

# THE FORGOTTEN VALLEY

## A Ravaged One Sheet

by

**Eric Avedissian**

In the South American jungles of Brazil lies a forest-covered valley where time has seemingly stood still for millions of years. Indigenous tribes who've wandered into the valley say the place harbors a great evil, one that consumed many brave warriors. Rumors filtering to the civilized world tell of enormous primitive dinosaurs from the Jurassic Age roaming free in the valley, the last living examples of these creatures on Earth!

### The Expedition

The heroes are hired by famed paleontologist and dinosaur expert Dr. Harvey Kilgore, who lives in New York City and teaches at Columbia University. Kilgore believes the valley exists and has collected several detailed stories from native tribes, enabling him to piece together a rough map of the area. Kilgore needs trusted adventurers for this expedition, and hires the heroes, promising \$1,000 to anyone who helps him find the Forgotten Valley.

The university is funding the expedition, and the aeroplane leaves New York City bound for Belem, Brazil, a small town in the Amazon rainforest.

A steamship transports the explorers down the Madeira River to Rivertown.

### Rivertown, Brazil

Rivertown is a ramshackle collection of huts built along the Madeira River deep in the rain forest. Its inhabitants, mostly explorers and natives, trade with each other and import supplies from the eastern cities Macapa and Belem.

The unofficial "mayor" is Jose Escobar, a hunter and smuggler who steals goods from the cities and sells them for exorbitant sums to desperate travelers. His town is an oasis to those lost in the rainforest.

Rivertown is a rough and tumble place, where characters may find themselves in trouble if they're not careful. The village consists of bunkhouses, a cantina, a general store and Escobar's office where he keeps his prized inventory.

### Jungle Path

The pathway to Forgotten Valley lies 50 miles down the river from Rivertown, at an ancient statue nestled in a clearing of trees visible from the riverbank. The statue, a giant head from a long-forgotten native god, appears menacing, its slit eyes and huge ears offsets its dour expression. The statue is choked with vines and undergrowth. Clearly, this place hasn't been visited in many centuries.

A path, blocked by vines and wild vegetation, meanders through the jungle to the southwest. Those in the lead will have to hack through the vines with machetes or find another way to clear the festooning plants blocking their way.

The second day of hiking in the jungle brings a surprise: the heroes are attacked by a hostile native tribe! There are two natives per hero, plus two more. The natives are fierce, determined and don't retreat.

### Descent Into A Past Land

Ten miles after the heroes fought the natives, the jungle path slopes downward and is surrounded by towering hills. This is where the valley begins. The heroes find human skeletons scattered on the ground here, some of them partially gnawed. If anyone investigates, these were sacrifices the native tribe gave to satiate the dinosaur's ravenous hunger.

At the end of the path is Forgotten Valley. It is a wild place, filled with strange plants and rock formations. Small geysers boil up from the ground and the air is thick with mist.

Rounding a pass, the characters stare at something shocking nobody from the outside world beheld: a dinosaur, drinking from an-algae-covered lake! The enormous



creature is docile and poses no threat to the party and just keeps nourishing itself. Other dinosaurs inhabit Forgotten Valley and might stalk the heroes, including a triceratops and tyrannosaurus rex.

## The Black Rock

Forgotten Valley has a secret, one the characters may uncover. At the center of the valley, away from vegetation and other life, is a tall black rock. Characters who venture near the rock become disoriented and must make a Vigor roll to remain conscious. Those who fail their Vigor roll are knocked unconscious and vanish, waking up in prehistoric times! The rock is actually a time-space anomaly, acting like a gateway to the prehistoric past. Characters who touch the rock instantly transport back to the Jurassic Age and are surrounded by dinosaurs!

Touching the rock again will transport them back to 1936.

Destroying the rock is difficult; the rock has a Toughness of 18. Once destroyed, the gateway between past and present severs. If heroes were in the prehistoric past and the rock is destroyed, they're propelled back into their proper place in space and time (as are any others that were in the past).

Unless the characters slaughter them, the dinosaurs remain in Forgotten Valley.

## Aftermath

Returning with proof of Forgotten Valley's dinosaurs affects the game in different ways. Photographs can yield high prices from newspapers in large American cities. Returning with an actual dinosaur also nets huge profits. Live dinosaurs fetch \$50,000 while dead dinosaurs bring \$5,000.

If the heroes return with proof, other hunters seek out the fabled location. The Nazis want to capture a few of the dinosaurs for "medical experiments," setting the stage for future adventure.

## NATIVE WARRIOR

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d6, Intimidation d8, Notice d6, Riding d8, Shooting d8, Throwing d6

**Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

**Hindrances:** Loyal, Bloodthirsty

**Edges:** Woodsman

**Gear:** Leather armor (+1), spear (Str+d6, +1 Parry), bow.

## TRICERATOPS

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d8

**Skills:** Fighting d6, Guts d6, Intimidation d6, Notice d8

**Pace:** 8; **Parry:** 5; **Toughness:** 14/17 on head (2/5)

### Special Abilities:

**Armor +2:** Tough hide. Head Armor is +5 due to a thick bony plate.

**Gore:** The triceratops uses the Charge maneuver to gore its opponents with their long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.

**Horns:** Str+d8.

**Large:** Opponents are +2 to all attack rolls against a triceratops due to its size.

## TYRANNOSAURUS REX

**Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

**Skills:** Fighting d8, Notice d8, Stealth d6

**Pace:** 8; **Parry:** 6; **Toughness:** 14 (2)

### Special Abilities:

**Armor +2:** Thick hide.

**Bite:** Str+d8; AP 1.

**Large:** Creatures add +2 when attacking a T-Rex due to their size.

**Roar:** As a full action a T-Rex can emit a terrifying roar - typically anyone within a mile - must make a Spirit roll or be Shaken.

**Size +6:** T-Rex is 20' tall and weighs 6,000 pounds.

