

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you searching for the Fountain of Immortality?
- How did you learn of the Valley of the Lost?
- What reason do you have to hate or love the jungle?
- What experience do you have as an explorer?

IMPRESSIONS

- The sweep of pterosaurs above
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- The stomp of a T-rex reflected in a puddle
- The whine of insects
- The howl of a distant Raptor
- The intense green of the primeval vegetation
- A smoking volcano in the distance



VALLEY OF THE LOST v1.0b

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters



CUSTOM MOVES

Fighting Big Ass Monsters (BAMs) by Delos

Seek a Weak Point

When you try to find some way of hurting an unstoppable behemoth roll +WIS or +INT. On a hit you find one. On a 10+ choose 1. On a 7-9 choose 2.

- The weak point is armored (1-3 armor)
- The weak point can only be exploited once
- The weak point is hard to get to

On a miss you still find a weak point but something horrible will happen when you try to exploit it. The GM will hint at what.

Use Siege Weapons

When using catapults, ballista, or some other large siege weapon to stop a giant monster roll with no modifiers. (Since siege weapons do all the work and are meant to be manned by multiple people, ideally the best way to use them is to use teamwork and Aid another.) On a hit roll 1d8 damage. On a 10+ choose 2. On a 7-9 choose 1.

- The attack bolsters the morale of your party. Everyone gains +1 forward.
- The attack hits like a lightning bolt, fast and hard. Roll extra +1d 4 damage.
- The monster is severely hampered by the attack and loses one of its monster moves
- The monster is injured and unable to use one of its forms of movement (flight, teleportation, walking, etc)

On a miss, something goes wrong with the siege weapon. Ammo runs out, mechanisms are damaged; the creature retaliates and breaks it. The GM will tell you what terrible fate has befallen the siege weapon and made it temporarily unusable. It's up to the GM if you can fix it during the remainder of the fight.

CUSTOM MOVES CONTINUED

Ritual

I'm not going to copy the move from the Wizard playbook, but this would be a very appropriate one to use against some sort of demi-god level monster coming to squish a town.

Climbing on a Monster

When you try to climb up a moving monster say where you are trying to get to and roll +STR or +DEX. On a hit you make it to where you wanted. On a 10+ pick 1. On a 7-9 you pick 1 and the GM picks 1. On a miss you get all 3.

- You only make it part of the way there
- You lose something on the way (GM will tell you what)
- You draw unwanted attention

THINGS

Fountain of Immortality

Players consuming the waters of the fountain must defy danger or spend the rest of eternity as an immortal
Spielberg Raptor.

It is possible to return the character to his or her original condition, but it's not going to be easy.

Airship Captain's Rod 1 Weight

This magical item will direct the bearer to the associated airship with only a moment of concentration. The bearer is the undisputed master of this airship.



Services

A native guide to take you to the valley 300 Coins
(Guide will be killed in first combat)

Monsters

Airship Pirate Captain *Solitary, Stealthy, Intelligent, Cautious*

Morningstar (b [2d10+2] damage)

Close 12 HP, 4 Armor

This outlawed noble will stop at nothing to gain access to the Fountain of Immortality. Likely to turn into a Raptor before the party's eyes.

Instinct: Challenge someone to single combat

Airship Pirate *Horde, Intelligent, Organized*

Dirk (d6 damage)

Close 5 HP, 0 Armor

A rogue not to be trusted.

Instinct: To rob

Pterosaur *Group, Large*

Bite (b [2d10+2] damage) 10 HP, 0 Armor

Close

Special Qualities: Flying

Swoop! Stab! Glide! Bite! Caw! Soar! Buffet! Roost!

Raptor, Spielberg *Group, Stealthy, Organized*

Teeth & claws (b [2d8+2] damage)

Close 5 HP, 0 Armor

Chris Pratt's best friend.

Instinct: Must Guard the Fountain of Immortality

T-Rex, Cinematic *Solitary, Huge*

Bite (b [2d10+2] damage)

Reach, Forceful, Near 25 HP, 5 Armor

An 80 feet tall bird-lizard, straight from Jurassic World.

The Big Assed Monster of the Lost Valley.

Instinct: Eating a lawyer in one bite?

Airship

Solitary, Huge, Devious, Construct, Amorphous

Ramming speed! (d6+3 damage)

Reach, Ignores Armor 27 HP, 2 Armor

Special Qualities Flies. No weapons.

Good maneuverability.

- Commanded by the Airship Captain's Rod
- Requires Magical Items (or beings) to be burned for Fuel
- Can regenerate damage if refueled
- Presently at full power
- The real treasure of this adventure



Inspired by the Jurassic Park movies, Jurassic World, Congo and the myth of the Fountain of Youth

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

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