THE VALLEY OUT OF TIME

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A FIGHT FOR SURVIVAL IN...

DANGER VALLEY

Danger Valley

Part 3 of the Valley Out of Time

Credits

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

Thanks to: the jungle, Jurassic Park, Frank Frazetta art, Roy Krenkel art, movies with giant bugs, monkeys, and demons, animated barbarian movies, Claymation, rotoscoping, Sinbad movies, E.R. Burroughs, R.E. Howard, H.P. Lovecraft, TJT Green, EAK Green, the Herculoids, Tim Kask, that guy that one time did that thing, all the poison devils, specific energy drinks I won't mention because they're Monster-ous, and classic cars of the 70's.

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

"**Danger Valley**" is Part 3 of the series, suitable for experienced characters in the Timeless Valley. Four to six characters of levels 3–6 should find the various encounters presented herein challenging but manageable, if they learn they can "run away to fight another day". 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...

WELCOMING PARTY

This encounter can happen in any region (jungle, hills, grasslands) the judge sees fit. As the party ascends a hill, breaks through a jungle thicket, or scans the horizon, they notice a group of about a dozen roughly human size bipedal humanoids walking single file in a line. The distance between groups depends on the terrain: in the jungle, 1d10+10 yards away; in the hills, 1d4 x 10 yards; and in the grasslands, 2d4+2 x 10 yards. The **Xoth-men** urman are moving, and the PCs notice them. However, after recognition, the walkers suddenly disappear. The distance is too far for the characters to have gotten a good look at the humanoids, so they should only be described as "humanoid looking".

The Xoth-men also noticed the PC party, and hid (using their camouflage [DCC] or *holographic skin* [MCC] to remain undetected). If the characters change direction and leave the area, or simply avoid the direction where "*I could swear they were right there*", the Xoth-men follow the party, tracking them as best as they can. There is a 60% chance that the humanoids can follow the PCs, quietly and from enough distance they are not noticed. Once the PCs make camp, rest, or seem to be stationary for a period, the Xoth-men attack. Xoth-men tactics are similar to the ones used if the PCs approach the hiding group (see below).

If the party approaches the Xoth-men's position while they are hiding, they allow the PCs to approach to within 10 yards before rushing to melee attack. The unexpected movement allows the humanoids 1 surprise round, which they use to close the distance between groups. The Xoth-men charge forward with stone-tipped spears, attempting to encircle the PCs in flanking maneuvers. They use similar tactics when hunting game, so they know how to tighten a circle and use multiple attacks to weaken prey.

When the characters can clearly see their attackers, the humanoids are degenerate, tribal pre-human beings. They are covered in smeared feces and mud, and display odd, splotchy markings which may be poorly crafted tattoos or smears of pigment from some jungle flower. The significance is unknown. Facial features are bulbous and bestial, more advanced animal than humankind. They are naked with thick limbs and distended bellies. They reek of offal, dung, and other unidentifiable odors.

The Fight

Once the Xoth-men engage with the party, there is no parley or initial "feeling out" process. The humanoids are single-minded in their focus: they want to kill and eat the PCs! Twelve of the Xoth-men surround the party, while a slightly larger, giggling maniac lurks on the outside of the ever-tightening ring. Most of the humanoids bear stone-tipped or fire-hardened wood spears, although a few possess finely crafted metal weapons.

If any PC spellcasters produce brightly colored magic, the attackers are awed for 1 round, initially stunned by the display. After they recover from the bright lights, fury envelops them, and they attack savagely, gaining a +1 to hit bonus for 1d4 rounds. The Xoth-men fight to the death, knowing no fear.

Urman (Xoth-man) (12): Init –1; Atk stone-tipped spear +3 melee (1d8+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; DCC SP camouflage (+10 to hide checks); SV Fort +2, Ref +1, Will –2; AL C; Crit III/d8.
MCC SP mutation check +3 *holographic skin*.

Urman (Xoth-man raid leader): Init –1; Atk stone-tipped spear +5 melee (1d8+2); AC 13; HD 3d8+2; MV 30'; Act 1d20; DCC SP camouflage (+10 to hide checks); SV Fort +4, Ref +2, Will –1; AL C; Crit III/d8.
MCC SP mutation check +4 *holographic skin*.

Treasure: The Xoth-men have few personal belongings. There is a 10% chance that each possesses a bead necklace or bracelet worth (DCC) 1d4 sp or (MCC) 1d4 creds. All their weapons are serviceable if unremarkable.

The leader owns an ivory and bone necklace worth (DCC) 5 gp or (MCC) 15 creds and carries in one hand a 1' long totem of wood, jade, and quartz with the shapes of apes, humanoids, insects, and other undefined creatures carved into it. The totem represents Yaath, Mother Under the Hills (see **Part 5** for more information on Yaath).

A BIG PROBLEM

This encounter needs to be handled properly by the judge to ensure a challenging – but not immediately overwhelming – conflict.

While traversing the low hills, the PCs are startled by a light tremor in the ground. As the tremor gains intensity, a dull rumbling becomes audible from higher up in the hills. It *feels* like whatever is causing the seismic disturbance is getting closer to the character's position.

As the characters are scanning their immediate surroundings, they notice a HUGE humanoid head visible just over the crest of a hill, quickly approaching. As the creature draws near, its size and bulk reveal its massive proportions. Easily twice the height of any normal human, with thick limbs giving it the appearance of a massive dwarf, it clutches the remains of a fallen tree in one oversized hand, dragging the timber behind it absently. This **cave giant** is naked to the waist, clothed in some enormous animal or lizard hide covering its upper thighs. It does not seem to notice the party, although its path quickly converges on the characters.

The party has 1 round to decide what to do before the hulking brute is upon them. The surrounding terrain has numerous partially unearthed rock formations, scraggly brush thickets, small boulders, and other cover if they choose to hide. Another

option – running – seems difficult at best, given the broken terrain, the slope of the hill, and is likely to draw the giant's attention. Fighting is the last option available.

If the PCs decide to try their luck hiding from the giant, allow them to describe any particulars of their efforts. They need to describe the precautions they are taking in detail (whether these matter to the referee is irrelevant) to give a sense of urgent dread at being discovered. Once the giant crests the hill line, it stops briefly, sniffing the air all around. It has caught the outlanders smell, but cannot place where they are. In a booming voice, the giant bellows in rough common, "*Alive or dead, I use your blood to soften my bread!*" It begins a haphazard search among the immediate stones and scrub, looking for the characters.

If the PCs maintain their hiding spots, allow them to make a Luck check to determine if they elude the giant's search. If successful, the giant misses them. The giant spends 1d4+2 rounds searching the area before losing interest and moving on. It exclaims, "*I find you, you feefi; I find you!*" as it leaves the area. Any characters that understand Giant know that feefi means "good food" in their tongue. If the roll is a failure, the character is discovered. See **Fight! Fight! Fight!** below.

Running away is fraught with peril. The terrain is just broken enough with loose rock, holes, tufts of grass, etc. to make footing treacherous, and the sudden movement draws the giant's eye. Have any fleeing characters make a Luck check using a d24 action die. Success indicates they make it to the base of the hill safely and can continue running. The characters can run full out (using all action dice as additional movement) for 1 round per point of Stamina above 10 (2 round at Stamina 12, 8 rounds at Stamina 18, etc.); if they continue to run after that, they must succeed at a DC 12 Stamina check or be forced to stop and rest (allowing only the normal "free" movement plus other actions not including additional movement) for 1d3 rounds before being able to run again. The giant's movement is not hindered by the terrain. The giant chases any target it sees for 3 or 4 rounds (50% chance) then tires of the effort. If the giant is actively gaining on a target, then it continues to chase until it catches them, or 6 rounds have passed. Unless specified by the party, the initial distance from the giant when they choose to run is 40'. Thus, the giant could catch a movement 6 PC in 2 rounds, a PC with movement 9 in 3 rounds, and stays even with a movement 12 PC. Assuming they don't trip...

Any character failing the Luck check stumbles. Have the stumbling PC make a DC 12 Reflex save. Success indicates no lasting damage, just a delay; they lose 1 round while they gain their composure and can then continue running. Failing the Reflex save causes 1d2 damage (twisted ankle, trip and faceplant, or any other awkward lurch), and if the result is 2, the PC needs to make ANOTHER DC 12 Reflex save. If successful, the PC only takes the damage and can continue running; if the save if failed, the character loses their footing, and falls prone for 1d3 rounds. This is bad.

Fight! Fight! Fight!

However the characters get to this point, it's time to roll initiative. The characters have decided, or been forced, to battle the giant. Allow them to engage the giant any way they can. The giant's initial tactics are straightforward: smash the littles, then eat them!

If the PCs attack the giant from a distance, it tries to get close (this giant does not throw stones), but if harried strongly, it retreats over the ridgeline of the hill. If the characters do not press their attack, they can either flee, or sneak up farther along the hill to see what the giant is doing.

If the characters choose to engage with the giant, it swings wildly with its tree-club, creating an arc of deadly timber in front of it. PCs can be struck up to 10' away from the giant while it wields the tree, and any attackers closer are grabbed and slammed into the ground.

Cave Giant (12' tall, 1,200 lbs.): Init –2; Atk small tree +15 melee (2d8+8); AC 16; HD 8d10; MV 40'; Act 1d24; DCC SP infravision; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.
MCC SP mutation check +5 *infravision*; Crit 20-24 M/d14.

From the Frying Pan into the Fire

If the characters are having a tough time with the giant, are lower level, or are just victims of bad dice rolls, let them face this foe alone, and then potentially flee the area. However, if the party easily dispatches the giant, or if the judge is feeling particularly confrontational, there are 1d4+1 additional giants at the bottom of the far side of the hill; this fellow was the point for a sizable group of giants!

Treasure: The giant has no "treasure", but does possess resources. Its dressing could be taken and used as a tarpaulin or tent; severing the giants head and carrying it influences reactions from the indigenous people of the valley; the giant's teeth or bones could be fashioned into makeshift weapons, or used for trade goods. Plus, there's a lot of meat on a giant (for distracting animals, you savages!)

The Second Labor

Deep in the dark, sweltering, wet places of the jungle lies a serpentine horror. Venerated by the jungle dwellers as the "spirit of the jungle", the creature's lair is avoided by even semi-intelligent life.

In a thicket of tangled trees, vines, and runners, surrounded by sucking mud, fed from the ever-present humidity and barely covered groundwater, a "nest of serpents" receives sacrifices and gifts from the nearby denizens. All fear to tread the inner domain of Sha, and all gifts are left at its muddy edge before making a speedy retreat. A massive serpent retrieves all offerings, a great green and gold thing slithering forth, larger around than a human's waist, and with a yawning, unhinged jaw it swallows nearly anything left for it.

If the characters are intrigued by the lair of great Sha, they may attempt to plunder its depths. Negotiating the outer edge of the lair is no small feat. The sucking mud is difficult to navigate quickly; all movement is halved until the characters reach the thicket, where the roots of the vegetation make entrance even more difficult. Once PCs breach the green wall of Sha's domain, their movement is one-quarter normal due to the roots, vines, and mud churning together.

Light also becomes an issue once the PCs enter the green. The vegetation is huge and entwined; enormous leaves are wrapped in vines and tendrils, weaving a canopy that only meager sunlight penetrates. The dense growth also degrades light sources; torches and lanterns only shed light reliably in about a 5' radius, all space beyond that is hidden behind sheets of foliage.

It is quickly impossible to track or follow a path, as the roots, vines, and undergrowth are not-quite impassible by bipedal creatures. There are a few crushed "paths" through groundcover, holes in the growth approximately 3-4' in diameter. What caused these paths is unknown, but observant PCs making a successful Luck check notice hand-sized flakes of snakeskin sloughed off in the brush.

After the characters get into the thicket 15', they hear a burbling sound just beyond the last green bulwark. Breaking through, the characters see a slightly bubbling and spitting pool, 20' in diameter. There are reeds and vines dangling from massive palm branches leaning overhead, giving the impression of a titanic creature reaching their arms to the water.

Suddenly, the oozy surface of the water breaks, slime and mud sliding off the rising head of a large serpent. The head stops 5' out of the water, slightly swaying back and forth, surveying the party.

When the party comes face to face with Sha, it initially only shows one head. The **venomous hydra's** other heads are slowly slithering their way through the loose muck around the edge of the spring, attempting to surprise the lead PC. If characters near the edge of the pool do not successfully make a Luck check, the hydra gains a surprise round of attacks with 4 of its heads!

Fight for your Life!

Engaging with Sha in its lair is a tactical nightmare. Its 10 attacks are compounded by poison use, latching and dragging foes to their doom, and the ability to shrug off damage as if it never happened. Even the terrain is on Sha's side; torches and lanterns are difficult to maintain here, as the damp conditions and humidity extinguishes most flames that hit the ground (see below for the important exception). The dense growth surrounding the pool requires combatants to be at the edge of the pool to avoid a –1 penalty to attacks (the vines and foliage inhibit large, swinging strikes, as well as any missile attacks from farther than 10').

One tactic that does not suffer is flaming oil. Due to the thick mud surrounding the spring, oil is not washed away as quickly as with running water. Also, because Sha is unused to such an element, flaming oil causes it to rear up and only attack with half its remaining heads.

Sha the hydra is a 10-headed reptile with four legs and a tail. Each head can bite independently. For each head, it receives 7 hit points (counting as a 1d10 Hit Die) and a bite attack with a 1d20 action die. Each head crits on a natural roll of 19-20; with so many heads and an extended threat range, hydras tend to score multiple crits.

Track a hydra's hit points in 7 hp increments. For example, for a 10-headed hydra, jot down its hit points like this:

Head 1: 7 hp
Head 2: 7 hp
Head 3: 7 hp
Head 4: 7 hp
Head 5: 7 hp
Head 6: 7 hp
Head 7: 7 hp
Head 8: 7 hp
Head 9: 7 hp
Head 10: 7 hp

For every 7 hit points of damage incurred by a single weapon strike, one head is severed, and damage exceeding 7 hp on the last strike is lost. For example, a single sword blow inflicting 9 hit points of damage severs one head for 7 hp, and the remaining 2 hp "overflow" is lost. Area of effect attacks (such as a fireball) can damage more than one head at once, and do not lose overflow damage.

For every severed head, the hydra loses that head for two rounds…then on the third round following, two new heads grow from the old stump, and the hydra gains 14 hit points (two sets of 7 hp each). This regeneration can only be prevented by severing the heads with fire or acid. Sha has a maximum number of 10 heads at any one time.

Finally, all remaining hydra heads heal damage at the rate of 1 hp per round.

Sha (venomous hydra): Init +4; Atk bite +6 melee (1d10+4 plus grapple plus poison (2d4+1 Strength; DC 10 Fort reduces to 1d4); AC 16; HD 1d10 (7 hp) per head; MV 20', swim 40'; Act 1d20 per head; DCC SP 10 heads, regeneration of heads at 2x rate, heal 1 hp/round per remaining head, immune to poison and disease; SV Fort +9, Ref +7, Will +5; AL N; Crit 19-20 M/d16.
MCC SP 10 heads, regeneration of heads at 2x rate, heal 1 hp/round per remaining head, immune to poison and disease.
Grapple: When Sha makes a successful bite attack, it can attempt to grapple and drag a target into its pond (+5 vs. PC opposed attack roll). PCs escaping from the grapple and fighting from the inside muddy spring suffer a –2 to all rolls while entrapped.

Treasure: Sha possesses a trove of incidental treasure buried in the muck and mud surrounding its body. The jungle dwellers have sacrificed many belongings to the serpent beast trying to appease it (they didn't).

Buried in the pool are:
DCC – brightly colored stones (including 3d6 rubies, emeralds, jade, and amber, worth a total of 3,000 gp), several skulls of various creatures, assorted bones, 3 stone tomahawks (narrow but sharp handaxes), a human-sized metal helmet, and an exceptionally crafted metal longsword (1d8 damage, in perfect condition; the longsword's properties render it immune to rust or acid. It cannot be damaged by "normal" environmental effects [judge's discretion]).
MCC – brightly colored stones (including 3d6 rubies, emeralds, jade, and amber, worth 50 creds each), several skulls of various creatures, assorted bones, 3 stone tomahawks (narrow but sharp handaxes [1d7]), a human-sized metal helmet, and an exceptionally crafted metal longsword (1d8 damage, in perfect condition; the longsword's properties render it immune to rust or acid. It cannot be damaged by "normal" environmental effects [judge's discretion]).

Six-Piece to Go

As the characters are crossing the great steppe plains, they hear a ruckus in the distance, a cacophony of rumbling, squawks, honks, and other unintelligible sounds.

The area the PCs are travelling through is tall grass (3' high) covering gently rolling hills. There is mild variation in height, not even enough to call it altitude. There are signs of small animal and larger rodent activity, but few, if any, hostile creatures are in sight.

From the character's perspective, the noise seems to be coming from over a low hill, 100 yards away, and getting louder. Allow the PCs a few minutes to discuss what to do (they are not in immediate danger), and when they decide their next actions, the judge should mention the noise is getting even louder.

If the characters crouch low in the field to obscure themselves, they wait a few moments and see an unusual site. In the distance, now approximately 50 yards away, at the apex of the low hill, three figures appear. They look like tall – human height, at least – chickens. As they get closer, the creatures appear more ostrich-like, with long legs, ovoid bodies, and a long neck, supporting a smallish head with a large, wedge-shaped beak.

The 3 "valley chickens" – or **axe beaks** – run towards the PCs position. Whether they see the party or not is unknown, but they are heading the PC's way *fast*. The birds close the distance the next round, honking and squawking the whole time.

The axe beak's attack is straightforward. They strike with both their wickedly clawed feet as well as their hatched-shaped beaks, and unlike many opponents in the valley, they fight to the death. The axe beaks "herd" the PCs into a circle, running around them at a distance, and gradually close the circle, slashing with their leg claw attacks as they pass by. When the birds tighten the circle enough, they face the PCs head-on and attack with their vicious beaks.
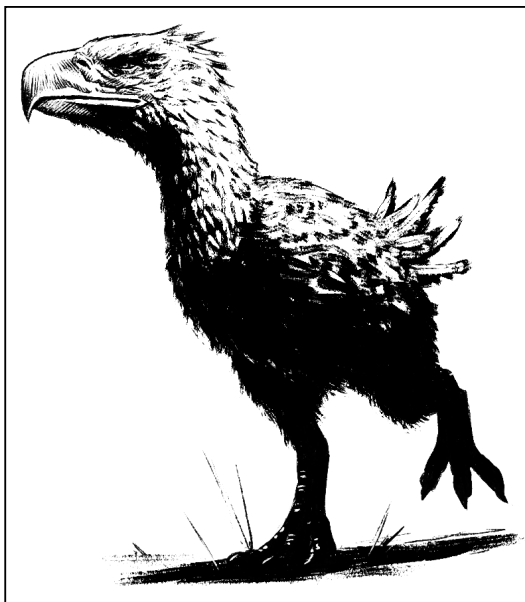
Axe beak (3): Init +4; Atk 2 claws +4 melee (1d6) and bite +2 melee (2d6); AC 14; HD 3d8; MV 40'; Act 1d20; DCC SP none; SV Fort +2, Ref +4, Will +2; AL N; Crit M/d8. MCC SP none.

Treasure: While not treasure in the traditional sense, the axe beaks do have value. Just over the peak of the hill, following the distinct tracks left by the birds, the party discovers the nest of the beaks. Secured in a rocky outcropping, they find a pile of branches, down or feathers, bits of jungle vegetation, and other debris. Buried deeply in the detritus are 3 axe beak eggs. These are quite valuable in the barter system of the factions in the valley (see **Part 4**) and can be traded for resources or other treasure from one of the more advanced tribes. Another possibility exists; the eggs are relatively new, and would make a highly nutritious – and delicious – distraction for some of the other predators of the valley.

A Demon-Ogre on the Loose

This encounter can happen anywhere, and could easily be placed into an existing encounter to "spice it up" if the PCs are having an easy time of it. The encounter introduces a strong supernatural element to an otherwise reserved setting/region.

As the characters enter a blighted area, fire-blackened, desolate, and with an unexplained chill in the air, they abruptly smell sulfur in the air, as if a bushel of rotten eggs suddenly appeared. The stench is pervasive, but does not come from any definable direction. The stench and subtle feeling of unease follows the characters for a few minutes, regardless of their surroundings.

Note: Instead of using this encounter in a foreboding or obvious setup, judges may use this more as a shock device in an otherwise comfortable surrounding: in a cavern, while the characters are walking, setting up camp, etc. The sudden change in environmental conditions
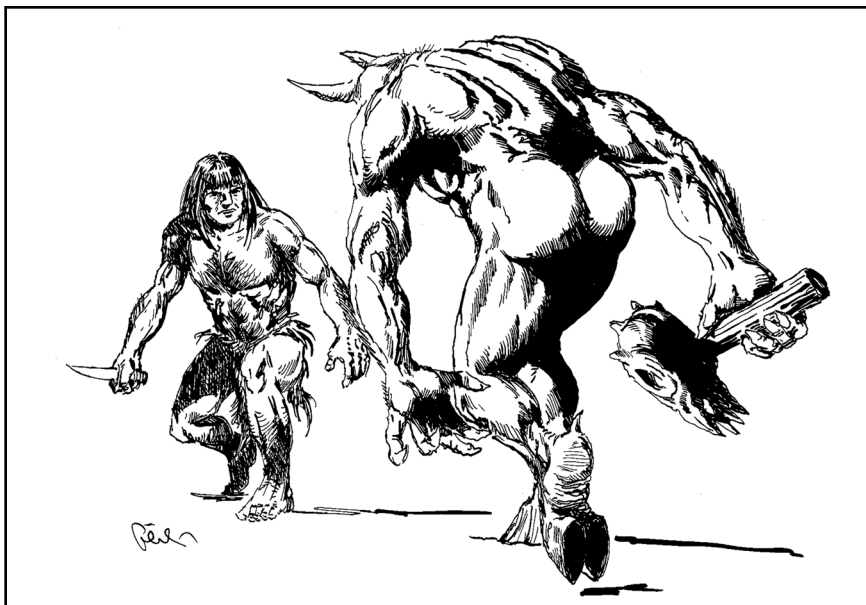
should put the PCs on edge, raising their tension level.

Coming from some unlikely position (around a corner, appearing from a deep shadow, rising form a pool of water, etc.), an enormous humanoid emerges, dragging itself into the characters' view. The beast is a bipedal monstrosity, towering to twice human height. Its malignant skin is a grotesque hue of greenish black, with rippling but asymmetric muscularity. The thing does not look like it can move agilely, being bent and twisted of limb. It is hairless, with protruding ears reminiscent of a bat. It exudes a stench of sulfur, primal sweat, and some other animalistic odor the PCs do not recognize. It *feels* corrupt from a distance.

After a moment, the **demon-ogre** shudders in a violent manner, lurching its body around to face the party, causing the PCs' skin to involuntarily crawl. Its eyes are large and round, bulbus orbs oozing clear liquid, barely able to focus on the party. It has flat, slitted and twitching nostrils, adding to its bat-like appearance. The mouth, however, reminds one of an alligator – huge jaws and rows of spikey, irregular teeth. It bellows in agonized rage, as if its very form does not belong in this world. It shudders again, then jerks and heaves its body towards the PCs.

Melee

The demon-ogre is a terrible force, a brutish monster in the classic sense. Its twisted, albeit powerful, limbs strain to grasp the characters in what is sure be a deadly embrace. Although the beast does not possess great speed overall, it is surprisingly nimble, and its sudden, jerky movements are difficult to predict. Its tactics are rudimentary and violent.

The demon-ogre fights with wanton abandon. It shrugs off any damage it receives, and seeks to annihilate any foes it faces (the PCs). It fights to the "death", although unless the characters are remarkably lucky, or discover the demon-ogre's secret, it rises again to harass them later.

Demon-ogre: Init -2; Atk 2 claws +8 melee (1d6+6 plus bear hug) or bite +10 melee (1d12); AC 16; HD 6d12; MV 20'; Act 2d20 (claw/claw or claw/bite) or 1d20 (spells); DCC SP bear hug, infravision 120', half damage from fire, acid, cold, electricity, and gas, magic resistance (all spells cast against the demon-ogre are subject to 50% chance of

failure before saves are rolled), reformation, spellcasting (+7 spell check): Spells (1st) *choking cloud*, *darkness*, *paralysis*, *protection from good, runic alphabet (mortal)*; (2nd) *curse*; SV Fort +6, Ref +2, Will +3; AL C; Crit 19-20 M/d8.

MCC SP bear hug, mutation check +8 *domination, gas generation*, *heightened stamina* (Stamina +7, immune to electrical, heat, and radiation), *infravision*, *radiation generation*, *telepathy*, mutation check +15 *regeneration*, special vulnerability (bone or stone spike through skull prevents regeneration; requires successful Luck check after a successful attack).

Bear hug: In single combat, a demon-ogre grasps its enemy in a mighty bear hug to break their spine. If a demon-ogre lands a claw attack successfully, its opponent must succeed at an opposed Strength check against the ogre's 22 Strength (+6). Failure means they have been trapped in a bear hug. Each round thereafter, the demon-ogre automatically inflicts another 1d6+6 damage. The victim can attempt to escape each round with another Strength check on their action.

Reformation: When its hit points drop to 0, the demon-ogre disintegrates into a slimy pool of utter filth. Over the course of 1 day, the putrid puddle reforms into the demon-ogre with full hit points. Only by driving a bone or stone spike into its head during combat can it be permanently killed (driving the spike into the putrid puddle does not affect it); this can be accomplished by either a successful Mighty Deed of Arms or a successful Luck check after a successful attack.

Spellcasting: The demon-ogre's spells are cast as a cleric, and never result in corruption or misfire (although it can result in disapproval).

Treasure: Not for the faint at heart, a few pieces of the demon-ogre are extremely valuable.

DCC – The monster's heart is a powerful focus for conjuration-type magics (if a spellcaster holds the heart in their hands while casting any spell that summons another being, that spell is cast at +2d). The creature's eyes have seen much; if removed from the demon-ogre, they solidify over the course of 1 hour into a very hard, crystalline substance. If the eye-rock is held in front of the bearer's eyes and used to scan an area, the chance of detecting a secret door is increased (+4 for humans, +6 for elves, +2 for other races).

MCC – The monster's heart is a mechanical construct that can function as a Q-Pack. The creature's eyes have seen much; if removed from the demon-ogre, they solidify over the course of 1 hour into a very hard, crystalline substance which acts as a cybernetic eye implant. If an eye-rock is implanted to replace one of the bearer's eyes, it grants multiple enhanced vision benefits (infrared, UV, telescopic vision, microscopic vision).

Falling Tree-Beasts

This encounter is for the jungle areas of the valley, although it can happen in the deep interior or along the lighter density edges.

Trudging through the hot, humid jungle is its own special Hell. The terrain is difficult at its easiest, with mud, holes, roots, and other low foliage seeking to trip the unwary at every opportunity. The soaring trees, the dangling vines, and crawling creepers all distract and tangle, with the varying light patterns a kaleidoscope of dizzying sensation. Overall, few non-natives can navigate the green with any hope of success.

And then there are the inhabitants.

As the characters make their way along a "game trail" – more a slight break in the overgrowth than an established trail – they are overcome by a deafening hooting, a guttural screeching, from high overhead. Any characters with either (DCC) nature-based occupations or (MCC) the hunter occupation in the party recognize the cacophony as the warning calls of **mandrills**.

Normally quite passive and peaceful, this troop of mandrills has suffered a great loss. The giant mandrill alpha has recently lost its mate to a jungle predator, and it is forlorn, despondent, and irritated. When the troop notices intruders to their area, well, they react poorly (for the characters)!

BOMBS AWAY!

Assuming the mandrill's hooting does not immediately cause the party to turn tail and leave the area, the mandrills in the overhanging branches opt for more aggressive tactics. Remarkably cunning, they begin gathering large, hard-shelled fruits from the surrounding trees (lumbrahead; see the **Lumbrahead** sidebox). The mandrills drop the fruits from a significant height, 30′ up. The mandrills are not so much aiming at the characters as dropping the fruit to frighten them.

When the lumbrahead begin to rain down, have all characters in the immediate area roll make a Luck check. Success indicates the PC judged the cracking branches well enough to sidestep the falling fruit, and suffer no ill effects. Fruit hitting the ground does not break open or burst, owing to their hard shells and the soft ground. Fortunately for the characters, these fallen fruits can be gathered and taken (see **Treasure**). Failing the Luck check means the character has been struck and suffers 1d4 damage (it's like getting hit with a coconut from 30').

The mandrills drop fruit for 3 rounds, long enough to frighten away most other animals. However, the PCs, being hardier stock, may choose to return fire. If the PCs engage with the mandrills, they can be reached with missile fire, although the monkeys are behind cover and missile fire attacks suffer a –2 penalty due to the lack of clear shots, intervening branches, etc. Once the characters return fire, or if magic is used, the horde begins hooting even louder, more insistently.

After 3 additional rounds, the characters hear a loud crashing and cracking through the jungle, on the ground. If they hold their positions, the PCs see a **giant mandrill alpha** burst through the underbrush. This massive creature is 6' tall on all fours and rears up on its hind legs to tower over the party, reaching 10' tall. Its brilliant facial coloration is a stark contrast to the massive white incisor teeth jutting out of its gaping mouth. This thing is angry, and is showing it.

The characters have 1 good option to avoid aggression. Slowly back away, making no sudden movements, and not meeting the creature's gaze, preferably head lowered. Any other option leads to an attack!

"Gorilla" Warfare

(I know mandrills are not in the gorilla family, but that was too good to pass up.)

If the giant mandrill alpha decides to attack the party, it goes directly at them. It does not use any subtle tactics, just fury and sharp teeth. The tree-borne mandrills cease dropping the fruit and begin making their way to the ground as well. They begin forming a loose circle around the party, ensuring a difficult escape. After 4 rounds of the alpha attacking the PCs, 3 additional **giant mandrills** break through the undergrowth. They are quite a bit smaller than the alpha, approximately half the leader's size. These future alphas want in on the fight to improve their status in the horde. They pick off any stragglers or soft targets that can be herded away from the main group.

Note: Mandrill troops are hundreds of animals. This is not a mass combat encounter, so the referee is encouraged to use as many mandrills as needed without unnecessarily overwhelming the party. No one wants to die by hundreds of monkey bites, but your campaign is yours!

LUMBRAHEAD

Lumbrahead (LUM-brah-hed; singular and plural) are large fruits indigenous to the Timeless Valley, and grow nowhere else. They are bulbous, fleshy stone fruits, the color of a ripe cherry, approximately the size of a pumpkin. They have a rigid, tough exterior skin, with an extremely hard and durable fist-sized pit. Lumbrahead ripen in high trees, and generally survive any fall to the ground without splitting open. The fruits propagate naturally when they rot on the ground, cracking their exterior skin and releasing the pit, or scavenger animals break them open for the juicy interior pulp. They are quite fragrant, and highly sought after for their nutritional value.

Lumbrahead are fibrous, filling, and slightly sweet. A single average-sized lumbrahead can feed 2 normal human-sized beings for 1 day, or single horse-sized animal for the same period. They are used by indigenous tribes for travel rations, as they keep for up to a week after falling before turning foul, and are sturdy enough to pack for travel.

Lumbrahead are occasionally used by some jungle tribes as totems and spirit wards, carved into wicked designs and terrifying visages to frighten away "evil spirits" and to mark the edges of a tribe's territory. They are universally accepted by jungle tribes as a "Do Not Pass" sign when posted along a trail.

Mandrill troop (swarm): Init +3; Atk swarming bite +3 melee (1d4) or thrown lumbrahead +3 missile fire (1d4, DC 12 Reflex save avoids); AC 12; HD 2d8; MV 30', climb 30'; Act special; DCC SP bite or thrown lumbrahead all targets within 20' x 20' space, half damage from non-area attacks, +10 to hide checks in jungle terrain; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.
MCC SP bite or thrown lumbrahead all targets within 20' x 20' space, half damage from non-area attacks, mutation check +3 *holographic skin*.

Mandrill, giant (3): Init +3; Atk bite +3 melee (1d4+2) or thrown lumbrahead +3 missile fire (1d4); AC 12; HD 3d8; MV 30', climb 30'; Act 1d20; DCC SP +10 to hide checks in jungle terrain; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.
MCC SP mutation check +3 *holographic skin*.

Mandrill, giant alpha: Init +3; Atk bite +5 melee (1d4+3) or thrown lumbrahead +5 missile fire (1d4); AC 12; HD 5d8; MV 30', climb 30'; Act 1d20; DCC SP +10 to hide checks in jungle terrain; SV Fort +7, Ref +3, Will +3; AL N; Crit M/d10.
MCC SP mutation check +3 *holographic skin*.

TIGERS AND WOLVES AND WORSE . . . OH MY!

Somewhere in the grasslands or low hills, the party stumbles into a bad situation, which shortly gets much, much worse for all involved.

The characters initially observe this encounter from some distance away, depending on where it occurs. In the grasslands, the PCs notice a stirring dust cloud 150 yards away – not in the form of a dust devil or tornado, more of a large disturbance. If the encounter is placed in the foothills, the characters hear the ruckus before they see it, just around a sloping hill, or at the base of a taller ridge. However the PCs reach this encounter, what they see is dramatic.
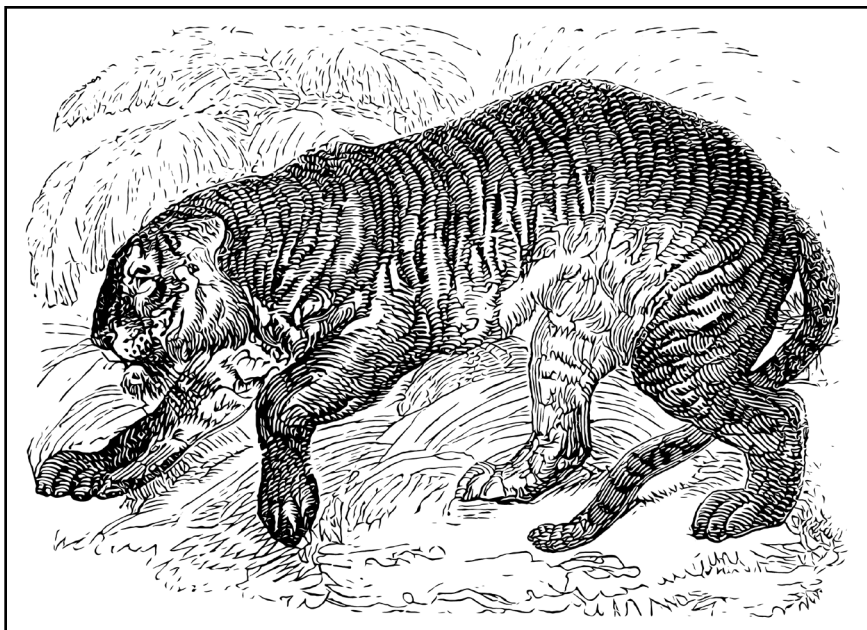
A VERY large **tiger**, with a smaller tiger laying on its side near the larger, is facing off with what looks like 5 **dire wolves**, circling and growling. Those with either (DCC) nature-based occupations or (MCC) the hunter occupation easily assess that the smaller tiger is young or injured, and the larger is a parental figure in protection mode. The wolves are not making many advancements, but occasionally dart towards the big cat, jaws snapping, staying well away from its reach or teeth. The tension in the air is palpable, as the wolves look set to rush the tigers at any moment.

THROW SOME WATER ON 'EM

The characters have an interesting dilemma. They can do nothing, and see how the encounter plays out, scavenging whatever resources they can from the losers. Or they can pick a side to aid/hinder. If the characters decide to become involved, allow them to begin combat normally. They gain a "surprise round" of actions before the side they choose to interfere with reacts.

If the party attacks the tiger, the wolves immediately take the opportunity to rush in. Four of the large canines blitz forward at the standing tiger, while the remaining wolf slinks in to try and nip at the downed cat. Depending on the effects of the party's attack on the tiger, this may be a very short clash for the cats.

Characters choosing to attack the wolves have many more targets to choose from, and any members of the pack that are hit by missile weapon or spell slinks off to a position of safety while they lick their wounds. As soon as the party attacks the wolf pack, one of the members breaks off and trots over closer to the PCs in a menacing manner.

From this point, combat resolves normally. At least one of the wolves moves to a closer position if the pack is attacked, while the tigers are pinned to their position until the encounter's resolution. The larger cat will not leave the smaller under any circumstances, including its death (if that happens).

Literally Didn't See THAT Coming

Whatever the PCs decide to do, a different snag adds to the encounter after 5 rounds. All characters should make a Luck check to notice an odd furrow in the ground approaching the wolves/tigers. If any of the characters notice the unusual terrestrial disturbance, a character with either a (DCC) nature-based occupation or (MCC) the hunter occupation identifies it as the distinct sign of an approaching landshark!

The **bulette's** (BOO-lay) furrow is visible at about 60 yards away from the disturbance caused by the large animals in a small area. It arrives 2 rounds after characters see it (if any do; otherwise, it's an unpleasant surprise), and the subterranean beast erupts from the ground like a whale breaching the water's surface. It appears just outside the perimeter the wolves have established, lurching towards where the tigers are positioned. The lurch is the bulette's leaping attack, thus it slams into the tigers with all 4 of its claws.

This changes the entire complexion of the battle. The tigers – if they were not already in serious trouble – are quickly overmatched, if not killed outright. The wolves, nasty beasts that the breed is, dart away momentarily, then turn to evaluate the new enemy. If the party does not interfere immediately, the wolves keep their distance from the bulette, planning on returning to scavenge the tigers later. They want no part of this subterranean monstrosity.

However, the bulette offers an interesting opportunity for the PCs. It is a virtual king's ransom of resources, and if they can manage to defeat the creature, they gain the respect and admiration of any indigenous humanoids they encounter (if they display their "bulette trophies" openly).
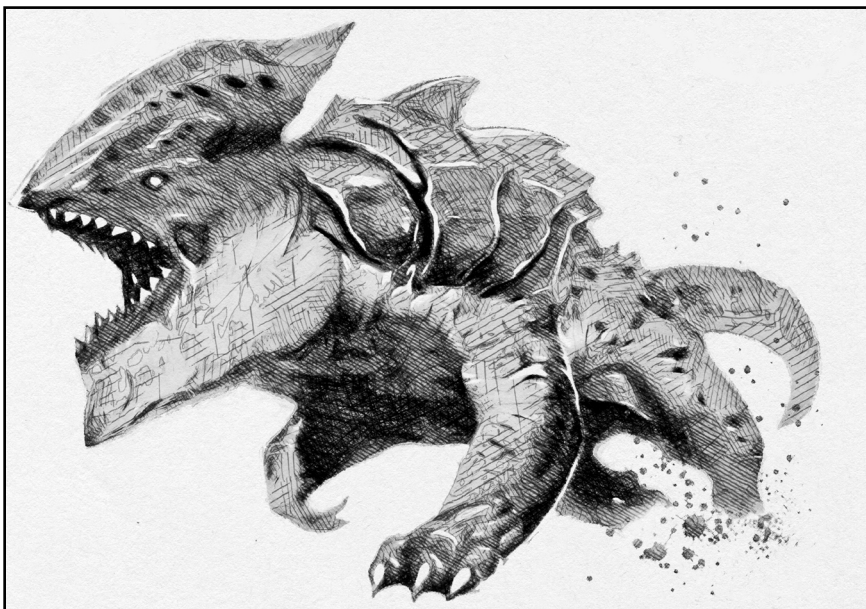
The bulette is essentially an armored tank, so the PCs need a quick strategy to defeat it. It spends 2 rounds either finishing off the tigers or eating them. Obviously, if the tigers are still alive after the 2 rounds (!) the bulette focusses on the big cats. Magic is the most sure-fire way to harm it, but other tactics are viable with the 2-round lead. In any case, the bulette continues its attack until both tigers are dead, then moves on to chase the PCs, unless they have used their 2 rounds to flee. In that case, the bulette – unsuccessfully – chases after the wolf pack.

Bulette: Init +1; Atk 2 claws +8 melee (1d6) and bite +8 melee (2d12); AC 18; HD 7d8; MV 30', burrow 30'; Act 1d20; DCC SP 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*.

Dire wolf (5): 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.

Tiger (2): Init +2; Atk claws (2) +8 melee (1d6 plus rake) or bite +8 melee (2d6); AC 15; HD 6d8; MV 40', climb 20', swim 20'; Act 2d20; DCC SP rake (if the tiger hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d6 damage); SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.
MCC SP rake (if the tiger hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d6 damage).

Treasure: "Resources" is a more apt term after this encounter's conclusion. Unless the tigers made short work of the wolf pack, they are likely slain. If they are killed by the bulette, it eats most of the cats, leaving few remains. There may be enough usable hide to produce a small wall hanging or clothing wrap. Tiger fur is a desirable trade commodity in the valley (judge's discretion, but should be worth a solid weapon, or up to a week's worth of food (MCC – up to 10 cred in trade value)).

Wolf pelts are similarly valuable, and due to the encounter, possibly easier to obtain. A full wolf pelt, even damaged by combat, is worth the same as the small amount of tiger hide (MCC – up to 10 cred in trade value). Wolf or tiger teeth, claws, etc. are even more valuable; they bring twice the hide's value in trade (MCC – up to 20 cred in trade value). The judge should roll on 1d10. A roll of 1–3 indicates enough remains for the PCs to make a trade.

The bulette, as mentioned above, is extremely valuable to valley inhabitants. If the PCs manage to defeat it, they have scored a major win. The back plates of the bulette can be pried up and cured to produce shields, and this particular brute provides 1d4+1 back plates suitable for shield making. The claws are excellent trophies and fetch similar value as the animal skins – a solid weapon, or up to a week's worth of food (MCC – up to 10 cred in trade value).

The head of the bulette is a unique treasure. Any village headsman, tribal leader, or humanoid group would gladly trade their most priceless item for such a treasure. The referee should determine what trade item(s) are appropriate, but this is an excellent time to introduce a campaign-needed item the PCs need to recover, or a rare (DCC) magic or (MCC) technological item component, or some other "quest item". The head of a bulette, while valuable in the "real world", is extraordinary here, and should be treated as a relic for the PC's time in the valley.

Cavalry Charge!

This encounter is different, as it would typically happen AFTER one of the others, but is distinct enough it can be used on its own to set the tone for a campaign dealing with dinosaurs, and the folks that love them.

When the PCs are making their way through the grasslands, they see figures on the horizon, or at a great distance in some low hills. The figures are moving towards the characters, approaching with speed. Quickly, the PCs can tell the figures are large, and it looks like a stampede of saurians.

When the stampede approaches – quickly (5 rounds) – at 100 yards away, the PCs can clearly see the animals and gain the following information:

- They are large, bipedal saurians running on their back legs.
- There is something on each of their backs.
- There is a total of 6 of the saurians, one in front and the others weaving behind the lead beast.
- They are approaching FAST.
- And the bundles on their backs are people, with long sticks...wait, THOSE ARE LANCES!

By the time the PCs process the above information and realize what is happening, the saurian cavalry is upon them. The saurians – 6 **theroposaurs**, large raptor-like dinosaurs –

each carry a **Pyyet Urman** cavalryman, armed with lance and several javelins. They initially ride in an encircling maneuver, gauging the intent of the party.

The Pyyet (pie-YETT) were not specifically looking for the PCs, they were on their way to another engagement. But spying this unusual "tribe" moving across the plains, they chose to investigate. The Pyyet are not initially hostile, more curious, but they tolerate no belligerence from the party. Unless the PCs are unusually hostile and combative, the Pyyet attempt to capture them without killing. They have ropes and baggage-nets securing their equipment, and use those to carry the characters away back to their village under those circumstances. They speak a distinct dialect of common, familiar enough to the PCs that the two sides can communicate, if allowed.

The Pyyet have developed a rudimentary society, and do not practice the more savage habits of the underdeveloped tribes (See the **Valley Out of Time – Tribes and Factions** for more information). Their compassion does not equate to weakness, however. If the PCs are spoiling for a fight, the Pyyet are capable warriors, and their mounts are dinosaurs after all.

OPPORTUNITY STRIKES

This encounter is a little different than the others listed here. If the characters are reasonable, and parley before attacking, they very well could gain a significant and powerful ally in the valley. The Pyyet are interested in the "unusual" outsiders, and seek knowledge and to discover what the PCs are about. Given a friendly – or at least non-hostile – attitude, the Pyyet respond in kind. If the PCs carefully declare their intent, and if that intent is cooperation, the Pyyet allow the characters to return with them to their village. With the judge's discretion, this forms the foundation of a "base camp" for the PCs to further explore the valley with a marginal sense of security.

WHEN – NOT IF – THINGS GO SIDEWAYS

The characters being characters, it's likely the encounter with the Pyyet goes hostile quickly. With almost a half-dozen dinosaurs – with armed riders! – bearing down on the PCs, their reaction is probably to attack first. If so, allow them to formulate a battle plan and resolve combat normally. After 3 rounds of combat, any warrior-types notice that the dino-riders are intentionally restraining their mounts, pulling back on the reigns when the theroposaurs strain their bonds to bite any PCs. Allow those characters any additional observations that hint the cavalrymen are not interested in killing the party (obviously taking precautions to wound, not kill the PCs; "herding" any characters that have moved away from the main party back to the group; riders detangling their baggage nets, etc.).

If the PCs end hostilities, the Pyyet quickly follow suit, and back away a bit to give the characters space. The theroposaurs thrash and shake a bit, like high-strung horses, but eventually settle. If the PCs do not initiate communication, one of the Pyyet hands their reigns to another, drops to the ground, and approaches the party slowly, to speak as equals.

Note: The PCs should be given a few opportunities to rectify the situation if they cause trouble with the Pyyet. Especially in the valley, helpful encounters are few and far between, and the Pyyet dino-riders initially look like a threat. However, if the characters and players are determined to fight, let it play out. Some players need to learn a lesson, and maybe they win. If the PCs do defeat a bulk of the Pyyet, the cavalry does not fight to the death. At least one member breaks off if the conflict goes against them to return to their village with news. Should this be the outcome, the PCs are never greeted openly by the Pyyet again.

Theroposaur (6): Init +6 (surprise); Atk tail +4 melee (1d8) or bite +3 melee (2d6); AC 13; HD 6d8; MV 60', jump 10'; Act 1d20; DCC SP surprise 50%, rapid charge; SV Fort +7, Ref +8, Will +2; AL L; Crit M/d12.
MCC SP surprise 50%, rapid charge.
Rapid charge: A theroposaur may rapidly accelerate in a straight line, moving double

their standard movement in one round. They may not attack this round, but any riders gain +2 to their attacks as normal with a charge and do not suffer the normal AC penalty. See **Appendix A** for more information.

Pyyet urman (6): Init +0; Atk lance# +1 melee (1d12) or javelin +1 missile fire (1d6, range 30/60/90); 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).
These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.
See **Appendix A** and *Valley Out of Time – Tribes and Factions* for more information.

Treasure: The most valuable treasure/resource of the encounter is allying with the Pyyet people. Having a safe base of operations, allowing the characters to explore the valley, learn its secrets, and gain a helpful native community for support is literally priceless. The Pyyet village can be a source of rumors and campaign hooks for the PCs, as well as a resting point between other encounters or explorations.

If the PCs do fight the Pyyet, there are some resources gained. Any defeated theroposaur is an excellent source of hide, which can be traded or fashioned into thin armor (as hide armor, with the judge's discretion) for 1–3 human-sized wearers. The teeth and claws are valuable barter items; a set of teeth or claws are worth 1 day of food for 1 human, or 1 weapon, with a trading tribe (MCC – up to 10 cred in trade value); a full theroposaur's head could be traded for 1 weeks' worth of food or staying safely with a tribe for 1–3 nights (MCC – up to 15 cred in trade value).

The Pyyet's hide "armor" offers a +3 AC bonus. Their weapons are mundane but serviceable, as the Pyyet are skilled blacksmiths (in the valley). Their lances and javelins use low-quality metal for the tips, an unusual advancement. The cavalrymen also carry some mundane equipment, normally unimpressive, but treasure in the valley: rope, baggage nets, skins of clean water, flint to start fires, durable bedrolls, sturdy tent material, etc. (judge's discretion as to the contents of the cavalry's packs).

THE CLASSIC CONFRONTATION

The characters happen upon the mother of titanic dinosaur battles. A **triceratops** is circling with a **tyrannosaurus rex**, and neither one is backing down. Each saurian is bellowing, deafening roars that can be heard for hundreds of yards. If the characters wish to evade this encounter, it is a simple matter to do so. The saurians are NOT taking anyone by surprise with their confrontation.

If the PCs wish to involve themselves in this battle, they must choose which side to aid (or maybe not; they could attempt to kill both creatures). Both saurians are evenly matched; the triceratop's armor and forward horns are able to score savage wounds on the longer T. rex, while the T. rex's bite immediately inflicts terrible wounds on the trike's body. Who wins this encounter may be up to the PC's involvement.

Missile attacks and distance magic or technology attacks are the safest means to influence the fight, and unless the characters are standing out in the open, obviously wielding bright displays of magic or technology, the saurians are not likely to pay them any heed. Inflicting major damage to one of the beasts, more than 25% of their current hit points, staggers the beast enough to pause and scan the area for what attacked them. However, any pause in their one-on-one fight draws an immediate attack from the other, so such pauses are costly.

If the party just wants to watch the battle unfold, after 1d4+5 rounds, the T. rex clamps the winning bite behind the trike's head shield, grasping its spine with a massive CRACK sound. The horned tank slumps to the ground, soundly defeated.

The characters now have a dilemma. They are standing close enough to a wounded T. rex to engage it in combat if they choose. The rewards for defeating the "King of Dinosaurs" go far beyond the simple experience. T. rex trophies could catapult the status of the PCs within the tribal/faction structure (see **Part 4** for more on the factions). However, it is still a T. rex.

If the characters decide to battle, handle combat normally. The party gains 1 round of surprise attacks, then regular combat ensues. The T. rex is fast enough to catch any fleeing PCs, unless they use magic or technology or have fast mounts. Any characters standing their ground to fight the giant lizard hand-to-hand deserves what they get. The T. rex is all but assured of hitting with every attack and using its *swallow whole* special property to eat any PCs it can.

Triceratops: Init -1; Atk gore +15 melee (2d8+7); AC 18; HD 16d10+112; MV 30'; Act 1d20; DCC SP charge, trample; SV Fort +17, Ref +9, Will +6; AL N; Crit M/d24. MCC SP charge, trample.
Charge: A triceratops can charge with its lance-like horns, doubling its damage and gaining +2 bonus to its attack roll but suffering a -2 penalty to AC until its next turn.
Trample: As part of its move, a triceratops can also trample human-size creatures or smaller, causing 2d12+5 damage (target forgo an action, DC 15 Reflex save avoids).

Tyrannosaurus rex: Init +1; Atk bite +20 melee (5d8+13); AC 14; HD 18d10+72; MV 40'; Act 1d20; DCC SP roar, swallow whole; SV Fort +15, Ref +12, Will +8; AL L; Crit M/d24. MCC SP roar, swallow whole.
Roar: A tyrannosaurus facing a real threat will summon help with a deafening roar. The roar carries many miles, meaning aid may come from far away. After using an action to roar, 1d4-1 T. rexes will arrive after 2d20 rounds.
Swallow whole: A T. rex can also attempt to swallow human-sized or smaller creatures. Upon a successful attack, it can make another bite attack against the same target that same round. If the second bite attack succeeds, the target does not take damage but is now trapped in the T. rex's stomach, where it takes 2d8+8 points of crushing damage plus 8 points of acid damage each round thereafter. A swallowed creature may cut itself out by using a small slashing weapon to deal 25 points of damage to the T. rex's innards against AC 20.

Treasure: If the PCs survive this encounter, they can pillage the loser for resources. The triceratops is a bounty of meat, enough for a small village for 1 week. The hide could be used to create leather armor for 1d3+3 human-sized wearers, if cured properly. The horns could be fashioned into lethal weapons (1d6 damage). If PCs manage to liberate the beast's skull intact, it is the same as the bulette reward in **Tigers and Wolves and Worse...Oh My!** Any village headsman, tribal leader, or humanoid group gladly trades their most priceless item for the treasure.

Similarly, defeating the T. rex is a major achievement. The giant lizard is revered by some tribes and factions as the Spirit of the Valley (they don't understand there may be more than one). Valley inhabitants consider its hide, claws, teeth, and other parts the same way outside cultures regard dragons; they have an almost supernatural appeal and are worth nearly anything the PCs need or want. With the judge's discretion, the T. rex parts could be used as ingredients for (DCC) magic item creation in the valley or used as the focus for a powerful (DCC) ritual or (MCC) program (e.g., *invoke patron AI*) cast by an indigenous (DCC) spellcaster or (MCC) shaman (see **Part 4** for more information).

Appendix A: New Monsters

Cat

Tiger

Tigers are the largest living cat species most recognizable for their orange fur marked with dark vertical stripes and white underbelly. Very territorial, tigers are solitary but social apex predators, primarily feeding on ungulates such as deer and wild boar and requiring large contiguous habitats.

Tiger: Init +2; Atk claws (2) +8 melee (1d6 plus rake) or bite +8 melee (2d6); AC 15; HD 6d8; MV 40', climb 20', swim 20'; Act 2d20; DCC SP rake (if the tiger hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d6 damage); SV Fort +7, Ref +8, Will +4; AL N; Crit M/d12.
MCC SP rake (if the tiger hits a single opponent with both claw attacks, it grabs the victim and rakes it with its rear claws for an extra 2d6 damage).

Demon-Ogre

A demon-ogre is a misshapen creature birthed in the abominable pool of Yaath (see **Part 5** for more information on Yaath). They are considered "demons" by the inhabitants of the valley and may or may not have some infernal connection through Yaath. They are not extraplanar in origin, however.

Demon-ogres come in many shapes and forms, but all are larger than humans, either taller, stockier, or in some proportion that assures they should not exist naturally. They typically look like they are composed of sickness and putrescene, their skin, smell, and movement distorted and grotesque. As an example:

"*The beast is a bipedal monstrosity, towering to twice human height. Its malignant skin is a grotesque hue of greenish black, with rippling but asymmetric muscularity. The thing does not look like it can move agilely, being bent and twisted of limb. It is hairless, with protruding ears reminiscent of a bat. It exudes a stench of sulfur, primal sweat, and some other noxious odor. It feels corrupt from a distance.*

After a moment, the thing shudders in a violent manner, lurching its body around. Its eyes are large and round, bulbus orbs oozing clear liquid, barely able to focus on the party. It has flat, slitted and twitching nostrils, adding to its bat-like appearance. The mouth, however, reminds one of an alligator – huge jaws and rows of spikey, irregular teeth. It bellows in agonized rage, as if its very form does not belong in this world. It shudders again, then jerks and heaves its body into horrifying action."

Demon-ogre: Init -2; Atk 2 claws +8 melee (1d6+6 plus bear hug) or bite +10 melee (1d12); AC 16; HD 6d12; MV 20'; Act 2d20 (claw/claw or claw/bite) or 1d20 (spells); DCC SP bear hug, infravision 120', half damage from fire, acid, cold, electricity, and gas, magic resistance (all spells cast against the demon-ogre are subject to 50% chance of failure before saves are rolled), reformation, spellcasting (+7 spell check): Spells (1st) *choking cloud*, *darkness*, *paralysis*, *protection from good*, *runic alphabet (mortal)*; (2nd) *curse*; SV Fort +6, Ref +2, Will +3; AL C; Crit 19-20 M/d8.
MCC SP bear hug, mutation check +8 *domination, gas generation, heightened stamina* (Stamina +7, immune to electrical, heat, and radiation), *infravision, radiation generation*,

telepathy, mutation check +15 *regeneration*, special vulnerability (bone or stone spike through skull prevents regeneration; requires successful Luck check after a successful attack).

Bear hug: In single combat, a demon-ogre grasps its enemy in a mighty bear hug to break their spine. If a demon-ogre lands a claw attack successfully, its opponent must succeed at an opposed Strength check against the ogre's 22 Strength (+6). Failure means they have been trapped in a bear hug. Each round thereafter, the demon-ogre automatically inflicts another 1d6+6 damage. The victim can attempt to escape each round with another Strength check on their action.

Reformation: When its hit points drop to 0, the demon-ogre disintegrates into a slimy pool of utter filth. Over the course of 1 day, the putrid puddle reforms into the demon-ogre with full hit points. Only by driving a bone or stone spike into its head during combat can it be permanently killed (driving the spike into the putrid puddle does not affect it); this can be accomplished by either a successful Mighty Deed of Arms or a successful Luck check after a successful attack.

Spellcasting: The demon-ogre's spells are cast as a cleric, and never result in corruption or misfire (although it can result in disapproval).

DINOSAUR

TRICERATOPS

Triceratops are huge creatures that are extremely difficult to kill but, due to their herbivorous nature, are never particularly enthusiastic about entering battle in the first place, usually fighting only to defend their territory and their young. When in the nesting ground, the triceratops are extremely territorial. They attack at the slightest provocation, at ranges far in excess of normal, and are much more likely to actually enter combat rather than just bluff.

Triceratops: Init -1; Atk gore +15 melee (2d8+7); AC 18; HD 16d10+112; MV 30'; Act 1d20; DCC SP charge, trample; SV Fort +17, Ref +9, Will +6; AL N; Crit M/d24.
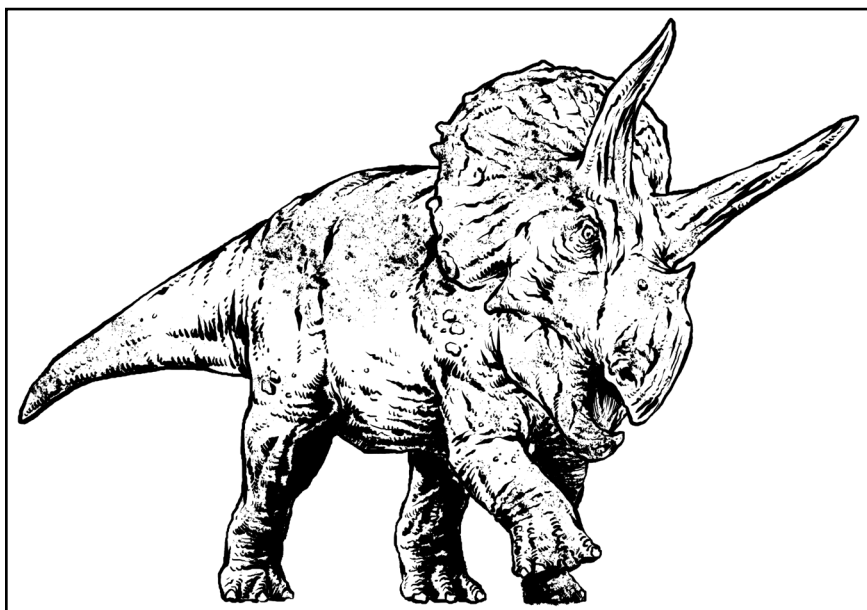
MCC SP charge, trample.

Charge: A triceratops can charge with its lance-like horns, doubling its damage and gaining +2 bonus to its attack roll but suffering a –2 penalty to AC until its next turn.

Trample: As part of its move, a triceratops can also trample human-size creatures or smaller, causing 2d12+5 damage (target forgo an action, DC 15 Reflex save avoids).

This triceratops is taken from ***Dinosaur Crawl Classics***, **Goodman Games** *Gen Con 2017 Program Guide*. Author: Marc Bruner (and used here with much respect!)

THEROPOSAUR

Theroposaur (THEH-rawp-uh-sor) are bipedal, carnivorous dinosaurs standing 20' tall, and measuring 30' from outstretched nose to tail. They are incredibly fast and can charge towards prey at blinding speeds.

As terrifying as theroposaurs are, they are easily domesticated. If provided a steady diet of meat and given the opportunity to run, they can be trained as mounts by some tribes in the valley (the Pyyet have a standing theroposaur cavalry; see **Part 5** for more information). Theroposaurs are as intelligent as horses and can be trained to perform some rudimentary tasks (referee's discretion on the task and time to train).
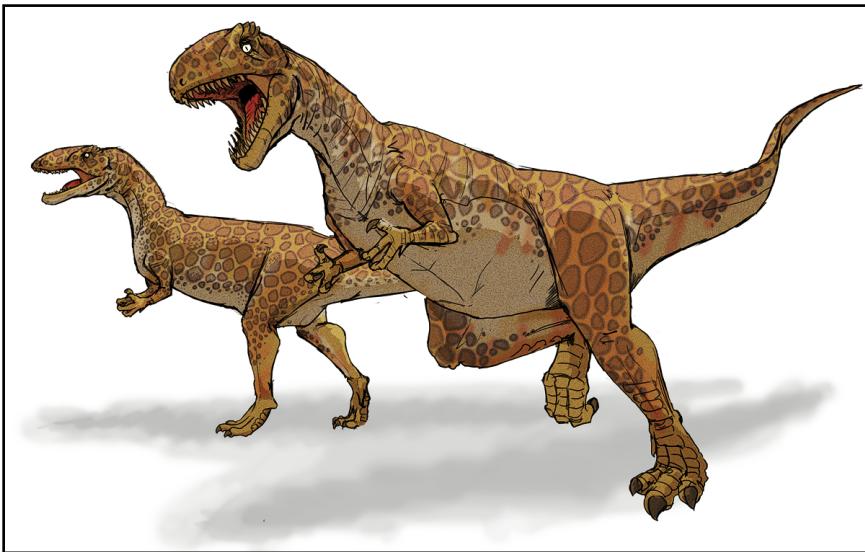
Theroposaur (6): Init +6 (surprise); Atk tail +4 melee (1d8) or bite +3 melee (2d6); AC 13; HD 6d8; MV 60', jump 10'; Act 1d20; DCC SP surprise 50%, rapid charge; SV Fort +7, Ref +8, Will +2; AL L; Crit M/d12.

MCC SP surprise 50%, rapid charge.

Rapid charge: A theroposaur may rapidly accelerate in a straight line, moving double their standard movement in one round. They may not attack this round, but any riders gain +2 to their attacks as normal with a charge and do not suffer the normal AC penalty.

TYRANNOSAURUS REX

No real-life creature has stoked the flames of imagination more than a tyrannosaurus rex. Tyrannosaurus hunting strategies are straightforward: use terrain to get as close as possible, then charge. T. rexes in bad moods will attack even when they're not hungry and their target is not a threat. This is when they are most dangerous, for they may toy with their prey in cruel ways.

Tyrannosaurus rex travels in widely dispersed family groups, communicating with a variety of roars, whistles, grunts and chirps. Their close family ties and ability to communicate over long distances make them very dangerous.

Tyrannosaurus rex: Init +1; Atk bite +20 melee (5d8+13); AC 14; HD 18d10+72; MV 40';
Act 1d20; DCC SP roar, swallow whole; SV Fort +15, Ref +12, Will +8; AL L; Crit M/d24.
MCC SP roar, swallow whole.
Roar: A tyrannosaurus facing a real threat summons help with a deafening roar. The roar carries many miles, meaning aid may come from far away. After using an action to roar, 1d4-1 T. rexes arrive after 2d20 rounds.
Swallow whole: A T. rex can also attempt to swallow human-sized or smaller creatures. Upon a successful attack, it makes another bite attack against the same target that same round. If the second bite attack succeeds, the target does not take damage but is now trapped in the T. rex's stomach, where it takes 2d8+8 points of crushing damage plus 8 points of acid damage each round thereafter. A swallowed creature may cut itself out by using a small slashing weapon to deal 25 points of damage to the T. rex's innards against AC 20.

This Tyrannosaurus rex is taken from ***Dinosaur Crawl Classics***, **Goodman Games *Gen Con 2017 Program Guide***. Author: Marc Bruner (and used here with much respect!)

GIANT

CAVE GIANT

Easily twice the height of any normal human, with thick limbs giving it the appearance of a massive dwarf, cave giants usually clutch the remains of a fallen trees in one oversized hand, dragging the timber behind them absently. They are generally naked to the waist, clothed in some enormous animal or lizard hide covering its upper thighs.

Cave Giant (12' tall, 1,200 lbs.): Init -2; Atk small tree +15 melee (2d8+8); AC 16; HD 8d10; MV 40'; Act 1d24; DCC SP infravision; SV Fort +10, Ref +5, Will +6; AL C; Crit 20-24 G/d4.
MCC SP mutation check +5 *infravision*; Crit 20-24 M/d14.

HYDRA

VENOMOUS HYDRA

The hydra is a multi-headed reptile with four legs and a tail, typically residing in swamps, bogs, marshes, and oceanic environments. Each head can bite independently, and a hydra has from 5 to 12 heads (or, rarely, even more!). For each head, it receives 7 hit points (counting as a 1d10 Hit Die) and a bite attack with a 1d20 action die. Each head crits on a natural roll of 19-20; with so many heads and an extended threat range, hydras tend to score multiple crits.

Track a hydra's hit points in 7-hp increments. For example, for a 10-headed hydra, jot down its hit points like this:

Head 1: 7 hp
Head 2: 7 hp
Head 3: 7 hp
Head 4: 7 hp
Head 5: 7 hp
Head 6: 7 hp
Head 7: 7 hp
Head 8: 7 hp
Head 9: 7 hp
Head 10: 7 hp

For every 7 hit points of damage incurred by a single weapon strike, one head is severed, and damage in excess of 7 hp on the last strike is lost. For example, a single sword blow inflicting 9 hit points of damage severs one head for 7 hp, and the remaining 2 hp "overflow" is lost. Area of effect attacks (such as a fireball) can damage more than one head at once, and do not lose overflow damage.

For every severed head, the hydra loses that head for two rounds…then on the third round following, two new heads grow from the old stump, and the hydra gains 14 hit points (two sets of 7 hp each). This regeneration can only be prevented by severing the heads with fire or acid.

Finally, all remaining hydra heads heal damage at the rate of 1 hp per round.

Venomous hydra: Init +4; Atk bite +6 melee (1d10+4 plus grapple plus poison (2d4+1 Strength; DC 10 Fort reduces to 1d4); AC 16; HD 1d10 (7 hp) per head; MV 20', swim 40'; Act 1d20 per head; DCC SP 5-12 heads, regeneration of heads at 2x rate, heal 1 hp/

round per remaining head, immune to poison and disease; SV Fort +9, Ref +7, Will +5; AL N; Crit 19-20 M/d16.

MCC SP 5-12 heads, regeneration of heads at 2x rate, heal 1 hp/round per remaining head, immune to poison and disease.

Grapple: When a venomous hydra makes a successful bite attack, it can attempt to grapple and drag a target into its shallow waters (+5 vs. PC opposed attack roll). PCs escaping from the grapple and fighting from the inside shallow waters suffer a –2 to all rolls while entrapped.

MONKEY

MANDRILL

Mandrills are the largest of all monkeys, easily identifiable by their brightly hued blue and red facial skin and their colorful rumps. They are shy and reclusive primates that live only in jungle rain forests. They also have very long canine teeth and baring them is considered a friendly gesture among mandrills, but they are just as dangerous for self-defense. Though primarily terrestrial in nature, the do climb trees to forage and sleep. Mandrills live in troops consisting of a dominant male and typically a dozen or more females and young; some of these troops gather into larger multi-group packs numbering 200 or more individuals.

Mandrill troop (swarm): Init +3; Atk swarming bite +3 melee (1d4) or thrown lumbrahead +3 missile fire (1d4, DC 12 Reflex save avoids); AC 12; HD 2d8; MV 30', climb 30'; Act special; DCC SP bite or thrown lumbrahead all targets within 20' x 20' space, half damage from non-area attacks, +10 to hide checks in jungle terrain; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.
MCC SP bite or thrown lumbrahead all targets within 20' x 20' space, half damage from non-area attacks, mutation check +3 *holographic skin*.

Mandrill, giant: Init +3; Atk bite +3 melee (1d4+2) or thrown lumbrahead +3 missile fire (1d4); AC 12; HD 3d8; MV 30', climb 30'; Act 1d20; DCC SP +10 to hide checks in jungle terrain; SV Fort +6, Ref +4, Will +2; AL N; Crit M/d8.
MCC SP mutation check +3 *holographic skin*.

Mandrill, giant alpha: Init +3; Atk bite +5 melee (1d4+3) or thrown lumbrahead +5 missile fire (1d4); AC 12; HD 5d8; MV 30', climb 30'; Act 1d20; DCC SP +10 to hide checks in jungle terrain; SV Fort +7, Ref +3, Will +3; AL N; Crit M/d10.
MCC SP mutation check +3 *holographic skin*.

Note: Mandrill troops are hundreds of animals.

SUBHUMAN

XOTH-MEN

Xoth-men (ZZOTH-menn) are degenerate, tribal pre-human beings. They are covered in smeared feces and mud, and display odd, splotchy markings which may be poorly crafted tattoos or smears of pigment from some jungle flower. The significance is unknown. Facial features are bulbous and bestial, more advanced animal than humankind. They are naked with thick limbs and distended bellies. They reek of offal, dung, and other unidentifiable odors.

Xoth-man (12): Init –1; Atk stone-tipped spear +3 melee (1d8+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; DCC SP camouflage (+10 to hide checks); SV Fort +2, Ref +1, Will –2; AL C; Crit III/d8.
MCC SP mutation check +3 *holographic skin*.

Xoth-man (raid leader): Init –1; Atk stone-tipped spear +5 melee (1d8+2); AC 13; HD 3d8+2; MV 30'; Act 1d20; DCC SP camouflage (+10 to hide checks); SV Fort +4, Ref +2, Will –1; AL C; Crit III/d8.
MCC SP mutation check +4 *holographic skin*.

WOLF, DIRE

Dire wolves are larger, stronger wolves native to the valley. They are also pack hunters, and hunt in groups of 4 or more. 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. Male giant wolves weigh from 200 to 500 pounds, with females being only slightly smaller. Coloration is typically light brown or light grey to midnight black.

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.
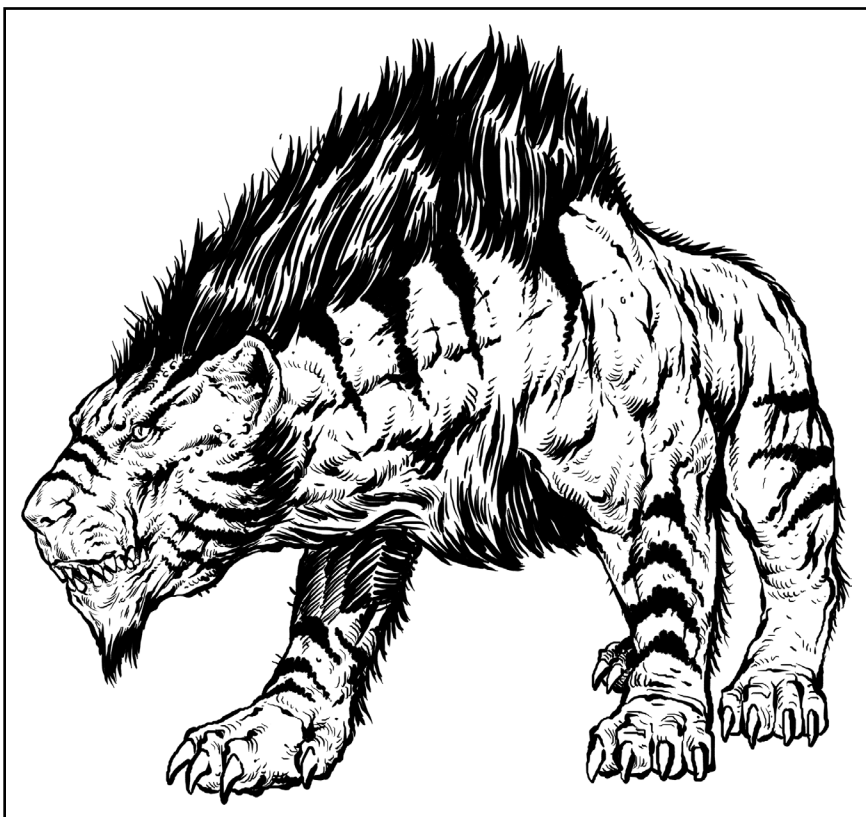
Appendix B:
The Timeless Valley

I will create this tree, to be the center of the new world
– Orla-Tsakkim to Koshe, at the creation of the Timeless Valley

What Orla-Tsakkim could never know was that the valley they created was too natural; it embodied the very foundation of nature –birth, growth, and death. Orla-Tsakkim wanted an unspoiled paradise, a land free of meddling and influence by other's hands. But one cannot create a thing and then begrudge its very nature.

The valley grew from a single fecund tree, dispersing its life force to all points of the region. Life sprung forth, and created more life, and more, until the bounty of nature reached far and wide. With the flora came fauna, sprouting from the rushing waters, developing and evolving first into one creature, then into another fantastic life would emerge. For years, millennia, aeons, fauna grew abundant, flora proliferated, and all was as Orla-Tsakkim and Koshe intended.

But, unbeknownst to the companions, there was an aspect of nature that was growing, unchecked. Rot had grown in a dark part of the valley, deep in the shadows, a passageway underground had erupted like a festering sore. Flora darkened, and what did not decay at the darkness's touch transformed into something else. Toxin and poison found its way up from the jagged chasm, spreading from plant to animal.

In the circle of life, the subtle poisons spread, carried from form to form, until it harbored low and deep, waiting. And what caused this decay? What was the point of corruption that infected an entire garden?

Yaath.

To speak its name aloud is to become ill. Pestilence is the cocoon encircling the mother and father bearing misfortune, sickness, and tribulation. She/He is the dual parent of woe, the proliferator of unwellness. Yaath is the unclean fertility paragon. Yaath is a festering pool of protean creation. It constantly churns with activity, burbling forth progeny of weird shape and proportion. Most often, the progeny is consumed back into the pool of Yaath, but occasionally, some of these malevolent offspring crawl, mewl, and slither their way out of Yaath's grasp, and make their way out into the world.

No being knows exactly where Yaath produces its offspring, for they are mindless beasts, barely sentient, when they escape the pool's tension. Only after time away from Yaath's influence do the progeny gain some semblance of free will and consciousness and perceive the lush world around them. Rarely – fortunately – the Children of Yaath gain enough cognizance to become humanoid-like. These progenies are the most favored; they are intelligent, cunning, devious, and are themselves wildly prolific and fertile, taking upon themselves to continue Yaath's creation.

The offspring of the Children of Yaath become leaders of their own tribes, gathering unto them wicked and bestial humanoids of all types; beastmen, urman, urmanoids, and other lesser beings. All perform rituals to venerate Yaath, but only in dark places, away from the eyes of Light, Bounty, and Life. These creatures are a hundred times worse than Drui and their followers. But somehow, they have learned the secrets of Drui, either from Yaath, embedded natural knowledge, or some other undefined way.

In any event, despite Orla-Tsakkim best intentions, nature finds a way to balance itself.

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GM NOTES

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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'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.

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