THE VALLEY OUT OF TIME

WELCOME TO THE VALLEY

WELCOME TO THE VALLEY

PART 1 OF THE VALLEY OUT OF TIME

CREDITS

Half-Baked Ideas by Skeeter Green

Shaped Up by Jeff Scifert, Jennifer Green and Skeeter Green

Pretty Pictures by Wonkee, Matt Sutton, Sara Frazetta, Ed Bickford, some artwork by Mariana Ruiz Villarreal, some artwork © 2015 Dean Spencer, used with permission. All rights reserved., Ian McGarty.

Super Cool Wrapper by Dean Spencer and Charles A. Wright

The Power Behind the Throne is Jennifer Green (as always)

Thanks to: dinosaurs (what's your favorite?), Frank Frazetta art, Roy Krenkel art, movies with giant bugs, lizards, and snakes, huge inhuman humanoids, stop-motion animation, rotoscoping, Sinbad movies, E.R. Burroughs, H.P. Lovecraft, the center of the Earth, weird "technology" stories from the 20th century, TJT Green, EAK Green, Levi Combs' brain, Ian McGarty's maps, the Herculoids, Jack Kirby, donuts, comic books, specific energy drinks I won't mention because they're Monster-ous, and fans of rpg writers that sometimes stretch outside their comfort zone. You all are very important, and this book wouldn't be written without all of you.

The Valley Out of Time is a series of 'zine-sized adventures from **SGP**. This valley can be placed in any ongoing campaign, and is set in the "Neanderthal Period" of development. Huge monsters – both dinosaurs and otherwise – and devolved humanoids plague the area, and only the hardiest of adventurers will prevail! This series of adventures borrows heavily from classic dinosaur art, books, and movies; if you've ever seen a classic Frank Frazetta or Roy Krenkel painting, or read or watched *The Land that Time Forgot*, *The Lost World*, *Journey to the Center of the Earth*, *One Million Years B.C.*, *The Flintstones*, etc., you're going to feel right at home.

Hooks/Motivations

One of the judge's questions asked when deciding on a module is: why are the characters here, and what do they want? Many PCs seek adventure for exploration's sake, some need a location to recover a rare component/quest item/McGuffin to save the world, and other times a group of friends just want to spend some time together rolling dice. These 'zines offer a "mini setting" with some quick and dirty encounters, locations, and obstacles to help fill in a night (or two) of gaming when other plans go astray.

If the players need some motivation, here are a few ideas to get them started:

- The characters succumbed to a random teleport, gate, or portal, and ended up on the edge of the valley, just inside the canyon entrance. The easiest way is forward into the ravine.
- Exploring a mountainous chain, wedged between two mighty peaks, a vale, lost and forgotten by time, has managed to prosper.
- A cabal of powerful beings has closed off access to a remote jungle region. Their motivations for doing so range from wanting to see how nature develops outside any human(oid) interference (ironically), to protecting an ancient artifact beyond the power of mortal beings to control, to imprisoning dangerous creatures, to a "refuge" or lounging area away from technological advancement.
- The area is a dimensional/planar vortex where time does not flow the same as the surrounding plane. For every day in the valley, years pass in the outside world.

Introduction

"**Welcome to the Valley**" is Part 1 of the series, suitable for entry level characters and those beginning their explorations into the Timeless Valley. Four to six characters of levels 1–2 should find the encounters presented herein challenging but manageable. A good mix of classes is important, and occupations or birth augurs with a nature focus may find more success. The Timeless Valley is inhabited by various "unevolved" humanoid tribes, megafauna, giant insectoid life, and other unusual hazards.

This area is an isolated range or other remote location designed to be placed into any existing campaign. The why's and how's of the area's isolation are unimportant; the place exists, it remains underdeveloped, and its inhabitants are generally hostile. There is minimal backstory and setting development in these individual Parts; they are designed to allow the judge more flexibility – and require a bit more work – than fully fleshed-out larger scenarios. The idea is to drop these tools into an existing campaign with slight modifications and to make them "yours". Fertile grounds for adventuring! Therefore, without further ado...

Adventure Summary

The characters trudge their way through the entrance to the Timeless Valley, a remote land untouched by technological development and advances. The region is trapped in "prehistory", and its inhabitants are primitive versions of the familiar; larger, more basic, and

generally brutish and hostile. The party's first encounter is overlooking a campsite populated by native humanoids. How the party chooses to approach these indigenous people – if they do – sets the tone for the rest of the encounters.

Regardless of how initial contact goes, shortly after observing the campsite, the characters are surprised to see a massive dinosaur burst forth from the jungle and assault the small camp. The party can aid the humanoids, aid the dinosaur against the humanoids, escape both, or hide and observe. The ruckus of the dinosaur attack brings forth additional unwanted attention, and the characters quickly learn they must either fight, form an alliance, or hide to survive in their new surroundings.

Adventure Background

The party has struggled through the dense undergrowth of the jungle for hours, or days at this point. Time has lost meaning. The darkness of the overhanging foliage blocks out the sun – except when directly overhead – and coupled with the steeply rising ravine walls on either side, an ominous, claustrophobic dusk has been the norm for what feels like days. Sleep comes in fits and starts during short breaks, never enough to overcome the bone-deep exhaustion from the continued exertion. Water and pungent, overripe fruits are plentiful within the exceedingly humid climate, while the invisible, omnipresent biting insects drain the PCs blood as quickly as the environment drains their patience and will.

The group is lost, that certainty set in ages ago. Oddly, divinations and detections reveal more cryptic answers than usual. Some pall has fallen over the progress of the party, although

the game trail the characters have been desperately trying to follow leads them deeper into the heart of the darkness...

Just then, directly ahead along the trail, the lead character spies a break in the dense vegetation, a scant gap that suggests their struggles might be ending. Proceeding further, the party breaks through the last of the tangled vegetation to behold a lush vale beyond. While no less abundant, the jungle gives way to breaks and clearings further down into what is now clearly a canyon or gorge previously unseen. The steep walls rise to meet the sky, towering over the party's position. The ground must have been sloping for some time, and only utter weariness caused that fact to elude everyone.

Off in the distance, what appears to be a group of lumbering humanoids stirs around a simple campsite. Several tents, lean-tos, and teepees are arranged in a tight grouping in one of the larger clearings. From a distance, the proportions of the creatures, coupled with the size of their dwellings, suggests they are substantially larger than the PCs. While bipedal, they have a hunched gait, with thick, cumbersome limbs and awkward movements, distinguishing them from normal humans. Additional details are impossible to determine from this distance.

They do not appear to notice the party, yet.

The Environment

The Timeless Valley is a sweltering expanse of humid jungle overgrowth dividing massive sandstone ridges reaching up to the sky. The valley traps heat and moisture providing a fertile ground for the riot of dense foliage and oversized vegetation. Entangled leaves and vines block all sight beyond a few feet, with only a few open clearings providing a wider view. The soil is dark and fragrant, along with the heady mix of perfume from brilliant flowers and the aroma of sweet fruit. Everything seems familiar but magnified to astonishing proportions.

Insects are everywhere. Buzzing, crawling, and hopping things distract in all directions. The jungle feels alive with constant motion and a desperate kinetic agitation. The ever-present feeling of being watched by a thousand eyes is constant and oppressive. The perpetual hypnotic din of insect life occasionally stops suddenly, and only then does the party look to each other and think "*What made it all stop?*"

The heat and humidity make movement especially difficult through the tangled undergrowth. Base speed is reduced to 50% normal, and any characters wearing armor must make a DC 13 Fort save every hour to continue at that pace. Failure indicates movement of 25% for the remainder of the day. Unarmored characters do not need to make this check.

Getting lost in the jungle is a constant concern; casters can rely on ultrascience to lead them, however, ALL divination- or detection-type castings return hazy, cryptic results in the Timeless Valley (judge's discretion, but magic or programs should not give clear answers, only vague hints).

Camp Observations

Several lean-tos, animal hide tents, and leathery teepees are arranged in a rough circle around a large central firepit. Massive bipedal humanoids mill about the campsite, tending to everyday tasks: gathering, repairing shelters, fashioning crude tools, etc. If observed for more than a few minutes, it appears that the chores performed are quite rudimentary, and no signs of advanced development are seen. There are no "crafts-people" visible, the dwellings look simple but functional, even from this distance, and gatherers carry their burdens in their arms, not in baskets, pottery, or baggage of any kind. These "people" are primitive and undeveloped.

One peculiar thing about the camp is that it is ringed by a dozen or more posts, with what initially appears to be a 2' diameter "nest" or bushel of dried grass and twigs, roughly 7–8' off the ground. The purpose of this picket is not clear.

ULTRASCIENCE

A core element of SGP products is "ultrascience", a technological replacement/ mixture of magic. Many of the effects presented in SGP adventures could only happen with the aid of "magic effects" or the overt manipulation of known real-world physics ("real-world", what's that?). The existence of the valley itself is impossible on some scientific levels, but by using the powers of ultrascience, we say: why not!

This adventure borrows from the genres of swords-and-fantasy as well as post-apocalyptic science fiction; therefore, stats and game mechanics from both the **Dungeon Crawl Classics** AND **Mutant Crawl Classics** lines are presented. Please use whichever you prefer or combine them as presented into the "you got your chocolate in my peanut butter" goodness in which they were conceived!

JUNGLE FUNK

The jungle is a filthy, disease-infested place. Any character taking damage in the Timeless Valley needs to make a successful DC 12 Fort save to avoid Jungle Rot. Jungle Rot is an insidious fungal infestation that impedes the normal healing process. Characters infected with Jungle Rot do not recover hit points from normal rest (magical healing is unaffected; ability points are not affected and return at normal rate). In addition, if Jungle Rot is not cured within 1 week (by magical means or judge's discretion), deep body aches and tremors begin, preventing the character from restful sleep. Spellcasters are no longer able to recover spells, and all characters suffer a –1d penalty on all dice rolls.

Once infected, Jungle Rot is difficult to remove. Ultrascientific methods (spells or science) have only a 50% chance of successfully removing the disease. Intervention by powerful enough entities ("gods", Patrons, or A.I.s) would suffice, as would 2 consecutive days of successful saving throws.

First Contact - Docile

If the characters approach, how their first contact goes depends on how they advance on the camp. If they walk straight in, openly and without hostile or sudden movement, the tribe is confused, then curious and inquisitive. They are initially mildly apprehensive, and bright colors or loud sounds frighten them. Observing their reactions to the party's approach, it becomes clear the beings have never encountered anything like the characters, so if there is no open hostility or threats, their default attitude is wonderment and interest, like children. Characters with a nature-based occupation equate the tribe's demeanor to great apes or other large human-like animals. They are not hostile if approached calmly.

Language is a significant barrier; unless magic is used to communicate – and flashy spellcasting or mercurial magic effects frighten them back to their dwellings – the tribe does not have a language the PCs speak. This could, and should, lead to some interesting roleplay as characters try to communicate through gestures and pantomime. The judge should use this opportunity to make a fun, light-hearted experience. The tribe is remarkably adaptable, and if the PCs do not think to draw "pictures" in the soil to communicate, one member of the tribe begins to do so, establishing a rudimentary jargon so the characters can eventually communicate with their new hosts. While simple and primitive, the tribe is quite smart, and picks up the new jargon easily.

After an appropriate amount of "get to know you" time (judge's discretion) the PCs are accepted into the camp. How this exactly plays out is up to the judge, but communication and intents must be established from both sides.
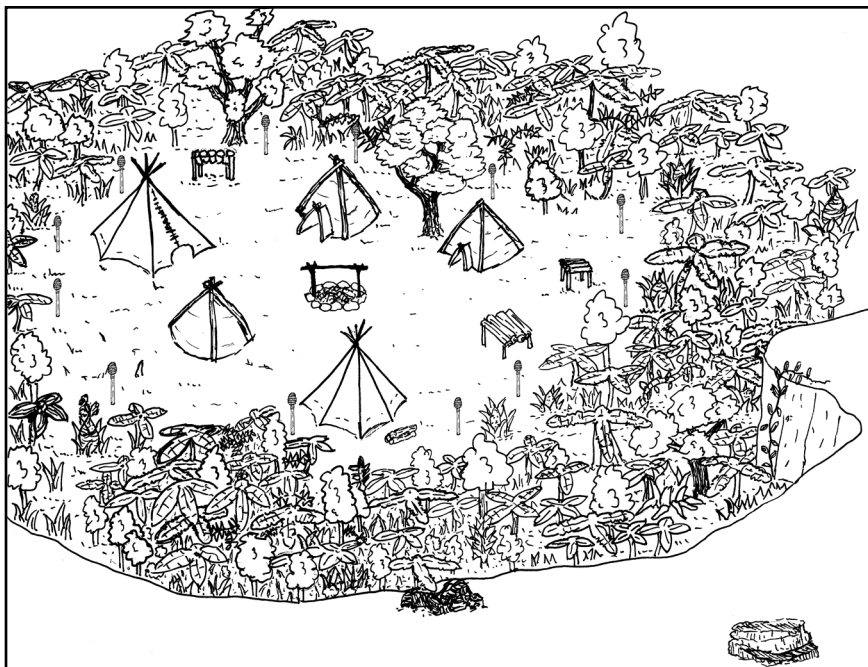
First Contact - Sneaky

If the characters creep their way forward, but do not attack, when they reveal themselves to the tribe – or are discovered – they are met with concern, fear, and suspicion, as if they appeared from out of nowhere. The tribe is defensive but does not initiate hostility. If the characters are non-aggressive, the tribe takes their time to evaluate the "intruders". They continue to eye the characters warily, but gradually warm with communication and accept these new wanderers into their camp as above.

First Contact –Bold and/or Violent

Characters approaching loudly, or with ostentatious visual or audible magical effects operating, risk frightening the tribe and inviting defensive tactics. If the characters come at the humanoids "guns blazing", they are met with significant resistance (see **Combat**, below). The tribe's reaction to hostility is brutal and savage retaliation; these beings survive against dinosaurs and other megafauna, so a few small adventurers hardly seem like a threat!

The Camp Layout

Depending on how the characters make contact, they are either invited in as guests of the tribe or repelled as invaders. Either way, the layout of the camp is as follows:
- Tents: the largest dwellings in the circle are fashioned of some thick, semi-rigid leathery hides (dinosaur hides). They are roughly 15–20′ long and 10′ tall. They are anchored with hefty spikes driven into the ground and lashed with large vines securing them in place. Flaps in both ends allows access.
- Teepees: smaller than the tents, these hide structures are fashioned out of thinner material (giant lizard or other megafauna skins) and layered to offer stouter protection. They are tall, towering 15–20′ in the air, and are 10–12′ in

diameter. Smoke issues forth from some of the teepees, suggesting a small fire inside. Teepees are covered in colorful, if muted, decoration.

- Lean-tos: these basic structures cover gathered firewood, piles of rocks, bundles of grasses and dried foliage, and the occasional sleeping figure. They seem to be used as "flop points" to store resources or a place to take a quick nap.
- Central Firepit: in the middle of the camp, at the center of all the dwellings is a 3' deep pit filled with flat rocks and smoldering embers. The pit puts out minimal heat, but its use is for ready fire from the embers it contains. Holding any flammable items – torches, grass bundles, etc. – to the stones or embers for 2 rounds is enough to set them ablaze.
- Pickets: the pickets are used to deter invaders. They are easily lit, due to the dry grass that has been soaked in some jungle substance the PCs cannot identify. The fire they produce frightens most animals, and the smoke tends to drive off any of the insects – giant or otherwise – that harass the camp.

The tribe consists of proto-humanoid beings, with characteristics of both humans and various "beast men". They resemble giants in stature, towering 8–9' in height, and weighing roughly 400 lbs. They are muscular and fit, although they stand slightly hunched, and their limbs protrude at uncomfortable angles. They lumber when they walk, and their fine motor skills are limited. Overall, they seem brutish, with overdeveloped musculature and underdeveloped finesse.

The tribe's social demeanor is highly developed and in-camp fighting is non-existent. The group works together with only rare instances of friction. After some time observing the group, it seems like they may be one large family unit. There are **2d6 urmanoids** in the camp at any one time, and there appears to be 20 members of the "family" in total.

Urmanoid (2d6): Init +0; Atk stone spear +3 melee (1d8+1) or giant club +3 melee (2d6+1) or stone javelin +3 missile fire (1d6+1, range 30/60/90) or slam +3 melee (1d6+1); AC 13; HD 4d8+4; MV 20'; Act 1d20; DCC SP none; SV Fort +5, Ref +0, Will +0; AL N; Crit III/d10.
MCC SP none. See **Appendix A** for more information.

The Invader

Once the PCs decide how to interact with the camp – either as "members", "outsiders", or avoiding it altogether – a crisis grabs their attention. One moment, the entire tribe suddenly stops what they are doing, looking up to the sky, then slowly fixes their gaze upon a section of nearby jungle, slightly rustling. Is it the breeze? Just then, the PCs hear a sharp CRACK of a tree trunk and see a tumultuous frenzy of branches and foliage thrashing about as something huge erupts into the clearing!

Crashing through the jungle fringe, a massive reptilian head bursts forth, easily 5' across. Dragging its body through the remnants of the thicket, the lizard's proportions slowly become clearer. Bright green and light brown striations cover the beast's flanks, and its thickly muscled legs snap thick branches like twigs as it tries to free itself. Fully 30' long, the creature is an enormous, brightly colored **monitor lizard**, with a mouth full of razor-sharp teeth the size of swords!

Giant Monitor Lizard: Init +0; Atk bite +6 melee (2d8+1 plus swallow whole) or tail swipe +4 melee (3d6+1) or claw +4 melee (1d6+1); AC 15; HD 8d8; MV 20' or climb 10'; Act 1d20; DCC SP swallow whole (if the giant monitor hits with an attack that is 4 points higher than needed, it swallows human-sized or smaller prey whole, inflicting 3d4 damage each round. Characters can cut their way out with a small, sharp weapon inflicting 15 damage total against AC 12); SV Fort +5, Ref +0, Will +0; AL N; Crit M/d14.

MCC SP mutation check +2 *amplimorph*, swallow whole (if the giant monitor hits with an attack that is 4 points higher than needed, it swallows human-sized or smaller prey whole, inflicting 3d4 damage each round. Characters can cut their way out with a small, sharp weapon inflicting 15 damage total against AC 12). See **Appendix A** for more information.

Combat

The characters and the tribe have 2 free rounds of actions after the giant lizard bursts from the jungle where it is entangled in the foliage and undergrowth, unable to reach the camp. The characters can flee, attack, or hold and evaluate.

Several of the urmanoids take up huge clubs or stone spears and warily advance on the beast, while others rush to the lean-tos, retrieving large stones they grip one-handed. The entire camp mobilizes to greet the onrushing foe. Of the 2d6 urmanoids currently in camp, 1 retrieves fire to ignite the pickets in defense, starting closest to the giant monitor. The rest are evenly split between rock-throwers and weapon-bearers. Of the weapon-bearers, these are again split evenly between clubbers and spear throwers. With a great whoop, the urmanoids hurl stone and spear at the lizard, with various results. The stones seem to bounce off the scaly hide, but some of the spears find a home. The club wielders stand their ground, just outside the picket perimeter.

The initial attack by the tribe is semi-organized, with the ranged attacks first while the great beast is tangled in the underbrush, and the melee warriors waiting for it to close. If the characters wish to get involved, they also have a free round to attack before either moving out to meet the approaching lizard or taking flanking positions to fire ranged attacks. The lizard is large enough that ranged attacks only risk hitting friendly targets on a roll of 1.

The Enemy of My Enemy

Unfortunately for the tribe – and potentially the characters – the ruckus caused by the giant lizard trying to extract itself from the jungle attracts other predators close by. Shortly after the monitor arrives (1d4+4 rounds later) a pack of **8 small dinychus** also emerges from their jungle cover. These dangerous reptiles are scavengers, and follow the monitor to pick from its leftovers, or from any wounded beasts it leaves behind.

The small, ferocious creatures have a piranha-like pack mentality and react to the smell of blood in the air; when they smell open wounds, they savagely attack anything they see, including larger creatures such as the monitor. This wildly confuses the battleground, and the judge needs to keep careful track of which "faction" is fighting which opponent.

Dinychus (8): Init +4; Atk claws +3 melee (1d4+2) or bite +3 melee (1d6+1); AC 13; HD 3d8; MV 50'; Act 1d20; DCC SP bloodlust (when a dinychus smells blood in the air, it attacks all creatures within 50' 2/round, with a +1d bonus to all attacks); SV Fort +2, Ref +2, Will +0; AL N; Crit M/d8.
MCC SP mutation check +4 *extra senses*, bloodlust (when a dinychus smells blood in the air, it attacks all creatures within 50' 2/round, with a +1d bonus to all attacks). See **Appendix A** for more information.

The addition of the dinychus, coupled with the blood stench in the air, can make this an overwhelming encounter for the PCs. Fortunately, only 2 dinychus initially target the party, the others splitting their efforts attempting to pick off some of the urmanoids, as well as attacking the giant monitor.

Aftermath

These 3 encounters – and subsequent battle – can play out in several different ways, each leading to further encounters and adventure opportunities in the Timeless Valley. If the PCs decide to help the urmanoids against the threats, they find they have a beneficial base camp they can use as an anchor for further exploration of the valley.

The urmanoids dispose of any dead they have in the surrounding jungle, away from the eyes of the party. While the characters have shown their worth against the great lizards and are considered friends, some things are private. They do not allow the party to participate in their solemn ritual.

If the party chose to run from the encounter or stood idly by and left the tribe to their own devices, they are not welcomed back. They are on their own in this strange region.

The urmanoids do not attack them, but they are not allowed into camp. If the PCs try to force their way in, or do not leave the area, the tribe tries to get them to leave, and reluctantly uses force if necessary.

Should the party side with either of the predators and attack the tribe or attack the "weakened" tribe after the predators are dealt with, the party is shown no quarter. The urmanoids retaliate by attacking the party to wound them, without immediately finishing them off. Shunning the tribe's goodwill and then attacking them in a cowardly fashion convinces the urmanoids the party deserves a fate worse than death; to be injured or maimed, and left to suffer the mercy of the surrounding valley.

The Day After

However the previous night's events end up for the PCs, the urmanoids begin breaking camp at first light. Depending on the characters' actions in the battle, the tribe either invites them to follow along with them or shuns them, exiling them to their own fates in this new, strange area.

If the PCs do accompany the tribe searching for a new home, and help the urmanoids move their camp, they are considered family, and can count on the tribe for as long as they do not actively work against them. The urmanoids begin teaching the characters how to survive in the valley, when to break camp, and that they should leave an area after a large kill – of their doing or not. The tribe is familiar enough with the ecosystem of the valley that they know a giant dead dinosaur is going to attract a lot of scavengers, and they attempt to relay this information to the party.

The tribe does scavenge any resources they can from the monitor if it is killed. Given a few hours, several members of the urmanoids gather claws, teeth, bones, and hide from the giant beast for tools, shelter, food, etc. Enough is left to draw nearby predators' attention while the camp slips away.

If the PCs were not helpful in the confrontation, or actively worked against the tribe, they are not aided in any way. At first light, if the PCs are close to the camp, they are driven off, or at the very least watched warily by several members of the camp.

When finished and preparations made to move out are complete, several of the younger tribe members move out towards the PCs. If the characters stand their ground, the urmanoids attack them, seeking to drive them away. They attack the same as described in **Aftermath** – they are shown no quarter, and left to die in the jungle.

CREEPING DOOM

Sometime when the party is at ease, preferably at dusk, when the jungle is darkest and foreboding, the characters should all make DC 13 Luck checks to determine if they hear a particularly chilling jungle sound. Failure indicates the intruder makes their way close enough to the party that it strikes with a +4 bonus on Initiative.

Success indicates the character hears an odd sliding or dragging sound, like when the party walks through the dense jungle foliage, and the large leaves slide around the entire party. The sound is more prevalent, "larger" somehow, and seems to be coming from a particularly dense patch of underbrush. If the characters investigate the sound, they stumble upon a massive, 3–4' mound of what initially appears to be snakeskins, until the entire mass moves!

The party has discovered another of the denizens of the Timeless Valley, this time an enormous **giant python**! Far stockier than is normal kin, this beast is roughly 40' long and weighs a staggering 600 or more pounds.

If the PCs resist attacking the creature's flank, they have 2 rounds to prepare. The giant snake "tastes" the PCs sweat – and fear – in the air, so it maneuvers its bulk to strike and this new prey. This takes some time, as trees and underbrush are snapped and tossed to the side by the creature's wriggling. Eventually, the mighty reptile rears back into striking position, towering 15' in the air, and fixing the characters with its dead-eye gaze!

Giant Python: Init +3; Atk bite +6 melee (1d8 plus constrict); AC 14; HD 8d8; MV 20' or climb 5'; Act 1d20; DCC SP constrict (if the giant python hits with a bite attack, it wraps itself around its target. On subsequent rounds, the snake automatically squeezes for 3d6 damage), pin (a constricted target can escape the giant python by rolling a successful grapple check. The python has a +10 bonus to its grapple check); SV Fort +9, Ref +4, Will +2; AL N; Crit M/d14.
MCC SP mutation check +2 *amplimorph,* constrict (if the giant python hits with a bite attack, it wraps itself around its target. On subsequent rounds, the snake automatically squeezes for 3d6 damage), pin (a constricted target can escape the giant python by rolling a successful grapple check. The python has a +10 bonus to its grapple check). See **Appendix A** for more information.
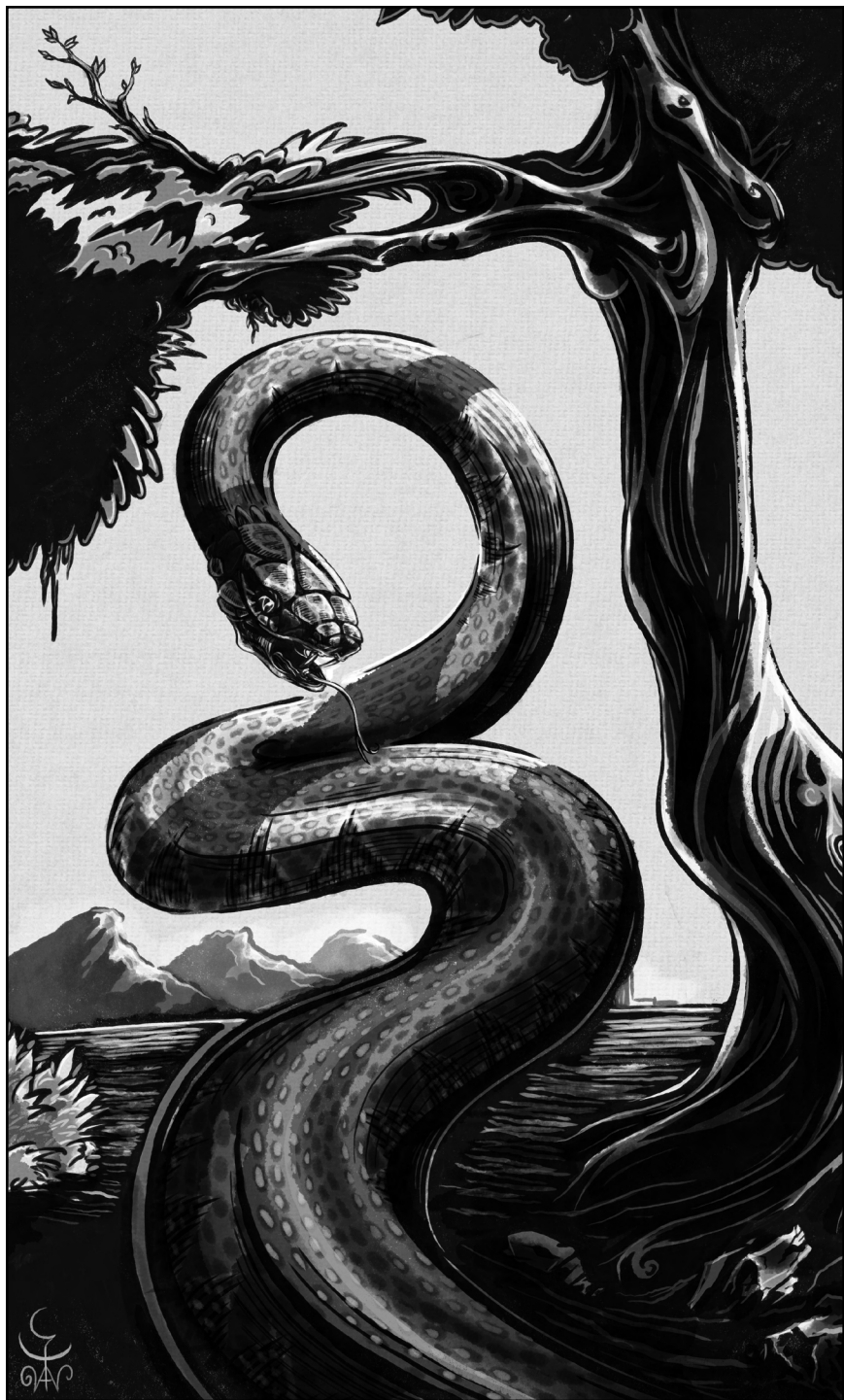
Combat

After the giant python maneuvers into position, the PCs have a large and powerful foe to deal with. If they stand and fight, they are likely overmatched. However, the jungle confines the behemoths movement, so it can only strike a single target every round. The snake can constrict 2 human-sized victims in its coils at a time, so the party may be able to survive its initial onslaught to overwhelm it, or possibly flee. The snake is not as quick as humans, so outrunning it is an option.

The snake is clever, but it is not very intelligent. It drops any coiled prey 1 round after its stops moving. If a constricted character can wait out the snake, they could be released before being killed. Spellcasters able to immobilize entrapped allies could save their lives!

Conclusion

This initial chapter introduced a new regional race, the urmanoids, plus a few of the local threats: the colossal giant monitor, the pack of much smaller dinychus, and the mighty green serpent. These foes can and should be used in further investigations of the Timeless Valley, in addition to the other beasts and environmental occurrences mentioned in the Random Encounters section (Appendix B) of "*Exploring the Valley*", Part 2 in *The Valley Out of Time* series.

Appendix A: New Monsters

Dinychus

Dinychus: Init +4; Atk claws +3 melee (1d4+2) or bite +3 melee (1d6+1); AC 13; HD 3d8; MV 50'; Act 1d20; DCC SP bloodlust (when a dinychus smells blood in the air, it attacks all creatures within 50' 2/round, with a +1d bonus to all attacks); SV Fort +2, Ref +2, Will +0; AL N; Crit M/d8.

MCC SP bloodlust (when a dinychus smells blood in the air, it attacks all creatures within 50' 2/round, with a +1d bonus to all attacks), mutation check +4 *extra senses*.

A dinychus (DEE-nahy-chuss) is a small, 2–3' tall, 4–5' long bipedal dinosaur in the velociraptor family.

The body of the dinychus is proportionally larger than other velociraptors, with a stout neck giving it a more powerful bite. The long, thin tail is nearly prehensile, and keeps the lizard steady in a variety of positions.

They are quick fast for their size and chase their prey to wear them down. The creatures are pack hunters, with piranha-like instincts, attacking larger prey when they are in bloodlust.

GIANT MONITOR LIZARD

Giant Monitor Lizard: Init +0; Atk bite +6 melee (2d8+1 plus swallow whole) or tail swipe +4 melee (3d6+1) or claw +4 melee (1d6+1); AC 15; HD 8d8; MV 20' or climb 10'; Act 1d20; DCC SP swallow whole (if the giant monitor hits with an attack that is 4 points higher than needed, it swallows human-sized or smaller prey whole, inflicting 3d4 damage each round. Characters can cut their way out with a small, sharp weapon inflicting 15 damage total against AC 12); SV Fort +5, Ref +0, Will +0; AL N; Crit M/d14. MCC SP mutation check +2 *amplimorph*, swallow whole (if the giant monitor hits with an attack that is 4 points higher than needed, it swallows human-sized or smaller prey whole, inflicting 3d4 damage each round. Characters can cut their way out with a small, sharp weapon inflicting 15 total damage against AC 12).

The giant monitor lizard is similar to its normal-sized kin, although highly aggressive and territorial. Its main diet consists of giant insects, although it is omnivorous and consumes meat as well as scavenging carrion and other kills it finds. The giant monitor attacks with its massive bite or claw from the front, and a wicked tail slap protects its flanks and rear. Giant monitors are usually only seen in groups during mating season, although powerful NPCs may have more than one.

Giant monitors never stop growing. Some examples reach 30' or more in length, with their maw exceeding 5' in width. If the monitor hits a human-sized opponent with its bite attack, and rolls 4 or more points higher than needed, the target is swallowed whole, suffering 3d4 damage every round. If the swallowed opponent has a small, sharp object in hand (dagger, stone knife, handaxe, etc.), they can cut their way out of the monitor's insides by inflicting 15 damage total against AC 12.

GIANT PYTHON

Giant Python: Init +3; Atk bite +6 melee (1d8 plus constrict); AC 14; HD 8d8; MV 20' or climb 5'; Act 1d20; DCC SP constrict (if the giant python hits with a bite attack, it wraps itself around its target. On subsequent rounds, the snake automatically squeezes for 3d6 damage), pin (a constricted target can escape the giant python by rolling a successful grapple check. The python has a +10 bonus to its grapple check); SV Fort +9, Ref +4, Will +2; AL N; Crit M/d14. MCC SP mutation check +2 *amplimorph*, constrict (if the giant python hits with a bite attack, it wraps itself around its target. On subsequent rounds, the snake automatically squeezes for 3d6 damage), pin (a constricted target can escape the giant python by rolling a successful grapple check. The python has a +10 bonus to its grapple check).

These great predators feed on any of the other creatures of the Timeless Valley, the only restriction being that it fits in their vast maw! Growing to lengths of over 40' and being much bulkier than their lesser counterparts, some specimens of giant python weigh in at 600–1,000 pounds. They are sleek for their size, and glide over the jungle floor with remarkable ease.

Giant pythons are cold-blooded creatures, more active with warm temperatures. Fortunately for them, the sweltering heat and humidity of the valley jungle keeps them alert for potential food. They are always hungry, for little prey is large enough to satisfy their voracious appetites. The giant python can dislocate its jaw like other snakes, and easily swallows prey of hippopotamus-size and shape or smaller.

When giant pythons strike, they do so to pin their prey, and then wrap their bodies around to crush the bones in their bulk. A giant python crushes any single victim smaller than a giant and makes even the latter struggle fiercely to escape its grasp.

When a giant python constricts a victim, roll 1d8 to determine what limb, if any, is pinned and unusable:

Roll (1d8)	Result
1	Arm (50% for either)
2	Both arms pinned to torso (no attacks)
3	Leg (50% for either)
4	Both legs
5	Head is bent at awkward angle, DC 13 Fort save each round or pass out
6–8	No pinning, all limbs free

If the die results show an arm pinned, there is a 50% chance it is either the primary or off hand. No attacks are possible with a pinned arm. If both legs are pinned, the victim loses all movement (but can attempt to "wriggle" free). If the target's head is pinned at a bad angle, they may pass out. Roll a DC 13 Fort save each round to determine if they lose consciousness.

URMANOID

Urmanoid: Init +0; Atk stone spear +3 melee (1d8+1) or giant club +3 melee (2d6+1) or stone javelin +3 missile fire (1d6+1, range 30/60/90) or slam +3 melee (1d6+1); AC 13; HD 4d8+4; MV 20'; Act 1d20; DCC SP none; SV Fort +5, Ref +0, Will +0; AL N; Crit III/d10. MCC SP none.

Urmanoid (UR-muh-noid) is a general classification for many of the unevolved denizens of the Timeless Valley. Urmanoids characteristics vary from tribe to tribe; this is one example only. Typical urmanoids characteristics include greater than human height (7–9' tall), awkwardly bent limbs, slow, clumsy movements, and a complete lack of knowledge of technology. Only simple tools are used, and development beyond creating fire is too much. They generally have no written language, and typically speak in grunts, howls, and other primitive sounds.

Urmanoid society is based on familial tribal groups. They are typically docile within the tribe, although small altercations occur. Tribes are wary and cautious around other tribes, but not typically hostile. In combat, tribal members have coordinated attacks using primitive weapons (stone spears, giant clubs, thrown rocks, etc.) or their massive clubbing forearms.

Urmanoids are easily adaptable for the judge and can include any manner of behaviors that are needed in the campaign setting.

Appendix B: Appendix N Monsters for use in the Timeless Valley

Hopefully we didn't lose too many of you with the title to this chapter. "Appendix N Monsters" refers to the first edition Dungeon Master's Guide, Appendix N, wherein the authors list "inspirational reading". Some of the authors on that list include such icons as Edgar Rice Burroughs, Lin Carter, August Derleth, Robert Howard, Leiber, Lovecraft, Moorcock, Tolkein, Zelazny, and many, many others. Please consult that tome – that is near and dear to my heart – for additional authors and their artful creations.

Drawing inspiration from those authors, the following is a list of "random encounter" creatures the PCs can run into at any time in the Timeless Valley. This is not an exhaustive list; if the judge has campaign specific or home-brewed monsters they wish to incorporate, that is wonderful! The additional creatures should be at home in a hothouse jungle environment, or broken and rocky plains, or any other terrain that evokes the "prehistory" theme. Low magic use, giant or abnormally large size, brutish or "devolved" characteristics, and generally hostile nature are the hallmarks of good Appendix N monsters.

Here are a few existing monsters and foes from the **Dungeon Crawl Classics** and **Mutant Crawl Classics** core rulebooks that fit perfectly in the Timeless Valley:

Dungeon Crawl Classics

Ape-man	Giant Beetle	Hydra
Berserker	Giant Centipede	Killer Bee
Colossal Land Leech	Giant Lizard	Manticore
Cyclops	Giant Scorpion	Primeval Slime
Dire Wolf	Giant Snake	Pterodactyl
Extradimensional Analogue	Constrictor	Serpent-man
	Cobra	Stone Giant
Giant Ant	Viper	Subhuman
Giant Bat	Hill Giant	Witch

Mutant Crawl Classics

Beast Thing	Devils – Ant-Men	Piranha Bats
Caprapod	Gigantopithicus	Tardigrade
Cactacea Rex	Grasser	

Appendix C:
The Timeless Valley

The Timeless Valley is found as the characters travel between great cliffs through a rent in a hill or mountain chain. Vast tropical foliage greets the explorers, and disorientation quickly sets in after entering the valley due to the enveloping sea of green leaves and vines, the brightly colored flowers emitting pungent aromas, the cacophony of sounds, smells, and tastes, and the ever-present, oppressive heat and humidity.

Ideally, opportunities in the Timeless Valley are enough to keep players interested in exploring the region. However, if the players – or their characters – need motivation to stay and scout the region, here are a few more hooks to keep them interested:

- A character seeks a rare herb or plant required for a spell, cure-all, or other formulae likely found in the valley.
- The region's environment is vastly different form the surrounding outside environment and offers new opportunities for exports/goods/resources to bring to a metropolitan market.
- Other adventurers have explored the valley and come back to tell wild tales of "cities paved in gold" or "rivers littered with gems" or "tribes with golden idols, possessing giant rubies for eyes". Avarice usually motivates!
- A mentor to one or more of the characters may have heard of the valley and gone to explore it. The character hasn't heard from their mentor in a long time and follows their last known whereabouts into the strange vale.
- A "fountain of youth" or "lost library" or "tomb of the ancient hero..." is sequestered in the valley, allowing the judge a location to place an additional adventure that does not fit into the current campaign.

There are many uses for the Timeless Valley, depending on what the judge needs it to be. It offers a semi-realistic "between space" where additional adventures or short encounters can be placed without disrupting an entire campaign. Once the valley has served its purpose, it is easily removed from play. If characters search for the entrance to the valley, and the judge does not wish to use it again (we hope this isn't the case!), simply state the characters cannot find the valley entrance again.

Ultrascience works haphazardly in the valley. Divinations and detections are the most affected, with answers returning vaguer or more cryptic than usual. No clear answers are given to inquests, and detections may give false readings, or fail altogether (if the casting fails, it should not be lost from memory).

The judge's discretion is important regarding ultrascience. The Timeless Valley is a low magic, low technology area, and PC integration with the spells and powers available to them can disrupt the balance of the region very quickly. Judicious tampering with casting classes is necessary to fully enjoy the pre-historic feel of the area, without completely ruining the fun. Some possibilities to lessen the influence of magic in the valley are:

- Any damage-causing ultrascience effects are at 50% effectivity. This could be explained by a rare ore prevalent in the valley walls (perhaps what the characters are searching for), the strange environmental properties dampen ultrascientific powers, the time change disconnects the casters from their power focus, or whatever feels appropriate for the campaign.
- Clerics could feel "cut off" from their deity. This failure results in the cleric having access to 1st-level and 2nd-level spells only.

- Elves and wizards without access to their spellbooks are in dire circumstances. They cannot recover spells, and risk losing their spellcasting ability if they use the last of their magic.
- Shamans are in a similar predicament as clerics, but worse. Shamans requiring direct connection to their patron A.I.s are limited to 1st-level wetware programs, and no program checks over 20 are possible. However, no shaman runs the risk of patron taint while in the Timeless Valley, due to the disconnect (if this taint takes effect after leaving the valley is up to the judge).
- In addition, the denizens of the Timeless Valley are resistant to outsider's ultrascience effects. All valley inhabitants gain a +1d bonus to saving throws vs. ultrascience effects (if possible). This applies to ALL effects: clerics, wizards, elves, and spells cast from scrolls, wands, staffs, etc., shamans' wetware programs, effects from artifacts, etc. Valley dwellers cannot gain benefits from using potions or artifacts crafted in the outside world. The ingredients simply do not work for them. Characters can still use any potions, medical items, or artifacts they brought into the valley with them.

Open Game License Version 1.0A

The Valley Out of Time is a series of 'zine-sized adventures from **SGP**. This valley can be placed in any ongoing campaign, and is set in the "Neanderthal Period" of development. Huge monsters – both dinosaurs and otherwise – and devolved humanoids plague the area, and only the hardiest of adventurers will prevail! This series of adventures borrows heavily from classic dinosaur art, books, and movies; if you've ever seen a classic Frank Frazetta or Roy Krenkel painting, or read or watched *The Land that Time Forgot*, *The Lost World*, *Journey to the Center of the Earth*, *One Million Years B.C.*, *The Flintstones*, any stop-motion film from Ray Harryhausen, etc., you're going to feel right at home.

SKEETER GREEN
PRODUCTIONS™