



# THE VALLEY OF MYSTERY



AN ADVENTURE FOR

# THRILLING TALES

# THE VALLEY OF MYSTERY

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## INTRODUCTION

When a package arrives from an old friend the heroes discover the skull of a saber-toothed tiger and an invitation to participate on an expedition into the Stone Age. But when the heroes arrive in Africa they are horrified to discover their good friend missing and his apartment ransacked. Now the heroes must travel on their own into the Valley of Mystery!

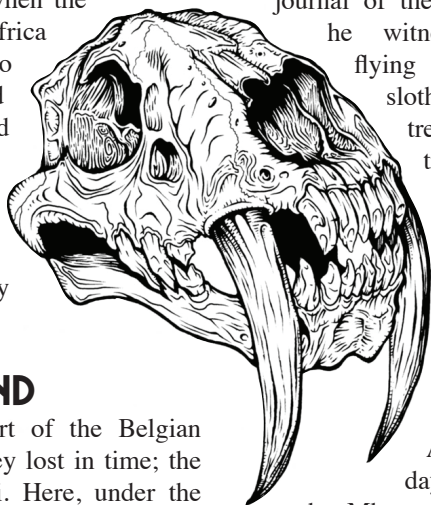
## BACKGROUND

Deep in the heart of the Belgian Congo sits a valley lost in time; the Valley of Malawi. Here, under the protection of the ever-present cloud cover, is a place where the age of dinosaurs meets the Stone Age. Where the great thunder lizards clash with saber-toothed tigers and the cavemen that hunt them both.

The valley had remained hidden for millennia until 1894 when a

German explorer named Heinrich von Eisenburg was lead there by a friendly tribe of pygmies called the Mbenga. Von Eisenburg wrote in his journal of the wondrous things he witnessed; Pteradons flying in the sky, giant sloths feeding on the trees, and herds of triceratops grazing in a valley. He could not believe his eyes and he made as many sketches as he could of the creatures he saw.

After several days of exploration the Mbenga gave Heinrich a warning. He was told that they were the protectors of the valley and that there was a curse upon it. Anyone who would reveal its location would come to great peril. Of course Heinrich didn't believe in such things and immediately set off on his return trip to Kinshasa where he would wire his benefactors to



set up a greater expedition into the valley. Unfortunately, on his way back Von Eisenburg was captured and eaten by cannibals. One of his guides managed to escape with a few pages of Hienrich's journal, which eventually made their way back to the University of Berlin.

The journal pages told of the valley of the dinosaurs and of strange ruins, which could be found there. Unfortunately, they didn't reveal the location of the valley and so the University considered them to be the ravings of a lunatic and promptly put them into storage to be forgotten.

Many years later a British student named Franklin Endicott was studying in Berlin when he stumbled upon the journal pages. He was fascinated by the descriptions of the creatures and the ruins found in the valley. Then Endicott noticed something that others had missed, the name of a pygmy tribe: the Mbenga.

While doing a bit more research back in London found a book that mentioned the Mbenga as living along the Lulua River deep within the Congo. Endicott brought his findings to the National Geographic society in 1933 and they reluctantly decided to fund a small expedition to find this lost tribe of pygmies and so Franklin Endicott set off for the Congo.

Two years later he managed to find the Mbenga and has since made a deep connection with their chief Tiyoge. One afternoon the Chief showed Endicott the skull of a recently dead

saber-toothed tiger. Endicott asked where it had come from and Tiyoge explained that it came from their sacred valley. Endicott could not believe his eyes and when the Chief saw his excitement he allowed him to keep the skull as a gift. Franklin knew that this was the proof he needed to convince his colleagues to assist him in a larger expedition to the valley.

Endicott had earned enough trust with the Mbenga that they decided to bring him to the valley to see it for himself. The tribe led him to a hidden cave and just as Von Eisenburg before him; Endicott could not believe his eyes. Standing on a high cliff overlooking the valley he saw many wonders of the very ancient world. As he looked out over the lost world Chief Tiyoge expressed that he was worried that too many people would find this place. He explained that the valley was sacred to the Mbenga and that their God of the Sky, Kibuyu Mvuhha, protected it. Endicott assured the Chief that he would only bring trusted companions with him so that the valley could remain a secret. The Chief was happy to hear this but the Witchdoctor didn't trust outsider and was adamantly against it.

Shortly after that, Endicott returned to Basongo and sent a package to his good friend (one of the PCs) in hopes that they may come and assist him on a secret expedition into the Valley of Mystery.

But Endicott is not the only one interested in finding the valley. In 1934 Heinrich Himmler discovered

the journal papers of Von Eisenburg and the description of the ruins. Thinking that the ruins might be evidence of the ancient Aryans he dispatched a small expedition to find the lost valley.

When the Nazis reached Basongo they took notice of the British explorer and first tried to convince him to guide them into the jungle. Sensing he was in great danger Endicott fled into the bush hoping to reach the Mbenga before the Germans could. The Nazis ransacked his apartment and found enough information to follow Endicott into the jungle. But rather than traveling over land the Germans had an advantage, they were part of the secret Nazi Rocket Corps.

The Nazis reached the pygmy village and observed the tribe for a time before being noticed. Then when the time was right they found the witchdoctor and convinced him that they were the messengers of Kibuyu Mvuhha and were there to help keep the valley a secret. They promised him that they would stop Endicott and his companions from exposing the ancient sanctuary but they needed to know which way he would enter and, thus, the witchdoctor gave

away the location to the entrance. In gratitude, the Nazi leader gave the shaman several duechmarks (which he quickly made into a necklace) and told him to keep an eye out for Endicott. Then the four rocketmen launched themselves into the secret valley.

When Endicott finally arrived in the village he told Tiyoge that he would be going into the valley as soon as he could. The next morning he set off. Endicott Made his way deep into the valley but fell prey to a hunting party of cavemen and was taken back to their cave as their prisoner to await his fate.

Meanwhile the Nazis are surveying the valley and searching for the ruins that were mentioned by von Eisenburg.



Now the heroes have received a package that will lead them deep into the Stone Age.

## ADVENTURE SUMMARY

The Heroes begin the adventure when a package is delivered that holds the skull of a freshly killed Saber-toothed tiger and a message from an old colleague that asks for help in an expedition into a lost valley in the Congo.

The PC's then flash forward to the little railhead of Basongo only to find their friend's apartment ransacked. A clue hidden in a picture frame gives the heroes the name of a riverboat captain who will know where to take them.

The river journey is peppered with attacks from crocodiles and cannibals but soon the PC's make it to the pygmy village of the Mbenga. After convincing the chief that they are Endicott's friends he agrees to lead them to the secret valley. All the while the traitorous witchdoctor eyes the heroes suspiciously.

As the Heroes climb down into the lost Valley the witchdoctor cuts the rope leaving them to their fate with no means of escape. The PC's make their way into the jungle and encounter strange statues, prehistoric beasts and even quicksand before they start to stumble upon evidence of the Nazi's in the area.

The next day the heroes find an ancient ruined city where the Nazi's are already taking photos and searching for artifacts. A firefight ensues and just as it is about to come to an end the party, including the Nazis, find themselves surrounded

by cavemen who are not too happy at the discovery of more intruders.

The heroes are taken prisoner and lead back to the cave where they find Endicott as prisoner in the cave. The next morning Endicott and the PC's are brought to a large field and tied to large stakes. The cavemen begin blowing horns and the pounding of massive footsteps is heard, as a huge Tyrannosaurus Rex emerges from the jungle hungry and ready for his sacrifice.

The PC's eventually manage to flee from the monster, rescue Endicott and figure out a way to depart from the valley. But as they reach the exit the evil witchdoctor attacks! There is a precarious battle on the edge of a tall cliff and if the Heroes survive they may just escape the Valley of Mystery.

## CHAPTER ONE: A MYSTERIOUS PACKAGE

One of the Heroes (it is suggested you pick one that is either an explorer or has dealings with expeditions) receives a package from their old friend, Dr. Franklin Endicott an archeologist and explorer. It turns out Dr. Endicott has found something very remarkable that he wishes to share with his old friend. Packed inside of the wooden crate under a mound of excelsior the PC's find the skull of a recently dead big cat. A successful Common Knowledge roll will confirm that it is the skull of a Saber-tooth Tiger! Along with the skull is a letter (**Handout 1**, next page).

### THE JOURNEY TO AFRICA

The Heroes can now take some time to make arrangements and plan on what kind of equipment they may need for a jungle expedition. Once they are ready to depart you can "red line" the trip directly to Buma or feel free to play out the trans Atlantic voyage on a tramp steamer.



Once in Buma the PC's board a train to take them directly to Kinshasa and then on to Basongo. Again feel free to "red line" this part of the trip.

### INTO THE JUNGLE

Once the Heroes have arrived in Basongo read the following aloud:

*Now you find yourselves on an old steam train pulling into the Basongo station (if you can call a mound of dirt with a shack on top a station) in the Congo. The hot humid air fills your lungs and on the edge of the town you get your first glimpse of the jungles that have made darkest Africa famous.*

The Heroes depart from the train and find themselves surrounded by many natives who are willing to be porters and guides. A successful Persuasion roll will get most of them to back off but some can be persistent and may require an Intimidation roll.

If the PC's do want to hire a local guide they discover a 14-year-old kid named Kildori who is willing to lead them wherever they need to go. If they ask him where the bar is he will grab their hands and start to lead them down the crowded dusty street. Kildori speaks some English and knows the town very well and will try to answer any questions the Heroes might have about the place.

My dear friends,

I feel as if I am on the verge of the greatest discovery of our time. Deep in the heart of the Congo resides a tribe of pygmies called the Mbenga. Over the past several months I have managed to forge a solid relationship with them (especially their Chief, Tiyoge). About a month ago I went to visit the village and the Chief presented me with a gift; the skull you now hold in your hands.

I asked the Chief where the skull came from and he told me it came from a forbidden and cursed land called The Valley of Malawi. As I inquired deeper about this place I was told that their legends say giant lizards and monsters live within the fog-shrouded valley. Tiyoge also described a great ruined city deep within this land. Once I hear that I decided I needed to head an expedition into this strange place.

When I told Tiyoge of my intention to go into the valley the village Witchdoctor protested but the Chief told him it would be fine and that they could trust me. I was able to catch a short glimpse and it was beyond anything you could ever imagine. I'm planning on undertaking a longer expedition and I've decided that I would like to invite my old friends to come along on the expedition with me. Take the next steamer to Buma in the Congo and from there you can take the train to Kinshasa and then onto Basongo. You'll be able to find me at my apartment above the bar. Make haste, as a discovery such as this will not wait long!

Your friend,

F. Endicott

P.S. I enjoyed my last trip to New York and hope to get back there soon. I keep that photograph of us in Time Square in my study as a reminder that all work and no play is no way to go about in life.

## THE HOTEL

Endicott's apartment sits over the only bar in the town. The stairway is on the side of the building leading up to a balcony that looks over the street out front. When the Heroes reach the front door a successful Notice roll will find the door slightly open. When the PC's decide to enter read the following aloud:

*As you slowly open the door the rest of way, you see that the small apartment of Dr. Endicott has been completely ransacked. African masks and artifacts lie strewn about as well as the some of the doctor's personal papers. There is one door in the back of the room, which leads into his bedroom. Looking in it seems like much of the same. The room has been completely pillaged as pillow feathers, clothes and framed pictures litter the floor.*

The players can make several Notice rolls to find each of the following clues:

- **On the balcony:** Dried muddy boot prints. A successful Tracking roll will see that there were at least three men wearing the same style of boot.
- **In the front room:** In the small stove can be found the ashes of many sheets of paper. A successful Investigation roll will show that these are some of Endicott's work on the legends of the area.
- **In the Bedroom:** They find a photograph of Dr. Endicott and the PC he sent the skull to when he came to visit two years ago. If the Heroes look on the back they will find a single word hastily written "Charlie".

If the PC's ask Kildori if he knows of a Charlie in town, he will tell them that the only one he knows is Charlie Nutall, a riverboat pilot on the Lulua river. Of course he is happy to lead them there, for a price.





## CHAPTER TWO: INTO THE HEART OF THE JUNGLE

### THE RIVER

As the PC's reach the edge of the river they see an old beat-up riverboat tied to the dock. Painted on its bow is the name *Congo Queen*. Sleeping in a makeshift hammock on the boat is the pilot of this heap. When the Heroes wake him up he gets startled and immediately reaches for the knife he keeps in his boot. The players will need to make a successful Persuasion roll to first calm him down and once settled down he introduces himself as Charlie Nutall.

When the PC's explain that they found his name written on the back of a photograph and that Dr. Endicott's apartment has been ransacked, Charlie will confide to them that there have been some unusual characters asking questions in town. He is fairly certain that the ones doing the questioning are Germans. He then proceeds to tell the Heroes that he just returned yesterday from up river after dropping Franklin off at his usual spot. If the PC's ask if he could take them to the same place, Charlie gets a nervous look on his face and starts to make any excuse he can to not take them up river. A successful Persuasion roll at -2 will convince him to do it but he warns the Heroes (read the following aloud):

*"I'm not going to lie to you, the river is very dangerous. It's filled with crocodiles, venomous snakes*

*and fish that will swallow you whole. And worst of all we have to pass through the territory of the Bambala tribe. Never heard of them? Not many have. But you should because they're cannibals!"*

Charlie will give the PC's the rest of the day to gather what gear they want to bring along and tells them to be at the dock at dawn. He will wait for no one. The PC's can find rooms at the small hotel in town or camp near the dock for the night.

### THE RIVER VOYAGE

Charlie and the PC's begin their journey up river right at dawn. He tells the Heroes that the trip will take two full days for them to reach the pygmy village. After all of the passengers and their gear are aboard, Charlie starts up the little gasoline engine and the riverboat begins its voyage into the jungle.

As the Heroes travel up the river the sounds of the jungle are at first amazing and strange but with each passing hour the trip becomes more and more monotonous. Soon the PC's are all trying to keep themselves entertained but that mostly consists of swatting very large biting insects. Try to play up the boredom and ask the players what they are each doing with their time.

Seven hours into the trip the repetitive sound of the engine is stopped by a loud BANG as the riverboat suddenly lurches upwards. Charlie stops the motor and tells the PC's that the boat just hit something. He fears the

propeller has been damaged and they are going to need to check it out to make sure it is okay. He explains that two people are going to have to get in the water and swim under the boat to check it out. He then asks for volunteers.

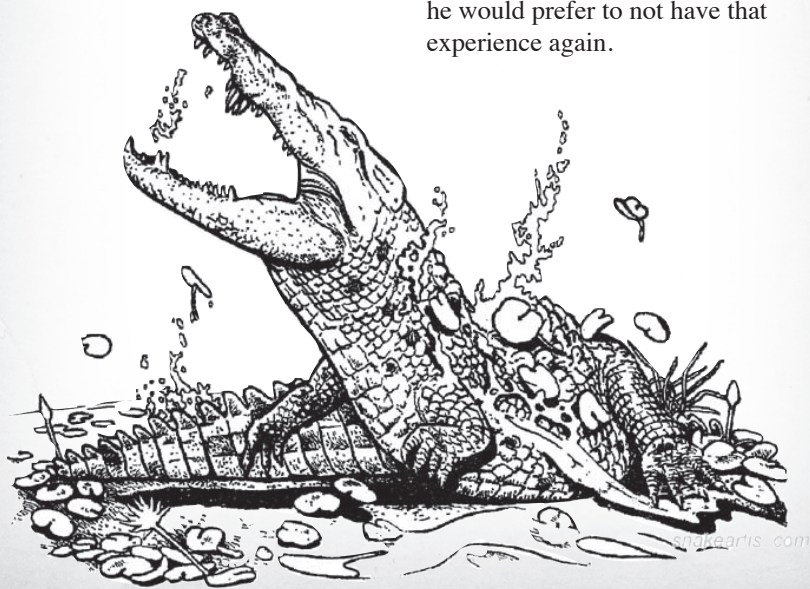
Once it is decided who will volunteer for the duty each player will then need to make a successful Swimming roll to get under the boat to see if there are any problems.

Once they have reached the propeller they will clearly see that one of the blades has been badly bent and will need to be repaired. Charlie will tell the PC's that they'll need to remove the propeller and bring it on board so they can pound it out. Another successful Swimming roll will be required to get back down to the prop and then the players will need to make a successful Repair roll to get the propeller off the drive shaft.

As the PC's are underneath the boat, all of the Heroes on board can attempt a Notice roll. If successful they spot a large shape swimming towards the boat. A successful Common Knowledge roll identifies it as an African Crocodile! Charlie will grab his gun to try to help fight it off alongside the heroes (use the stats for Alligator / Crocodile from the Savage Worlds core rulebook page 145).

Once the Crocodiles have been dealt with the Heroes can get the propeller back on deck and repaired in just a few hours.

By the time the repairs have been made it is near nightfall and Charlie will request that they make camp for the night. If the PC's demand that they keep traveling, Charlie will explain that in the dark they have a much better chance of hitting something with the boat again and he would prefer to not have that experience again.



## STARRY NIGHT

Once the PC's make camp and have settled down for the night, allow each player to make a Notice roll. If successful they will spot a shooting star going across the sky towards the area they are traveling to. As the star reaches the ground it suddenly makes a right turn and circles back the way it came! It keeps doing this for a few minutes and then vanishes behind the canopy. At this time there is no explanation for what this might be but play up the bizarre nature of the event.

## DANGEROUS TERRITORY

The following day the Heroes set off once again up river making their way to the Mbenga village. Four hours into the journey each player can attempt a Notice roll. If successful the PC spots a skull decorated with feathers and tied to a tree. Soon, they begin to see more and more in various states of decay. Charlie then turns to them and says (read the following aloud):

*"We are heading into Bambala territory. Get your weapons ready and keep a sharp eye out. Remember this tribe is not welcoming to strangers and whatever you do, try not to become their dinner!"*

Have all of the players begin to make Notice rolls. Any successful roll perceives one of the following:

- The jungle has gone silent
- Drums beginning to play
- Shadows moving deeper in the jungle
- A terrifying mask emerging from the underbrush!

Suddenly a shout goes out from both sides of the river! Looking up the PC's see scores of masked tribesmen wielding spears and shouting threats!

Deal out initiative cards. The boat must run the gauntlet of cannibals for five rounds before the PC's are out of danger. Each round the tribesmen



will throw eight spears at the boat and if they are dealt a Joker two tribesmen will swing on vines in an attempt to board. The Heroes will have, at minimum, light cover (-1) and for combat purposes all of the natives are mooks and there are thirty of them on each side of the river. If Charlie is ever hit by a spear one of the PC's will have to step in and make a standard Boating roll or else the riverboat will become grounded on the side allowing it to be swarmed by cannibals and the PC's ending up in a very large cooking pot.

After the five rounds have passed and if any natives that have boarded are dealt with, the riverboat will pass out of danger.

Three hours later the players can make a Notice roll. If successful the PC's spot a four-foot tall native in a loincloth standing on the shore. He is carrying a spear and his hair is graying. He lets out a yell and waves at the boat and then runs off into the jungle. Around the next bend in the river the PC's see a landing area and beyond is a village populated by people of which the tallest is just four feet. Charlie smiles and tells the heroes that they have reached the village of the Mbenga.

Once the Heroes have unloaded their gear Charlie tells them that he will return to this spot in ten days. No more and no less. He wishes them good luck and then turns the boat down river and disappears.

## THE VILLAGE

When the PC's start to walk towards the village read the following aloud:

*The jungle breaks and in a large clearing are several thatch huts that make up the Mbenga village. The villagers have stopped their work and all eyes have fallen upon you. As you make your way towards the center of the community, a man adorned in feathers and skins and surrounded by several warriors' exits the largest hut. You can only assume that this is Chief Tiyoge.*

At this point the PC's are going to have to try to convince the Mbenga that they are friendly and that they are who they say they are. This will require several (3) successful Persuasion rolls with a -2 penalty unless anyone in the group speaks Bantu. If the Heroes brought the photograph of them with Dr. Endicott (or any other item that proves their friendship) the Chief will immediately accept them. Once Tiyoge is satisfied he will have the women prepare a feast in their honor. He will then show the PC's to a hut they can stay in.

When the sun begins to set the PC's are invited out by the fire where a vast spread of food is laid out before them. Tiyoge claps his hands and the drums of celebration begin! During the feast there is a great opportunity for role-play with the Heroes being offered various strange foods that may seem strange to them. To inject some humor have the PC's be presented

with banana leaves topped with piles of writhing grubs the size of their thumbs or other cooked insects. A successful Vigor roll will be needed to choke the food down and a Persuasion roll to avoid insulting their hosts.

## THE FEAST

During the feast the Heroes can discover each of the following bits of information from Chief Tiyoge. Each piece of information will require a successful Smarts roll as the two parties communicate with crude sign language and drawings made in the dirt:

- Dr. Endicott came to the village five days ago and he was very nervous, like an animal being stalked.
- Three days ago he ventured into the Valley of Malowi.
- For the past week we have seen strange fireballs in the sky.
- Kibuyu Mvuhha, the God of the Sky, protects the Valley. Only the Mbenga know the way in but it is a

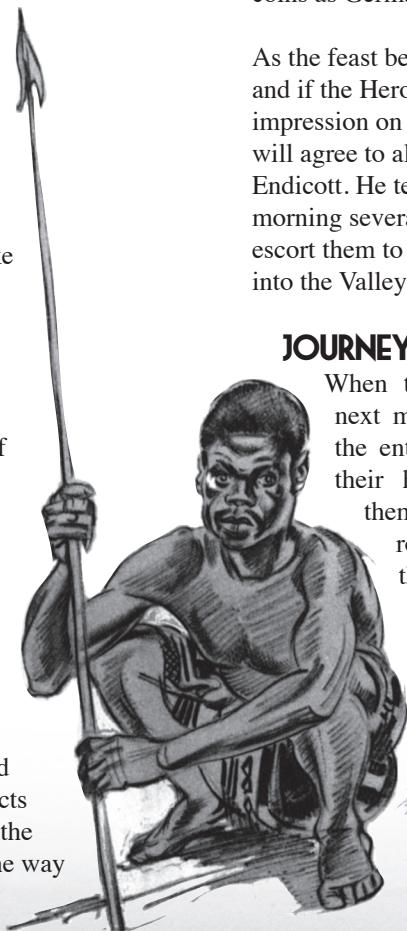
very dangerous place.

- A successful Notice roll will show that the witchdoctor is looking very suspiciously at the PC's.
- Another successful Notice roll will see that the witch doctor has a very strange necklace that seems to be made out of new European coins. If he is asked about this he will silently get up and leave.
- A successful Common Knowledge roll will recognize the coins as German Deutchmarks.

As the feast begins to wind down and if the Heroes have made a good impression on Chief Tiyoge he will agree to allow them to go after Endicott. He tells the PC's that in the morning several of the warriors will escort them to the cave that leads into the Valley of Malowi.

## JOURNEY TO THE VALLEY

When the PC's awaken the next morning they will find the entire village outside of their hut waiting to greet them. A successful Notice roll will discover that the village witchdoctor is nowhere to be found. After a small breakfast the Chief gives his blessing to the Heroes and the group of tribesmen who will lead the PC's to the entrance of the valley.



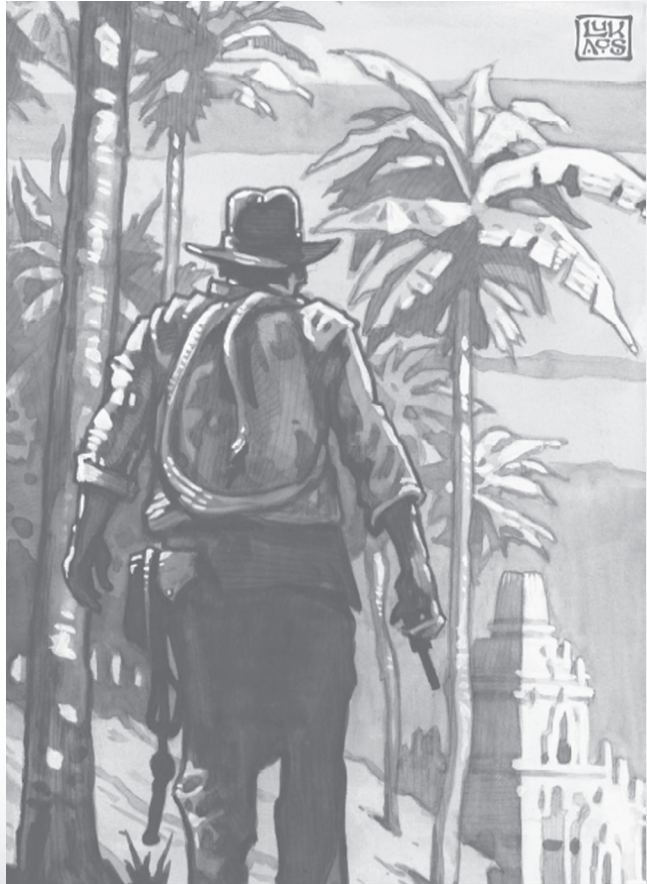
Once the PC's have all of their gear and equipment ready the party sets off into the thick jungle. The forest is dark as the canopy nearly blots out the sky and the air is filled with strange and exotic sounds. As the Heroes travel through the jungle they can attempt to make a Notice roll. If successful they get the overwhelming feeling that they are being followed but there is no real evidence to be found, just a feeling. After 3 hours of walking they will finally reach the entrance to a small cave, which is flanked on each side with two crudely carved stone statues made to look like some kind of menacing beast.

A successful Knowledge: Archaeology will recognize them as a crude representation of a dinosaur. Around the base of each statue are several human skulls.

The tribesmen point into the cave and make it very clear that this is as far as they go. The Heroes are on their own. The cave is very dark and will require a light source to

illuminate the way. The passage is narrow forcing the Heroes to walk single file through the long, damp tunnel. The PC's walk nearly a half a mile before emerging onto a wide ledge, which sits on the side of a huge cliff. Looking out, the Heroes see a mist shrouded jungle 200 feet below the opening of the cave. Strange noises can be heard coming from everywhere and the sky is covered over in thick clouds.

Near the edge of the cliff a large metal spike is driven into the rock. Tied to that is a long knotted rope



that hangs over the cliff, dropping into the mist. There is only one way to go at this point and unless they can think of another way down into the valley it will be up to the PC's to start climbing down. Each player will need to make three successful Climbing rolls with a +2 modifier to safely descend into the valley.

After the last person has begun their descent (after their second Climbing roll) they will suddenly feel the rope starting to jerk back and forth. Looking up they can see a dark shape looking down at them from the edge of the cliff and what is worse is that they are cutting the rope! The witchdoctor has followed the PC's to the entrance and plans to abandon them in the valley where they will certainly meet their doom.

Deal out cards for initiative. On the Witchdoctors turn the rope will be severed dropping the last hero forty feet to the ground. For the Hero to descend faster they can attempt to make a Climbing roll with a -2 modifier and make it to the ground safely. If they fail they will fall and suffer 4d6 damage.

Heroes on the ground who wish to shoot at the Witchdoctor will have a -5 penalty due to cover and the fog in the air. Once the rope is cut the witchdoctor will vanish back into the cave.

The Heroes now stand at the base of the cliff with the severed rope coiled on the ground (read the following aloud):



*Strange noises fill your ears as you look into this strange prehistoric jungle.*

*Your only means of escape has been severed and now sits coiled on the jungle floor.*

*An overwhelming feeling of terror begins to rise as you realize there may be no way out of this place. Then a glimmer of hope,*

*maybe Dr. Endicott knows of another way out but first you'll need to find him.*

## CHAPTER THREE: THE VALLEY OF MYSTERY

### DAY ONE

A successful Tracking or Survival roll will find a trail leading into the jungle. As the Heroes begin their expedition they can clearly see that the ground is covered with exotic plants. A successful Knowledge: Science roll will reveal that most of these plants are extinct and that many have only ever been seen as fossils. Also huge insects can be seen flying through the forest and low howls can be heard echoing throughout the valley. The sense of amazement is overwhelming.

As the Heroes proceed along the path through the jungle they will come across several encounters (these may be encountered in any order or if you wish to remove some feel free to do so):

#### • The Head

As the PC's walk along trail they come to a clearing that is dominated by an enormous carved head covered in vines. A successful Knowledge: Archeology roll will tell them that this

carving is very similar in style to the famed Olmec heads but it predates those by at least 1000 years! There are no other carvings or markings on it.

#### • Quicksand!

As the Heroes continue following the path they start to cross a clearing nearly fifteen feet across. The PC who is in the lead will need to make a successful Notice roll with a -4 modifier or suddenly walk into a patch of quicksand! Of course when the victim falls in they end up in the middle of the patch of quicksand eight feet from each edge. The poor soul will need to make a successful Swimming roll to stay at the surface but then the quicksand will begin to pull the victim under! For each round the victim is in the quicksand they will gain a level of Fatigue as they tire from fighting the deathtrap. At this time the deathtrap rules come into play as the PC's companions attempt to rescue him.





Once the Heroes have rescued their companion give everyone in the party a benny and allow the PC's to rest for a bit before continuing deeper into the savage jungle.

### • **The Camp**

After two more hours of hiking through the jungle the PC's come upon the remains of a small makeshift campsite. Looking around they can find the following bits of evidence: a burned out fire, an empty can of sardines with a German label, and a pool of liquid that has soaked into the ground (a successful Common Knowledge roll finds the liquid to be pure alcohol). A successful Notice roll finds 4 medium sized scorch marks on the ground (each is about three feet in diameter).

Of course this is the remains of a small camp made by the Nazi rocket men. There is nothing physically useful here but it will give the PC's some clues as to what they might be up against later in the scenario.

### • **Smilodon**

As the party continues their progress through the jungle they come around a bend and find themselves standing in front of the half-eaten corpse of a huge beast! A successful Knowledge: Science roll will determine that this creature was an ancient ancestor

of the modern rhino known as Brontotherium. As the PC's are examining the corpse they can attempt to make a Notice roll to hear something coming quickly through the trees! If they miss the roll they are surprised as a Saber-toothed tiger bursts through the trees to defend its meal!

The great cat will fight until it takes a wound after which it will run off to fight another day.

As the light begins to fade in the mist-shrouded valley the PC's will need to find some shelter for the night. A successful Survival roll will find a large overhanging rock with a shallow cave under it that will suffice. Once the Heroes are settling in allow all of the players to attempt a Notice roll. If successful they will see the strange fireballs in the sky again. They are closer this time but still vanish behind the tree line after a few moments. The rest of the night passes without incident.



## DAY TWO

The next morning the Heroes continue their journey deeper into the valley. Two hours into the trek the forest breaks, revealing a wide-open plain. Half a mile in the distance can be seen an ancient ruined city composed of several ziggurat-like structures and other small ruined buildings. A successful Knowledge: Archeology roll will show that the construction and design of these buildings has Mayan, Egyptian, and ancient East-Indian properties.

There is no movement that can be seen and only the murmur of the jungle can be heard. As the PC's approach the complex allow everyone to make a Notice roll. If successful the Heroes hear someone shouting in the distance. With a raise they spot someone walking around the base of one of the pyramids. The person then quickly walks out of view behind one of the structures. As the PC's approach even closer the speech becomes even clearer allowing the players to make a Common Knowledge roll.

If successful they recognize the language being spoken as German.

To get a bit closer the PC's are going to have to make a successful Stealth roll. At this time the Germans

are inactive guards as per the guard rules under Stealth on page 10 of the Savage Worlds core rulebook. If the Heroes are successful they manage to sneak up behind a ruined wall to see what is going on (read the following aloud):

*Looking over the ruined stone wall you are surprised to see four Nazi soldiers performing an archeological survey. Each has some kind of rocket pack strapped to their back and all are armed with machine guns. The four of them are spread out across a large plaza taking notes and measurements. As you observe the situation, one of the Germans ignites his rocket pack to fly to the top of one of the ziggurats to get a better vantage point of the ruined city.*

The PC's are going to have to decide how to deal with the Nazi rocketmen. If the Germans spot the Heroes they will call out for them to stop (in German) and then open fire



if they must. Three of the Nazis are Henchmen as described on page 87 of the Thrilling Tales core book and their leader is a wildcard Officer.

If and when a firefight breaks out and the PC's decide to aim at one of the rocket packs treat it as a called shot with a -2 modifier and it has a toughness of 9. If the attack is successful the rocket pack explodes causing 2d6 damage to anyone within a medium burst template.

When the battle is nearing its obvious conclusion (two or more of the Nazis / Heroes are incapacitated) the air will be shattered by several primitive horns being blown! Read the following aloud:

*A sudden horn blast fills the air! Looking away from the fight at hand you realize you are surrounded by a mob of primitive*

*humans dressed in skins and carrying spears and clubs. One of the cavemen, obviously the leader, comes forward and shouts an untranslatable command at you while threatening with his weapon. You are outnumbered nearly six to one, perhaps it would be wise to consider surrender.*

If and when the PC's surrender, reward everyone with a benny. If the Heroes wish to fight there are six cavemen to every character with more waiting in the wings.

Allow any of the PC's to make a Notice roll when looking over the leader of the cavemen. If successful they will see that he is wearing a St. Christopher's medallion. This belongs to Dr. Endicott who is also a captive of the cavemen.



## CHAPTER FOUR: CAPTURED!

### OUT OF THE FRYING PAN

Once the Heroes finally give in, the cavemen tie them up with primitive ropes, take anything that is shiny or looks like a weapon they could use (rifles to be used as clubs, knives, food, etc.) but they will not take pistols as they don't know what to do with them. The cavemen will strip the rocket packs off of the Germans and leave them at the base of the ziggurat figuring they are worthless.

As the PC's are being tied up they can make a Notice roll to spot the small notebook of the Nazi Officer sitting on the ground. They can attempt a Stealth roll to try to grab it. If the roll succeeds the Hero "palms" the book and slides it into a boot or sleeve but if they fail one of the cave men will spot the book and take it from the PC and begin tearing out the pages.

When the Heroes get a chance to look at the notebook they discover that it is written in German. If they can translate it (Knowledge: German) or with a successful Common Knowledge roll with a -2 modifier the following information can be learned:

- The exact location of the valley including latitude and longitude.
- Notes about the lost city and questions of whether it is Aryan in origin.

Once the PC's are secured the cavemen grunt at the party, give a prod with a primitive spear and begin to march them towards some cliffs in the distance. If any of the PC's wants to try to loosen their bonds they may attempt an Agility roll. If successful they manage to untie their ropes. With a raise the Hero has made it appear that they are bound but can break free instantly when they want to.

The PC's are marched to a rocky area near a small river and taken up into a cave that sits nearby. Low smoky fires illuminate the passages filled with cave women and babies. As the Heroes pass through the cave they can see that the walls are covered with a vast amount of primitive drawings. A successful Common Knowledge roll will show that most of the drawings depict hunts. A raise will see that they also depict religious rituals involving a very large dinosaur. A successful Knowledge: Archeology will recognize it as a Tyrannosaurus Rex.

When they get to the end of the cave they see one chamber blocked off by a crude cage made from sticks and bamboo. One of the cavemen opens the cell door and then gestures that the PC's go inside. Much to the Heroes surprise there is someone else in the cell! He speaks:

*"So, you received my invitation then?"*

It's Dr. Frank Endicott!

## BEHIND BARS

Dr. Endicott welcomes the Heroes and questions them about how they arrived here. If the PC's ask Dr. Endicott how he arrived at this point he tells them the following:

*"I entered the valley three days ago. Hoping to get here before the Germans did (if any Germans have been captured he gives them a dirty look). Unfortunately, as I was walking down the path I stumbled into a trap set by our hosts and I have been here ever since."*

If the PC's ask him about the Mbenga or his knowledge of the valley he will tell them all he knows (see the adventure background for more information). If the Heroes tell Dr. Endicott that the rope he used to enter the valley has been cut, his face goes ashen and he tells them that he knows of no other way out. If the PC's are smart they will realize that they can use the German rocket packs to escape. If they do not come up with this on their own and there is a German captive with them he will suggest it.

Looking around the cell the PC's will realize that the cage would be relatively easy to escape from (there is no real lock) but it sits at the back of a cave one hundred and fifty feet deep with many cave people living in it. If the Heroes want to try to sneak out they will have to make a series of successful Stealth rolls using the outside of combat rules found on page 12 of the Savage

Worlds core rule book. If any of the PC's fail a roll the cavemen will awaken and attack hoping to subdue the Heroes and get them back in the cell. If the Heroes manage to escape go to the section titled Our Ticket Out of Here.

If the PC's stay in the prison they will be in for quite a surprise the next day.

## MEET MALOWI

The next morning the Heroes are awakened by their captors and again bound with ropes. They are brought out of the cave to find the Chief and his warriors waiting for them along with the Shaman who is now wearing one of the helmets of the German rocket men. The Shaman approaches and yells several grunts at the PC's and then turns and starts walking down a path toward a wide-open field. The rest of the cavemen follow with the Heroes in tow.

Before long the group arrives at the far end of a field facing the jungle where several large posts have been set into the ground (one for each captive). The PC's are then tied to the posts as the Shaman chants and dances around them waving several fetishes in the air. The ropes used by the cavemen are stronger than the previous ones and the party is held fast to the posts. Once the Heroes are all tied up the cavemen begin blowing their primitive horns in several short bursts. Once they are finished the cavemen all flee the area leaving the PC's alone to ponder their fate.

Within a few seconds the Heroes

can attempt to make a Notice roll. If successful they begin to feel a slow rhythmic thumping in the ground. A raise begins to hear a heavy pounding getting closer and closer. At this time the Deathtrap rules will kick into effect, as the god of the cavemen is approaching and will appear in three rounds. Build the tension with each round with the thumping getting louder and on the final round a terrible roar emanating from just inside the jungle tree-line.

Just as the PC's (hopefully) escape their bonds, an enormous Tyrannosaurus Rex bursts out of the jungle looking for his sacrificial meal. It is VERY unlikely that the Heroes will be able to fight this beast so they will need to use their wits and their speed to try to out run or out maneuver the dinosaur. Use the chase rules on page 115 of the Savage Worlds core rulebook.

The chase begins with the Heroes and the T-Rex five range increments apart. If the beast catches up the party he will eat the Germans first giving the Heroes extra time to escape. It will take one round for the

Tyrannosaurus to fully devour a victim allowing the others to gain more distance away from the dinosaur. Use the following obstacles (in any order you like) to make the chase even more exciting:

- Low branch: Agility -2
- Wide ditch: Agility -4
- Loose gravel: Agility -2
- Thick undergrowth: Agility -2



After 10 rounds the T-Rex will tire and break off the chase allowing the PC's to escape. Reward each surviving Hero with a benny after such a hair-raising experience.

### **OUR TICKET OUT OF HERE**

Hopefully the Heroes will realize that they need one of the rocket packs to escape the valley. To find their way back to the lost city they must make a successful Tracking roll. A critical failure may

end up getting them lost in the jungle or perhaps having an encounter with another of the valley's prehistoric inhabitants (this will be left up to the GM). Eventually they should return to the city and find at least one of the rocket packs sitting where it was left when the cavemen arrived. Once it is in their possession they can head back to the cliff from which they first descended into the valley.

The PC's can follow the path they traveled on and it will be an uneventful journey (unless the GM wants to spice things up) although the Heroes may have to make a few successful Survival rolls to secure food and shelter on the trek back.

When the Heroes arrive at the base of the cliff they will need to decide how to get the party back up to the entrance: Does one Hero fly up and then tie a new rope for the others to climb or do they each take turns flying the rocket pack and then lowering it back down for the others to use? It is up to the players but one of them will have to fly the rocket pack first.

Once one of the PC's has volunteered to fly the rocket pack up to the cave the player will need to make a Piloting roll. If successful the Hero makes it up to the cave opening. If they roll a critical failure then roll on the Out of Control table found on page 114 of the Savage World core rulebook.

As the first PC reaches the cave they can make a Notice roll. If successful

they spot someone coming out of the entrance cave and have an opportunity to hide with a successful Stealth roll. Read the following aloud:

*As you land on the surface of the cliff you see someone emerging from the entrance cave. As they come out of the shadows and into the light you can't help but recognize the malicious face of the Mbenga Witch Doctor!*

As soon as the Witch Doctor is aware of the Hero he will draw his crude knife and attack! The battle will take place on the edge of a high cliff, a perfect place for players to declare Stunts or Story Declarations.

When the battle is finally over the rest of the Heroes can make their way to the top of the cliff and finally to freedom.

## **EPILOGUE**

Once the PC's exit the cave they are in safe territory. Assuming they managed to rescue Dr. Endicott they will be met by Tiyoge and the rest of the Mbenga village and hailed as heroes. They will be taken back to the village and treated as royalty. A few days later Charlie Nutall and the Congo Queen will return to take the PC's back to Basongo and civilization.

## DRAMATIS PERSONAE

### KILDORY

*This spunky ten-year old is always ready to lend a hand to the strangers who come to his village. He knows practically everyone in town and can answer most questions about who has passed through the village or where to get the best price on equipment.*

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

**Skills:** Climbing d4, Fighting d6, Guts d4, Notice d4+2, Stealth d6, Streetwise d8, Survival d6

**Charisma:** +0; **Pace** 6; **Parry:** 5;

**Toughness:** 4

**Hindrances:** Young

**Edges:** Alertness, Moxie

**Gear:** Various coins from around the world.

### CHARLIE NUTALL

*Charlie is a riverboat captain who went to Africa to escape a world he had thought had gone insane. Originally from Missouri, Charlie was drafted to fight in the Great War. Initially he thought it would be a great adventure but when he saw the killing on the fields of Flanders his only thought was "This is civilization." As soon as the war was over Charlie went to what he thought would be the least civilized place on earth. He got himself a boat the "Congo Queen" and set himself to work.*

*Charlie runs passengers and goods up and down the Lulua River whenever he can and has a great*

*knowledge about the river and its inhabitants. He has a gruff exterior but will protect any of his passengers with his life if necessary.*

**Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Boating d8+3, Fighting d6, Gambling d6, Knowledge: Jungle d8, Repair d6, Shooting d6

**Charisma:** +0; **Pace** 6; **Parry:** 5;

**Toughness:** 5

**Hindrances:** Cautious, Quirk (gruff exterior)

**Edges:** Ace (boating), Trademark Vehicle (*The Congo Queen*)

**Gear:** Springfield US M1903 (24/48/95 2d8), lighter, cigarettes.

### BAMBALA CANNIBALS (mooks)

*African natives who wear frightening masks and have a taste for human flesh!*

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

**Skills:** Fighting d6, Intimidation d6, Stealth d6, Throwing d6

**Charisma:** +0; **Pace** 6; **Parry:** 5/6;

**Toughness:** 5

**Gear:** Spear (3/6/12 Str+d6), Medium Hide Shield (+1 parry)



### **MBENGA WARRIORS**(Mooks)

*These are the famed African Pygmies who grow to only a height of four feet. They are friendly to outsiders and know the jungle very well.*

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

**Skills:** Fighting d6, Stealth d6, Survival d6, Throwing d6

**Charisma:** +0; **Pace** 6; **Parry:** 5/6;

**Toughness:** 4

**Gear:** Spear (3/6/12 Str+d6), Small Hide Shield (+1 parry)

**Size** -1

### **CHIEF TIYOGÉ**

*The Chief of the Pygmies is a plump jovial fellow who adorns himself with bright colored feathers and beads. His primary concern is the wellbeing of his people and if they are ever threatened the Chief will quickly transform back into the warrior he really is. Tiyogé is very intrigued with the outside world but would never leave his beloved jungle. He has learned to communicate with outsiders using a crude form of sign language and drawing.*

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

**Skills:** Fighting d8, Guts d8, Knowledge: Sign Language d6, Notice d8, Persuasion d6, Survival d10

**Charisma:** +4; **Pace** 5; **Parry:** 6/7;

**Toughness:** 5

**Hindrances:** Obese

**Edges:** Charismatic, Noble

**Gear:** (3/6/12 Str+d6), Small Hide Shield (+1 parry)

**Size** -1

### **MBENGA WITCH DOCTOR**

*The Witch Doctor holds the secrets of the spirit world for the Mbenga tribe. He wears a frightening woven mask that represents a horned demon and hangs various bone fetishes all over his body. He is very suspicious of outsiders and feels that no one other than his tribe should ever see the Valley of Mystery and will kill to protect its secret if he has to. He respects Chief Tiyogé and would never challenge his authority unless the spirits told him to.*

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

**Skills:** Arcane: Miracles d10, Fighting d6, Guts d8, Intimidation d8, Knowledge: Spirits d8, Notice d6, Stealth d8

**Charisma:** +0; **Pace** 6; **Parry:** 5;

**Toughness:** 3

**Hindrances:** Savage, Vow (Major, to protect the valley)

**Edges:** Arcane Background: Miracles, Luck

**Powers:** *Boost/Lower Trait* (Spirit Leech), *Fear* (Terror of the Jungle), 10 Power Points.

**Size** -1

**Gear:** Obsidian Knife (Str+d4), Mask, Bone Charms and Fetishes

## **SMILODON (SABRE-TOOTH TIGER)**

(From the *SW Fantasy Companion*)

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

**Skills:** Climbing d8, Fighting d8, Guts d6, Intimidation d8, Stealth d8, Tracking d6

**Pace** 8; **Parry:** 6; **Toughness:** 10

### **Special Abilities:**

- **Bite:** Str+d10, AP 1
- **Claws:** Str+d6
- **Improved Frenzy:** A sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Size +3:** Sabre-tooths weigh over 800 pounds.

## **NAZI ROCKETMEN (3)**

Use the stats for the Nazi Soldier (SS) from the *Thrilling Tales* rulebook on page 112. Replace Driving with Piloting: Rocketpack and give them the edge Gadget: Rocketpack (Pace 12, Toughness 9)

## **NAZI OFFICER**

Use the stats for the Nazi Officer from the *Thrilling Tales* rulebook on page 113. Add the skill Piloting: Rocketpack d8, the edge Gadget: Rocketpack (Pace 12, Toughness 9) and give him a MP38 (12/24/48, Damage 2d6, ROF 3 shots, Shots 32).

## **CAVEMEN**

(From the *SW Fantasy Companion*)

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

**Skills:** Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

**Charisma:** -2; **Pace** 6; **Parry:** 6/7; **Toughness:** 7

**Hindrances:** All Thumbs, Mean

**Edges:** Combat Reflexes

**Gear:** Club (Str+d4), or flint spear (Str+d6; Parry +1; Reach 1)

## **CAVEMAN CHIEFTAN**

(From the *SW Fantasy Companion*)

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

**Skills:** Climbing d6, Fighting d10, Guts d8, Intimidation d10, Notice d4, Stealth d6, Throwing d8

**Charisma:** -2; **Pace** 6; **Parry:** 7/8; **Toughness:** 8

**Hindrances:** All Thumbs, Mean

**Edges:** Brawny, Combat Reflexes, Sweep

**Gear:** Club (Str+d4), or flint spear (Str+d6; Parry +1; Reach 1)

## DOCTOR FRANK ENDICOTT

*Frank Endicott was born in Kent, England in 1897. After studying in Oxford he decided to make a name for himself as an explorer with dreams of leading the National Geographic Society. Frank began focusing on darkest Africa and following any lead that might get him recognition. When he found the Von Eisenburg papers he was sure he was set for life.*

*Dr. Endicott is a quintessential Englishman who is always ready for tea and keeps a stiff upper lip even in the most dire of circumstances. He is a very likable fellow with a quick wit and a dry sense of humor but he does have a habit of making jokes at the most inappropriate times.*

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Skills:** Fighting d6, Guts d6, Investigation d8, Knowledge: Africa d10, Knowledge: Bantu Language d4, Notice d6, Shooting d6

**Charisma:** -2; **Pace** 6; **Parry:** 7/8;

**Toughness:** 8

**Hindrances:** Clueless, Quirk (bad jokes)

**Edges:** Luck, Font of Information, Just the Thing

**Gear:** Webley Revolver (12/24/48, 2d6+1)

## TYRANNOSAURUS REX

*(From the SW Fantasy Companion)*

**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:** 15 (2)

**Special Abilities:**

- **Armor +2:** Thick hides.
- **Bite:** Str+d8: AP 2.
- **Large:** Creatures add +2 when attacking a T-Rex due to their great size
- **Roar:** As an action a T-rex can emit a terrifying roar. All those who hear the roar – typically anyone within a mile – must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.