

The rekuldor's have migrated through the Mascalar valley for centuries and their passing has given birth to the thriving Empire of Musca who's commerce is solely based on the migration of these large fantastic beasts. However, when a series of fiery craters has appeared it threatens the migration of these creatures and the miracle that their passing gives to the people of Musca.

With the success of the Empire in peril they call to aid, someone to help shepherd the gentle giants and in protecting the creatures, to also uncover the origins of the craters. But as the Empire moves its pieces into play and gold changes hands the same is happening in opposition to the prosperity of the Empire. Will the hired adventurers be enough to protect the creatures and put a stop to the hostile forces invading the lands?

DM: (A rival kingdom sent alchemists and warriors to disrupt the pilgrimage of large creatures that deposit rich minerals and concentrated metals in the Musca Empire's territory. If the migration of these creatures does not go ahead the livelihood of Musca is questionable at best for the next decade.)

The party had received word of a job that was the highest priority and seeking only the best. Of course that meant that it was exceedingly well paid and that they were the right people for the job. The guild leader in Musca acted as the middleman between them and their client but the royal seal on the letter indicated that their client was the royal family of Musca. 'I need a group of adventurers to come and secure the Rekuldor and ensure their safety. Their migration grounds, the Mascalar valley, have been attacked and we fear that My most trusted men will assist you and one of them, Rovi, will meet you and escort you to where we need your help.'

DM:(Rovi is a member of the Dusk Scouts, refer to **444MoRuMi**, the Rekuldor are a giant herbivorous creature that excretes a metallic compound, rekuldorite, which the Musca people use in nearly all their exports and manufacturing.)

True to the king's word Rovi arrived the next morning at the guild hall with the horses that they would be taking into the valley. 'It is good to meet you. The Guild has spoken highly of you and I am glad that you will join me into the Mascalar valley. Once we reach the ridge we will leave the horses and continue on foot into the valley itself.' The next day of travel was easy going with many soldiers on the roads patrolling and ensuring the public's safety. However the business quickly evaporated when they reached the edge of the valley where they began to travel on foot over the ridge and deeper into the valley beyond. There were plumes of smoke here and the smell of burning soil and wood. Rovi



showed his true prowess here pointing to tracks, stopping and redirecting the party to avoid a particular unfriendly denizen of the valley and even finding them fresh food.

DM:(The party can discover evidence of people in the woods too by making the appropriate check, refer to **444TuJoDuSc**, otherwise Rovi will stop them and point out the tracks before moving on)

As the party moved deeper, the signs of human presence and the smell of burning grew stronger. They reached a concealed camp, where Jovi was welcomed back by scouts who reported seeing the first Rekuldor and signs of other intruders. It did not take long for them to reach the camp that they had been travelling to where Jovi introduced the adventurers as crucial support, highlighting the need to identify and mitigate any variables that could disrupt the migration. His pointed look at the party signalled that he expected their input and readiness to help.

The next morning the scouts returned with news. There had been sightings of hostile forces gathering near the valley entrance, where the Rekuldor were most likely to enter through. They moved out with hurried stealth and with a scout as their guide they found the path that was going to lead them to where they needed to be.

As the party hurried along the rough path, they followed scouts who brought news of a hostile force moving equipment into the valley. Guided by a small driftglobe of one of the scouts, they made swift progress despite the treacherous terrain. Upon reaching a concealed spot, they saw men



stacking barrels and preparing to set off an explosive device. Jovi, understanding the gravity of the situation, asked the party to create a distraction or eliminate the threat. As one of the hostile men set a fiery vial to trigger the explosion, Jovi and the scouts moved into the shadows, leaving the party to act swiftly to prevent the impending disaster.

DM:(Refer to **444WeArAr**, This encounter is rather straightforward. Ten rounds to stop the final explosion with smaller ones happening every two rounds. If the barrels are hit by fire (fireball, bolt, alchemist fire and the like) reduce the round count by 1 as the wood starts to burn. The map on the next page captures the battlefield, refer to **444ThMaVaCl**, and the encounter is two fold. A battle with the soldiers where they fight to delay the party for the allotted time before the barrels explode with their alchemical chemicals and the second part where reinforcements arrive. The first encounter is Challenging, refer to **444FrlsStFo**, but shouldn't

be deadly.)

As the white robed man bearing a flaming sword fell, the scout they came with called out 'I've got it' as the barrels stopped smoking and the drip fed vial of flaming chemicals was disposed of. An hour passed as they cleaned up the barrels and the bodies and slowly the first of the Rekuldors appeared. Their long necks were covered in wrinkles of armoured skin and they plodded along on large sloth-like arms and claws. As they passed by irate shouting could be heard coming closer.

The Rekuldors paused before moving back towards the party and away from the barrels which had stopped smoking now.

'Those idiots probably forgot to use the flame charges!' a woman shouted as several more guards surrounded a black robed figure. 'Oh. That explains why there was no explosion. But now I can deal with the pesky Musca warriors who have been interfering with our orders. Kill them, leave one alive for questioning.' she ordered.

DM:(This is a **challenging** encounter with a boss of similar difficulty to the White Guard (refer to **444FrlsStFo**) with a similar number of smaller guards. The boss this time is a sorcerer that specialises in acid and fire spells.)

Valley of Fire - 444SuVaFi

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