

THE VALLEY OUT OF TIME

EXPLORING THE VALLEY



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COMPATIBLE WITH
DCC
RPG

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MCC
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EXPLORING THE VALLEY

PART 2 OF THE VALLEY OUT OF TIME

CREDITS

Half-Baked Ideas by Skeeter Green

Shaped Up by Jeff Scifert, Jennifer Green and Skeeter Green

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Layout and Design by Charles A. Wright

Super Cool Wrapper by Charles A. Wright, cover art Copyrighted by 2013 Peter Szabo Gabor and Eastern Raider Games.

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, R.E. Howard, H.P. Lovecraft, TJT Green, EAK Green, Levi Combs' brain, the Herculoids, Jack Kirby, comic books, specific energy drinks I won't mention because they're Monster-ous, Weird Tales, Strange Tales, "The Lovecraft Circle" and its modern incarnations.

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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 have 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 are 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 or gate, 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

"Exploring the Valley" is Part 2 of the series, suitable for more experienced characters in the Timeless Valley. Four to six characters of levels 2–4 should find the various encounters presented herein challenging but manageable. A good mix of classes is important, and classes with a nature focus are important for success. The Timeless Valley is inhabited by various "unevolved" humanoid tribes, mega-fauna, giant insectoid life, and other unusual hazards.

This Timeless Valley 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...

MORE TROUBLE FOR THE HEROES

If the initial giant monitor attack and subsequent dionychus pack from **Welcome to the Valley** are not enough to fill up an evening's adventuring, or the judge is looking for more inspiration, here are a series of extra encounters that can be liberally sprinkled into the campaign.



A MORE HUMAN ELEMENT

At some point in the party's travels, they spy a familiar looking figure in the distance. What appears to be a "normal" darker-skinned human is walking through a clearing, head-and-shoulders above the low-lying underbrush. The traveler is too far away to make out many details, but they seem to be heading out of the thick jungle towards more of a savannah or steppe beyond the verdant wall. They possess clearly, and abundantly, female characteristics.

The figure is unclothed, save for a colorful cloak or cape, fashioned from what looks like a great cat. Why she is wearing a fur cloak in the jungle climate is unknown. She also carries a long, wide-bladed, metal-tipped spear in one hand, and a wrapped bundle in the other. The bundle could be a bow or quiver of arrows, but such weapons are not found among the urmanoids, so it is unclear what the package is from this distance.

If the characters follow this intriguing figure, they find the tracking much easier in the lighter jungle vegetation. Mercifully, it appears that she is headed out of the deep jungle towards a more hospitable region. Larger breaks in the green background give hints of rolling fields beyond the forest, with waist-high grasses and huge, individual trees dotting the landscape. Finally breaking through the tree line, the characters behold a sprawling plain of gold and green waist-high grasses as far as the eye can see. Surrounded at the distant perimeter by the same soaring cliffs, the rock is subtly different. The striated stones are composed of brilliant colors, reds and purples dominating. As the blinding sunlight hits the cliff walls, the entire plain is bathed in a maroon hue. It gives the grasses an eerie, blood-stained look.



Searching the horizon, the characters do not see any sign of their quarry. No movement is detected nearby, and no sound either. Astute characters feel a growing tension, an involuntary alertness, as there should be the sound of birds, or insects, or...something.

There is only silence.

After several uncomfortable heartbeats, the silence is sundered by a ground-shaking bellow, followed by thunderous quaking in the ground. An enormous **drumahen**, a giant bison, a true paragon of the valley species, crests a shallow basin the characters had not noticed in the waves of grasslands. The beast is gargantuan, and while not immediately hostile, its appearance is a startling turn of events.

The characters have a few moments staring eye-to-belly with the massive bovine towering above them. If they do not move, the drumahen ignores them, sniffing the wind for some unseen threat. If the characters initiate combat, roll initiative, and resolve the battle normally. Bison are not typically thought of as hardy foes, but in this valley, drumahen – and all creatures, great and small – are dangerous opponents.



Unbeknownst to the characters, the lone figure they saw leaving the jungle was a scout for a hunting band, one of **6 Hama Zaka-ran** urman proto-humans probing the jungle perimeter looking for easy prey. Now that the drumahen has made its presence known, the hunting party does the same.

Leaping up from their obscured cover with a shout, the hunters surround the beast. Armed with spear and bow, hand axes and wide-bladed knives, the hunters strike at the beast while it is distracted with the PCs. Arrow shafts bounce off the drumahen's thick pelt, while spearheads sink deep into its flanks, angering and scaring the animal more than hurting it. All the hunting/scouting party are females of similar stature and build as the singular scout.

Drumahen: Init -1; Atk gore +10 melee (3d6); AC 18; HD 12d8+12; MV 20'; Act 1d20; DCC charge (double move for 100'; gore for double damage at the end of charge [6d6 damage]), stampede (5d6 damage, no attack roll needed; DC 15 Ref save for

half damage); SV Fort +10, Ref +0, Will +2; AL N; Crit M/d20. See **Appendix A** for more information.

MCC SP charge (double move for 100'; gore for double damage at the end of charge [6d6 damage]), stampede (5d6 damage, no attack roll needed; DC 15 Ref save for half damage).

Urman (Hama Zaka-ran) (6): Init +4; Atk spear +3 melee (1d8+2), shortbow +2 missile fire (1d6, range 50/100/150), or handaxe +3 melee (1d4, range 10/20/30) and knife +3 melee (1d4); AC 12; HD 2d12; MV 30'; Act 1d20; DCC SP balanced attack (can attack with 2 small weapons per round, d16 to hit); SV Fort +2, Ref +2, Will +0; AL N; Crit III/d8. See **Appendix A** for more information.

MCC SP balanced attack (can attack with 2 small weapons per round, d16 to hit).

The Hama Zaka-ran are fierce and capable warriors. They surround the drumahen and employ gang tactics to “hopefully” bring the giant beast down. The PCs are presented with another situation where they can take sides or avoid contact. However, the stakes are quite different this time around.

If the PCs aid the Hama Zaka-ran to take their prey down, as soon as the animal falls, the warriors turn spear and blade towards the party. The hunters do not immediately attack; rather, they wait to see if the characters declare intentions. Urman tribal conflict is common, and poaching one hunter's bounty while they are tired and unable to protect it is the way of the valley! If the PCs do not immediately strike at the Hama Zaka-ran, parley begins.

Should the characters decide to wait and see what happens between the drumahen paragon and the warriors, if the Hama Zaka-ran lay the great beast low, 2 members point spears at the PCs while the rest get to dressing their kill. The warriors do not initiate any further combat, but do not allow the party to approach their kill until they are ready to leave (taking all but a few scraps of the beast with them).

In the event the PCs decide they want to take advantage of the distraction and attack the urman hunting party, they quickly discover what a capable fighting force they are. The Hama Zaka-ran shift tactics, with 3 of their number attempting to wound the drumahen and the other 3 forming a front against the characters. Each of the Hama Zaka-ran are roughly equivalent to a 2nd-level warrior, so this could be a tough fight indeed!

In the unlikely event the drumahen escapes the urman hunting party, or manages to defeat the warriors, the PCs are faced with a wounded – yet still formidable – enemy in play. How they react to this development is varied, so the judge needs to adjust the encounter to either allow the beast to escape, set up a chase sequence, or shift the Hama Zaka-ran's attention to the PCs that allowed their quarry to escape.

A CAT-ASTROPHE IN THE GRASSLANDS

The following encounter should only be used with higher-level parties, or with those possessing significant resources. The antagonist is a powerful hunter with devastating martial attacks.

Breaking through the green wall into the rolling grasslands of the Timeless Valley, the party may be in awe at the sheer vastness of the gold-and-green plain. Occasional landmarks break the monotony, and in the far distance the vista is ringed by that familiar sandstone cliffs rising to meet the sky. The scene is serene and calming.

Coming to a sudden drop-off in the ground – difficult to see in the endless sea of grasses – the party overlooks a terrifying scene. Gazing down the 20' cliff, the characters see a massive **pakthara**, a hunting cat, fully 10–12' long, with tremendous fangs protruding from its gaping maw. Enhancing the dread of the scene is the sheer amount of blood everywhere; the great cat has recently taken down prey. What the animal was before the cat's attack is difficult to determine from this vantage, and the hunter is still “playing” with its catch.

The characters may have different reactions to stumbling on this scene. Some may want to fight (we have the high ground!), some may want to run, while some may be paralyzed



with fear. It seems like the winds are in the party's favor, and the cat has neither smelled nor heard their approach.

Whatever the PCs reactions and initial tactics, the situation lurches forward as a portion of the cliff edge crumbles, sending a few stones down the hill towards the pakthara. It lazily cranes its neck around to see the characters' shocked faces, then twitches its nose and begins to lumber to its feet. Roll initiative!

The party still has several options at this point. The giant smilodon is in a lazy and playful mood, assuming the PCs are "toys". It is not immediately on the hunt. It takes the cat 3 rounds to bound up the cliff face, and it approaches with lowered head sniffing the ground to assess the situation. It is up to the party how this scenario resolves. A character able to speak with animals is quite useful in defusing tensions, otherwise combat is likely.

Pakthara (Giant Sabre-Tooth Cat): Init +6; Atk 2 claws +12 melee (1d8+1) and bite +10 melee (3d6+1); AC 14; HD 15d8; MV 30' or climb 30'; Act 2d20; DCC SP rake (if the pakthara hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d8+1 damage); SV Fort +12, Ref +15, Will +8; AL N; Crit M/d20. See **Appendix A** for more information.

MCC SP rake (if the pakthara hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d8+1 damage).

The pakthara begins by circling the party, trying to catch a scent and determine if they are foes, food, or fun. With the new and varied scents offered by the party, the giant cat is confused and suspicious. Soothing words from a party member able to speak with animals helps alleviate some tension, but beyond a nature-based character's intervention or an ultrascience effect, the cat finally decides it needs more exercise and leaps to the attack!

Resolve combat normally; however, the pakthara breaks off combat if it is reduced to 50% of its hit points, leaping down to the prey below. If it is not harassed, it picks up its dinner and flees through the tall grasses back to its home. Clever PCs could attempt to track the beast with the blood trail as a guide, if they think they can get the better of a 4-legged death machine!

CONVENTIONAL WISDOM SAYS RUN!

Roaming the low hills of the ever-expanding valley vista, the characters encounter a disturbing sight. Characters with a background in nature exploration (judge's discretion) notice what appears to be bear spoor in the immediate area, but much, much larger than normal. Also, several clumps of undigested material are in massive piles, each being 2–3' in diameter; they look like very large owl pellets.

As the party investigates these leavings, have them all make DC 13 Intelligence checks. Any character successfully making the check hears a faint huffing and growling noise around the curve of a hill, a little lower down the slope than they are standing. Rounding the rise is a 12' tall rolling fur and feathers, a cacophonous mixture of bear, owl, and giant. Sniffing the air and noticing the group, the bestial creature rears up on its hind legs, towering nearly 20' in the air, and raises both paws high in the air. The distinctive smell of urine is in the air, and whether it's coming from the bear-thing, or the party, is uncertain.

The PCs have come face to face with a **strigoso**, a giant owlbear found in the Timeless Valley. These monstrosities are twice the size – or more – of a “standard” owlbear, and roam their territory in a hangry search for food. After its initial stance, the bear lowers its front paws to the ground and approaches the adventurers. Its slow, lumbering gait may tip off nature-oriented characters that it does not seem as quick or nimble as a bear, giving the PCs the option to run away. If the PCs choose to stand their ground against the massive behemoth, roll initiative and resolve combat normally.

Strigoso (giant owlbear): Init +0; Atk 2 claws +8 melee (2d8+2) or bite +10 melee (3d6); AC 15; HD 10d8; MV 20'; Act 3d20; DCC SP hug (additional 2d8 damage if attack roll is 4+ points over needed to hit), magic resistance (25%); SV Fort +8, Ref +0, Will +8; AL N; Crit M/d16. See **Appendix A** for more information.
MCC SP hug (additional 2d8 damage if attack roll is 4+ points over needed to hit), wetware resistance (25%).



APPENDIX A: NEW MONSTERS

DRUMAHEH (GIANT BISON)

Drumahen (giant bison): Init -1; Atk gore +10 melee (3d6); AC 18; HD 12d8+12; MV 20'; Act 1d20; DCC SP charge (double move for 100'; gore for double damage at the end of charge [6d6 damage], stampede (5d6 damage, no attack roll needed; DC 15 Ref save for half damage); SV Fort +10, Ref +0, Will +2; AL N; Crit M/d20. MCC SP charge (double move for 100'; gore for double damage at the end of charge [6d6 damage], stampede (5d6 damage, no attack roll needed; DC 15 Ref save for half damage).

The drumahen (DROO-mah-hen) is an enormous bovine herd animal roaming the grasslands of the Timeless Valley. Fully 12' at the shoulder, it is 20' long and weighing more than 4,000 pounds. These great beasts are covered in a light-brown shaggy coat and have a massive, boulder-like head sporting thick, 4–5' long horns.

Drumahen are docile, spending their days grazing to maintain their immense bulk. The drumahen roam their plains non-stop, voraciously devouring any grasses they can. Although gentle beings, if frightened or threatened, they first attempt to flee the area, trampling smaller creatures in their path. Any creatures of human-size or smaller caught in a drumahen's stampede path takes 5d6 damage (DC 15 Reflex save for half damage).

The beasts are quick for short distances. They can double their movement in a straight charge, inflicting double damage if they gore at the end of the charge (6d6 damage).



GORGE (GIANT STIRGE)

Gorge (giant stirge): Init +4; Atk proboscis +4 melee (1d4 plus blood drain); AC 14; HD 2d8+2; MV 10' or fly 60'; Act 1d20; DCC SP blood drain (on a successful attack, continues to drain 1d6 hp/round until driven off); SV Fort +0, Ref +4, Will +0; AL N; Crit M/d8. MCC SP blood drain (on a successful attack, continues to drain 1d6 hp/round until driven off).

Stirge: Init +2; Atk proboscis +4 melee (1 plus blood drain); AC 12; HD 1d4; MV 10' or fly 60'; Act 1d20; DCC SP blood drain (on a successful attack, continues to drain 1d2 hp/round until driven off); SV Fort +0, Ref +2, Will +0; AL N; Crit M/d4. MCC SP blood drain (on a successful attack, continues to drain 1d2 hp/round until driven off).

The Gorge is enormous, easily the size of a large eagle or larger. With a 4' long body and a wingspan of 8–10', these creatures are only satisfied by draining blood from the largest victims (dinosaurs, giant beasts, etc.) Human- or even giant-size humanoids are hardly worth the effort to drain due to their relative lack of blood.

When a Gorge does attack, it drives its iron-hard proboscis through a target's hide (or armor) and begins draining blood at the rate of 1d6 damage per round. A Gorge generally reaches its fill in 1d4+3 rounds or until the target is drained completely.

Smaller versions of the Gorge (known as stirges) inhabit many dark and hidden areas in the outside world, though few survive meetings with these hideous bloodsuckers.



NAGA

Naga: Init +6; Atk bite +6 melee (1d4 plus poison); AC 14; HD 10d8; MV 40'; Act 2d20; DCC SP charm gaze (DC 15 Will save negates), constriction (if bite attack successful, 2d4 automatic damage each round until release; attacks against naga have 50% chance to hit constricted target), poison (1d6 damage for 4 rounds; DC 15 Fort save negates); SV Fort +6, Ref +8, Will +8; AL N; Crit M/d16.

MCC SP constriction (if bite attack successful, 2d4 automatic damage each round until release; attacks against naga have 50% chance to hit constricted target), poison (1d6 damage for 4

rounds; DC 15 Fort save negates), mutation check +5 *domination*, 1d5–1 random mental mutations, 10% chance 1 mental mega mutation.



A naga is a large reptile with a snake-like body and humanoid head. Nagas can be beautiful or loathsome, kind or cruel. All naga have some similar characteristics. Meeting the gaze of a naga induces a hypnosis-like control over the subject (a permanent *charm person* effect, subject can attempt one DC 15 Will save per day to break the naga's control), a poisonous bite (DC 15 Fort save or suffer 1d6 damage for 4 rounds), and constriction.

When a naga makes a successful bite attack, it coils around its victim, crushing and

constricting them for 2d4 damage per round. A favored tactic of some naga's is to constrict one member of a group, and then taunt the others into attacking. Attacking a naga when it has a victim constricted has a 50% chance of hitting the naga or the victim.

Nagas are highly unique beings, and possess additional traits and abilities with the judge's discretion. Typically, only a single naga is present, but rarely (judge's discretion) 1d4 of these creatures work together in a coterie to further their alien agendas.

ROYALCAP (GIANT FUNGUS)

Royalcap (giant fungus): Init +1; Atk 6 tendrils +4 melee (rot, range 10); AC 13; HD 6d8; MV 1'; Act 1d20+5d16; DCC SP tendril rot (wasting disease inflicting 1 damage per round per successful tendril attack; *lay on hands* [cure disease] removes; DC 15 Fort save negates); SV Fort +6, Ref +0, Will +4; AL N; Crit M/d12. MCC SP tendril rot (wasting disease inflicting 1 damage per round per successful tendril attack; artifacts or wetware affecting diseases removes; DC 15 Fort save negates).



These massive mushrooms populate dense areas of the jungle floor. Towering upwards of 10' tall and possessing a colorful purple hue, royalcaps attempt to camouflage themselves with other foliage to disguise their brilliant appearance from prey.

Royalcap's tendrils ring the lower stalk, reaching out to 10' (some examples may be even larger, or have longer tendrils). On a successful touch, the fungi's tendril begins to rot flesh, infecting it with a wasting disease that slowly liquifies it into an easily absorbable pulp. A DC 15 Fort save negates this disease initially (a new save must be made for each tendril attack), and a cleric's *lay on hands* (cure disease) or other artifacts or wetware removes any infection (but does not restore any hp lost).

STRIGOSO (GIANT OWLBEAR)

Strigoso (giant owlbear): Init +0; Atk 2 claws +8 melee (2d8+2), bite +10 melee (3d6); AC 15; HD 10d8; MV 20'; Act 3d20; DCC SP hug (additional 2d8 if attack roll is 4+ points over needed to hit), magic resistance (25%); SV Fort +8, Ref +0, Will +8; AL N; Crit M/d16. MCC SP hug (additional 2d8 if attack roll is 4+ points over needed to hit), wetware resistance (25%).



These fearsome beasts roam the rolling hills of the Timeless Valley in search of food or a safe place to nap. They seek out giant insect nests to feed on the larvae. A single strigoso has a territorial range of 6 or more miles. They are only found singly except in rare circumstances of mating, which is an encounter not to interrupt.

Strigoso appear as huge owlbears, lumbering on all fours at a height of 12–15' and weighing 3,000–4,000 pounds. If the beast's attack roll with either of its claws is 4 or more points over what it needs to hit a target, it hugs for an additional 2d8 damage. It does not

maintain this hug and must strike again normally in subsequent rounds. Like their smaller cousins, strigoso enjoy a natural defense against ultrascience: they resist all ultrascience effects, regardless of level or caster, with a 25% chance of success.

URMAN

Urman: Init +0; Atk by weapon +1 melee or by weapon +1 missile fire ; AC 11; HD 1d8; MV 30; Act 1d20; DCC SP none; SV Fort +2, Ref +2, Will +2; AL N; Crit III/d8. MCC SP 10% chance for 1d4 mutations (any).

Urman are the proto-human inhabitants of the Timeless Valley. While they are similar in many ways to "modern" adventurers, they lack most technology, and are slightly above "cave man" evolution. There are extremely smart and highly adaptable, however, and learn quickly.

Divided into tribal or familial groups, urman tribes have unique group qualities. Some tribes may be more proficient at fighting and have crude metal weapons (use standard weapon damages), others may be beginning to create language, still others could be worshipping spirits, etc. Urman are a highly mutable race, able to fit whatever role is necessary for the campaign. They are the "semi-humans" of pop-pulp stories.

Tribes run the full spectrum of "good vs. evil" as well. Some groups are helpful, others are innately warlike and violent. All are initially fearful of outsiders, but some groups are easier to win over than others.

The urman are typically encountered as a scout or hunting party of 1d6 individuals, sometimes with a more powerful leader (2 HD). Tribal settlements vary from 2d10 individuals to massive encampments of 400 or more. Half a settlement is comprised of able-bodied combatants, both male and female (gender is irrelevant in urman culture as both are equal), with the rest being noncombatant young. For every 6 adults, there is a leader of 2 HD, for every 20 adults there is a veteran warrior of 3 HD, for every 50 adults a champion of 5 HD, and every settlement over 200 individuals is led by an "Eminent" of 8 HD, with all the abilities of a 7th-level warrior. The Eminent is aided by a shaman (a 5th-level cleric), and 2d4 bodyguards of 3 HD. An Eminent may have a "pet" with them, either a giant wolf, large snake, or some other signature creature.

Urman should be used as a roleplaying and/or story-telling device. They can be modified and used in any manner to advance a plotline. See Part 4, **Valley Groups**, for additional information.





APPENDIX B: RANDOM ENCOUNTER TABLES

RANDOM ENCOUNTER TABLE

JUNGLE

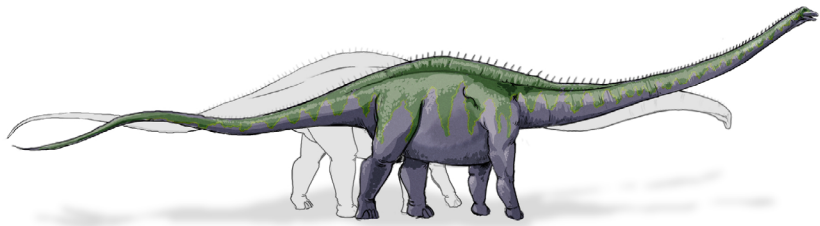
Roll (1d20)	Result
1	Dinosaur
2	Giant Bat
3	Hydra
4	Piranha Bats
5	Carnivorous Ape
6	Giant Land Leech
7	Giant Centipede
8	Caprapod
9	Royalcap (giant fungus)
10	Serpent-man
11	Giant Beetle
12	Elephant
13	Gigantopithicus
14	Giant Spider
15	Urmanoid Group
16	Giant Lizard
17	Naga
18	Giant Wasp
19	Rot Slime
20	Subhuman

GRASSLANDS

Roll (1d20)	Result
1	Giant Spider
2	Dinosaur
3	Caprapod
4	Giant Snake
5	Giant Beetle
6	Extradimensional Analogue
7	Giant Ant
8	Giant Lizard
9	Beast Thing
10	Devils – Ant-Men
11	Ankheg
12	Drumahen (giant bison)
13	Urman Group
14	Giant Scorpion
15	Dire Wolf
16	Axe Beak
17	Pakthara (Sabre-Tooth Cat)
18	Bulette
19	Auroch
20	Wyvern

HILLS

Roll (1d20)	Result
1	Stone Giant
2	Dinosaur
3	Wyvern
4	Giant Ant
5	Giant Beetle
6	Devils – Ant-Men
7	Giant Yellowjacket
8	Hill Giant
9	Strigoso (giant owlbear)
10	Giant Centipede
11	Manticore
12	Naga
13	Cyclops
14	Gorge (giant stirge)
15	Giant Scorpion
16	Beast Thing
17	Urman Group
18	Giant Snake
19	Dire Wolf
20	Pakhthara (Sabre-Tooth Cat)



ENCOUNTER DESCRIPTIONS

For combat purposes in the Timeless Valley, male and females of their respective species are equal in all ways. Young are typically non-combative unless otherwise stated, and flee conflict if able. They do not count towards XP if killed.

* found in **Welcome to the Valley**

** found in **Exploring the Valley**

% found in the **Dungeon Crawl Classics** core rulebook

found in the **Mutant Crawl Classics** core rulebook

Ankheg: 1d6 (1 adult or 1 adult and young) appearing. The ground erupts in front of the party as they travel down a path or game trail.

Ankheg (adult): Init +2; Atk bite +6 melee (3d4); AC 17/15 (underside); HD 6d8; MV 30' or burrow 15'; Act 1d20; DCC SP spit acid (5d6 damage; DC 13 Fort save for half; 1/day; range 30); SV Fort +8, Ref +4, Will +4; AL N; Crit M/d12.

MCC SP spit acid (5d6 damage; DC 13 Fort save for half; 1/day; range 30).

Ankheg (young): Init +0; Atk bite +3 melee (1d6); AC 17/15 (underside); HD 3d8; MV 30' or burrow 15'; Act 1d20; DCC SP spit acid (3d6 damage; DC 13 Fort save for half; 1/day; range 30); SV Fort +4, Ref +2, Will +2; AL N; Crit M/d8.

MCC SP spit acid (3d6 damage; DC 13 Fort save for half; 1/day; range 30).



Auroch: 3d4 (50% adults and 50% non-combative young) appearing. These massive cattle are seen in roaming herds all over the Timeless Valley. A stampede of these beasts is a terrifying sight.

Auroch: Init -2; Atk gore +8 melee (2d8); AC 18; HD 3d8; MV 40'; Act 1d20; DCC SP charge (double move for 80'; gore for double damage at the end of charge [4d8 damage], stampede (5d6 damage, no attack roll needed; DC 15 Ref save for half damage); SV Fort +10, Ref +4, Will +4; AL N; Crit M/d8.

MCC SP charge (double move for 80'; gore for double damage at the end of charge [4d8 damage], stampede (5d6 damage, no attack roll needed; DC 15 Ref save for half damage).

Axe Beak: 3d6 appearing. These large flightless birds hunt herd animals as a fast-moving flock across the grasslands.

Axe Beak: Init +4; Atk 2 claws +4 melee (1d6) and bite +2 melee (2d6); AC 14; HD 3d8; MV 40'; Act 1d20; DCC SP none; SV Fort +2, Ref +4, Will +2; AL N; Crit M/d8. MCC SP none.

Beast Thing#: 1d10 or 1d4x10 (settlement) appearing. These beings are another of the degenerate races constantly warring for survival with the other races and beasts of the Timeless Valley. Beast Things tend to be scavengers, although fiercely defend their homes if attacked. Occasionally, the Beast Things are led by a Champion, one possessing higher intelligence and reasoning capabilities.

Beast Thing: Init +1; Atk spear +0 melee (1d6) or poison darts +1 missile fire (1d3 plus poison, range 20/40/60); AC 12; HD 1d10; MV 30'; Act 1d20; DCC SP poison (DC 13

Fort save or paralysis for 1d4 rounds); SV Fort +1, Ref +1, Will -1; AL N; Crit III/d6.
MCC SP poison (DC 13 Fort save or paralysis for 1d4 rounds), 10% chance for 1 random mutation (physical or physical mega mutation).

Beast Thing Champion: Init +1; Atk axe +2 melee (1d12) or poison darts +1 missile fire (1d3 plus poison, range 20/40/60); AC 12; HD 1d10+2; MV 30'; Act 1d20; DCC SP poison (DC 13 Fort save or paralysis for 1d4 rounds); SV Fort +1, Ref +1, Will -1; AL N; Crit III/d8.
MCC SP poison (DC 13 Fort save or paralysis for 1d4 rounds), 30% chance for 1 random mutation (physical or physical mega mutation), 10% for 1 random mutation (mental only; no mental mega mutations).

Bulette: 1 appearing. A quick-moving furrow in the ground is heading straight for the party.

Bulette: Init +1; Atk 2 claws +8 melee (1d6) and bite +8 melee (2d12); AC 18; HD 7d8; MV 30' or burrow 30'; Act 1d20; DCC leaping attack (4 claw attacks, no bite); SV Fort +10, Ref +2, Will +4; AL N; Crit M/d14.
MCC SP leaping attack (4 claw attacks, no bite), mutation check +0 *amplimorph*, *metallic skin*, *phase shift*, mutation check +10 *extra senses*..

Caprapod#: 1 or 2d4 (herd) appearing. The caprapod scours the grasslands for herd animals to prey on. It protects its territory, and considers any intruder fair game. Rarely, they can be found in larger groups with a caprapod warder, but these are usually specifically detailed encounters. The caprapods are cruel hunters.

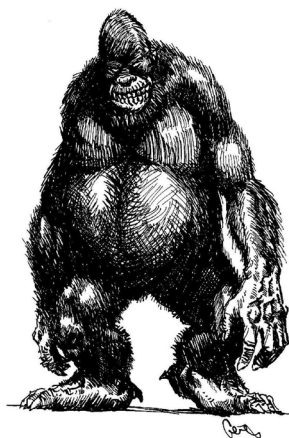
Caprapod: Init +3; Atk gore +3 melee (2d4) or bite +3 melee (1d4 plus paralytic poison) or webs +3 missile fire (entangled, range 20); AC 15; HD 4d6; MV 40'; Act 1d20; DCC SP entangling web (single target, range 20, DC 15 Reflex save or entangled for 1d6 turns), paralytic poison (DC 12 Fort save or paralyzed for 1d6 rounds); SV Fort +2, Ref +4, Will +0; AL C; Crit M/d10.
MCC SP entangling web (single target, range 20, DC 15 Reflex save or entangled for 1d6 turns), paralytic poison (DC 12 Fort save or paralyzed for 1d6 rounds).

Caprapod Warder: Init +6; Atk shepherd crook +6 melee (1d6); AC 14; HD 10d8; MV 10'; Act 1d20+1d16; DCC SP spellcasting (spell check +6): Spells (1st) *sleep*; (2nd) *ESP*; SV Fort +4, Ref +2, Will +4; AL C; Crit M/d16.

MCC SP mutation check +6 *telepathy*, *mental blast*.

Carnivorous Ape%: 1d2 males or 2d6 (troop of males, females, and non-combative young) appearing. Usually spotted in trees or at the base, their hoots and growls are deafening.

Carnivorous Ape: Init +2; Atk bite +4 melee (1d6+3) and slam +6 melee (1d4+3); AC 13; HD 4d8; MV 20' or climb 30'; Act 2d20; DCC SP +10 to hide checks in jungle terrain, hug and chew (if both attacks strike the same opponent in the same round, the ape hugs and chews on the target for 1d6 additional damage); SV Fort +6, Ref +3, Will +1; AL N; Crit M/d10.
MCC SP hug and chew (if both attacks strike the same opponent in the same round, the ape hugs and chews on the target for 1d6 additional damage), mutation check +5 *holographic skin*.



Cyclops%: 1 appearing. Even more brutish than their other giant relatives, cyclops haunt the higher hills, picking off large terrors of the region to devour. The cyclops of the Timeless Valley are more debased, cruel, and rudimentary than the other giants, largely due to their ability to see into other spectrums and dimensions.

Cyclops: Init +0; Atk huge club +8 melee (1d8+4); AC 16; HD 5d8+5; MV 40'; Act 1d20; DCC SP true sight (see all invisible objects and immune to illusion); SV Fort +6, Ref +1, Will +4; AL C; Crit M/d12.

MCC SP true sight (see all invisible objects and immune to illusion), mutation check +5 *cognitive immortality, time sense*.

Dinosaur (see below): Roll on the dinosaur table to determine type:

Roll 1d12	Result
1–2	Ankylosaurus (1d4 appearing)
3	Brontosaurus (1 or 1d4+4 appearing)
4–5	Pteradactyl% (1 or 1d4 appearing)
10	Stegosaurus (1d4+1 appearing)
11	Triceratops (1, 1d4+1, or 3d4 appearing)
12	Tyrannosaurus Rex (1 appearing)

Other dinosaurs in specific environments (water, flying overhead) are also possible.

Ankylosaurus: Init –2; Atk clubbed tail +8 melee (3d6); AC 15; HD 9d8; MV 15'; Act 1d20; DCC SP none; SV Fort +8, Ref +2, Will +2; AL N; Crit M/d14.
MCC SP none.

Bronto-(Apto-)saurus: Init –4; Atk stomp +20 melee (3d6); AC 15; HD 30d8; MV 15'; Act 1d20; DCC SP none; SV Fort +20, Ref +5, Will +5; AL N; Crit M/d30.
MCC SP none.

Pteradactyl: Init +2; Atk bite +8 melee (1d10) or claw +2 melee (1d4); AC 15; HD 6d8; MV 10' or fly 50'; Act 1d20; DCC SP none; SV Fort +6, Ref +5, Will +2; AL N; Crit M/d12.
MCC SP none.

Stegosaurus: Init +0; Atk bite +10 melee (1d8) and spiked tail +6 melee (4d6); AC 17; HD 17d8; MV 15'; Act 2d20; DCC SP none; SV Fort +15, Ref +5, Will +5; AL N; Crit M/d24.
MCC SP none.

Triceratops: Init +0; Atk bite +10 melee (1d8) and gore +10 melee (1d12+2); AC 18 (front)/13 (body); HD 16d8; MV 20'; Act 2d20; DCC SP charge (double damage with gore); SV Fort +16, Ref +5, Will +5; AL N; Crit M/d24.
MCC SP charge (double damage with gore).

Tyrannosaurus Rex: Init +2; Atk bite +18 melee (5d8); AC 14; HD 18d8; MV 40'; Act 1d20; DCC SP chew (automatic 3d8 damage after bite), swallow whole (on a successful bite attack, make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not take damage but is now trapped in the creature's stomach, where it takes 2d6 acid and 2d4 constriction damage each round thereafter. A trapped creature trying to cut its way out with a small weapon [such as a dagger] must inflict 15 damage against AC 14); SV Fort +16, Ref +6, Will +10; AL N; Crit M/d24.

MCC SP chew (automatic 3d8 damage after bite), swallow whole (on a successful bite attack, make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not take damage but is now trapped in the creature's stomach, where it takes 2d6 acid and 2d4 constriction damage each round thereafter. A trapped creature trying to cut its way out with a small weapon [such as a dagger] must inflict 15 damage against AC 14).

Dire Wolf%: 1d6+2 appearing. These hateful pack animals hunt down all other forms of life in the valley. They are found prowling the grasslands as well as the low hills, searching for intelligent prey to devour.

Dire Wolf: Init +5; Atk bite +6 melee (1d6+2); AC 14; HD 4d8; MV 40'; Act 1d20; DCC SP none; SV Fort +4, Ref +4, Will +3; AL N; Crit M/d10.
MCC SP none.

Drumahlen (giant bison):** 1 bull or 1d4+1 (bull, cow, and non-combative young) appearing.

Drumahlen (giant bison): Init -1; Atk gore +10 melee (3d6); AC 18; HD 12d8+12; MV 20'; Act 1d20; DCC SP charge (double move for 100'; gore for double damage at the end of charge [6d6 damage], stampede (no attack roll needed, 5d6 damage; DC 15 Ref save for half damage); SV Fort +10, Ref +0, Will +2; AL N; Crit M/d20.



MCC SP charge (double move for 100'; gore for double damage at the end of charge [6d6 damage]), stampede (no attack roll needed, 5d6 damage; DC 15 Ref save for half damage).

Devils – Ant-Men#: 1d6+4 or 1d6+5x10 (hive) appearing. These irritating insect-men congregate over carrion and old kills from other beasts. They are aggressive around their food and implanted eggs. Ant-Men encountered in the hive are include drone workers.

(Devil) Ant-Men: Init +2; Atk bite +2 melee (1d6) or barbed wood spear +2 missile fire (1d10, range 30/60/90); AC 14; HD 1d10; MV 40'; Act 1d20; DCC SP hive intelligence (telepathically linked to all members of hive); SV Fort +1, Ref +2, Will -1; AL N; Crit M/d6.
MCC SP mutation check +2 *hive intelligence*.

(Devil) Ant-Men, Drones: Atk bite +3 melee (1d6) or barbed wood spear +3 missile fire (1d10, range 30/60/90); AC 18; HD 3d8+6; hp; MV 50' or fly 50'; Act 1d20; SP mind control saliva spit (1 target, range 10; DC 14 Will save to resist control); hive intelligence (telepathically linked to all members of hive); SV Fort +7, Ref +3, Will +1; AL N; Crit M/d10.

MCC SP mind control saliva spit (1 target, range 10; DC 14 Will save to resist control), mutation check +3 *hive intelligence*.

Elephant: 1 bull or 2d4 (bull, females and young 50%/50%) appearing.

Elephant: Init -2; Atk trunk +10 melee (1d10) or gore +10 melee (1d10+2) or trample +12 melee (2d6+2); AC 17; HD 10d10; MV 30'; Act 1d20+1d16; DCC SP none; SV Fort +10, Ref +3, Will +8; AL N; Crit M/d16.

MCC SP 10% chance for mutation check +10 *cognitive immortality*.

Elephant Young: Init -2; Atk trunk +4 melee (1d6) or gore +4 melee (1d6+2) or trample +6 melee (1d6+2); AC 12; HD 4d10; MV 30'; Act 1d20; DCC SP none; SV Fort +6, Ref +2, Will +6; AL N; Crit M/d10.
MCC SP none.

Extradiimensional Analogue%: This encounter is with a duplicate set of adventurers from another dimension. These "alt PCs" are exact duplicates in every way, except:

Roll 1d6	Result
1	Elemental analogue composed of (roll 1d5): (1) fire, (2) water, (3) air, (4) earth, (5) pseudo-element — roll additional 1d5: (1) ash, (2) lava, (3) ice, (4) mist, (5) meta-element — roll additional 1d3: (1) dust, (2) steam, (3) mud. Adjust statistics to reflect abilities, strengths, and weaknesses of a comparable elemental.
2	Future analogue identical to character but aged 6d20 years — potentially far beyond normal human limits based on the nature of time in the alien plane. Mental attributes are much more advanced.
3	Heroic analogue identical to character but presented with world-shattering risks which, by conquering, elevated analogue to position of global leadership. Much higher level and possessed of amazing weapons and fanatically loyal retinue.
4	Primordial analogue(s) from a world before literacy or technology. The analogue is physically superior but bestial in nature.
5	Transplanted analogue(s) from planet-hopping race whose native star died one billion years ago. Identical personality and mental traits but placed into bizarre gaseous body.
6	Insane analogue(s) from world of broken minds. Illogical and self-destructive traits.

Giant Ant%: 1d12 or 1d4x100 (hive) appearing. These 3' long insects can terraform entire regions within weeks. When encountered in large groups, they are usually in the process of building *something*. Encounters outside of the hive are with soldier ants.

Ant, giant (queen): Init -4; Atk bite +0 melee (1d3); AC 12; HD 5d8+10; MV 10' or climb 10'; Act 1d20; DCC SP none; SV Fort +4, Ref -4, Will +8; AL L; Crit M/d10.
MCC SP none.

Ant, giant (soldier): Init +2; Atk bite +6 melee (3d4+3); AC 18; HD 3d8+6; MV 50' or climb 50'; Act 1d20; DCC SP 20% have poisoned stinger (+6 melee, 1 plus poison [DC 16 Fort save or 2d4 Stamina loss]); SV Fort +7, Ref +3, Will -3; AL L; Crit M/d10.
MCC SP 20% have poisoned stinger (+6 to hit, 1 plus poison [DC 16 Fort save or 2d4 Stamina loss]).

Ant, giant (worker): Init +0; Atk bite +2 melee (1d4+1); AC 16; HD 1d8+2; MV 50' or climb 50'; Act 1d20; DCC SP none; SV Fort +5, Ref +1, Will -3; AL L; Crit M/d6.
MCC SP none.

Giant Bat%: 1d6 appearing. Initially seen in trees or gliding to attack. Only combative at night; if encountered during the day, they flee.

Giant Bat: Init +6; Atk bite +4 melee (1d6 plus disease); AC 14; HD 2d8; MV fly 40'; Act 1d20; DCC SP disease (see below); SV Fort +4, Ref +4, Will -2; AL C; Crit M/d8.
MCC SP disease (see below).

Roll 1d6	Fort Save	Effect on Failed Save
1	DC 8	Sickness and vomiting for 2 days; half movement and –4 to all rolls during that time.
2	DC 14	Terrible stomach pains; 1d4 damage and unable to heal normally for one week.
3	DC 16	Debilitating weakness. Temporarily lose 1d4 Strength and Stamina.
4	DC 10	System shock. Immediate death.
5	DC 20	Dizziness. Temporarily lose 1d4 Agility.
6	DC 12	Intense weakness. Permanently lose 1 Strength.

Giant Beetle (see below): Roll on the beetle table to determine type:

Roll 1d12	Result
1–2	Armored% (1d4 appearing)
3–5	Fire% (3d4 appearing)
6	Flying% (1 or 1d4+4 appearing)
7	Saber-tooth (1d2 appearing)
8	Spiny% (1 appearing)
9–11	Spitting% (1 or 1d6+6 appearing)
12	Stag% (1d3 appearing)

Armored Beetle: Init +0; Atk mandibles +3 melee (1d4+2); AC 20; HD 2d8+2; MV 20' or climb 20'; Act 1d20; DCC SP none; SV Fort +4, Ref +0, Will –3; AL N; Crit M/d8. MCC SP passive mutation – *carapace* (+5 to AC, +3 to Fort save, –10' speed).

Fire Beetle: Init +0; Atk mandibles +3 melee (1d4+2 plus acid bite); AC 15; HD 2d8+2; MV 20' or climb 20'; Act 1d20; DCC SP acid bite (+1d4 damage and leaves glowing residue. The glow is faint but does not fade for 1d3 days and cannot be removed. This glow attracts other creatures at double the normal rate); SV Fort +4, Ref +0, Will –3; AL N; Crit M/d8.

MCC SP acid bite (+1d4 damage and leaves glowing residue. The glow is faint but does not fade for 1d3 days and cannot be removed. This glow attracts other creatures at double the normal rate).

Flying Beetle: Init +0; Atk mandibles +3 melee (1d4+2); AC 15; HD 2d8+2; MV 20' or climb 20' or fly 30'; Act 1d20; DCC SP none; SV Fort +4, Ref +0, Will –3; AL N; Crit M/d8. MCC SP passive mutation – *wings* (30'/round, or 1/2 speed carrying up to 200 lbs.)

Saber-tooth Beetle: Init –2; Atk mandibles +6 melee (2d6+4 plus lopping bite); AC 15; HD 2d8+2; MV 30' or climb 20'; Act 1d20; SP lopping bite (if a natural 20 is rolled and the victim fails a DC 15 Ref save, one of the target's extremities is severed (roll 1d6: 1–3 arm, 4–5 leg, 6 head [instant death]; 50% chance of either right or left limb); SV Fort +1, Ref +0, Will –3; AL N; Crit M/d8.

MCC SP lopping bite (if a natural 20 is rolled and the victim fails a DC 15 Ref save, one of the target's extremities is severed (roll 1d6: 1–3 arm, 4–5 leg, 6 head [instant death]; 50% chance of either right or left limb).

Spiny Beetle: Init +0; Atk mandibles +3 melee (1d4+2) or spine +3 missile fire (1d6, range 60); AC 17; HD 3d8+2; MV 20' or climb 20'; Act 1d20; DCC SP spines (anyone in melee with the beetle automatically takes 1 point of damage per round from the sharp spikes); SV Fort +4, Ref +0, Will –3; AL N; Crit M/d10.

MCC SP spines (anyone in melee with the beetle automatically takes 1 point of damage per round from the sharp spikes), passive mutation – *spines* (+2 AC [included]); range 60; may fire quills/spines for 1d6 damage against a single target).

Spitting Beetle: Init +0; Atk mandibles +3 melee (1d4+2) or spit +3 missile fire (1d6, range 60); AC 15; HD 2d8+2; MV 20' or climb 20'; Act 1d20;

DCC SP spit (1d6 acid damage against a single target); SV Fort +4, Ref +0, Will –3; AL N; Crit M/d8.

MCC SP spit (range 60; 1d6 acid damage against a single target).

Stag Beetle: Init +0; Atk mandibles +6 melee (2d6+4); AC 15; HD 2d8+2; MV 30' or climb 20'; Act 1d20; DCC SP none; SV Fort +4, Ref +0, Will –3; AL N; Crit M/d8.

MCC SP none.



Giant Centipede%: 1 or 1d4+2 (pod) appearing. These monstrous insects are 5' long and highly poisonous. Usually found emerging from a hole or shallow burrow underground.

Giant Centipede: Init +3; Atk bite +6 melee (1d6 plus poison); AC 14; HD 3d6; MV 60'; Act 1d20; SP detect thoughts 500', poison (see table); SV Fort –1, Ref +2, Will –1; AL N; Crit M/d8.

MCC SP detect thoughts 500', poison (see table).

Roll 1d6	Fort Save	Effect on Failed Save
1	DC 8	Sickness and vomiting for 2 days; half movement and –1d penalty to all rolls during that time.
2	DC 14	Terrible stomach pains; 1d4 damage and unable to heal normal damage for one week.
3	DC 16	Debilitating weakness. Temporarily lose 1d4 Strength and Stamina.
4	DC 10	System shock. Immediate death.
5	DC 20	Dizziness. Temporarily lose 1d4 Agility.
6	DC 12	Intense weakness. Permanently lose 1 Strength

Giant Land Leech%: 1d8+4 appearing. These loathsome creatures inhabit the muddy and damp riverbanks throughout the jungles. Anywhere moisture gathers, these foul things are found. They can travel up to a mile away from water, so fleeing is not always as safe as it seems.

Giant Land Leech: Init –2; Atk bite +6 melee (1d6 plus blood drain); AC 14; HD 4d8; MV 20' or swim 30'; Act 1d20; SP blood drain (automatic 1d6 damage per round after bite); SV Fort +6, Ref +0, Will –4; AL N; Crit M/d10.

MCC SP blood drain (automatic 1d6 damage per round after bite).

Giant Lizard%: 1d6 appearing. These are “normal” giant lizards populating the jungle and grasslands. Larger or more exotic versions exist in specific encounters.

Giant Lizard: Init -3; Atk bite +5 melee (3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; DCC SP camouflage (+10 bonus to all hiding attempts); SV Fort +2, Ref -2, Will -2; AL N; Crit M/d8.

MCC SP mutation check +10 *holographic skin*.

Giant Scorpion%: 1 appearing. These giant monstrosities are grassland hunters and carrion scavengers. One appears within an hour of a kill of any large beast.

Giant Scorpion: Init +3; Atk claw +12 melee (1d10+4) or sting +7 melee (1d6+2 plus poison); AC 18; HD 12d10+12; MV 50' or climb 30'; Act 3d20; SP poison (DC 15 Fort save or death in 1d4 rounds); SV Fort +9, Ref +4, Will -2; AL N; Crit M/d20.

MCC SP poison (DC 15 Fort save or death in 1d4 rounds), mutation check +0 *amplimorph*.

Giant Snake%: 1d4 appearing. These are "normal" giant snakes populating the jungle and grasslands. Larger or more exotic versions exist in specific encounters.

Giant Constrictor: Init +4; Atk bite +10 melee (1d6 plus constrict); AC 18; HD 5d8; MV 30'; Act 1d20; SP constriction (after a successful bite attack, automatic 1d6 damage); SV Fort +6, Ref +3, Will +2; AL N; Crit M/d10.

MCC SP mutation check +0 *amplimorph*, constrict (after a successful bite attack, automatic 1d6 damage)

Giant Spitting Snake: Init +8; Atk bite +6 melee (2d4 plus poison); AC 14; HD 3d8; MV 40'; SP poison (DC 12 Fort save or lose 1d4 Stamina), spitting (cone 30' long and 20' wide, all targets in area affected by poison, 1/hour); Act 1d20; SV Fort +3, Ref +8, Will +2; AL N; Crit M/d8.

MCC SP poison (DC 12 Fort or lose 1d4 STA), spitting (cone 30' long and 20' wide, all targets in area affected by poison, 1/hour).

Giant Viper: Init +6; Atk bite +8 melee (3d6 plus poison); AC 16; HD 4d8; MV 30'; SP poison (DC 20 Fort save or death); Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d10. MCC SP poison (DC 20 Fort save or death).

Giant Spider: 2d8 appearing. These are "normal" 6' diameter giant spiders populating the Timeless Valley. Larger or more exotic versions exist in specific encounters. Webs spun by giant spiders require a DC 10 Reflex save to avoid becoming stuck. Those who make the Reflex save can fight in and move (5' per round) through the webs. The webs are flammable.

Giant Spider: Init +4; Atk bite +6 melee (1d6+2 plus poison); AC 15; HD 4d8; MV 30' or climb 30'; SP poison (DC 20 Fort save or death); Act 1d20; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d10.

MCC SP poison (DC 20 Fort save or death).

Giant Wasp%: 1d4 or 2d10 (swarm) appearing. These human-sized flying horrors are typically found within 500 yards of their nest, a giant bulbous dwelling housing numerous non-combative young and a queen. The nests are made of dried plant material and fortunately are highly flammable.

Giant Wasp: Init +1; Atk sting +3 melee (1d4 plus poison); AC 15; HD 4d8; MV 5' or fly 30'; Act 1d20; SP poison (DC 8 Fort save or death); SV Fort +2, Ref +3, Will +1; AL L; Crit M/d10.

MCC SP poison (DC 8 Fort save or death).

Giant Yellowjacket%: 4d6 appearing. Known throughout the universe as "flying a-holes", these aggressive monstrosities attack any creatures entering their territory. A single hive contains up to a thousand of these creatures, usually buried underground or at the base of a massive "hill". Yellowjacket poison is highly sought after, and many tribes use the attempted retrieval as a test for "coming of age".

Giant Yellowjacket: Init +4; Atk bite +3 melee (1d3) or sting +3 melee (1d4 plus poison); AC 15; HD 4d8; MV 5' or fly 30'; Act 1d20; SP pheromone (if harmed, a giant yellowjacket releases a pheromone that makes all yellowjackets in a 100' radius more aggressive, gaining +1 to attack and damage), poison (DC 10 Fort save or lose 1 Agility per round until cured, max 10 rounds); SV Fort +2, Ref +3, Will +1; AL L; Crit M/d10. MCC SP pheromone (if harmed, a giant yellowjacket releases a pheromone that makes all yellowjackets in a 100' radius more aggressive, gaining +1 to attack and damage), poison (DC 10 Fort save or lose 1 Agility per round until cured, max 10 rounds).

Gigantopithicus#: 1 appearing. These 60' apes are typically encountered in jungle glades, lounging and eating. Rarely, they are patrolling the deep jungle, although their sheer size makes them easy to avoid.

Gigantopithicus: Init +5; Atk fists +5 melee (1d20), boulder toss +5 missile fire (3d6, range 100), or tentacle constriction +5 melee (2d10); AC 12; HD 15d6; MV 60'; Act 1d20; DCC SP tentacle constriction (after initial hit, automatic 2d10 damage each round); SV Fort +5, Ref +5, Will +1; AL N; Crit M/d20. MCC SP tentacle constriction (after initial hit, automatic 2d10 damage each round).

Gorge (Giant Stirge):** 1d4 or 2d6 (swarm) appearing. These nasty beasts patrol the lower foothills in search of prey. They frequently inhabit shallow caves, adding an additional level of danger to finding shelter.

Gorge (giant stirge): Init +4; Atk proboscis +4 melee (1d4 plus blood drain); AC 14; HD 2d8+2; MV 10' or fly 60'; Act 1d20; DCC SP blood drain (on a successful attack, continues to drain 1d6 hp/round until driven off); SV Fort +0, Ref +4, Will +0; AL N; Crit M/d8.

MCC SP blood drain (on a successful attack, continues to drain 1d6 hp/round until driven off).

Hydra%: 1 appearing. These great multi-headed reptiles lay in wait in the deep jungles, partially buried near water sources. They strike with surprise to overwhelm prey. Rare versions of hydrae with exotic abilities exist in specific encounters.

Hydra (10 heads): Init +4; Atk bite +6 melee (1d10+4); AC 16; HD 1d10 (7 hp) per head; MV 20' or swim 40'; Act 1d20 per head; DCC SP crit on 19–20, regeneration of heads at 2x rate, unless severed by fire or acid damage, heal 1 hp/round per remaining head; SV Fort +9, Ref +7, Will +5; AL C; Crit M/d16.

MCC SP crit on 19–20, mutation check +10 *regeneration* (lost heads recovered at 2 for 1, unless severed by fire or acid damage).

Hill Giant%: 1d10 or 4d10 (steading of 1 chief, males/females/young 25%/50%/25%) appearing. These stupid brutes roam the hills of the Timeless Valley searching for any smaller than them to pillage, brutalize, or eat. They are not choosy consumers. They occasionally tame other giant creatures as guards and pets.

Hill Giant Chief (13' tall, 1,500 lbs.): Init –2; Atk club +15 melee (2d8+12) or hurled stone +6 missile fire (1d8+10, range 150); AC 17; HD 10d10+10; MV 30'; Act 1d24; DCC SP infravision (100'), crit on 20–24; SV Fort +15, Ref +5, Will +8; AL C; Crit G/d6.

MCC SP crit on 20–24, mutation check +10 *infravision*.

Hill Giant (12' tall, 1,200 lbs.): Init –2; Atk club +15 melee (2d8+8) or hurled stone +6 missile fire (1d8+6,



range 100); AC 16; HD 8d10; MV 30'; Act 1d24; DCC SP infravision (60'), crit on 20–24; SV Fort +10, Ref +5, Will +6; AL C; Crit G/d4.

MCC SP crit on 20–24, mutation check +8 *infravision*.

Hill Giant Young (6–8' tall, 600 lbs.): Init –4; Atk club +6 melee (1d8+4) or hurled stone +4 missile fire (1d8, range 50); AC 14; HD 4d10; MV 30'; Act 1d24; DCC SP infravision (60'), crit on 20–24; SV Fort +6, Ref +4, Will +4; AL C; Crit G/d4.

MCC SP crit on 20–24, mutation check +8 *infravision*.

Manticore%: 1d4 appearing. Typically found in and around the hill region of the valley, these monsters cover a vast hunting area.

Manticore: Init +5; Atk bite +6 melee (1d8) or claw +4 melee (1d3) or 6 tail spikes +6 missile fire (1d6 each, range 100); AC 16; HD 6d8+6; MV 40' or fly 50'; Act 3d20; SP tail spikes (6 spike volley, 4/day); SV Fort +5, Ref +4, Will +6; AL C; Crit M/d12.

Naga:** 1 or 1d4 (coterie) appearing. These strange reptiles plot and plan their dominance of the Timeless Valley.

Naga: Init +6; Atk bite +6 melee (1d4 plus poison); AC 14; HD 10d8; MV 40'; Act 2d20; DCC SP charm gaze (DC 15 Will save negates), constriction (if bite attack successful, 2d4 automatic damage each round until release; attacks against naga have 50% chance to hit constricted target), poison (1d6 damage for 4 rounds; DC 15 Fort save negates); SV Fort +6, Ref +8, Will +8; AL N; Crit M/d16.

MCC SP constriction (if bite attack successful, 2d4 automatic damage each round until release), poison (1d6 damage for 4 rounds; DC 15 Fort save negates), mutation check +5 *domination*, 1d5–1 random mental mutations, 10% chance 1 mental mega mutation.

Pakthara (Giant Sabre-Tooth Cat): 1 appearing. These magnificent giant cats have the personalities of stray house cats, for good or bad.

Pakthara (Giant Sabre-Tooth Cat): Init +6; Atk 2 claws +12 melee (1d8+1) and bite +10 melee (3d6+1); AC 14; HD 15d8; MV 30' or climb 30'; Act 2d20; DCC SP rake (if the pakthara hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d8+1 damage); SV Fort +12, Ref +15, Will +8; AL N; Crit M/d20.

MCC SP rake (if the pakthara hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d8+1 damage).

Piranha Bat#: 5d6 or 1d3x50 (swarm) appearing. These large bat-like creatures inhabit the deep jungles and devour anything in their path. Before a swarm of these is encountered, they are preceded by an eerie, ear-piercing subsonic scream.

Piranha Bats: Init +2; Atk bite +5 melee (1 hp); AC 10; HD 1d4; MV 1' or fly 35'; Act 1d20; SP echolocation (sense hidden or invisible creatures in 60' radius); SV Fort +0, Ref +2, Will +0; AL N; Crit M/d4.

MCC SP mutation check +2 *enhanced senses* (echolocation).

Piranha Bat swarm: Init +2; Atk swarming bite +5 melee (1 plus swarming screech); AC 10; HD 4d8; MV 1' or fly 35'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, echolocation (sense hidden or invisible creatures in 60' radius), swarming screech (DC 5 Will save or target suffers -2 to all actions the following round); SV Fort +0, Ref +2, Will +0; AL N; Crit M/d10.

MCC SP bite all targets within 20' x 20' space, half damage from non-area attacks, swarming screech (DC 5 Will save or target suffers -2 to all actions the following round), mutation check +2 *enhanced senses* (echolocation).

Rot Slime: 1 patch of 10' square or larger appearing. Rot slime is a noxious substance consisting of decayed jungle matter and fetid disease, coalesced into a deadly, digestive

sludge. Any organic substance (including worked wooden and cloth items) it touches begins to turn to green slime (DC 13 Fort save negates), fully consuming the target in 1d5+1 rounds. It can be killed with fire or extreme cold, and the transformation process can be arrested using an effect that removes or cures a disease.

Royalcap (Giant Fungus):** 1d2 appearing. These colorful predators are found in deep jungles where they remain hidden to surprise prey.

Royalcap (giant fungus): Init +1; Atk 6 tendrils +4 melee (rot); AC 13; HD 6d8; MV 1'; Act 1d20+5d16; DCC SP tendril rot (wasting disease inflicting 1 damage per round per successful tendril attack; *lay on hands* [cure disease] removes; DC 15 Fort save negates); SV Fort +6, Ref +0, Will +4; AL N; Crit M/d12.

MCC SP tendril rot (wasting disease inflicting 1 damage per round per successful tendril attack; artifacts or wetware affecting diseases removes; saving throw negates).

Serpent-man%: 1 or 1d4+1 (coterie) or 1d4x10 (nest) appearing. Serpent-men are a wicked race of snake-headed humans (of both sexes) seeking to overcome all other humanoids in the valley and rule as their overlords. Specific encounters may have unique individuals in addition to the more common type.

Serpent-man warrior: Init +1; Atk bite +3 melee (1d4 plus poison) or by weapon +3 melee; AC 12 + any armor; HD 1d10+2; MV 30'; Act 1d20; SP *illusion* (1/day, spell check result of 30, normal human visage), hypnosis (*lotus stare*, spell check +6, 1d4 hours), poison (DC 14 Fort save or 1d6 damage); SV Fort +2, Ref +1, Will +2; AL C; Crit M/d8. MCC SP poison (DC 14 Fort save or 1d6 damage), mutation check +0 *domination*, mutation check 24 *illusion generation* (self only).

Stone Giant%: 1d8 appearing. These primordial cousins to the hill giants emerge from under the rolling hills to plunder other humanoid tribes and fell great beasts for food. They are extremely hostile and dangerous opponents. Urman legends tell of underground citadels filled with stone giants and their elemental leaders.

Stone Giant (14' tall, 1,500 lbs.): Init +1; Atk club +18 melee (3d8+10) or hurled stone +10 missile fire (1d8+10, range 200); AC 17; HD 12d10; MV 40'; Act 1d24; SP *infravision* (120'), crit on 20–24; SV Fort +12, Ref +6, Will +8; AL N; Crit G/d6. MCC SP crit on 20–24, mutation check +10 *infravision*.

Strigoso (giant owlbear):** 1 appearing. Depending on their mood, these giants can be playful, lazy, angry, or just hungry (which they are all the time). They roam the rolling hills of the Timeless Valley in search of food or a safe place to nap.

Strigoso (giant owlbear): Init +0; Atk 2 claws +8 melee (2d8+2) or bite +10 melee (3d6); AC 15; HD 10d8; MV 20'; Act 3d20; DCC SP hug (additional 2d8 if attack roll is 4+ points over needed to hit), magic resistance (25%); SV Fort +8, Ref +0, Will +8; AL N; Crit M/d16.

MCC SP hug (additional 2d8 if attack roll is 4+ points over needed to hit), wetware resistance (25%).

Subhuman%: 1d6 or 1d6 x 10 (settlement) appearing. Subhumans are a “catch-all” category for some of the unique races of humanoids found in the Timeless Valley, such as animal-headed beast-men, degenerate cult-worshippers, lost tribesmen, and jungle natives. These groups do not follow any paths towards technology and have no sophistication, unlike the urman.

Subhuman: Init –1; Atk bone club +3 melee (1d4+2) or wooden spear +3 missile fire (1d6, range 30/60/90); AC 13; HD 1d8+2; MV 30'; Act 1d20; DCC SP none; SV Fort +2, Ref +1, Will –2; AL C; Crit III/d8.

MCC SP 10% chance for 1d4 mutations (any).

Urman Group:** 1d6 or more (settlement). The urman are typically encountered as a scout or hunting party of 1d6 individuals, often led by a more powerful individual (2 HD). Urman settlements should be detailed by the judge to fit into an existing storyline and not randomly discovered.

Urman: Init +0; Atk by weapon +1 melee or by weapon +1 missile fire ; AC 11; HD 1d8; MV 30'; Act 1d20; DCC SP none; SV Fort +2, Ref +2, Will +2; AL N; Crit III/d6. MCC SP 10% chance for 1d4 mutations (any).



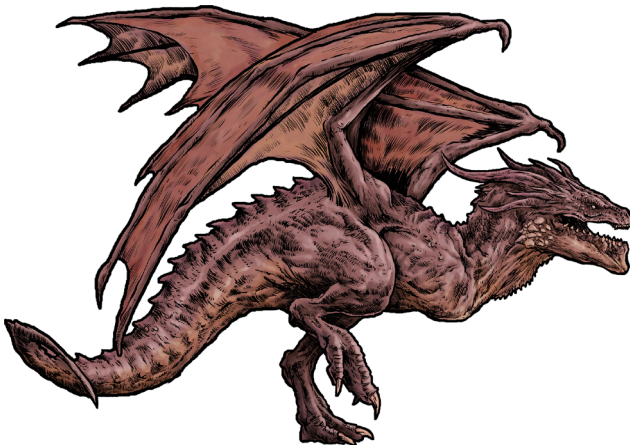
Urmanoid Group*: 1d8+2

(gathering party) or 2d10 (camp). The urmanoid culture is indigenous to the entire valley. They can be found in any area, although they prefer easily defendable campsites to protect themselves from the large hunting creatures.

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.

Wyvern: 1d6 appearing. These vicious flying reptiles soar over the grasslands of the Timeless Valley in constant search for prey. The poison of a wyvern is a highly sought-after resource by the intelligent humanoids of the valley.

Wyvern: Init +2; Atk bite +8 melee (3d4) or sting +8 melee (1d6 plus poison); AC 16; HD 6d12; MV 15' or fly 60'; Act 2d20; DCC SP poison (DC 15 Fort save or die); SV Fort +8, Ref +8, Will +8; AL N; Crit M/d12. MCC SP poison (DC 15 Fort save or die).



APPENDIX C:

THE TIMELESS VALLEY

What is the Timeless Valley? Where is the Valley? WHO is the valley? Why is the valley? All good – if somewhat silly – questions. As has been stated before, the valley is a region of the campaign that may or may not be in the same existence as the rest of the world. Depending on how the judge wishes to incorporate the valley, it could be a lost area of the main campaign, a remote island or mountainous region that has few, if any, other exits. It could be a parallel dimension, a splintered demi-plane, or a powerful wizard's city in a bottle (or box, or terrarium, who knows with those people?)

The judge needs to integrate as much or as little background as necessary to keep the players interested in the area. Here at **SGP**, we think the valley is ripe for exploration, conquest, or just plain killin' new critters. Whatever motivates the players and keeps the campaign going is why it's here.

HOWEVER, if you would like a possibility of why the valley is here, who made it, and other details, continue, Gentle Reader:

Many, many eons ago, during the Second Age, Orla-Tsakkim, Tender of the Verdant Garden, was plagued by other inhabitants of the age. Minions of Hela-Pazu, the Prince of Demons, flooded the Verdant Garden, attempting to lay waste and desecrate the region responsible for providing food, medicinal herbs, and clean, pure water to the rest of the region. The Verdant Garden was known as "the Source of Life" by the pre-humanoid tribes created by Hela-Geb, one of the Founders. Hela-Pazu's flock brought pestilence and destruction with them wherever they travelled, creating vast despoiled wastelands, and had to be stopped for the valley to survive.

Orla-Tsakkim and their companion, Koshe, taught some of the local shamans how to manipulate natural forces, controlling the plants and rudimentary animals native to the Garden. One of the first shamans to master these forces was Drui, a potent spellcaster and one of a handful of proto-urman to develop significantly more advanced from the other tribesfolk. Orla-Tsakkim's pride in Drui's accomplishments led to increased knowledge of deeper, more fundamental secrets – some might say knowledge that was not meant for the "lesser race" of urmankind.

Drui sensed Orla-Tsakkim's reluctance to reveal these secrets, so Drui humbled themselves and did not press the issue. In secret, Drui began passing their secret knowledge on to others, for Drui had determined that working together with other shamans – creating a group of like-minded adherents – would increase their ability to teach each other and discover the secrets for themselves. Referring to their group as the "grove" out of respect for the Verdant Garden, Drui and the grove retreated deep into the Garden, to draw forth their innate connections to the natural order.

These shamans, known in their respective tribes as "druids", or followers of Drui, were afforded even greater respect than before. After some time, the respect and subsequent influence became too compelling, an intoxication corrupting their initial intent. Drui even succumbed to the temptation of adulation; new rites and rituals were brought to the tribes to formalize the sharing of knowledge. These practices had never been seen before, and did not come from Orla-Tsakkim's teachings. Drui had diverged from the original path, like a river cutting a new passage.

Drui did not return to Orla-Tsakkim, too busy was the new druidic leader – the first Grand Druid if ancient legends and hearsay can be believed – with the trappings of leadership and teaching. Drui spent much time with the druids, thwarting the encroachment of Hela-Pazu's minions, and that protracted battle left a mark on the nature priests. When nature alone was not enough to stem the tides of battle, Drui enacted some of the secrets Orla-Tsakkim would not abide – blood magic. Druids under Drui began performing rituals of blood sacrifice,

gaining the power needed to stop the legions of Hela-Pazu's hordes.

Orla-Tsakkim watched all these things transpire, over years, generations, and centuries with Koshe. When the companions could take no more of the vision of how Drui had changed paths, they summoned their combined might to create a bastion of unspoiled nature. Cleaving a mighty passage between two great mountains, the pair carved out a valley, populating it with beasts and plants, and allowed it to prosper on its own, outside the influence of the world they left behind.

Orla-Tsakkim and Koshe wove powerful ultrascience around the valley, shrouding it from outsiders and slowing the endless trudge of time. Development in the valley is slower, and the indigenous humanoid develop technology and skills in a haphazard fashion. Some skills and knowledge are gained in a non-linear fashion, as if progress is somehow hand-picked by some unseen force.

The valley has grown into a haven for “pre-historic” beasts, plants, and environmental conditions. The few that have visited the region and returned consider it a marvel of natural elegance. Some treasure the undeveloped natural aura, while others seek a return to plunder the vast resources. Whatever their motivations, few who return from the Timeless Valley ever find the entrance again, forever tormenting them in their pursuit to return.



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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 hardest 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.

