

VALLEY OF THE DAMNED

AN OSRIC ADVENTURE FOR CHARACTERS
OF 10TH TO 13TH LEVEL OF EXPERIENCE

BY JOSEPH A. MOHR



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© Old School Role Playing

OLD SCHOOL ROLE PLAYING

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Joseph A. Mohr

CREDITS

Valley of the Damned is written by Joseph A. Mohr

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BACKGROUND

Nearly a hundred years ago the great Dwarven warrior Hordram Thorrak was exploring near the Dragonteeth mountains when he and his entire party were lost. They were never seen or heard from again.

Thorrak was known to be one of the most powerful warriors in Zanzian history and his band were equally powerful in their respective fields. Yet they were lost. It is believed that Thorrak was in search of the Axe of the Dwarf Kings which is a powerful artifact of legend. It is said that this axe once united all of the clans of the Dwarves in Zanzia through its incredible powers. Now the Zanzian dwarves are a scattered group of independent kingdoms and clans that frequently squabble and fight amongst themselves.



Recently some news has been found regarding Thorrak. A group of gnomes excavating near the Dragonteeth have unearthed a cave. Near the mouth of the cave skeletal remains were found which are

believed to be that of a halfling rogue named Armin Sanfire who was known to be with Thorrak during his expedition to the mountains. This halfling was known to wear a red signet ring on his left hand with the symbol of his shire etched upon it. This ring was found on the body in the cave.

Bands of adventurers are arriving in towns all over Zanzia with the intent of exploring this cave and finding the fabled Axe of the Dwarf Kings. It's immense historical and monetary value makes it a prize worth seeking for any serious adventurers. However, those that do seek it should beware. Thorrak and his band were an extremely powerful and renowned band of explorers. If they died in the process of searching for this artifact anyone could.

GAME MASTER **NOTES**

The caves of Doom are a portal into another world. A world where dinosaurs and cave men roam freely. A world where the usual creatures of fantasy are not present but prehistoric creatures are. Some magic exists in this lost world but it is not the magic that the players will be used to. The cave men are not all hostile to the players but they do not speak the same language and should not be easily able to communicate with except, perhaps, by magical means.

Not all dinosaurs will immediately be hostile either. Obviously the carnivores and the more aggressive species will attack or will at least be very defensive. Some of the species will attack anything they see as potential food.

The axe is to be found in the cave of the most dangerous species in this

adventure. The cave of the Tyrannosaur and she will not be pleased to let it go easily. Some of the potential encounters will include other adventurers who are seeking the same prize. Some may be cordial. Others will be openly hostile. Some may pretend to cooperate until they see an opportunity to dispose of their competitors.

This is a relatively high level adventure. It is intended for characters of at least 10th level and up to 13th level of experience. It might end up being challenging enough for even higher level characters. Combat with dinosaurs is likely to be dangerous. They have many hit dice and do a lot of damage when provoked. It would be wise to avoid confrontations as much as possible but it is likely that most party members will not choose to follow this advice. They should be allowed to pay for these decisions as the chips fall.

The Valley of the Damned itself is a mostly wooded area wedged between the highest mountains in the Dragonteeth Range. The only way into or out of this valley is through the Caves of Doom. All other avenues are blocked by high mountains that are far too steep to climb. Even the prehistoric birds and Pterodactyls are unable to fly above them and escape this valley.

On the far side of this valley is the cave of the Tyrannosaur and none of the other species here dare challenge her there. She owns that end of the valley and the others do not go there. Escaping from that cave alive will be a serious challenge for any adventurers of any level.

VALLEY OF THE DAMNED

RANDOM ENCOUNTERS

In the Caves of Doom **1 in 6**
(Check every two hours in the caves)

1. Neatherthals
2. Adventure Party
3. Dead Adventurers
4. Cave Men

In the Valley of the Damned **1-2 in 6**
(Check every ten minutes in the valley)

1. Velociraptors
2. Pterodactyls
3. Triceratops
4. Brontosaurus
5. Stegosaurus
6. Sabre Tooth Tiger
7. Woolly Mammoth
8. Neanderthals
9. Dead Adventurers
10. Cave Men
11. Brontosaurus
12. Stegosaurus

Adventure Party - Unknown to the player characters there are two adventure parties that have beaten them to this valley. Both learned of the halfling's discovery about the same time as the player characters did but were closer to the Dragonteeth and came immediately here to look for the **Axe of the Dwarf Kings**.

The bodies of one of the groups is scattered all over the cave and the valley and the players may discover some of their bodies throughout this adventure. That party was fairly weak and was not prepared for the

horrors that they encountered here in this lost valley.

The other group, however, is much more comparable to the group of player characters and might prove to be a dangerous adversary if the players run into them at the wrong time. This group consists of:

Thorihmin Cragfury - A dwarf fighter 8th level, S17 W12 I9 D10 C14 CH9, AC 0, HP 54, AL CN, **plate mail +1** (dwarf sized), **shield +1**, **battle axe +2**, **+3 versus avian creatures**, torches, tinder box, large sack with loot (see below).

Davfan Tovyn - A gnome thief 11th level, S10 W11 I11 D18 C12 CH8, AC 6(2), HP 41, AL CN, **leather armor +2**, **short sword +2**, **+4 vs magic using or enchanted creatures**, thieves tools, 50' rope.

Magurak Thrazar - A half-orc fighter 10th level, S18/07 W9 I10 D12 C15 CH9, AC 3, HP 67, AL NE, plate mail, **bill-guisarme +2**, **+3 versus regenerating creatures**, bulls eye lantern, 50' rope, 10' pole, large sack with loot (see below).

Ramajo Sukdazduld - a human magic user 11th level, S8 W12 I18 D10 C11 CH10, AC 4, HP 26, AL N, **bracers of defense AC 4**, **Wand of Frost with 11 charges**. Spells known: **magic missile**, **shocking grasp**, **spider climb**, **detect magic**, **web**, **ray of enfeeblement**, **mirror image**, **strength**, **lightning bolt**, **fireball**, **dispel magic**, **fly**, **dimension door**, **confusion**, **charm monster**, **hold monster**, **feeblemind**, **cone of cold**.

Bhular Khuhram - a human cleric 11th level, S10 W18 I13 D11 C12 CH 9, AC 0, HP 48, AL N, Plate Mail, **shield +2**, **mace of**

Disruption, silver holy symbol, lantern, two flasks of oil, tinder box, 50' of rope, 10' pole. Spells known: **bless**, **command**, **light**, **sanctuary**, **remove fear**, **resist cold**, **cure light wounds**, **sanctuary**, **silence 15' radius**, **hold person**, **know alignment**, **resist fire**, **find traps**, **slow poison**, **cure disease**, **cure blindness**, **dispel magic**, **locate object**, **prayer**, **cure serious wounds**, **neutralize poison**, **lower water**, **tongues**, **cure critical wounds**, **flame strike**, **heal**.

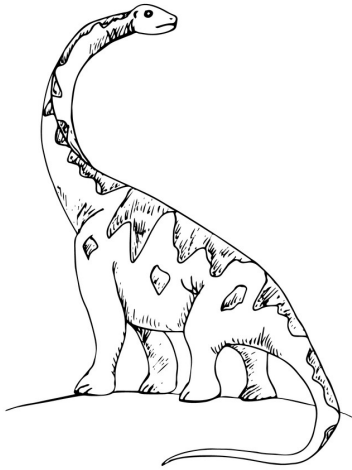
Zan Stormhell - human assassin 11th level, S15 W12 I13 D17 C13 CH10, AC 1, HP 30, AL NE, **leather armor +2**, **shield +1**, **Long Sword +2**, **+4 versus undead**, thieves tools, tinder box, two flasks of oil.

Sack # 1 - Two large uncut blue diamonds worth 2500 gold pieces each, one dinosaur egg worth 500 gold pieces, 253 gold pieces.

Sack # 2 - Three uncut emeralds worth 600 gold pieces each, two dinosaur eggs worth 500 gold pieces each.

Brontosaurus - These large creatures are usually found in a group of 1-6. They will typically be found eating the leaves off of the branches of very tall trees. They are never immediately hostile towards anyone and are herbivores. However, if they are attacked they can be quite dangerous as they have huge numbers of hit points and an ability to do great damage. They are also known as Apatosaurus.

Brontosaurus: AC 5; MV 6; HD 30; HP 120 each; # AT 1; Dmg 3-18; AL N.



Cave Men - Will consist of a group of 3-12 of these men and women. They will be wearing animal skins and carrying clubs or large stone spears. They tend to be friendly but will defend themselves if necessary.

Cave Men: AC 8; MV 12; HD 2; HP 10 each; # AT 1; Dmg by weapon (clubs or spears); AL N.

Dead Adventurers - A number of skeletal remains are available to be found during this adventure. Those listed are mostly those of the original Thorrak party that lost their lives here a hundred years ago. This encounter refers to more recent adventurers who have come since the discovery of the halfling remains in the cave. These adventurers are freshly killed by dinosaurs or other hostile or dangerous creatures here.

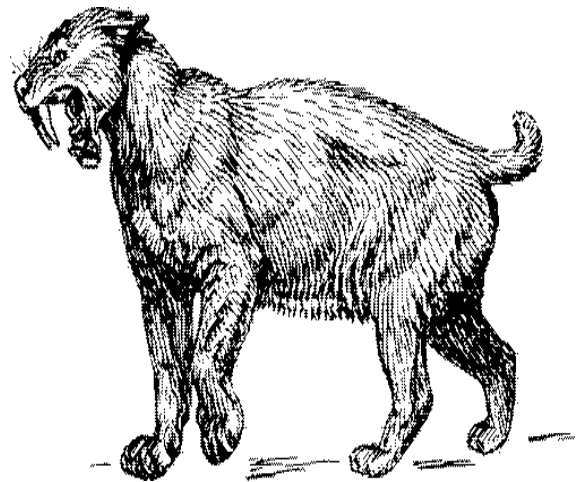
Neanderthals - Will consist of a group of 6-10 of these primitive men. They will typically react hostile towards strangers. They are easily scared by fire or magic.

Neanderthals: AC 8; MV 12; HD 4; # AT 1; Dmg by weapon (clubs or spears); AL N.

Pterodactyls - These creatures fly over the valley and typically hunt alone or in a mated pair. They fly so high that they often swoop down with total surprise to impale a victim with their sharp beaks. They will attack anything that they spot and deem as possible food for them or their young.

Pterodactyl: AC 5; MV 3/18; HD 10; HP 40 each; # AT 1; Dmg 4-16; SA swoop down on surprised victims and impale with beak for double damage; SA surprise on 1-3 out of 6; SA keen eye sight; AL N.

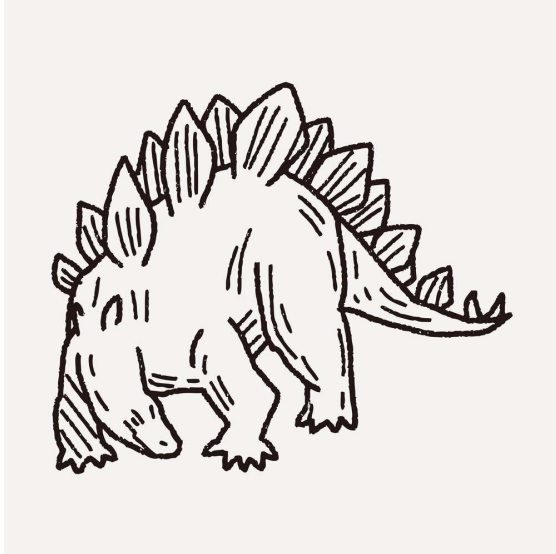
Sabre Tooth Tiger - These creatures are generally found alone or in a mated pair. They are also referred to as a Smilodon. These creatures are aggressive hunters and will immediately attack anyone or anything that they deem as food.



Sabre Tooth Tiger: AC 6; MV 12; HD 7+2; HP 35 each; # AT 3; Dmg 2-5/2-5/2-12; SA rear claws can do an additional 2-8/2-8 against opponents behind it; SD surprised only on a 1; AL N.

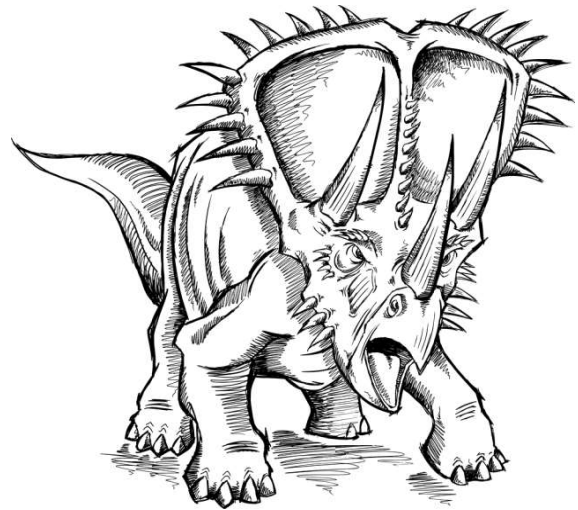
Stegosaurus - This creature will usually be found in a group of 2 to 8 of these armored beasts. These creatures are generally

not aggressive or hostile but will defend themselves if necessary. They will usually be found grazing in clearings within the valley.



Stegosaurus: AC 2/5; MV 6; HD 18; HP 90 each; # AT 1; Dmg 5-20; AL N.

Triceratops - This will consist of 1 or perhaps 2 of these large armored beasts. They are herbivores but they are easily spooked and can become very aggressive. There is 25% chance that they will be startled and attack any creature that they encounter.

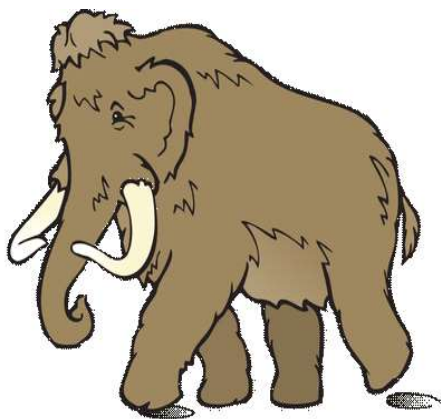


Triceratops: AC 2/6; MV 9; HD 16; HP 85 each; # AT 3; Dmg 1-8; 1-12; 1-12; SA trample small creatures for 2-24 damage; AL N.

Velociraptors - These cunning hunters work together and hunt as a pack. Typically they will lay in ambush and use their natural camouflage to their advantage. A typical hunting band will consist of 2 to 5 of these creatures.

Velociraptors: AC 5; MV 25; HD 8; HP 35 each; # AT 3; Dmg 1-4/1-4/2-12; SA surprise on 1-4 out of 6; SD camouflage; SA cooperative hunting and ambush; AL N.

Woolly Mammoth - will consist of a mastadon or perhaps a herd of up to twelve of them. They are not initially hostile but will defend themselves if needed.



THE CAVES OF DOOM KEY

It is several days journey from the City of Barrowmar to the Dragonteeth Mountains. The city is the largest such city in Zanzia and is the capital city of the kingdom. Once at the mountain range it is clear that the range goes on for hundreds of miles and covers a great deal of the border between Zanzia and other lands. The Cave entrance where the remains of Sanfire were found are believed to be on the eastern edge of these mountains near the highest peaks in the mountain range. After several days of searching the party finds this cave entrance.

The caves are all unlit unless otherwise specified. The caves seem to be naturally formed from volcanic activity. A number of volcanos are known to be within the Dragonteeth including the famous Mountain of Fire linked to the legend of the great Demon Lich Malcon.

KEY TO THE CAVES

1. Entrance to the Caves of Doom

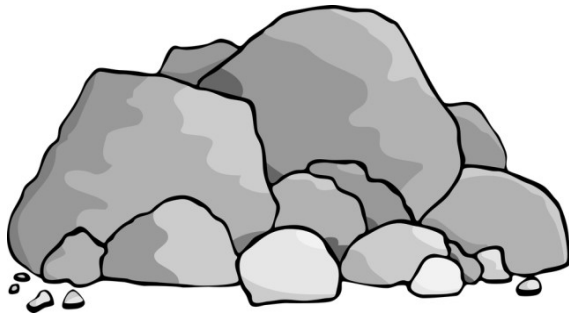
A natural looking opening near the top of one of the mountains can be seen

from ground level which is several hundred feet below at the base of the mountain. This cave shows signs of recent excavation. Several boulders and pieces of rubble have been moved to clear a path into the cave. Strange runes and glyphs are painted crudely on the walls of the cave. These paintings seem to be almost child like in simplicity and depict such mundane things as hunting with spears. What beasts the men were hunting is unclear as the beasts depicted resemble no beasts that the party members have ever seen before.

2. Rockslide

This area seems to be the junction for several different tunnels. A cave in here is possible at virtually any moment. In fact, the players feel a sudden rumbling which comes and then passes after a few moments but no rocks fall during this time. Others before the party were not so lucky. Two bodies lie here. One is skeletal and looks to be quite old. It is halfling sized and seems to wear some bits and pieces of an old suit of leather armor. Everything else owned by that person has long disappeared.

Nearby, however, is a more fresh corpse. A human fighter lies freshly killed by a pile of falling boulders just a few feet from the halfling. It still wears a badly dented and unusable suit of plate mail. All weapons and valuables appear to have been stripped from the body. The body appears to be only a day or two old.

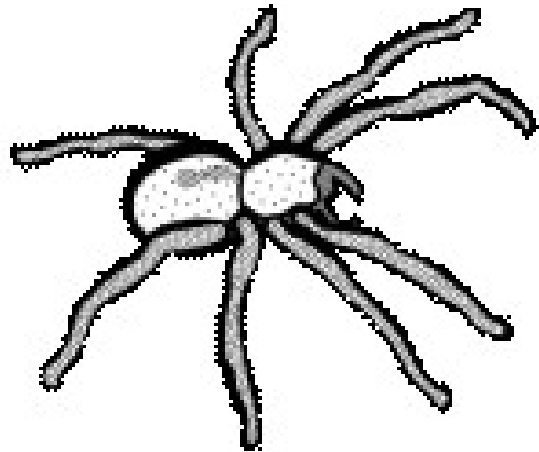


3. The Lair of the Cave Spider

This cave seems to be a dark and empty void. Even the light of torches and lanterns cannot seem to penetrate the darkness of this cave. Suddenly, the adventurers discover that the reason for this is that the entire cave seems to be one living creature. An enormous cave spider unfolds its legs and advances quickly. It is much larger than any spider the adventurers have seen before.

Cave Spider: AC 4; MV 6; HD 16; HP 77; # At 1; Dmg 3-18; SA poison bite; SA surprise on 1-4 out of 6; SD infravision and keen sight; SD easily hidden in darkness due to their dark fur and ability to roll up arms and legs and hide; AL NE.

Once the **Cave Spider** is defeated and the cave is explored the players may find the skull of an elf that remains in one corner of the cave. Thorrak was known to have had an elf wizard with him named Mhaenal Papieros. It is possible that this skull belonged to him. The skull seems very old and crumbles a bit if held. Close inspection will reveal that inside of this skull is a shiny metal object. It is a **ring of wizardry (doubles first and second level spells)**.



4. The Lava Pit

This area glows with red hot lava bubbling up out of a large pool in the center of the floor. The lava keeps the room quite warm and well lit. Strange drawings and paintings on the walls here depict strange men hunting strange looking elephant like beasts with spears. In one seen they are shown chasing a group of the creatures into a chasm.

At the edge of this pool of lava is the body of a man wearing leather armor. This body seems to have been recently killed. The man seems to have been human and has a dagger in his right hand. He has burn marks on his face and body and his armor has been scorched.

Suddenly out of the pit of lava rises a creature. It is a **Lava Elemental**.

Lava Elemental: AC 2; MV 4; HD 15; HP 73; # At 1; Dmg 2-20 + 1-6 fire damage unless save for half; SA fire damage unless save versus dragon breath; SD moves slow and always attacks last; SD immune to fire, charm, sleep, hold; SD takes double damage from cold; AL N.

5. Remains of Hordram Thorrak

This dark cave has blood trails all over it. Something or someone has recently been badly wounded and crawled into this cave. Who or what that might be is unknown. But blood trails of someone crawling are clearly seen on the floor of the cave leading in this direction.

This particular section of the caves has a much lower ceiling. A human must stoop low to walk into this cave. The ceiling of the hallway leading in is only four feet high at the highest point. Once the cave itself is reached the ceiling rises up to a more respectable height of eight feet.

The first remains that the adventurers will find is the body of a human wizard who has recently died. He wears a blue robe which seems more or less intact despite the huge bloody gash marks in the body of this man. The robe is a **robe of eyes** and is still quite usable. The man seems to have lost everything else that he possessed during the combat that ended his life.

If the adventurers advance further into this cave they will find a set of skeletal remains in the western most end of the cave. The remains are that of a Dwarf fighter. He wears a badly mauled suit of Dwarven sized plate mail etched with the letter T on the breast plate of the armor. This must be the body of the lost Hordram Thorrak. The armor still radiates some magical energy but it is far beyond any repair. It has several enormous gashes across the middle of the armor. Clearly Thorrak met some beast that was enormous in size and powerful enough to strike through his suit of mail. He apparently crawled back into this cave to die alone. A rusty old axe lies beside him. It radiates magical energy.

This axe is not the **Axe of the Dwarf Kings**. It is, however, a magical axe of value. It is a **Battle Axe +3/+4 versus reptiles (dinosaurs may be considered reptiles for purposes of this weapon)**.

6. Shriekers

This cave has several large mushrooms of different colors in the room. There is one large black mushroom at the front of the room. There are two purple mushrooms at the western side of the room. And there are two green mushrooms at the eastern side of the room.



These mushrooms immediately begin wailing as the adventurers arrive. Deep in this cavern behind all of the shriekers are the skeletal remains of a fighter laying face down in the northern most end of the cave. These creatures are one **Black Shrieker**, two **Purple Shriekers** and two normal **Shriekers**.

Black Shrieker: AC 5; MV 1"; HD 5+15; HP 35; # At 1; Dmg 1-2; SA shrieks act as a monster summoning I spell instead of

drawing random monsters; SA can use this monster summoning shriek 5 times a day once per round; AL N. OSRIC Monsters of Myth P. 88.

Shriekers (2): AC 7; MV 1"; HD 3; HP 12 each; # At 0; SA shrieks draw random monsters (50% chance per round); SA shrieks last 1-3 rounds; AL N.

Purple Shriekers (2): AC 7; HD 5; HP 25 each; # At 0; SA shrieks destroy concentration and last 2-11 rounds; SA shrieks are so loud that one cannot cast spells due to lack of concentration; AL N.

The remains are that of Strar Whitegust a barbarian from the lands north of Zanzia. Strar was a known companion of Thorrak and was said to have been a barbarian of incredible strength. Tales of his legendary strength is often sung about in taverns all across Zanzia. Bards often sing a tale about him defeating a hill giant named Draago in a wrestling match long ago. He appears to have taken a large stone spear through the chest. Parts of the stone spearhead remain where his chest is on the floor of the cave. Whatever belongings he once had seem to have been taken except for the ruined plate mail that his skeleton still wears. The armor still faintly glows of magic but it is clearly beyond any repair. The stone spear has split the center of the breast plate and clearly this was the killing blow for Whitegust.

7. Stone Bridge over Lava River

A very crudely made stone bridge crosses a river of lava which seems to flow beneath the caves. The stone bridge seems fairly stable but quite old. In a few places there are some small open holes that one can see clearly through to the lava below.

A few crude broken stone spears are scattered around this bridge. It would appear that someone occasionally defends this bridge from being crossed. Some blood trails here lead back towards the entrance to the caves and then end.

8. Cave Pit

This open pit is in the center of a cross section of tunnels. It splits this cross section. This pit is easily seen and avoided. A look into this pit will reveal no bottom that can be seen. It is deep and dark and seems to have no end. Anyone who falls into this pit will never be found again. They will all the way to the center of the world.

Anyone getting too close to this pit may wish that they had not done so. The edges around this pit are not stable. Anyone who peers down into the pit must roll a saving throw of 2D6 versus their dexterity to avoid falling into the pit. Anyone rolling a number over their dexterity score will accidentally fall into the pit.

9. Cave of Silence

This dark cave seems to be incredibly quiet. It is quiet because there has been a permanent silence 15' radius spell cast in multiple places in the room to make it permanently so. No sounds will penetrate this room. No sounds will escape this room either. One could sleep soundly here but should someone come calling it would be impossible to hear them coming from here. One using this room to rest in might be quite easily surprised here by monsters arriving.

10. The Pool of Souls

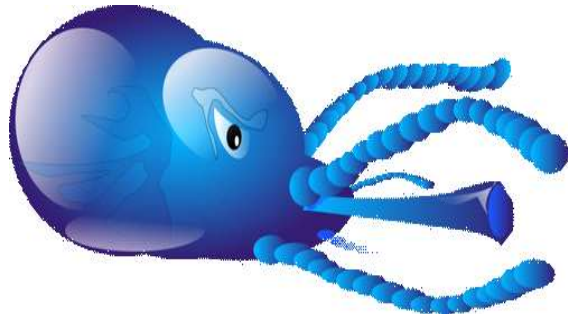
This room has a very large stone pool in the center of the room. The pool is

circled by large stones. The water bubbles up from some deep underground spring. The water is from an ancient spring that still travels beneath this set of caves. The water is very old and pure. It does not radiate either magic or evil yet it has magical effects.

Anyone drinking from this pool will feel much stronger and healthier as a result. This effect will last for one turn only. Anyone drinking from this well will have the effect of invulnerability for one turn.

11. Primordial Ooze

This dark cave has a large greenish pool in the center of the chamber. Suddenly, however, this green pool begins moving towards the adventurers. It is clearly alive. It is a Primordial Ooze and it is hungry.



Primordial Ooze (1): AC 5; MV 5; HD 20; HP 125; # At 1; Dmg 3-36; SA corrosive; SD splits from strikes with edged weapons or lightning; SD lightning hastes the two creatures formed by splitting; AL N.

Bits of skeletal remains litter the western edge of this cave. Whatever creatures or people were killed here have mostly been dissolved by the creature and are no longer recognizable.

12. Cro Magnon Men

This cave is the resting place of a band of strange men and women. These people have a strange shape to their skulls and are quite hairy and dirty. They wear filthy animal skins and carry crude spears. They are gathered around a large fire here in this cave and are communicating with some strange language of grunts. It is impossible to understand their language.

Roasting on the fire in front of the people is some kind of beast that has been carved up and is being turned on a wooden spit over the fire. The people become agitated and hostile when they see the adventurers arrive. They immediately rise and attack.



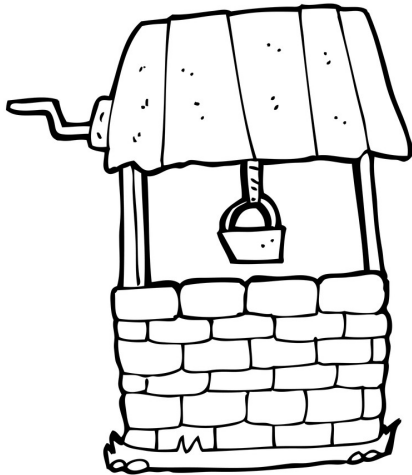
Cro Magnon Men and Women (15): AC 9; MV 12; HD 5; HP 20 each; # At 1; Dmg 1-10; AL N.

One of the women wears a necklace made of plain looking rocks. One of the

largest stones of the necklace, however, is a very large uncut blue diamond worth 5,000 gold pieces.

13. **The Well of Life/Exit to the Valley of the Damned**

The caves come to an opening where daylight can be seen beyond. Standing before this exit, however, is a well made of carved stones which have been carefully placed into a modern looking (by Zanzian standards) well about three feet high with a wooden pole over it that has a bucket tied to it.



The water below must be very deep because it is quite dark down there and the water is not visible from above. A pebble dropped into the well will take almost half of a minute to hit water. The rope tied to the wooden pole is more than two hundred feet long.

Water brought up from the well looks pure and clear. It tastes quite refreshing and heals for 2-8 hit points of damage. The water, however, loses its healing properties within one turn of leaving the well.

The cave exit leads to the **Valley of the Damned**.

THE VALLEY OF THE DAMNED KEY

The cave exits onto the slope of a tall mountain overlooking a lush tropical valley. The trees are thick in this valley. A large chasm blocks anyone from directly crossing into the valley. In order to approach the valley floor one must go south along the edge of the deep chasm until the chasm is cleared. Apparently no one has been able to put any kind of bridge across the chasm. One could, however, fly over it perhaps.

1. **Village of the Damned**

Far to the south of the cave entrance the party will see in the distance a grouping of crude huts. These huts have been fashioned from wood and whatever other materials are available here in the valley. The huts are not very stable or very sturdy. There are six such huts here.

These huts belong to the Krogga tribe of Cave Men. These Cave Men are not hostile and will not immediately attack anyone that they see. However, they are quite primitive and will not be able to directly communicate in the common tongue of Zanzia. They have a language of sorts which is primitive but effective enough for their purposes. It is simple and consists of a syllable or two of grunts. Communication with these people would be difficult short some sort of magical means. Drawings and pictograms might be effective in finding out some information from them.

These people wear animal skins and carry small wooden clubs and thin wooden spears.

Cave Men and Women (25): AC 8; MV 12; HD 2; HP 9 each; # At 1; Dmg 1-4 (club) or 1-6 (spear); AL NG.

The leader of this tribe is named Kalbar and he lives in the largest hut with his mate and children. He will be helpful if possible and will provide food and water to strangers if shown kindness in return. He, of course, knows nothing of the **Axe of Dwarf Kings**. If any way can be found to communicate with him he will warn the players to avoid the "Great Mother." He cannot explain what this creature is but he is referring to the Tyrannosaur mother that rules the valley.

2. **Velociraptor Ambush**

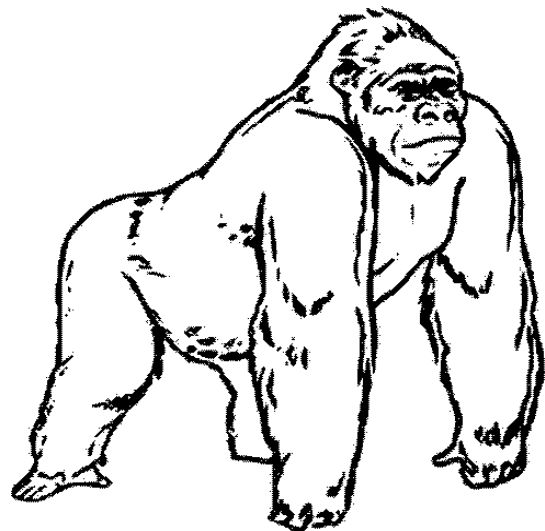
Hiding in the thick brush here are five creatures who are hunting for food. They are the most vicious predators in this valley and are responsible for many deaths among the cave men living here. These creatures stand about eight to ten feet high and have vicious teeth from which to tear their food apart. They also have smaller arms which they use to claw victims.

Velociraptors (5): AC 5; MV 25; HD 8; HP 30 each; # At 3; Dmg 1-4/1-4/2-12; SA surprise on 1-4 out of 6; SD camouflage; AL N.



3. **The Great Ape**

In this part of the jungle stands a gigantic ape. He is busy killing an enormous primordial snake which is constricting him. He is pounding the head of this fifty foot long snake into a boulder. Death is probably imminent for the reptile. Perhaps the party can avoid drawing the attention of this ape and sneak past.



Primordial Ape (1): AC 6; MV 20; HD 20; HP 140; # At 3; Dmg 2-12/2-12/3-18; SA hugs for 6-36 per round after both hands hit same target; SD keen senses make him surprised only on a 1; AL N.

This creature is Krogga and he is the beast that the Cave Men named their tribe after. They pray to Krogga and they will not be pleased to learn that he is slain by the adventurers should they do so.

4. **Fountain of the Damned**

Deep in the jungle the players stumble upon a peculiar sight. A fountain of water exists here of all places deep among the trees. The water in this fountain is murky. The fountain seems to have been here a very long time. It radiates no magical energy. The center of this fountain has a strange reptilian beast as the center statue and it sprays water into the basin of the fountain. The reptile statue has small arms but powerful looking muscular legs. It has a head with sharp looking teeth and a very long tail. It seems to stand upright on two feet.



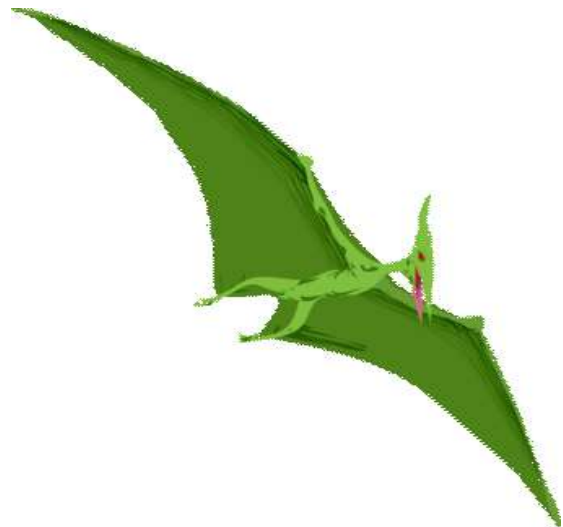
Anyone drinking from this fountain must save versus poison or be totally incapacitated due to nausea for one turn. The water is foul.

5. **Watering Hole**

A small lake dominates this clearing in the woods. Right now the lake seems to be quiet. But this is the only major watering hole in the valley. Visits from all creatures here are frequent. Random encounter rolls here should be at double the normal rate. One roll should be made each time the lake is visited.

6. **Pterodactyl Nest**

High up in the branches of an enormous tree is the nest of two Pterodactyls. The tree is nearly fifty feet wide and rises hundreds of feet into the air far above most of the jungle. The creatures in the nest, however, have keen eyesight and will see anyone approaching the tree from far off. They will swoop down on anyone or anything that they can grab and bring up to their nest to feed their young which have not yet hatched from the three eggs in the nest.



Pterodactyls (2): AC 5; MV 3/18; HD 10; HP 38 each; # At 1; Dmg 4-16; SA surprise on 1-3 out of 6; SA impale for double damage if they gain surprise; AL N.

In the nest are three eggs. These eggs are about the size of a large rock and weigh about twenty five pounds each. They would be quite valuable if taken and brought back to Zanzia. They would bring as much as 1000 gold pieces each if sold to the right buyer. Close inspection of the nest of the creatures will also reveal that something of value was used to create the nest itself. There is a **rug of welcome** which was put between the branches and sticks that make up most of the nest.

7. **The Pool of Krogga**

This part of the jungle has a clearing which has a large rock pool in the center of it. This pool is a frequent visiting place of the ape Krogga who considers this his personal watering hole. Should he find anyone here he will not be pleased to find them near his pool.

Any time this area is visited roll a random encounter chance. No other creatures dare visit this pool so any random encounter roll will be Krogga the ape and he will not be pleased. The players may get warning of his arrival as he frequently yells a roar that can be heard across the valley.

8. **Great Mother's Cave**

In this clearing the adventurers will find an opening in the mountain range which has a very large cave entrance. This entrance is littered with the skulls and bones of many large animals from the valley.

THE GREAT MOTHER'S CAVE

This enormous cave must be the lair of a very large creature. The roof of the cave is at least sixty feet high. The cave is dark and smells of decay from the many bones and skulls littering the ground near the entrance. Blood trails lead up to this entrance from the many creatures that have been killed and dragged here to be eaten.

No random encounters will occur within the Great Mother's Cave.

1. **Cave Entrance**

Bones and skulls are littered in this part of the cave as well. Some of the bones are cro magnon and cave men skulls and bones which are obvious even to the untrained eye. However, there are also the skeletons here of some adventurer types.

One of the remains wears a tattered and broken suit of chain mail that faintly glows of magic. It is still quite usable. It is well known that a human bard by the name of Brenglim Laughingwillow was part of Thorrak's band of adventurers. Perhaps this skeleton belonged to him. The chain mail is a suit of **Elven Chain Mail +3**. A sword lies near the body broken in half at the hilt.

The other skeleton looks to have once been a cleric. A shattered holy symbol is clutched in one hand by the skeleton and a broken mace is held in the other hand. The skeleton wears a shattered suit of plate mail that is totally ruined now. It has large bite marks through the middle of the breast plate which seem to have been the killing blow. This cleric appears to have been a dwarf given the size of the skeletal remains. It is known that Thorrak had a Dwarf cleric with him at the time of his disappearance by the

name of Thetram Minetank. This could well be his remains.

2. Pool of the Deep

A large deep pool dominates this room. The water in the pool seems pure and clean. It tastes quite refreshing. Bones of various creatures litter this chamber as well. Most of the creatures seem to have been dragged here and then eaten. Blood trails from the cave entrance lead to this room.

Anyone drinking from the water here must save versus poison or fall asleep for one turn. The water has a natural sleep inducing agent in it which seems to come from various vegetation that grows here in the valley and falls into the stream that feeds this pool of water. The water does not radiate magic.

3. Lava Pool

This cave is well lit from a large pool of lava which seems to bubble up from underground and forming into a large pool here. The edges of the pool are blocked by large stones which have been laid down here in a circular order around the lava by human hands. The lava seems to stay within the rocky wall around it but burns very hot.

The lava pool does not radiate magic or evil.

Should anyone use the lava pool by putting a weapon into the lava they could heat up their blades and do an extra 1-6 fire damage with them for up to one turn afterwards.

4. The Great Mother's Cave

This cave is gigantic. It is up to ninety feet tall at the highest point in the cavern. The cave is dark and smells of death and decay. Bones litter the floor all the way into this large cavern. Blood trails lead into this room and seem to be virtually everywhere here.



This cave is the home of the Great Mother. She is a very large and powerful Tyrannosaurus Rex. She stands nearly twenty five feet tall when fully extended and she is nearly sixty feet long from head to tail. She is the dominant force in this valley and all here fear her. They fear her for good reason. She is a deadly force. She will defend her cave and all that is within it to the death. Shiny piles of metal can be seen by torchlight in the western and the eastern alcoves of the chamber.

Tyrannosaurus Rex (1): AC 5; MV 17; HD 20; HP 135; # At 3; 1-8/1-8/5-50; AL N.

Eastern Pile of Treasure

Staff of the Serpent

Ring of Protection +2

Potion of Extra Healing

Potion of Speed

Potion of Flying

A golden necklace with a black opal center stone worth 5500 gold pieces

A mink coat worth 5400 gold pieces

A suit of ornate and finely decorated plate mail etched in gold and with the coat of arms of the royal family of Zanzia worth 2500 gold pieces

Western Pile of Treasure

Five roughly cut blue diamonds worth 2500 gold pieces each

The Axe of the Dwarf Kings

Eyes of Petrification

A bone scroll tube with magic user spells:
legend lore, repulsion, stone to flesh, lower water, distance distortion, stone shape, transmute rock to mud



NEW MONSTERS

Cave Spider

Armor Class:	4
Move:	6
Hit Dice:	16
No. of Attacks:	1
Damage/Attack:	3-18
Special Attack:	Surprise on 1-4 out of 6/Poison
Special Defense:	Infravision/Keen sight/Darkness
Magic Resistance:	None
Alignment:	Neutral Evil
Size:	G

The **Cave Spider** is the prehistoric version of the **Giant Spiders** which are occasionally found in the land of Zanzia. This spider, however, is far bigger than it's Zanzian cousins. These enormous spiders are not web builders but are hunters. They typically wait in a large cave and roll up waiting for victims to come to them. When rolled up their legs and eyes are hidden from view and they are just a black ball of fur hiding in the darkness. They see exceptionally well in the darkness and will likely see others before they are seen themselves. In darkness they are very difficult to see. Thus they surprise opponents on a roll of 1-4 out of 6.

Like **Giant Spiders** this creature has a poisonous bite. It's poison bite is fatal unless a saving throw versus magic made. These creatures do not tend to collect great amounts of treasure but are fond of shiny gems and have been known to collect some of these in their lairs.

Cro Magnon Men

Armor Class:	9
Move:	12
Hit Dice:	5

No. of Attacks:	1
Damage/Attack:	1-10
Special Attack:	none
Special Defense:	none
Magic Resistance:	none
Alignment:	N
Size:	M

These prehistoric men are some of the earliest humanoids to live in this world. They have skulls which are misshapen compared to those of the more modern men to live in Zanzia. They are hairy and dirty and speak only through a simple language of grunts. Their language is unknown.

While they are not evil these men are hostile to anyone invading their caves. These men live here and will protect it with their lives. The valley beyond is a terrifying place and they do not wish to risk going out there except to gather food or hunt.

These men use large crude stone spears which are quite effective even against the armor commonly used in Zanzia.

Lava Elemental

Armor Class:	2
Move:	4
Hit Dice:	15
No. of Attacks:	1
Damage/Attack:	2-20 + 1-6 fire damage
Special Attack:	Fire damage in addition to pummeling with fists
Special Defense:	Weapons hitting this beast might be damaged
Magic Resistance:	Immune to fire based damage and others listed below
Alignment:	Neutral
Size:	L

This creature appears more or less humanoid in shape although it is quite large. It is made up of molten lava and is mindless in it's pursuit of destroying anyone or anything it finds near it's home. It lives in a pool of lava and will defend this pool to the death.

It is immune to attacks involving fire based damage as well as any attacks involving the mind as it is a mindless being. Charm, hold, sleep and similar attacks thus have no effect upon it. Attacks involving, cold, however are quite effective against it and do double damage.

The creature uses either of it's two massive fists to pummel it's enemies. Any hit by the creature does an additional 1-6 fire damage to it's target unless a saving throw versus dragons breath is made to take one half damage. The creature is rather slow and always attacks last in each round as a result.

These creatures are not known to collect treasure at all. Not treasure in any recognizable sense at least. Sometimes bones and other bits of bodies slain are found in or about their lairs. If the beast considers this to be treasure is unknown.

Neanderthals

Armor Class:	8
Move:	12
Hit Dice:	4
No. of Attacks:	1
Damage/Attack:	1-4 (club) or 1-6 (spear)
Special Attack:	none
Special Defense:	none
Magic Resistance:	none
Alignment:	N
Size:	M

These primitive men are a dangerous creature. They will not understand or be able to communicate with anyone but themselves and they will usually become hostile and combative upon meeting strangers.

Primordial Ape

Armor Class:	6
Move:	20
Hit Dice:	20
No. of Attacks:	3
Damage/Attack:	2-12/2-12/3-18
Special Attack:	Hug
Special Defense:	None
Magic Resistance:	None
Alignment:	N
Size:	G (50' tall)

This ape is a tall hairy beast with enormous and vicious looking fangs. He stands at least fifty feet tall and must weigh many tons. He is a carnivore. He sees quite well and hears quite well. He is surprised only on a 1.

If the creature manages to hit a victim with both hands he will hug the victim and do an additional 6-36 damage per round to the victim without the need for further attack rolls until he is killed or the victim dies.

Primordial Ooze

Armor Class:	5
Move:	5
Hit Dice:	20
No. of Attacks:	1
Damage/Attack:	3-36
Special Attack:	Corrosive
Special Defense:	Blows from sharp weapons split it into multiple oozes
Magic Resistance:	See below
Alignment:	Neutral
Size:	G

This creature seems to be some kind of prehistoric version of the **Black Pudding**. It is not black, however, but is greenish in color and nearly transparent. Like the pudding it is split into two or more creatures when struck by a sharp edged weapon. It is immune to cold and fire does normal damage to it. But electricity causes it to be hasted for 2-5 rounds and split into two.

Like a pudding the creature is corrosive and will eat through metal and wood at the same rate of speed.

Pterodactyl

Armor Class: 5
 Move: 3/18
 Hit Dice: 10
 No. of Attacks: 1
 Damage/Attack: 4-16
 Special Attack: Swoop for surprise/Impale victims with beak
 Special Defense: None
 Magic Resistance: None
 Alignment: N
 Size: H (60" wing span)

These flying reptiles are quite large and have a wing span of at least sixty feet. These creatures are carnivores and hunt any smaller creatures that they can find. They live in large nests in gigantic trees and look for food to feed their young.

These creatures will swoop down on targets from high in the sky. This gives them surprise on a 1-3 of 6. If they do manage to get surprise their first attack will do double damage as they will impale their targets with their sharp beaks.

Purple Shriekers

Armor Class: 7
 Move: 1

Hit Dice: 5
 No. of Attacks: 0
 Damage/Attack: None
 Special Attack: Shrieks break concentration and make spell casting impossible
 Special Defense: None
 Magic Resistance: None
 Alignment: N
 Size: M to L

Purple Shriekers are much like others of their species except that their shrieks are much higher in pitch and are so piercing that one cannot cast spells during the shrieking for lack of concentration. Until the shrieking ends or is silenced in some manner it is impossible to cast spells of any kind that require any concentration at all. These shrieks last for 2-11 rounds and may draw random encounters as well (50% chance per round like a normal shrieker).

Velociraptor

Armor Class: 5
 Move: 25
 Hit Dice: 8
 No. of Attacks: 3
 Damage/Attack: 1-4/1-4/2-12
 Special Attack: Surprise on 1-4 out of 6
 Special Defense: Camouflage
 Magic Resistance: None
 Alignment: N
 Size: L

The Velociraptor is a smaller and much more cunning predator than the Tyrannosaur. These creatures work cooperatively and seem to communicate in some way. They are much smaller than many of the other dinosaurs in this valley but they are far more deadly than most. They have vicious teeth and they tear their food

apart once they bring it down. They work together closely and set ambushes to catch prey. They effectively use their natural camouflage to blend in closely with the foliage and then spring their trap on their victims. They are also extremely agile and fast and can chase down many of the fastest creatures in the valley.

Despite these many advantages even these creatures fear the “Great Mother” Tyrannosaur that rules this valley. They have tried a few times to take her down and paid the price by losing a few of their numbers.

These creatures typically are about fifteen to twenty feet long and eight to ten feet high.

NEW MAGIC ITEMS

The Axe of the Dwarf Kings - This battle axe is an artifact of great power which was made long ago by the Dwarves of Zanzia and forged in the mountain of fire long before the Demon Lich Malcon took that place as his personal lair. The axe blade is equal to that of a **sword of sharpness**. The other side of the blade ends in a blunt hammer which is equal to that of a **+3 war hammer**.

Should the axe fall into the hands of an actual Dwarf the axe has other abilities which can be used. The normal infravision of a dwarf is doubled by the possessor of this axe.

Anyone in possession of this axe will become a dwarf over time. They will begin resembling a dwarf and begin losing height an inch at a time until they are the size of one. They will begin growing a thick beard whether they shave or not. It will soon cover their face daily and shaving will become a useless waste of time.

Minor Benign Powers

The possessor of this axe is immune to fear
The possessor of this axe can use feather fall at will as long as he or she is holding the axe

Major Benign Powers

This axe is quite heavy and one must use two hands to wield it. But the possessor of this axe gains +2 to their armor class which makes up for not being able to hold a shield.

Minor Malevolent Effects

No matter how often the person possessing this axe bathes they will always smell like a

dwarf who just came out of the mines. He or she will always smell as if they have not bathed and anyone within 10' of them will notice their distinctive and unpleasant body odor.

Major Malevolent Effects

The possessor of this axe will lose three points of charisma permanently. They will begin resembling a dwarf until they actually become one. The process of becoming a dwarf will take six months. To other dwarves the person will have a charisma of plus three to their natural score.

The possessor of this axe will feel compelled to fight every orc or half orc that they encounter. Their hatred for orcs and their kind will become intense and uncontrollable.

The possessor of this axe will over time become obsessed with uniting the Dwarf clans of Zanzia. They will feel an uncontrollable compulsion to take over control of the clans and will use whatever violence is necessary to achieve this goal. While the possessor will likely not be a member of any of the Dwarven royal families he will feel that he or she is the rightful ruler of Zanzian Dwarves and will make it his or her mission in life to become their sole king. After about three months of possession of the axe the person will seek to break off friendship with companions and seek out the dwarf clans. Within six months they will attempt to seize power over one of the clans. Before the end of one year they will seek a war against the other clans to unite them under one king. If the possessor of the axe lives that long..... that is...

Prime Powers

The possessor of this axe has a 25% resistance to all magic.

Once per day the possessor of this axe can teleport anywhere throughout Zanzia without error (but cannot bring anyone else with them) to any of the clans of the Dwarves.

Side Effects

Whenever either of the Prime Powers is used (or magic is resisted) all those within 25' of the possessor of the axe will take 1-10 points of damage excluding the user of the axe.

Destruction of the Axe

This axe can only be destroyed by taking it deep into the Mountain of Fire and throwing it into the lava there where it will melt eventually after a great deal of time in the lava. Of course, the Lich Malcon has his lair in that volcano so it would be a very dangerous adventure.

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Valley of the Damned: Caves of Doom

