THE VALLEY OUT OF TIME

TRIBES AND FACTIONS

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Tribes and Factions of the Lost Valley

Part 4 of the Valley Out of Time

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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 character's 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

"*Tribes and Factions*" is Part 4 of the Valley Out of Time series, suitable for all characters in the Timeless Valley. This book details some of the predominant tribes, groups, factions, and the rough "society" the inhabitants of the valley have built. There are suggestions for "treasure," barter, how tribes trade goods, and other information, contained within. While not as encounter-heavy a 'zine as others in the series, there are plenty of opportunities for role-playing as well as providing a foundation and explanation for several encounters already published.

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!

WARNING: Some of the encounters in this book are uncomfortable, even outright offensive to people of differing experiences. THAT IS NOT OUR POINT! SGP is not trying to offend, we're not edgelordy. BUT, we do enjoy the horror milieu, and sometimes that

passion for frightful movies, stories, and scenarios is not other people's cuppa. If anyone is uncomfortable, we sincerely apologize, and did not seek to make your game night a bummer. The best way to make sure everyone is having fun is to make sure each person feels comfortable before the game even starts.

At the judge's discretion, a content warning can be used at the beginning of the session to set player expectations and allow the judge to make sure the players know what they're in for. Starting a session with a quick word on the content can let everyone be on the same page about what the story includes. Some players may have no issues with these sorts of things, while others might not have this level of violence or blood in mind for their overall gaming experience (which is absolutely fine). Others may have no problem with some of the content, but not care for other parts of it. Regardless, you should always give everyone involved an opportunity to draw their lines. (Thanks Levi!)

Therefore, without further ado…

The Valley Out of Time Social Hierarchy

This is just a fancy title for all the indigenous people, tribes, covens, families, cults, and other groups and how they coexist and function together in the isolation of the valley. With no – or very few – outside influences, the valley's internal dynamics do not change significantly over time. Unlike outside cultures, the valley people are remarkably content with their lives as they are, and most factions do not seek out change for change's sake, nor do they investigate technological advances, development, or much in the way of evolution. They take comfort and security in the mindset of "its always been this way" if they harbor such thoughts at all.

There are, of course, exceptions to that generalization. The Pyyet people "domesticated" and trained theroposaurs to be their mounts, and established a frightening cavalry presence. The Hama Zaka-ran, while developmentally basic, have developed an intricate web of customs, storytelling, and lore that rivals the great libraries of the outside world. The nests of naga, tribes of beast-men, and the wicked xoth-men all have their own variations of developments they each have made to claim superiority in this harsh environment.

This book goes into some depth with a few examples of groups and families to show the judge and players what possibilities exist for customizing the valley to fit in to your ongoing campaign. These are just illustrations of what is possible; please, takes the ideas that makes sense, and leave the rest!

BEASTMEN AND OTHER THINGS

Beastmen is a catch-all naming convention used to describe the utterly "not-human(oids)" of the Timeless Valley. This is not to suggest these beings are not as sophisticated – in their own ways – as humanoids, just that they are a more primal or monstrous subset of the valley culture. These beings usually trace their beginnings to Yaath, Mother Under the Hills (see **Part 5** for more information on Yaath), although this is not always the case.

For gaming purposes, beastmen (called such regardless of gender) includes all the "typical" non-human tribes and races found in fantasy gaming: orcs, goblins, gnolls, kobolds, ogres, trolls, subhumans, lizard folk, serpent people, etc. In addition to the known groups of beastmen, the judge should feel encouraged to create offshoots and original races of creatures that only exist in their own campaigns. That level of creativity and attention to detail is what separates a great campaign from a good one.

In the Valley Out of Time, beastmen are typically the foils and foes of the characters, but that does not mean that situational encounters cannot make allies of enemies. A troop of beastmen may encounter the PCs while they are fighting a dinosaur or other creature beyond their abilities, and instead of laying in wait for the characters to defeat the beast, and then kill the party, the beastmen may AID the party in overthrowing their adversary, and then either negotiate for resources, or start another confrontation (judge's discretion; if the PCs are having a difficult time, the beastmen can be "the cavalry" to help if needed. If the PCs are having an easy time of an encounter, use the beastmen to increase the challenge).

For example:

HERE COMES THE CAVALRY

As the characters crest a low, rolling hill, they stumble into a desperate situation. A pack of **8 small dinychus** are picking at the corpse of a massive saurian, its body scavenged beyond recognition of what it was in life. Most of the dinychus continue with their feasting, although 2-3 of the little scroungers pop their heads up when they catch scent of the characters. There are 1d4+4 more of the dinychus in the immediate area, running about and "play-fighting" with each other.

The PCs have 1 round of observations before the alert dinychus begin making high-pitched, guttural barks, alerting the others to the characters' presence. The rest of the small lizards begin quickly moving towards the PCs' position. ROLL INITIATIVE!

The dinychus charge the PCs if allowed. The characters may remember facing these little beasties before in *Welcome to the Valley* (**Part 1** of the *Valley Out of Time* series). If the characters did not participate in that encounter, these are entirely new foes with straightforward, intense tactics. With the smell of fresh kill in the air, the dinychus are enjoying their bloodlust (see stat block below).

The judge should allow the PCs to be overwhelmed for a round or more, depending on how well the dinychus are faring in combat, but without TPKing the party. When
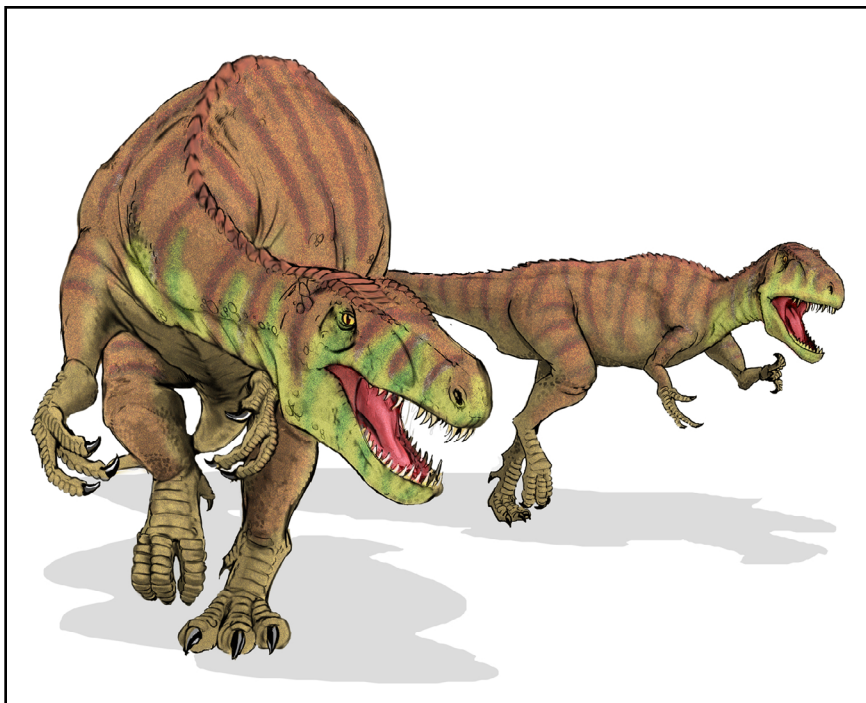
things look dire, the judge can point out the PCs notice another group of bipedal humanoids along the ridgeline of a hill opposite their skirmish. These **10 beastmen** have just happened onto the scene, overlooking the dinychus' attack on the PCs, and they are evaluating what to do.

If the PCs are facing certain defeat, or hail the figures on the ridge for help, the beastmen charge the scene, spears and other polearms lowered in a prickly onslaught. The dinychus are so intent on savaging the PCs, they do not immediately notice the beastmens' presence, allowing the "saviors" to establish melee formation. Once the beastmen engage, half the remaining dinychus turn on them, splitting the saurian attack and offering the PCs some respite. Continue the rest of the combat normally between the three sides until one faction is defeated (either slain or driven off), then proceed to **Aftermath**.

If the PCs are handling the dinychus easily, the beastmen on the ridge move into positions in either a flanking maneuver or other advantageous tactical location. They wait for their prime opportunity, then launch their attack on the PCs, using similar tactics to the dinychus' charge (spears and polearms lowered and at the ready). They initially target any lightly armored PCs, and spellcasters showing flashy or colorful magics are focused on due to the beastmen's fear. If necessary, the beastmen break off attacks on the PCs to deal with the dinychus, and the three-way conflict resolves normally (as above). Once one faction is defeated (either slain or driven off), then proceed to **Aftermath**.

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

Beastman, pig-mee (10): Init +2; Atk bite +2 melee (1d3) or spear +2 melee (1d8) or polearm +2 melee (1d10); AC 11; HD 1d10; hp 6; MV 25'; Act 1d20+2; DCC SP none; SV Fort +4, Ref +6, Will +0; AL C; Crit III/d8.
MCC SP none.

Pig-mees appear courtesy of *Fight This Mutant* from **Mudpuppy Games**.

These beastmen are pig-mees, a race of semi-sentient bipedal porcines that stand a mere 2'-3' tall, with distended bellies, large, soft limbs, and porcine heads and faces. They look like upright hogs, with humanoid legs, and with those creatures' savage attitudes. Possessing a rudimentary tribal culture, they are none-the-less prolific breeders and will eventually occupy any niche environment.

Well known as inveterate scavengers and junk collectors, they lack the intelligence (average INT of 3-6) required to make use of most of what they collect. Their general lack of higher intelligence does not prevent them from being extremely territorial and protective of the random scraps of technology that they do acquire.

Though extremely cautious and easily spooked, pig-mees can become aggressive when they feel that the numbers are on their side. With care and practice, they can occasionally be bartered with, though clear communication with them can be a problem. Pig-mees communicate in grunts and squeals, although if calmed can express a few words in halting Common, as do most sentients, and although they seem to be able to clearly communicate with and understand each other, to most sentients' ears their language sounds like the word "me" repeated endlessly in short and long strings of babbling queries and invectives. If the characters have access to the *comprehend languages* spell, it works on these beastmen, and facilitates easier parley (if that is an option).

Aftermath

Once the conflict is resolved, the victors divvy the spoils. If the PCs live, they can evaluate how to proceed depending on how many of the beastmen also survived. If the beastmen outnumber the PCs, their default attitude is to demand the characters' equipment, food, and any other resources, and spare their lives. If that is unacceptable to the characters, combat begins again! If the PCs outnumber the beastmen, or they are terribly wounded, the beastmen attempt to slowly leave the scene. They make no demands, and just want to leave and lick their wounds. If prevented from "fleeing," the beastmen put up a fight (again with the combat!). In rare circumstances – for PCs, let's be honest – the characters may try to forge an alliance with the beastmen. The judge should allow this to play out, as this could be a positive situation giving the PCs more opportunities in the valley.

Or:

Why did it have to be Snakes?

In the deep green jungle, the PCs trudge through the foliage, progress a constant war with nature for each step. Bursting through a particularly dense patch of thicket, the PCs come face to face with a towering monstrosity, a **gigantic lizard**, an iguana of titanic proportion! The beast is obviously some dino-cousin, as its size is more akin to one of the great saurians than even mundane giant lizards. The head of the lizard is 10' in the air, casually eating bushel-sized grasps of foliage. When the PCs stop short at the site, the lizard twitches its head around to eyeball the characters.

If the PCs freeze in place, the lizard continues chomping away for 2 rounds. After that time – or if the PCs so much as twitch a muscle – the lizard snaps to the attack, its quickness belying its incredible bulk. It has an extremely long and powerful tongue, and it uses this as its initial attack.

Giant iguana lizard: Init +1; Atk bite +6 melee (2d8+1 plus swallow whole) or tail swipe +4 melee (3d6+1) or claw +4 melee (1d6+1) or tongue grapple +5 missile fire (special, range 30); AC 15; HD 8d8; MV 20', climb 10'; Act 1d20; DCC SP camouflage (+10 to hide checks), swallow whole, tongue grapple; SV Fort +5, Ref +0, Will +0; AL N; Crit M/d14.

MCC SP mutation check +2 *amplimorph*, *holographic skin*, swallow whole, tongue grapple (special, range 30).

Swallow whole: If the giant iguana lizard succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow a human-sized or smaller target. If the second bite attack succeeds, the target does not take damage but is now trapped in the giant iguana lizard's stomach, where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 total damage against AC 12.

Tongue grapple: The giant iguana lizard uses its long, sticky tongue to make "missile attacks" on targets up to 30' away from its mouth. If successful, the tongue sticks to the target, and begins dragging the prey back towards the creature's mouth. The tongue is strong enough to drag a human-size target to its maw in 2 rounds, where it is swallowed whole. Escape is either as normal from a grapple (opposed Strength or Agility check vs. +14) or if the tongue takes more than 20 total damage from a sharp weapon (requires either use of a successful Mighty Deed of Arms or strikes causing critical hits to target the tongue), it is severed, and the prey is released.

This encounter is very likely overwhelming for the characters, especially with the surprise and shock at being totally unprepared. The giant iguana lizard's initial strike with its tongue has serious repercussions. If the tongue strike hits a character, the victim is reeled into the creatures gapping maw and swallowed shortly thereafter! Other PCs can certainly attack the giant beast, striking normally. However, with one of their fellows secured away in the beast's gut, any strike to the lizard's body that inflicts more than 10 damage also inflicts 1d4 damage on the trapped character. The giant iguana lizard's body is strong and wiry, but thin; its skin is easily perforated. This does allow a swallowed PC to escape the giant iguana lizard's gullet, albeit with something to remember their ally for.

Allow combat to progress normally. The giant iguana lizard's favored attack sequence is tongue (if characters are attacking from a distance) or bite (if anyone is close to its front). It also swipes its long tail to and fro, incidentally smacking any attackers at its rear. The creature's flanks are surprisingly open, but its jittery quickness allows it to change position with impressive speed. If anyone – PC or snake-person – scores a hit on the lizard's flank (requires a successful Mighty Deed of Arms or a DC 12 Agility check), it immediately "hops" and changes position. This could lead to other attackers suddenly in position to hit its flanks, so the judge needs to keep careful track of all the attacker's positions.

Once the characters are engaged with the giant iguana lizard, allow any PCs not in melee to make a Luck check (one check per PC not in melee). Any characters succeeding on the Luck check notice a half-dozen other figures moving through the surrounding thicket. These new threats, sleek **ophidian beastmen**, seem to slide easily through the foliage, and join the PCs in their fight with the giant iguana lizard. The ophidian beastmen are armed with wicked curved swords and metal shields, denoting their technological superiority to other beastmen and humanoid tribes. They engage in sophisticated attack routines and are likely important to the character's survival in this encounter.

Beastman, ophidian (6): Init +1; Atk bite +3 melee (1d4 plus reproductive bite (special, DC 14 Fort save negates)) or scimitar +3 melee (1d6); AC 13 (shield); HD 1d10+2; MV 30'; Act 1d20; DCC SP reproductive bite; SV Fort +2, Ref +1, Will +2; AL L; Crit III/d6.

MCC SP reproductive bite.

Reproductive bite: Any humanoid creature bitten by an ophidian beastman that fails a DC 14 Fort save is impregnated and will give birth within 1d4 weeks to an ophidian

"child", which eats its way out of the PC, killing them in the process. Only through a successful casting of a *neutralize poison or disease* spell or through *divine aid* can this effect be neutralized prior to the birth.

Once the giant iguana lizard is dispatched, the remaining characters can confront their "allies." The ophidian beastmen have their own agenda, and convey some of their agenda to the PCs. They speak in a hissing, broken Common, but are quite understandable. The ophidian beastmen despise giant iguana lizards in general, as they prey upon ophidian beastmen young as a delicacy. The ophidian beastmen in turn search for giant iguana lizard eggs for their own celebrations. The ophidian beastmen do invite the characters to travel with them in search of the giant iguana lizard's nesting area to recover its eggs (if any) as well as other potential resources.

If the characters are amenable, the ophidian beastmen lead them through the jungle, for what seems like an eternity. They do eventually discover a dense copse, covered in vines, entwined with creepers and lush fronds. Hacking through the wall of vegetation, the group spots 0-3 (1d4-1) backpack-sized eggs. The are multi-colored and beautiful. If allowed, the ophidian beastmen negotiate with the PCs for all the eggs, if they can. They are difficult negotiators; they project no emotion – reptilian, one might say – and the characters have a difficult time "reading" what they really want, beyond their words. Assuming the characters allow the ophidian beastmen to take their "treasure," the PCs are invited back to their dwellings to partake in a celebration.

Misunderstanding Leads to Problems

WARNING: The rest of this encounter leads to a potentially grisly and upsetting conclusion. Please read through the entire encounter and understand the inuendo and ramifications for your players and their characters. The end of this encounter contains body horror situations, vivid assault, and lack of consent on the character's side. PLEASE MAKE SURE ALL PLAYERS ACCEPT THESE TOPICS BEFORE PLAY. If they are not comfortable, do not play through "The Horrible End" section of this encounter.

Assuming the PCs follow the ophidian beastmen back through the jungle to their dwellings, they are led deeper into the jungle, and eventually to a wide den or dry grotto that leads deep underground. The ophidian beastmen assure the PCs that their homes are underground for protection and comfort, as being above ground is difficult for their bodies. If the characters continue, they are led down a gentle slope that levels out approximately 20' underground.

There is no light, and the ophidian beastmen make their way by some method the PCs cannot determine. If the characters strike a torch or create light of some kind, the ophidian beastmen are initially startled by the change, but seem fine with the illumination. As the party adapts to the underground, they notice previously unseen alcoves to subterranean passages, shrouded in darkness, leading off the main "pathway". Other ophidian beastmen can be heard in these tunnels, but remain unseen. After several minutes the characters are brought into a larger cavern, the walls and ground covered in elegant, if filthy, woven mats and even spun cloth! For an underground cave, it feels luxurious!

The cavern is an ambush, naturally. Once the entire party enters the area, woven mats and thick rugs drop over the entrance tunnel, confusing the PCs escape. It requires a successful DC 12 Intelligence check to remember where the passage is if they attempt to flee. The ophidian beastmen turn on the PCs and are joined by several others. The characters must deal with **6 ophidian beastmen** initially, with reinforcements arriving every other round. At the beginning of every odd-numbered round starting with the 5th round of combat, 1d2 additional ophidian beastmen join the fray until 12 ophidian beastmen total have either been killed or overwhelm the party.

Beastman, ophidian (6): Init +1; Atk bite +3 melee (1d4 plus reproductive bite (special, DC 14 Fort save negates)) or scimitar +3 melee (1d6); AC 13 (shield); HD 1d10+2; MV 30'; Act 1d20; DCC SP reproductive bite; SV Fort +2, Ref +1, Will +2, AL L; Crit III/d6. MCC SP reproductive bite.

Reproductive bite: Any humanoid creature bitten by an ophidian beastman that fails a DC 14 Fort save is impregnated and will give birth within 1d4 weeks to an ophidian "child", which eats its way out of the PC, killing them in the process. Only through a successful casting of a *neutralize poison or disease* spell or through *divine aid* can this effect be neutralized prior to the birth.

If the PCs can either escape or slay all the ophidian beastmen, any additional ophidian beastmen slither away off to their dark tunnels. The judge can expand this situation as much as needed, or simply inform the players that the ophidian beastmen collapsed the tunnels behind them. This encounter can be used to expand part of the campaign, or be left as a harrowing, but educational, experience.

The Horrible End

In the event the ophidian beastmen overcome the PCs, they are not slain. Instead, the true horror of their predicament slowly becomes evident. When the PCs awaken from unconsciousness, the ophidian beastmen have placed them in an elaborate chamber bathed in dim candlelight. Decorated with snake skins, the room is filled with awful idolatry, snakes and humanoids of all forms, entwined and merged together, with other snake-beings erupting from the carvings and statues. The detail is both intricate and nauseating, a primal sense of revulsion filling the characters.

As the PCs look on in fear, unable to move – they are somehow painfully paralyzed – several ophidian beastmen slink nearer, writhing and caressing the captives. Confused by the myriad sensations, the characters suddenly feel a sharp pain (anywhere on their bodies is fine, get creative) and then a burning surge throughout their body. The PC has been impregnated by the ophidian beastmen, and in 1d4 weeks, they are going to produce an ophidian "child", which eats its way out of the PC, killing them in the process.

Ophidian Beastmen Culture

The ophidian beastmen race (serpent-men, snake-people, yu-wan ti know more, etc.) is a neutral uncaring one in general. They are unemotional, amoral, and nearly psychopathic in their core desires: live at any cost, reproduce, and protect the race of ophidian beastmen above all else. They do not horde wealth or seek to conquer other races.

They take "prisoners" only for implantation purposes – this is the only way they can reproduce. Ophidian beastmen do not differentiate between other humanoid species, and may in fact not be able to tell the difference between them all. Humanoid bipeds are considered necessary for reproductive purposes, and beyond that, they are not considered at all. Other animals, monsters, and creatures present unique problems for reproduction, so humanoids are primarily sought out. Ophidian beastmen are monoecious, with any of the race capable of impregnating a captive.

Valley ophidian beastman hierarchy is based on some internal knowledge other races are not privy too. There does not seem to be any outward indication of what a "leader" looks like. Somehow, the ophidian beastmen just know, and rarely, if ever, disagree or show turmoil in the presence of outsiders. Ophidian beastmen leadership performs all tasks required in the nest, just as any other member. The grand plan of ophidian beastman society is to Go Forth and Propagate, and all members do so to the best of their ability.

Treasure: If the PCs manage to defeat the ophidian beastmen, the treasure" recovered is alien indeed. The ophidian beastmen possess metal weapons and shields, as well as a collection of gems and even a few pieces of gold or silver worked jewelry. Altogether, the gems and jewelry amount to 3,126 gp/creds worth of worked treasure items. In addition, the ophidian beastmen have another (DCC) 1,000 gp or (MCC) 500 creds worth of assorted equipment and unusual items available (hourglasses, telescopes, clockworks, etc.; judge's discretion as to what is available).

Thoughtful PCs may head back to the giant iguana lizard's nest if that creature was slain to recover some of its eggs (or take any confiscated by the ophidian beastmen). The eggs make yummy breakfast!

Urmanoids and Other Less-Developed Tribes

The first of the base groups the PCs encounter in the valley are the urmanoids (see *Welcome to the Valley*, **Part 1, Camp Observations**). These gentle giants have dispositions similar to great apes; typically docile, relaxed, and family/tribe oriented. Urmanoids live in both small and much larger groups of individuals. These groupings have no known name, as typical "language" is beyond their development. They communicate in grunts, hoots, and howls, with complex ideas beyond them. They communicate emotions and desires, and alert each other to danger with volume.

Several different families and "troops" of urmanoids cohabitate in the valley. While these distinct groups are not innately hostile to one another, they do compete for resources, the safest and most plentiful areas to occupy, and other necessities of life. Frequently, when one group encroaches on another's territory, the rights to the location are ceded to the larger group. Whether it is from a perceived strength of numbers or an innate knowledge that the larger group needs more space and resources has never been communicated to outsiders.

Urmanoid groups are led by the Primos, the longest-lived member of the group. The Primos abandons all consideration for personal gain, and makes all decisions for the family. While this is only rarely challenged, some members do confront the Primos on occasion, and this is one of the few times urmanoid on urmanoid conflict occurs. This is seldom violent; it is nearly unheard of to become fatal. Once the conflict is settled, the matter is not revisited again.

Urmanoid families and groups have many specialties and focuses, mostly based on experience in the valley, areas they have lived, etc. While these areas of focus are anything the judge chooses, a few examples are provided here (see the **Urmanoid Specialties** sidebox).

Ranch Hands

This encounter occurs while the characters are travelling the rough grasslands, a few hundred yards from the jungle proper. The PCs hear, and then smell, this encampment long before they recognize it is more than a thicket in the distance.

Surrounded by a rough circle of pickets, vines, and piled debris, characters first see several pens made of sturdy posts and entwined vegetation. Well-made lean-tos are situated between the pens and the pickets, keeping the enclosures centralized in the village. A dozen of the larger lean-tos are visible from 200 yards, and the sprawl of the encircling picket suggests many more smaller ones out of sight. A row and ruckus are heard from the center of the encampment.

If the PCs decide to approach the village, they are met just outside the confines by a group of **4 urmanoids**. They do not seem immediately hostile, but one of the urmanoids towards the back is holding a large rock – the size of one of the PCs heads – and looks prepared to launch it if necessary. When the characters close to within 20 yards, one of the urmanoids advances, head slightly bowed and arm raised. This is a sign of reception,

Urmanoid Specialties

Urmanoids, as well as other semi-humanoid tribes, specialize in many aspects of life in the valley. While this list is not exhaustive, it is intended to present the judge with some ideas and jumping off points to personalize their home campaign.

URMANOID SPECIALTIES

1d8 Roll	Result
1	Builders (this tribe builds substantial dwellings, far above the valley norm. They can also build in half the time required by other families)
2	Gatherers (these urmanoids have abundant resources. They typically have more food stores than others, and a higher chance to have items the PCs need)
3	Hunters (these urmanoids have added animals to their diet. They have 1d6 days' worth of meat in their camp)
4	Barterers (an urmanoid village that understands the value of trading items they have for items they want)
5	Tenders (urmanoids with pens for livestock, hutches for small mammals, coops for chickens, etc.)
6	Weaponeers (this tribe fashions more weapons than average. They are well-armed, and have a 20% chance of a forged metal weapon, scavenged from another humanoid tribe)
7	Communicators (urmanoids that have made advances in speech. Given a day or two, they begin parroting the PCs' speech, and within 1 week can exchange simple information. The judge should designate how far these urmanoids progress)
8	Wardens (urmanoids that take a special responsibility to maintain balance and harmony in the valley. They could be encountered as allies – or as foes, depending on PCs actions that affect the valley and its inhabitants)

The judge is encouraged to create their own tribes or families with even more specific traits (nocturnal, only live in the jungle/grasslands, hills, etc.).

which the PCs may know from their first encounter with urmanoids (see **First Contact**, from *Welcome to the Valley*, **Part 1** for more information).

Urmanoid (4): Init +0; Atk stone spear +3 melee (1d8+1) or giant club +3 melee (2d6+1) or slam +3 melee (1d6+1) or thrown stone (1d4, range 30); AC 13; HD 4d8+4; MV 20'; Act 1d20; DCC SP none; SV Fort +5, Ref +0, Will +0; AL N; Crit III/d10.
MCC SP none. See **Appendix A,** *Welcome to the Valley* **Part 1** for more information.

The leader of the greeting party, **Uk**, speaks a few words of Common, and is an excellent pantomime, able to express the tribe's intents to the PCs (if they are interested in listening/watching) through gesture and drawing on the ground. It's a slow way to communicate, but surprisingly effective. If the party expresses a desire to join the urmanoid's village, they are invited to do so. If they choose to move along, they are informed of a pack of "four legs that hunt" nearby. Uk cannot clarify further than that what the "four legs" are.

Assuming the PCs stay with the urmanoids, they are accepted warmly by the village, with ready greeting from all they encounter. The characters are offered a large lean-to near one of the animal pens, containing something that looks like several horses, but are shorter and squatter than any horses or ponies the characters are familiar with. There are a dozen of the interesting animals. The shelter is easily large enough to house 10 human-sized beings, although cozily.

If the characters occasionally pitch in with chores or help with the animals (the horses, some type of cattle, a pen of goats, 2 pens of vicious – but tiny – hogs, 3 coops filled with chickens the size of turkeys, and 2 hutches of large, hamster-like animals the size of dogs), they can stay as long as they like. Characters with a nature-based occupation (DCC) or who are a hunter (MCC) are treated like royalty; any opportunity these urmanoids have to get insight from one of these experts they take it. Communication is often slow, and usually difficult, but general ideas are passed back and forth. If a spellcaster has access to *comprehend languages, ESP, speak with the dead* or any similar magics (judge's discretion), they are considered near-deity level, and afforded all respect and adulation. These urmanoids do not have religion per se, but the reverence they show any PC with the power of communication is above and beyond normal.

Should the characters decide that this simple life is to their liking, allow them to stay as long as they want. If the campaign begins to drag, or the judge need to motivate "lazy" players, proceed to the **Dogfight** section.

Dogfight

On some day the judge chooses, at dusk or dawn, the characters are alerted to a wild commotion on the opposite side of the camp. When they approach, the sounds of roaring howls and booming barks alerts them they are under attack. It quickly becomes clear that the "four legs that hunt" belong to giant wolves!

A dozen **dire wolves** are visible tearing through the picket, and several have already managed to pull down one of the pen walls around the hogs when the PCs arrive. The wolves in the hog pen have their "paws full" dealing with the little hogs, as they do not back off, and swarm the attackers with their own vicious bites. If the PCs attack or interfere with the wolves in any way, 4 of their number break off their attempted feast and turn on the party.

Dire wolf (4): Init +5; Atk bite +6 melee (1d6+2 plus trip); AC 14; HD 2d6; MV 40'; Act 1d20; DCC SP trip; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.
MCC SP trip.
Trip: On a critical hit, the dire wolf knocks the target prone. If 2 dire wolves make successful bite attacks on a prone target on the same initiative count, they can drag that foe out of combat, up to 20' in a round (treat as a grapple).

Resolve combat between the party and the dire wolf pack normally. Due to the whirlwind nature of the mass combat, if the PCs defeat one or more of the dire wolves, their number is replaced on the next round of combat. This happens for a total of 1d4+2 rounds, when the remaining dire wolves retreat with their nabbed spoils and return to their den.

Once the fray is over, the normally docile urmanoids are whipped into a frenzy. Uk can translate for the PCs, and explains that a group is going out after the "four legs." He tries to impress upon the characters that they cannot live here with their livestock while the predators are about. Its time for the village to make their stand, and remove the threat.

If the characters decide to aid the urmanoids in their retribution, they are heartily welcomed to the group. There are 8 tribe members that head out to find the dire wolves. If the party includes a character with a nature-based occupation (DCC) or a hunter (MCC), the wolf tracks are easy to follow (otherwise, it requires a DC 10 Int check to not lose the trail). The beasts are massive, and they leave deep impressions in the softer soil. If the judge wishes to insert a campaign-specific encounter to end this one, please feel free at this break. If the PCs and judge wish to continue, have the PCs carry on with **The Wolfman Cometh.**
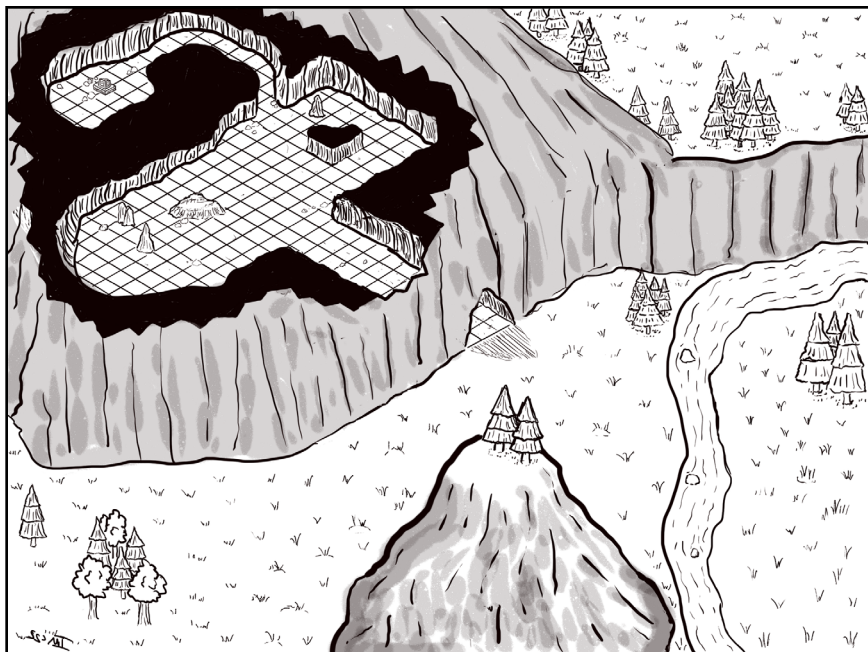
The Wolfman Cometh

After about an hour's travel, parallel to the jungle line in a hilly break to the sea of grasslands, anyone tracking the dire wolves find signs of their "territory markings." The beasts' lair is close. If the characters want to break off and prepare a battle plan, this is their last safe chance. The dire wolves do not detect the invader's presence this far away from their den, roughly 100 yards. Allow the PCs enough time to determine a plan they are comfortable with and let them encourage the urmanoids to participate in specific ways. Each of the urmanoids carries a stone spear, so they can offer some support to the party's plans.

The dire wolves are not expecting a follow-up attack from the PCs or the villagers. Typically, nothing in the valley follows them back to their lair after raids, and they are tired after the recent assault and the run home. They have also devoured a good portion of any livestock taken, so they are enjoying the rest of the "hard working and full bellied." If the PCs approach quietly, they discover a small clearing, consisting of a copse of trees, a shallow brook, and a cave entrance that leads deeper into a large hill.

Tactically, the characters have several options. A sniping attack is the highest reward/least risk choice, although a frontal attack with the drowsy canines seems logical as well. From a distant vantage point, the PCs cannot determine who or what resides inside the cave beyond the mouth. There are **1d4 dire wolves** visible outside the cave, all splayed out enjoying the last rays of the sun, as dusk approaches (if the characters wait for a specific time to attack, adjust the description appropriately). The characters gain 1 round of surprise attacks on the wolves due to their sluggishness. After that first round, roll initiative as normal – the wolves snap to attention and prepare a counterattack!

Urmanoid (Uk+7): Init +0; Atk stone spear +3 melee (1d8+1) or giant club +3 melee (2d6+1) or slam +3 melee (1d6+1) or thrown stone (1d4, range 30); AC 13; HD 4d8+4; MV 20'; Act 1d20; DCC SP none; SV Fort +5, Ref +0, Will +0; AL N; Crit III/d10. MCC SP none. See **Appendix A, _Welcome to the Valley_ Part 1** for more information.

Wolf Tactics

This sidebox is designed to help judges with what could be a large number of PCs, urmanoids, and unruly doggos. The tactics here are only suggestions, please use anything that makes sense to you and discard the rest. Once the initial attack commences, the dire wolves immediately turn hostile and counterattack.

If the PCs or urmanoids keep their distance and use missile fire, the dire wolves try their best to close ranks and bite. If they take heavy loses without being able to reach the party, they retreat into the cave mouth where they are protected against ranged attacks (–2 to incoming missile fire attacks due to the cover while inside the cave entrance). This also allows the dire wolves in the cavern complex time to rouse and join their pack.

Melee combat in the cave mouth is difficult on all involved. The mouth is 15′ wide, so up to 3 PCs or urmanoids can face 2–3 dire wolves at a time. The 16 dire wolves seem like an endless wave if encountered in the entrance tunnel, so the combat is likely a long slog. The judge should do their best to either have the dire wolves break through the PC/urmanoid line to get more involved, or have the dire wolves retreat to the main cavern, dragging the characters in if possible, to get more attacks and involvement.

Once the dire wolves are fighting in the main cavern, they do not back down any further. This chamber is the "fight or die" arena. When fighting in this chamber, the dire wolves try to gang up on as many of the PCs or surviving urmanoids as possible, trying to knock them prone. If 2 dire wolves make successful bite attacks on a prone target, they can drag that foe out of combat, up to 20′ in a round. They use this tactic to drag fallen PCs and/or urmanoids to the edges of the large main cavern where other dire wolves can charge in to bite (melee attacks against prone characters dragged around by wolves gain +2 to hit).

If the PCs decide to try and "smoke out" the dire wolves by lighting fires or burning oil at the cave entrance, the tactic drives the dire wolves back into the cavern, but there are enough cracks and vents in the hill structure that the smoke does not build up. A spellcaster launching a *fireball* or similar effect into the main cavern ignites many foes, but does not fill the area's volume. Other spells or effects work per their description.

Dire wolf (1d4 outside cave/12 inside cave [2/round exit]): Init +5; Atk bite +6 melee (1d6+2 plus trip); AC 14; HD 2d6; MV 40′; Act 1d20; DCC SP trip; SV Fort +4, Ref +4, Will +3; AL L; Crit M/d8.
MCC SP trip.
Trip: On a critical hit, the dire wolf knocks the target prone. If 2 dire wolves make successful bite attacks on a prone target on the same initiative count, they can drag that foe out of combat, up to 20′ in a round (treat as a grapple).

If the conflict takes more then 2 rounds outside the cave, additional wolves exit at a rate of 2 dire wolves/round, beginning on the 3rd round. There are a total of 16 dire wolves at this site, with some other members of the pack out doing wolf things. Bottlenecking the fight in the cave entrance is tactically sound, so the onrushing dire wolves do not have a chance to surround the PCs and their allied urmanoids. On a critical hit, the dire wolves knock the target prone and may attempt to drag the character into the cavern (treat as a grapple; see the **Wolf Tactics** sidebox).

Inside the main cavern, combat opens up. The area is 40′ x 100′, roughly rectangular, with several impediments scattered about the interior. These include a massive 10′ diameter stone column in the northwest, several stalagmites, and a low, flat stone that appears to be a resting rock for the **pack alpha**. A 10′ diameter passageway exits to the north. The cavern ceiling rises from 15′ along the edges to more than 30′ in the semi-domed center. There
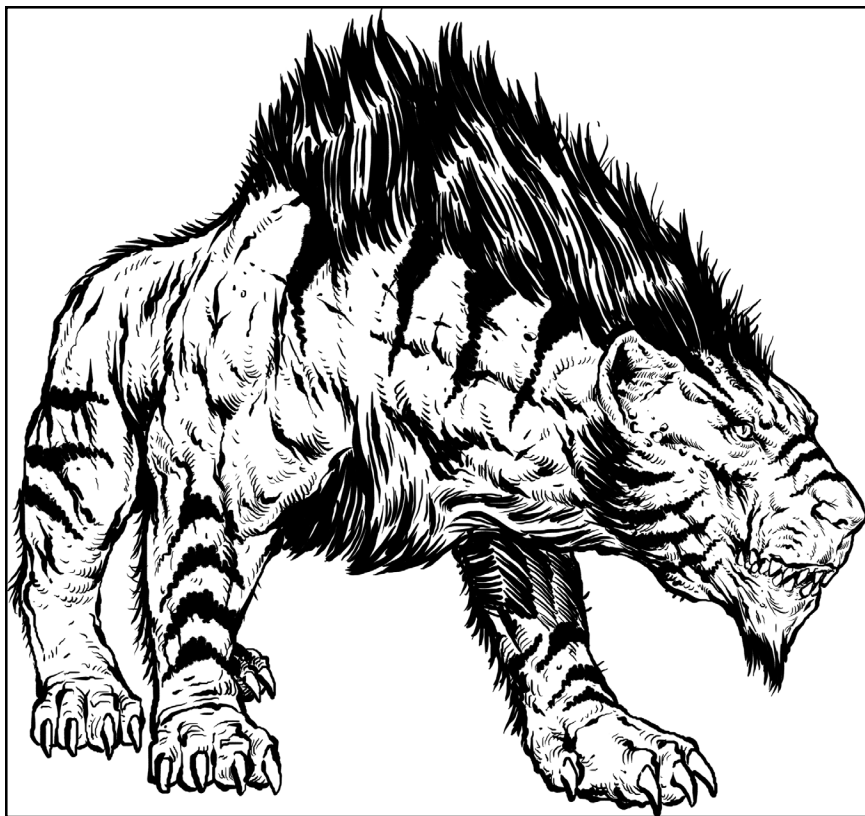
is no natural light beyond the entrance passage, and the air is thick with animal scent and other less-savory smells. A faint odor of decomposition filters through all the other stink, emanating from the northern passage.

Dire wolf pack alpha: Init +6; Atk bite +7 melee (1d6+3 plus trip); AC 14; HD 5d6; MV 40'; Act 1d20; DCC SP trip; SV Fort +5, Ref +5, Will +5; AL L; Crit M/d10. MCC SP trip.
Trip: On a critical hit, the dire wolf knocks the target prone. If 2 wolves make successful bite attacks on a prone target on the same initiative count, they can drag that foe out of combat, up to 20' in a round (treat as a grapple).

As stated above, combat in the main cavern is a "fight to the death" encounter for the dire wolves. If the PCs manage to kill or incapacitate most of the dire wolves – reducing their number to 4 or less – or defeat the pack alpha and reduce the number of other dire wolves to 8 or less, the characters hear a terrifying howl come from the northern opening. The howl is a combination of a guttural bellow and a human shriek, and is objectively terrifying. Any PC hearing the howl suffer a –2 penalty to all rolls until they see *what made that unholy noise* (and 1d4 rounds after that) (DC 14 Will save negates).

Fortunately – or not – the characters do not have long to wait and to wonder what the source of the noise is. Emerging from the northern passage is a towering, 8' tall being covered in matted hair and fur. Its head and upper torso are oddly wolf- or bear-like: its furry head possessing a large muzzle bearing rows of savage, sharp teeth; huge, bat-like ears;

and its body obscured by dreadlocked hair, fur, grime, and other substances. The beast's lower body is no less astonishing. Elongated more than a human's, the lower torso has canine proportions, and the legs appear to be a mix of human and wolf hindlegs. Overall, the creature is a bizarre mix of wolf, human, and giant, not dissimilar to the urmanoids, but far, far more feral and bestial. As the PCs stare, startled by the sight of the new beast, it charges directly at them to engage in melee combat, claws slashing and terrible snout frothing.

Man-wolf (Child of Yaath): Init +6; Atk bite +6 melee (1d8+3 plus corruption [special, DC 12 Fort save negates]) or claws (x2) +7 melee (1d6+3) ; AC 14; HD 6d6; MV 40'; Act 1d20+2d16 (claws); DCC SP immune to non-magical weapons or natural attacks from creatures of 3 HD or less, regeneration, savage howl, corrupting bite, vulnerable to magic (does not regenerate damage from magical sources); SV Fort +7, Ref +6, Will +6; AL L; Crit M/d10.

Corrupting bite: On a successful bite attack, the man-wolf infects the target with its corruption. The first time a target is bitten, it gains a minor corruption. If the target is bitten a second time within 1d3 rounds after the initial bite, it receives a major corruption. Any further bites within 1d3 rounds after the second bite inflict a greater corruption on the target. If enough time elapses between bites, the timer and corruption severity resets at the lowest type. A DC 12 Fort save negates the corruption for any successful bite.

Regeneration: The man-wolf heals at a prodigious rate, regenerating 1d16 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A man-wolf's severed head or limbs will even crawl back and re-attach. The man-wolf's only vulnerability is to damage from magical sources from which it does not regenerate.

Vulnerable: The man-wolf does not regenerate damage from magical sources.

Savage howl: The man-wolf attacks with a savage howl. Every living creature within 30' automatically becomes frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a -4 attack penalty.

The man-wolf's attack consists of 2 clawing attack and a wicked bite. The bite is so foul and corruptive that targets become corrupted themselves. In addition to the terrible bite, a man-wolf has a savage howl that can be heard for miles, and if a listener is within 30' when they hear the howl, they must succeed on a DC 12 Will save or be stricken with fear and become frightened. The creature can only be permanently wounded or killed by magic weapons or spells. All other damage rapidly regenerates in the same round it is inflicted.

The man-wolf engages the party and works alongside its dire wolf kin. The dire wolves consider the man-wolf a part of their pack and defend it like a full pack member. The man-wolf fights to the "death" against the PCs and urmanoids, confident it will be fine. If the PCs somehow land blows that permanently harm the beast (spells or magic weapons), it quickly rethinks its tactics, and begins using hit-and-run strikes that limit the PCs ability to target it. This foe is quite powerful, and only well-armed and experienced PCs have any chance to defeat it.

If the man-wolf and the dire wolf pack alpha are defeated, the remaining dire wolves continue attacking for 2 rounds while they look around fretfully for their leaders. During these rounds, they suffer a –2 penalty to attacks, their distracted bites missing frequently. After the 2 rounds, the dire wolves become increasingly skittish, noticeably less hostile, and maneuver towards the cave entrance attempting to flee. Any characters with a nature-based occupation (DCC) or a hunter (MCC) in the party notice this change in attitude, and if ALL hostilities cease – the dire wolves stop fighting if the PCs and urmanoids also stop at this point – such PCs can approach the dire wolves and try to calm them (DC 14 Personality check). The battle has made the beasts extremely high-strung, but given a little time, they can be calmed and either freed, or if offered food, they could even be tamed enough to travel with the party (judge's discretion)! This does not need to be a slaughter, for either side, but can easily degenerate into one.

Once the dire wolves and the man-wolf are dealt with, the PCs can explore the cavern in more detail. The main cavern has 2 dozen "nests" or piles of differing materials marking sleeping areas, communally shared in the den. A few bones are scattered about, long devoid of meat or marrow, apparently "chew toys" for the large canines. There is little else in the spacious, unusually clean cavern. Light only filters in approximately 15-20' beyond the cave entrance, so it is quite dark.

The large, flat stone in the center of the cavern is the "laying stone" of the dire wolf pack alpha. It is worn smooth, noting the creature spent significant time here. Due to the wear pattern, its quite comfortable to lay on, despite its rigidity. Stalactites as well as the noted stalagmites dot the area. The cavern walls are smooth from the ground up 4-5' (the dire wolves like to rub and scratch on the walls).

The man-wolf's personal den, accessed through the curving northern passage, smells strongly of some unidentifiable filth, a confusing aroma of contamination or pollution. PCs immediately sense something is not "*right*" in this chamber. It is surprisingly well-kept, with only a few rocks along the dirt floor. The ceiling height is 7', giving the entire 20' x 30' area a cramped, claustrophobic feel even at its size. A pile of hides, jungle vegetation, and plains grasses along the southern edge of the room is a sleeping area, and a pile of rubble is in the rough center of the room. With additional examination, the rubble is a broken idol or monolith, roughly 2' square at the base and reaching about 1' high. There are sigils and runes carved – or worn – over the remaining surface, all unintelligible. A few scattered pieces of the shrine are pushed around the base of the monolith, and this is definitely where the smell emanates from. Characters examining the monolith shrine for more than 1 round must make a successful DC 12 Fort save or begin gagging from the wretched stench (-1d to all actions while within the area). There is nothing obvious around the rock suggesting what is making the smell.

Treasure: The dire wolves have no treasure per se, but their hides, even after combat, have many uses in the valley. One dire wolf skin could be used as a bedroll for 1 human-sized bearer. Several of the hides could be used together to provide a makeshift tent (3 layered hides together create a "tent" for 1 human-sized dweller). The regular dire wolf pelts can be traded for 1 weeks' worth of food, or 2 pelts are worth a quality weapon.

The dire wolf pack alpha's hide is special. Shot through with silver undertones, the pelt is valued at triple costs any of the regular hides fetch (it is not significantly larger than the other hides, so does not offer more protection). If brought to the outside world, the unique markings and luxuriousness of the fur values the hide at (DCC) 2,500 gp or (MCC) 350 creds.

The man-wolf's possessions are sparse, but very interesting. The monolith itself, as well as the rubble, radiates a faint magic aura if any spellcasters check for such things. Also, any clerics casting *detect evil* are immediately drawn to the wrecked block as well. Pieces of the monolith stone could be used as trade items – or pass-stones – when other Children of Yaath are encountered (see **Part 5** for more information). In addition to the pieces of stone, there are several loose teeth found in and around the man-wolf's bedding. These teeth are highly unusual, a combination of human-sized teeth with a wolf's canine shape and point. Primitive tribes, including the urmanoids with the PCs, would treasure these items as necklace adornments. The teeth are *cursed*, forcing anyone possessing them for more than 1 day to seek Yaath, Mother Under the Hills (see **Part 5** for more information).
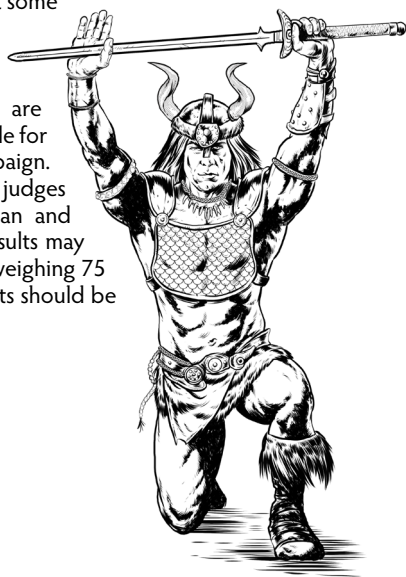
The Urman, and the Establishment of Society

The true forgers of valley society are the urman, the closest to "regular" humans the PCs encounter in the Valley Out of Time. Urman are as varied as humans in the outside world, plus any fantasy race of near-humans from any book or movie, ever. The only limitation is how large the judge wants the "valley" to be! Valley urman clans are inspired by famous Cimmerian homelands, the kings of jungles, nations encountered by travelers from "outside this world," champions across time and space, or whatever makes sense in your campaign. While some internal consistency is necessary to make the clans believable – or maybe not! – this is the point in the campaign where it is up to the judge to really make this area unique and an expedition to remember.

A few examples of urman have already been presented in previous books: in *Exploring the Valley*, **Part 2** of the series, the **Hama Zaka-ran** hunters are introduced, while in *Danger Valley*, **Part 3**, the characters may be saved – or captured – by the **Pyyet urman**. Both clans are loosely described, with general attitudes, customs, and how they interact initially with the PCs. These we designed to give the judge a bit of a background to shape their interactions with the characters, without becoming a railroad or script that the judge felt compelled to follow. This is your game, not mine.

With that said, we are here to help with at least some of the massive amount of prep world building entails. If the judge has the time, creativity, and book/movie library to create these clans from whole cloth, more the better. However, here are some tables to help create clans on-the-fly, suitable for inclusion in the valley, or really in any home campaign.

The following tables are designed to give judges some quick, ready-to-use information. They can and should be adjusted to fit the situation. Some results may be contradictory or confusing (a 7'+ tall urman weighing 75 lbs. needs an explanation!) but most of the results should be a benefit to the judge, not a hindrance.
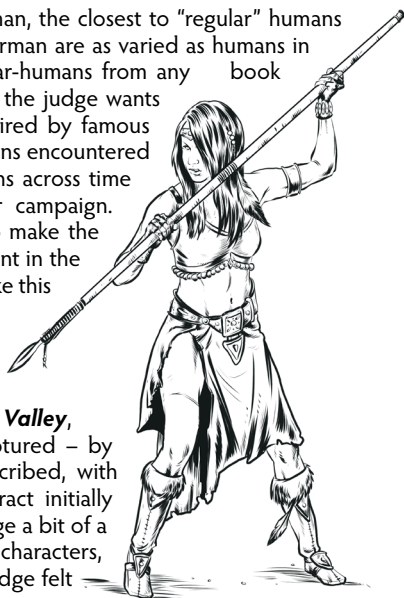
URMAN SIZE COMPARISON - HEIGHT

1d7 Roll	Result
1	Unusually short (dwarfism or other; average height under 4'; roll 1d4-1 for feet and 1d12 for inches)
2	Short (average height 4'-5'; roll 1d12 for inches)
3-4	Average (average height 5'-6'; roll 1d12 for inches)
5	Tall (average height 6'-7'; roll 1d12 for inches)
6	Unusually tall (giantism or other; average height over 7'; roll 2d12 +/- 1 for inches)
7	Special (gigantic limbs with normal torso, large torso with shorter legs than normal, etc.)

URMAN SIZE COMPARISON - WEIGHT

1d4 Roll	Result
1	Slight (average 80 lbs. or less)
2	Light (average 80-120 lbs.; roll 4d10 for pounds)
3	Average (average 120-220 lbs.; roll 1d% for pounds)
4	Heavy (average 220+ lbs.; roll 1d% for pounds, adjust as needed)
5	Special (outside 'average' parameters; extremely light or heavy, unusual composition [excessively muscular or fat, etc.], etc.)

When using this table in conjunction with the height table, use results that make sense (or don't)! Average weight will vary wildly with a nonstandard height based on human anatomy. Ex: while a 4' tall urman could weigh 300 lbs., which involves some backstory on the judge's part. Consider combinations and do not let the dice rule your story.

HAIR/EYE/SKIN COLOR

1d14 Roll	Result
1	Pale yellow/pink
2	Dark yellow/pink
3	Dark brown
4	Black
5	Light brown
6	Light Red
7	Dark red/burgundy/maroon
8	Green (any shade)
9	Blue (any shade)
10	Blue/green
11	Heterochromia (different color eyes; hair color has streaks of other colors; skin has highlights of other hues – usually denotes skill in augury and omens)

1d14 Roll	Result
12	Albino (pink skin; white hair; pink eyes)
13	Translucent (skin or hair nearly clear with only light pigment showing; eyes round white orbs)
14	Special (color not named, or exotic hue; purple, silver, glitter, etc.)

GROUP ARRANGEMENT

1d12 Roll	Result
1	Family (members by blood, small unit)
2	Clan (members by blood, large group)
3	Tribe (members by blood or relationship)
4	Cult (unity in fringe belief, charismatic leader)
5	Regional camp (group of otherwise displaced members)
6	Bully gang (thuggish group of social outcasts, small unit)
7	Theocracy (unity in belief, singular leader)
8	Horde (chaotic band of social misfits, large unit)
9	Coterie (small unit of highly disciplined thinkers)
10	Band (small or medium group based on combat prowess)
11	Warband (large group of individual combatants, usually under competent leadership)
12	Judge's special (any combination or new grouping)

TECHNOLOGY LEVEL

1d8 Roll	Result
1	Pre-fire/pre-tool usage
2	Simple stone/bone/wooden tools and/or weapons
3	Fire (improved wooden tools, wheel, wooden shields emerge, beginning language, etc.)
4	Neolithic (carrying containers, pottery, clothing, weapons improving, crude jewelry, etc.)
5	Agriculture (larger groups/families/clans, sturdy tool usage, complex ideas available, better-quality weapons emerging, beginning written language, etc.)
6	Iron (metal weapons, shields and crude armor emerges, intricate jewelry, mining begins, written langue, etc.)
7	Fine Metalwork ("outside world" level of weapon and armor craftsmanship*; exquisite jewelry and gemwork; libraries, written music, other records, etc.)
8	Advanced/alien technology (secret ophidian beastmen science, sci-fi, etc.)

*While the techniques of weapon and armor craftsmanship is excellent, certain armors or weapons do not exist due to the climate. Full suits of metal armor are not available, crossbow technology is not needed, gunpowder is usually inert (12% chance it fires during any usage), etc.

A quick example of table use is grabbing a handful of dice (a d5, d7, d8, d12, and d14; yes, we put a little thought into this one!) and bam! you have an urman group.

Here's how: using the above dice, a roll of 3 on the Height Table gets an Average Height (5'7"), 4 on the Weight Table is Heavy (265ish lbs.), an 8 roll on the Hair/Eye/Skin Color Table gets us greenish hair, light yellow eyes, and light red skin, a roll of 2 on the Technology Level Table results in Simple tools, and an 8 on the Group Arrangement Table is Horde (chaotic social misfits).

Additional group descriptors the characters may be interested in are magical development (most groups in the valley are woefully low on magical power, with the occasional exception of individuals able to harness natural magic ["druids," magical creatures, "demons," etc.]), economic power (more on Economy in the next section), military power, religion or customs, etc. Much of this can be flavor text or handwaved away. Unless the PCs are interested in long-term interaction with these groups, by the time the judge determines all this information, a dinosaur may have eaten them!

JUNGLE SAVIORS?

WARNING: This encounter involves a potentially upsetting situation. Please read through the entire encounter and understand the ramifications for your players and their characters. This encounter contains vivid assault, lack of consent on the character's side, anthropophagus humanoids, and other uncomfortable situations. PLEASE MAKE SURE ALL PLAYERS ACCEPT THESE TOPICS BEFORE PLAY. If they are not comfortable, either modify or do not play through the "Jungle Saviors?" encounter.

When the characters are moving quickly through the jungle, ideally fleeing some urgent threat, they are stopped suddenly by *something* in the air. A not-unwelcome chill passes over them, a break from the omnipresent heat and humidity. There is certainly something unnatural about the change in climate in this spot, and as the PCs seek out what is causing the chill, a sense of creeping dread settles in with the eeriness. The light is a little too dim, and the pervasive jungle sounds are...missing.

Typically, this is the part in the movie where the T. rex sticks its eyeball right in the camera, but not so in this case. When the PCs look around, and finally down, the mud that has been sticking and sucking at their boots is tinged a dark crimson. This stopping point is deluged in blood, and what caused the disgusting scene is uncertain.

After a suitable time of investigating the immediate area, allow the PCs to make Luck checks. Success indicates eagle-eyed characters notice some unusual

twigs and branches, just covered in the grisly muck. Further investigation unearths the truth: those are bones, not twigs. If carefully removed, it appears to the be a semi-complete arm, obviously only the bones. The arm points to a direction in the underbrush where the foliage is less dense, and a small trail leads away. Characters failing the Luck check gain additional opportunities to discover the game trail (judge's discretion).

Assuming the PCs decide to follow the small trail, after several score yards, it opens into a tight clearing, bringing the characters face-to-face with a half-obscured idol. The idol itself is an abhorrent effigy in stone; it depicts a squat, humanoid, obviously female being, possibly an urman elder or priestess of some kind, and exudes a primal, animalistic fear in anyone viewing it (characters viewing the idol closely suffer a –1 penalty on all dice rolls for 1 hour (DC 10 Will save negates)). The statue is old and pitted, but projects a sense of powerful energy, suggesting the characters do not belong in this part of the jungle. While the chill of the previous clearing has not followed the party, their blood again runs cold viewing this idol.

If the party determines it is better served returning to the previous clearing, someone in the group hears leaves rustling, then creepers snapping, and then a rush of activity as the glade explodes with activity! A **dozen Kokosh urman** swarm out of the foliage, surrounding the PCs. These small urman are savage and leering, approximately 4½-5' tall, thin, with lime green dreadlocks, deeply tanned, almost burgundy skin, and luminous pale-yellow eyes, difficult to look directly into. They are covered in tribal scarification, are completely naked, and carry flimsy-looking wooden and bone weapons. They do not speak.

The initial look at the Kokosh is a bit of a ruse. They are a sophisticated tribe, although lacking technological advances. They adorn themselves in a frightening manner to avoid attention from other tribes in the valley. The Kokosh are a "primitive" cult worshipping a fertility goddess, Unna Koko (represented by the idol). The PCs have transgressed on their sacred site, and now face consequences. The Kokosh are, despite their terrifying appearance, more interested in "propagating their lineage" – forcefully – than killing the PCs. If the characters stand their ground, 10 of the Kokosh move to try and surround them, then attack to subdue, knocking them unconscious or at least until they are more open to doing as they are told (have the PCs make an opposed Personality roll vs. +4 once they are down to less than half hit points from the subdual attacks; a failure indicates they are willing to parley, as they realize the urman are not fighting lethally).

If the PCs choose to defend themselves, run the combat as normal. The Kokosh have superior numbers, but the characters should have strength of weapons.

Urman (Kokosh) (10): Init +4; Atk spear +3 melee (1d8-1) or bone club +3 melee (1d6-1); AC 13; HD 2d8; MV 30'; Act 1d20; DCC SP none; SV Fort +2, Ref +2, Will +0; AL N; Crit III/d8. See **Appendix A** for more information. MCC SP none.

The Ganag's All Here!

When typical combat seems "boring", a new wrinkle in the story unfolds. Unbeknownst to both the characters and the Kokosh, the situation is about to become much, much worse. The scene at the beginning of this encounter, where the PCs found themselves in the grisly mud, was not caused by the Kokosh; it was caused by the latest threat, the **Ganag urman**.

The Ganag burst out of the surrounding brush with no warning. They are covered in a sticky ash-coating like body paint, reds and grays predominant. This is a shocking contrast to their pale white – nearly albino – skin. The Ganag seem like ghosts or apparitions the way they look and how quickly they emerge form the surroundings. They have encircled the PCs and the Kokosh, and do not seem to care who they attack!

Urman (Ganag) (10): Init +4; Atk bite +4 melee (1d6+1 plus maddening bite;) or bone club-axe +4 melee (1d8/1d10+1); AC 13; HD 4d8; MV 30'; Act 1d20; DCC SP none; SV Fort +5, Ref +4, Will -1; AL N; Crit III/d8. See **Appendix A** for more information.
MCC SP none.
Maddening bite: See **Ganag Madness Table** in **Appendix A** for details.

The Ganag attack anyone close to them, swinging wildly with their vicious bone weapons. What animal these bones are from cannot be determined; they are shaped into massive club-axes, and inflict horrible wounds when they strike.

Chaos Strikes

The combat is a 3-sided affair now unless the PCs somehow managed to convince the Kokosh to parley rather than abduct them. When the Ganag appear on the scene, the Kokosh attempt to flee first, then realizing they are surrounded, fight with impressive ferocity previously unseen. This change in the docile-yet-invasive Kokosh attitude should signal to the characters that the Ganag are trouble.

The characters are free to attack anyone they choose, or try and make a break for it through the jungle. Bursting through the surrounding thicket is ultimately unwise; it requires a successful DC 12 Strength check to move through the foliage at half movement. Any faster than that is impossible. Otherwise, PCs attempting to escape the clearing are reduced to one-quarter movement. The Ganag have no reduction to their movement, and pounce on the characters if they choose to flee. If the characters do attempt to flee, half the Ganag chase them, while the remainder continue to assault the Kokosh. If the characters attempt to crawl out the trail they came in on, they can do so at half movement. However, the Ganag find this fun sport, and leap onto the characters back (they must make a successful attack to do so) with terrible consequences.

If the characters decide fighting is a better option, resolve combat as normal. The Ganag fight to the death, and in this situation, so do the Kokosh. If the PCs had a positive reaction

with the Kokosh, they are willing to fight side-by-side with the characters against the Ganag for their survival. If the party did not establish any connection with the Kokosh, or were fighting them when the jungle ghosts burst onto the scene, it's a free for all. The PCs must fight for their lives, their integrity, and very possibly their sanity.

Treasure: Wow, really? Well, if the PCs survive the encounter intact, they should get something! The Kokosh attire is scant, but 3 of them wear bone and bead necklaces (trade value in the valley, 1 meal: in the outside world, (DCC) 25 gp or (MCC) 15 creds due to the rarity). Their weapons are poorly made, and likely to break with continued use.

The Ganag club-axe weapons are quite valuable. What creature they are carved from is unknown, but the bone is as hard and durable as metal. The club-axes are quite valuable, both from a status standpoint in the valley as well as trade goods (trade value in the valley, 1 week of food: in the outside world, 1d4x10 gp/creds due to the rarity, although without knowing who it came from, some of the lore is lost).

Weapon	Damage	Range	Cost in gp/creds
Club-axe*	1d8/1d10**	-	1d4x10

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.
** +1d damage when used two-handed.

Barter, Trade, and the Economy of the Valley

The Valley Out of Time is not a typical campaign with buried treasure, minted coins flowing from one metropolis to another, powerful wizards and priests forging magical items to sell in quaint little shops on every corner, and those same magical timebombs laying waste to massive armies with a wave of their hands, leaving armor, weapons, and equipment available for the picking. The valley is a gritty place, where survival alone is a win, and resource management is often the most critical part of any day. While the intent of this series is not to write a definitive treatise on wilderness exploration, survival, and resource management (others have done it better then we could), a high-level overview of such topics is helpful to really get the feel of this region.

For the judge's and players that are interested, *Maslow's Hierarchy of Needs* is a good place to start the discussion on valley economy and resource management. The first tier of *Maslow's Hierarchy* comprises "food, water, warmth, rest." In the Timeless Valley, fresh water is plentiful due to streams, creeks, rivers, humidity, etc. Also, warmth is over-abundant in most cases, with common daytime temperatures well into and above 90 degrees F., if not higher in some regions.

Food is plentiful for those that can hunt and forage, but the Prime Law of the valley needs to be understood – everything is food for something else. Rest may be the most elusive necessity in the valley, so alien a land that the PCs find themselves in. Other needs include security and safety, both of which are in short supply in the valley. Thus, the "economy" of the valley is in constant flux.

As has been stated before, several of the urman tribes specialize in offering surplus resources for barter to other tribes, clans, groups, etc. These groups gather on recognizable days to attempt to trade, with various successes and failures. One of the uniform traits of all humanoids tribes in the valley is their uncanny sense of time; nearly every tribe has at least one shaman, historian, or other elder whose main purpose is to track the passage of time. Even the low beastmen and simple urmanoids somehow understand when the moon is highest in the sky, it is time for barter and exchange.

There are several main locations where these barter and exchanges take place, including the edge of the jungle in numerous locations, a few high hilltops throughout the valley, and half a dozen semi-permanent pavilions dot the grasslands at honored sites. All these locations are typically the scenes of former battles or major events; the valley inhabitants respect their history by returning to these locations to better their lives. Interestingly, hostility and violence are rare at these gatherings, and while intimidation is a useful bartering tactic, it only infrequently progresses to bloodshed, even among the beastmen clans.

The Economy

With all the innate sophistication these tribes possess, an interesting trait of the exchanges is that most tribes have a basic understanding of value, and what amounts of each resource are expected to fulfill a transaction. Some of the valley tribes are as shrewd as any merchant in the outside world, while others are simpletons, and are frequently taken advantage of. This has a way of working itself out, however, so trade is rarely out of balance for long.

A few baseline values have been recognized and established by many tribes in the valley. A day's worth of food and water for one humanoid being is one universal measurement (this book does not have the space to determine everyone's dietary needs; this is a fantasy game). Other measurements include a single weapon, safe shelter for an evening, etc. Beyond these benchmarks, everything is up for barter/trade.

A few examples of items and their barter value are presented here.

Item	Trade Value
Pyyet lance	1 weapon, 3 days food
Dinosaur hide	2 weapons, 4 days food, shelter for 1 evening
Large eggs	2 weapons, 4 days food, shelter for 1 evening
Lumbrahead	1 days food (plain), 2 days food (carved)
Animal pelts	1-2 weapons, 7 days food, shelter for 2 evenings
Large animal teeth/claws	1 weapon, 1 days food

All of these trades required the judge's discretion. Have some fun roleplaying with bartering!

Beyond the above generic examples, food and weapons are always priority items for trade. The valley is a violent and inhospitable place, although not cruel or malicious. It is difficult due to the exaggerated primal nature of the region, put in motion by Orla-Tsakkim and Koshe ages ago. The animals, creatures, and humanoids do not necessarily seek out the PCs to challenge them or thwart their goals; they are simply targets, evaluated by the natives, on what resources they offer.

Bartering

The characters have access to treasures from the "outside world" that the valley inhabitants have never seen. Items of convenience or comfort (bedrolls, tents, backpacks, etc.) are unusually valuable to valley denizens, occasionally from their novelty, but often as status symbols when interacting with other tribes. Depending on how the judge chooses to use the valley, and whether the PCs can come and go as they please is irrelevant. The valley inhabitants do not aspire to "leave" the valley; with few exceptions, they are not aware an "outside the valley" even exists. They want to make their violent, troubled lives last a few more days, and the opportunity to have some comfort during those grim times cannot be understated. Valley natives acquiring comforts from outside the valley can trade such items to live like kings!

The judge should use any tactics when bartering that keeps a general game balance. This is an excellent time to remove any "treasure" the PCs brought into the valley with them. Gems are considered "nice shiny rocks," while precious metal coins are looked at as interesting objects, with no more weight to their value than their appearance. Gold, silver, copper, and other metals exist in the valley – and may be the basis for an ongoing campaign, attempting to set up a mining operation and exporting concern – but they hold no more value than colorful beads, intricate animal skeltons, or sophisticated reed or creeper weavings.

The judge should allow the players to engage in as much barter as they are comfortable with. This is certainly a good opportunity to engage in some social roleplaying, but if that is not the group's preferred style, then determine (DCC) gp (or sp) or (MCC) cred value for items using the equipment lists in DCC RPG or MCC RPG core rulebooks, and make rough equations based on those as a guideline. This should have a "gold rush boomtown" feel to it; the PCs should rarely get the better deal, unless they engage in some exceptionally good roleplaying (or have an AMAZING item).

UNIQUE ITEMS

Several items found in the **Valley Out of Time** do not exist elsewhere, or are so rare that they may fulfil the "quest item" role in a campaign. This is especially useful for a rare magical component, a lost relic, or a trade item to a sage in exchange for some bit of esoteric knowledge. Whatever trope the judge needs to use to explain why the PCs are in the valley, and what "carrot" they are being offered in response to the "stick" that this series is, is wide open.

Items such as animal teeth or claws, the feather of a giant eagle, the tail-hair of a saber-tooth cat, 2 pounds of scales from a giant poisonous serpent, the foundation stones from a lost temple, soil untrodden by human feet, etc. are all rich examples to draw from. The area should be used as an "away place" where unspoiled, exotic resources can be acquired.

Perhaps the valley is a prison for some extra-planar being, and that being has knowledge of how to restore a village consumed by plague? Maybe a scion T. rex somehow knows how to defeat a rampaging monster in the PCs homeland? What if – somewhere in the valley – there is a spring that removes all curses, or heals any wound, and one of the characters family members needs the remedy? Unique items can and should be sprinkled throughout the valley for impact, without ruining the suspension of disbelief.

And speaking of the suspension of disbelief...

RELIGION IN THE VALLEY (AND OTHER FEY TALES)

The typical inhabitant of the Timeless Valley does not venerate an unknown, unseeable being that exists beyond their day-to-day struggles. Nor do they typically bow, scrape, and kneel to being that would sooner smite them away than listen to their cries for aid and succor.

Life in the valley is hard. Valley folk do not have the luxury of hoping for better. They are grounded in the now, and thoughts of their being existence beyond the struggle of RIGHT NOW is an extravagance that most cannot afford to give.

MOTIVATION

However, some tribes base their identity on the worship of an aspect, ideal, or in some cases, a deity. The Kokosh deify Umma Koko, one of their original wise women, who legendarily gave birth to one hundred children. She is their idol of fertility, strength, and perseverance. Umma Koko is not a "god" in the practical, roleplaying game sense. She is the physical representation of the aspect and attributes the Kokosh prize, and it is her image they carve into stones and trees to remind them of their innermost need: to propagate, and grow the tribe.

Other entities in the valley have other primal needs. The ophidian beastmen are like the Kokosh; their primary drive is propagation of their race. This is more a function of

the ophidian beastman biology than an attitude or custom, as they must implant another humanoid with their eggs to reproduce. Overall, the need to create a larger "tribe" or "clan" or family is a predominant trait of valley groups, and they seek as many mates as possible, frequently doing so by force. An interesting consequence of Orla-Tsakkim's meddling with the natural order is that most breeds and lineages of native valley inhabitants can interbreed, along certain hereditary lines. Humanoids can generally breed with other humanoids, animal with other animals, etc. Obviously, size comparisons limit this to a degree, and drastic breed changes usually fail (e.g., an urman/triceratops crossbreed is not likely to work out [although now that I think about it, and urmatops "minotaur" is for-sure going in **Part 6**]), so the judge is encouraged to make interesting new breeds and races to fit in "their valley", without the unlikely event of a dinosaur-humanoid hybrid.

Some groups may be motivated by conquest. Unsurprisingly, the more "human-like" urman tribes are frequently the most interested in acquisitions. This is certainly not unique to humanoids, however. Many of the larger "normal" predatory animals (carnivorous apes, pakthara, strigoso, T. rex, etc., see **Part 2** for more information) carve out their own territory, either subjugating the others in the region, or killing them outright. While the Pyyet urmen seem like grassland-ranging sheriffs or knights, they do not seek to keep any captured adversaries. Their typical method is to subdue troublemakers, and deposit them well away from their territory.

Whatever a group relies upon to get through the day is their "god," or the being they worship. Certainly, some of the denizens of the valley are worshipped by other inhabitants; small tribes venerate several T. rexes, many different jungle clans appease Sha the Hydra (see **Part 3**), Yaath, Mother Under the Hill (see **Part 5**) has numerous followers, and several beings from **Part 6**, *Gods Walk the Earth*, are adored and worshipped. Only in a few of these cases are true "clerics" or other champions ever rewarded for their faith.

There ARE powerful magics secreted away in the valley, so some tribes do unearth these repositories, to a variety of effects. Depending on the nature of the artifacts found, the investigators may release a powerful "demon," or plagues of foul diseases locked away for millennia, or rare magical books, tomes, librams, or other scrolls secured in a forgotten library. There are powerful beings roaming the lands, which could be brought back to the PCs native campaign world (or another!) for woe or weal.

Deities and Patrons/AIs

Any entities presented as being worshipped by the inhabitants of the valley should be from the general nature spheres, aspects representing the elements, primal flora or fauna, low technology, "primitive" cultures, sci-fi, or some other view taken from the Frazetta painting mentioned in the Credits (see, you gotta read that stuff!)

Some examples of "true deities" that may exist in the valley (without getting specific) are real world Native American sprits (including Canadian, Central American, and South American legends), gods of the elements and nature, gods of war (primal, reckless fighting; not the gods of "sophisticated tactics"), gods of fertility and agriculture, and similar aspects.

One aspect none of the tribes of the valley venerate is death. No group native to the valley regards their own mortality beyond doing what they must do/want to do in the time they have before leaving the mortal coil. While some groups may have a leader shouting their worship for some "death god", these are strictly cults, and such leaders are not native to the valley...

A similar topic to the valley's attitude towards death is the lack of un-dead beings in the valley. Typically, only ghosts/apparitions, or in extremely rare cases, skeletons, are encountered in the valley. Non-un-dead ghouls exist, but are more akin to beastmen – living – than the sentient dead. Zombies, controlled by some tribes in the deep jungle, are a rumor passed from one nomadic tribe to another. Once creatures die in the valley, they are often eaten or used for resources very quickly. Even for the few beings capable of performing the heinous rituals to animate the dead, they have a poor selection of stock to choose from.

OMENS

Omens are a HUGE part of valley collective culture, and are highly sought out by both leaders and lay people. Omens are interpreted constantly, with differing groups frequently coming into conflict due to different interpretations of the same omen.

With the judge's discretion, each tribe or group should have at least one member serve as the "wise person." These individuals are the primary interpreters of omens for their group, and although there is frequent disagreement, their interpretation is final. These can be the most respected member of their tribe, or relegated to a minor role.

Most of the history of the valley is in spoken form from wise person to wise person, so their details may not always be accurate. Some "embellishments" may follow certain omens, and when compared on "high holy days," sometimes the omen vary in significant details. Ah...people.

In addition, methods of interpreting omens vary wildly in the valley. Some tribes read animal entrails; some eat hallucinogenic plants; some drink poisonous venom; others read the lights in the sky (stars); some read the dirt and stones; and others have even more exotic methods they choose. The judge is encouraged to be as creative as possible, and even combine some methods – reading the night sky after drinking snake venom and eating fermented lumbraheads, for one example.

Reading fortunes, interpreting omens, and telling futures are all excellent items for use in bartering. A well-known, and well-established "omen reader" commands significant trade capital when bartering. The skill is highly prized, and respect is given to trustworthy readers.

Appendix A:
New Monsters

Giant iguana lizard: Init +1; Atk bite +6 melee (2d8+1 plus swallow whole) or tail swipe +4 melee (3d6+1) or claw +4 melee (1d6+1) or tongue grapple +5 missile fire (special, range 30); AC 15; HD 8d8; MV 20', climb 10'; Act 1d20; DCC SP camouflage (+10 to hide checks), swallow whole, tongue grapple; SV Fort +5, Ref +0, Will +0; AL N; Crit M/d14.

MCC SP mutation check +2 *amplimorph*, *holographic skin*, swallow whole, tongue grapple (special, range 30).

Swallow whole: If the giant iguana lizard succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow a human-sized or smaller target. If the second bite attack succeeds, the target does not take damage but is now trapped in the giant lizard's stomach, where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 total damage against AC 12.

Tongue grapple: The giant iguana uses its long, sticky tongue to make "missile attacks" on targets up to 30' away from its mouth. If successful, the tongue sticks to the target, and begins dragging the prey back towards the creature's mouth. The tongue is strong enough to drag a human-size target to its maw in 2 rounds, where it is swallowed whole. Escape is either as normal from a grapple (opposed Strength or Agility vs. +14) or if the tongue takes more than 20 total damage from a sharp weapon (requires either use of a successful Mighty Deed of Arms or strikes causing critical hits to target the tongue), it is severed, and the prey is released.

This giant iguana lizard is a massively oversized iguana terrorizing the light jungle and high grassland areas. It is an enormous, 40'+ long lizard, with 1/3 to 1/2 its length taken up by is tail. Giant iguana lizards are primarily vegetarian, although they feast on giant insects when they can. PCs are generally attacked on site, the giant iguana lizard thinking they are a tasty bug-snack, but can be driven off once the realize the characters put up a fight.

Giant iguana lizards successfully making a bite attack If the giant iguana lizard succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow a human-sized or smaller target. If the second bite attack succeeds, the target does not take damage but is now trapped in the giant iguana lizard's stomach, where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 total damage against AC 12. The giant iguana lizards also have a long, sticky tongue strike, allowing them to make "missile attacks" on targets up to 30' away from its mouth. If successful, the tongue sticks to the target, and begins dragging the prey back towards the creatures mouth. The tongue is strong enough to drag a human-size target to its maw in 2 rounds, where it is swallowed whole. Escape is either as normal from a grapple (opposed Strength or Agility check vs. +14) or if the tongue takes more than 20 total damage from a sharp weapon (requires either use of a successful Mighty Deed of Arms or strikes causing critical hits to target the tongue), it is severed, and the prey is released.

Man-wolf (Child of Yaath): Init +6; Atk bite +6 melee (1d8+3 plus corruption (special, DC 12 Fort save negates)) or claws (x2) +7 melee (1d6+3) ; AC 14; HD 6d6; MV 40'; Act 1d20+2d16 (claws); DCC SP immune to non-magical weapons or natural attacks from creatures of 3 HD or less, regeneration, savage howl, corrupting bite, vulnerable to magic (does not regenerate damage from magical sources); SV Fort +7, Ref +6, Will +6; AL L; Crit M/d10.

Corrupting bite: On a successful bite attack, the man-wolf infects the target with its corruption. The first time a target is bitten, it gains a minor corruption. If the target is bitten a second time within 1d3 rounds after the initial bite, it receives a major corruption. Any further bites within 1d3 rounds after the second bite inflict a greater corruption on the target. If enough time elapses between bites, the timer and corruption severity resets at the lowest type. A DC 12 Fort save negates the corruption for any successful bite.

Regeneration: The man-wolf heals at a prodigious rate, regenerating 1d16 hit points at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A man-wolf's severed head or limbs will even crawl back and re-attach. The man-wolf's only vulnerability is to damage from magical sources from which it does not regenerate.

Vulnerable: The man-wolf does not regenerate damage from magical sources.

Savage howl: The man-wolf attacks with a savage howl. Every living creature within 30' automatically becomes frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

The man-wolf is one of the wicked Children of Yaath, bizarre and advanced creatures "birthed" in the pool of Yaath, Mother Under the Hills (see **Part 5** for more information on Yaath). The man-wolf is a hybrid of human and wolf, a tormented figure plagued by its own unnatural existence.

Physically, the man-wolf is a towering 8' tall being, covered in matted hair and fur. Its head and upper torso are oddly wolf-like: its furry head possessing a large muzzle bearing rows of savage, sharp teeth; huge, bat-like ears; and its body obscured by dreadlocked hair, fur, grime, and other substances. The beast's lower body is no less astonishing. Elongated more than a human's, the lower torso has canine proportions, and the legs appear to be a mix of human and wolf hindlegs. Overall, the creature looks like a curious mix of wolf, human, and giant, not dissimilar to the urmanoids of the valley, but far, far more feral and bestial.

The man-wolf's attack consists of 2 clawing attack and a wicked bite. The bite is so foul and corruptive that targets become corrupted themselves. In addition to the terrible bite, a man-wolf has a savage howl that can be heard for miles, and if a listener is within 30' when they hear the howl, they must succeed on a DC 12 Will save or be stricken with fear and become frightened. The creature can only be permanently wounded or killed by magic weapons or spells. All other damage rapidly regenerates in the same round it is inflicted.

Urman

Urman groups come in many forms, have many different agendas, and provide near-limitless possibilities for fill-in encounters in the valley and beyond.

Urman (Ganag): Init +4; Atk bite +4 melee (1d6+1 plus maddening bite;) or bone club-axe +4 melee (1d8/1d10+1); AC 13; HD 4d8; MV 30'; Act 1d20; DCC SP none; SV Fort +5, Ref +4, Will -1; AL N; Crit III/d8.
MCC SP none.
Maddening bite: See **Ganag Madness Table** below for details.

NOTE: The Ganag are a vile tribe of humanoids by real-world standards, and should only be used in a campaign and with players that are aware of their abhorrent and awful tendencies.

GANAG MADNESS

1d6 Roll	Fort DC	Result
1-3	10	Simple terror (–1 penalty to combat rolls for 1d6 turns; a successful Fort save reduces this to 1d6 rounds.)
4	12	Mania (victim gains a +1 bonus to combat rolls for 1d6+2 rounds, but suffers a –2 to AC due to recklessness; a successful Fort save reduces this to 1d3 rounds.)
5	14	Anthropophagy (the victim suffers the "Wendigo Effect" (moderate curse). They become cannibalistic for 24 hours, turning on friends and foe alike in their inhuman desire to consume living beings. They eat and chew, even while satiated. A successful Fort save indicates the victim can control themselves with great difficulty; a new Fort save is required every hour for 24 hours to resist falling victim to the curse. A successful *remove curse* check (spell check result of 22+) allows for the curse to potentially be lifted.)
6	16	Assimilation (victim is infused with Ganag "venom" and acquires a major curse. Over the course of 24 hours, the character slowly begins to lose their sense of self, becoming one of the Ganag. If the Fort save is failed, the character flees the other party members, hiding out in the jungle. If not cured within 3 days, the victim begins a physical transformation into Ganag form. A successful *remove curse* check (spell check result of 27+) allows for the curse to potentially be lifted.)

Remove curse or similar magical healing (judge's discretion) stops or reverses the effects of the Ganag's bite. However, the memory of actions taken and events experienced while infected never really goes away.

Another of the many urman clans in the valley, the Ganag (GA-nag) are one of the most loathsome tribes found. Cannibalistic, debased humanoids that participate in depraved practices venerating Yaath, the Ganag have no redeeming qualities. Tall and thin, reaching over 6′ in height and rarely exceeding 150 pounds, these semi-skeltons haunt the deep, dark gloom of the jungle. Unknown to either the grasslands or hill regions, other urman tribes have dubbed their low cousins ganag, or what translates as "necrosis" in the valley's version of Common. They are despised by all other intelligent beings in the valley.

Unfortunately, they are oddly prolific. The Ganag number in the hundreds throughout the valley, although from either circumstance or necessity, thy rarely gather in groups more than a dozen or score. They are nearly as much a threat to themselves as they are to outsiders, for a single disaster that cuts a tribe of Ganag off from resources just forces their natural tendencies onto themselves.

The Ganag fight with wicked club-axes, gnarled femur-like bone weapons sharpened along one side to a vicious edge. The weapon combines the aspects of a heavy club with a sharp splitting edge, like a weighted battleaxe. Other humanoids wielding the weapons strike at a –1 penalty for 3 rounds, until familiar with the balance. The club-axes require 2 hands for non-Ganag wielders (the Ganag use the weapon both 1-handed and 2-handed, gaining an additional +1d to damage if used 2-handed). In addition, the Ganag possess a horrible bite attack, their foul maws an abyss of polluted saliva that can drive a victim insane. If any character is bitten by a Ganag, roll on the following **Ganag Madness Table** to determine if they are infected.

Urman (Kokosh) (10): Init +4; Atk spear +3 melee (1d8-1) or bone club +3 melee (1d6-1); AC 13; HD 2d8; MV 30′; Act 1d20; DCC SP none; SV Fort +2, Ref +2, Will +0; AL N; Crit III/d8.
MCC SP none.

NOTE: The Kokosh are a vile tribe of humanoids by real-world standards, and should only be used in a campaign and with players that are aware of their abhorrent and awful tendencies.

These small urman appear as savage, leering humans, approximately 4 ½-5′ tall, thin, with lime green dreadlocks, deeply tanned, almost burgundy skin, and luminous pale-yellow eyes. The haunting eyes are difficult to look directly into. They are often covered in tribal scarification or flower-based paints, are completely naked, and carry flimsy-looking wooden and bone weapons in a mockery of intimidating stances. They do not speak.

The initial look at the Kokosh (kow-KAWSH) is a bit of a ruse. They are a sophisticated tribe, although lack technological advances in tools and weapons. They adorn themselves in a frightening manner to avoid attention from other tribes in the valley, indulging in solitude. However, the Kokosh worship a fertility goddess, Unna Koko (represented by the idol). The Kokosh are, despite their terrifying appearance, only interested in "propagating their lineage" – forcefully – when they encounter others outside the tribe. Kokosh typically move to try and surround outsiders, then attack to subdue their victims, knocking them unconscious or at least making them more open to doing as they are told.

Kokosh armaments are flimsy and low-grade compared to other tribes, their solitude and inability to socially interact with others has had significant consequences to the lineage. The Kokosh are not a large tribe of people, due to a combination of their repulsive mating practices and other tribes "treating them as they deserve".

Appendix B: Resources of the Valley

Weapons

Bone and **horn weapons** are typically lighter and more fragile than **wooden weapons** or **metal weapons** (by far). Bone weapons are usually club-like, gathered soon after a large animal carcass has been picked over. Less frequently, longer, thinner bones are fashioned into sword-like tools, and large, flat bones are honed down to fashion axe-heads for wooden clubs.

Bone is the least sturdy material from which weapons are made. When a natural 18-20 is rolled to hit on a 1d20 action die (modified by the dice chain; e.g., a 22-24 on a 1d24 action die, etc.), the character must immediately make a Luck check or the bone weapon cracks and is unusable (cannot be repaired; the roll is made even if the attack misses).

Unsurprisingly, horn is used for missile weapons, either as a bow or elaborately headed and fletched arrows. More often horns/bones/teeth/etc. are driven into wooden clubs for additional damage in melee combat.

Horn is more pliable than bone. When a critical hit is rolled on any action die for attack, the character must make a Luck check; on a failure, the horn weapon cracks and is unusable (cannot be repaired; the roll is made even if the attack misses).

Wooden weapons are similar to their metal counterparts in most ways, save that they can be used to inflict subdual damage as well as lethal damage. Essentially any melee weapon from *DCC RPG* can be found as a wooden weapon, with a few modifications (e.g., a thick branch with a bole on one end may strike as a battleaxe for 1d10 damage, a mallet hits as a warhammer for 1d6 damage, etc.).

Wooden weapons are not as sturdy as metal ones, and when a critical hit is rolled on any action die for attack, the character must make a Luck check; on a failure, the weapon cracks and is unusable (may be able to be repaired by a character with a nature-based occupation (DCC) or who is a hunter (MCC) at judge's discretion).

ARMOR

Skins/hides are used to create thin hide "leather" armor. Animal hide – tiger, wolf, owlbear, thin lizard skin – provides a +2 AC bonus. It takes a character familiar with tanning (judge's discretion, based on occupation) to properly create the armor. Dinosaur, giant lizard, elephant, or another thick-hided beast provides a +3 AC bonus. However, this requires a character familiar with tanning, as well as armor craft (again, judge's discretion).

In addition to hides, the characters can scavenge **shells**, **exoskeletons**, or **plates** from large insects, turtles, dinosaurs, and other armored denizens of the valley. These plates are usually only capable of being turned into a shield, although shell-shields are both solid protection and a status-symbol for the warrior bearing it (the judge may even award the PC with the shell-shield a shield bash attack (d14 action die) and deed die (d3) (similar to a 1st-level dwarf) for the first round of combat, as their opponent soaks up the glory of their death to such a hero!)

Appendix C:
The Timeless Valley

"There was a time – long, long ago – when giants walked the soil we sleep on. These beings stood tall, over all things, even the mighty tress of the green. They ruled everything we can see, and maybe things we cannot see. They tended to the land, the land nourished them, and there was balance. But nothing lasts forever, and the giants knew this.

Once they seeded the land with plants, the giants released Yaath the Bearing, Yaath the Abundant, Yaath the Fruitful, Mother of the First Animals. First, it birthed Cova the Bear, and away Cova went, to slumber until the end of the world, rising to devour us as its last meal. We do not know what this bear-form is; since Cova went to sleep, we have never seen it.

Then did Yaath propagate the snakes and lizards and snake-lizards and lizard-snakes, all writhing and entwining and venomous and deceitful! Never trust the lizard-people, the snake-people, or their kin; they are direct descendants of Yaath, and are corrupted by that closeness.

And then did Yaath produces birds, and insects, and animals kind and benevolent, and the giants looked on, pleased that such creatures were abundant, but fearful that the foul oncoming of additional low forms would repeat.

Thus did the cycle of Yaath continue for an age. Beings, creatures, beasts, and monsters were afforded this valley. Things of beauty and nightmare, beneficent and hateful, a true balance of living beings spread out through the land, until they could no longer. They fought, Yaath's progeny and Children, they fought like the primal entities they were. They fought long and hard, and the giants feared their power and destructiveness. Eventually, they could stand no more, and encapsulated Yaath in the deepest depth, placing the bubbling, prolific mass in a stone oubliette, away from the light overhead, away from the giants' vision, and any other sensitivity they possessed. Yaath was gone, out of sight, but it did not even then slumber...

Yaath continued to breed, populating the subterranean depths with progeny, until the flood of such wild entities could be contained no longer. With an explosion of life – humanoids, monsters, and creatures from the depths – the surface animals had to fight for survival. It was the time of survival of the fittest, of might and strength makes right, where there were no motives beyond raw survival at any cost.

Thus, this is the land, much unchanged, as it was then. Horrible monsters escape the encrusted depths, seeking out the light and surface as if a debt is owed. And a debt IS owed. The giants abandoned this realm after Yaath's imprisonment, although was the Mother Under the Hill every captured? Was it constrained under the hills and rocks, or was it placed in a secure location, where it could breed, unwatched, and birth a world?"

— Yarsh A'gry, wise woman of the Cict urman

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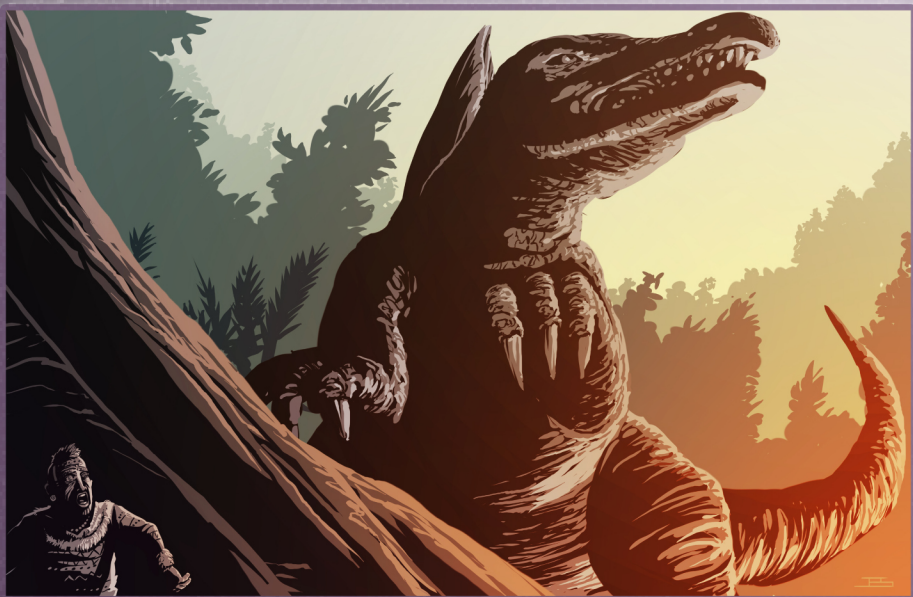
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GM NOTES

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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.