragon dinosaur with an attitude. He will not inherit all the powers of his half-fiend father, but it is reasonable to assume that the fiendish template is a good approximation of a "half- half-fiend/half-tyrannosaurus"!

Another important thing to remember though is the GM's prerogative and ability to "adjust" the rules to make an exciting adventure. Just because a template is a "half-" doesn't mean you cannot apply those powers to a creature without it really being a half-breed offspring. Making this assumption allows the GM to apply the half-dragon and half-fiend templates to a tyrannosaurus for a truly deadly opponent. This too will produce a CR 12 monster, but it will have much more supernatural ability. Advancing its Hit Dice allows the GM to make a foe that can challenge the PCs years after they have forgotten the valley.



substantial knowledge on the planes and the arcane. He will spend some time mourning his daughter's death, but will eventually find and reward the PCs for their troubles. In the off chance that the party revives both Seelbeck and Selia (such as by retrieving her body from the tyrannosaurus' gullet), the wizard will pledge his undying friendship to the PCs and aid them however he can (within reason) in the future. He may also ask them to find the individual responsible for his failed gate.

At the GM's discretion, the party could be rewarded with a land grant from a baron or the king. Although there is no keep built, the characters would receive a portion of the tax revenue collected from

Conclusion:

If the PCs succeed in closing the *gate*, they have stopped the Abyssal creatures from entering; however, their job may not yet be done. Several Abyssal creatures could still be in the valley or even beyond (especially those capable of flight). If both males and females have survived they will breed and multiply. If any fiendish dire animals mate with regular dire animals the offspring will be fiendish as well. The area could be plagued with fiendish monsters for some time to come; the PCs could even be offered a reward for tracking and exterminating them.

If the PCs were hired to hunt the "dragons" they may bring portions of their kills (such as teeth or claws) back as proof. Dragons or no, they will still be rewarded for killing the creatures. Word will spread of the party's fame and they will be renowned dragon slayers in Dunreth, which will probably lead to more opportunities to find scaly monsters for reward.

A party restoring Seelbeck to life will have a valued ally whom they can call on for assistance in planar matters. Although his library was obliterated, he retains

the area's peasants. If neither Seelbeck nor Selia are returned to life, the PCs may be granted Seelbeck's lands and tower remnants. This could lead to further adventures if the PCs discover a secret network of rooms and beneath the destroyed tower (now controlled by the wizard's vengeful adversary), probably warded with magic and maybe inhabited by more Abyssal monsters.

Appendix: Player Handouts

Journal Entry #13

Father's tower is gone, blasted apart by some unknown force. I know not if he is alive or dead, but I suspect the worst. Otherwise he would have contacted me by now. I crept into the tower to look for him, but all I found was a shattered shell. Now open to the sky, the sun shines down upon a bizarre radiant disk. It is massive, hanging in the air and glowing with purple light. I have no doubt that this had some part in my father's disappearance.

I tried to examine this object, even going so far as to push a small branch into its surface and draw it forth again. However, a great shadow fell over my form and I looked to the sky. Drifting lazily in front of the sun was a horrifying dragon! I hid behind some of the rubble, watching in awe as it circled overhead. After an eternity, it turned and flapped off into the horizon.

I do not know how to destroy the purple disk, but I suspect it has something to do with the portals father often opened using blood magic. I lack the ability to close this portal myself and must find a wizard who will do so. I am frightened to think what else might come through the rift, and can only ponder father's purpose in creating it.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

'd20 System' and the d20 System logo are Trademarks owned by Wizards of the Coast and are used with permission.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Valley of the Dragons, Copyright 2003, Mystic Eye Games.

The Hunt: Rise of Evil Copyright 2001-2002 Mystic Eye Games

Nightmares & Dreams: A creature collection, copyright 2000-2001, Mystic Eye Games.

Nightmares & Dreams II, Copyright 2001 Mystic Eye Games.

Mystic Warriors, Copyright 2001 Mystic Eye Games

Pit of Loch-Durnan, Copyright 2000-2001 Mystic Eye Games

Witch of Loch-Durnan, Copyright 2002 Mystic Eye Games

Of Places Most Foul, Copyright 2001 Mystic Eye Games