

GURPS®

Fourth Edition

LANDS OUT OF TIME



An e23 Sourcebook for GURPS® from Steve Jackson Games

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About GURPS

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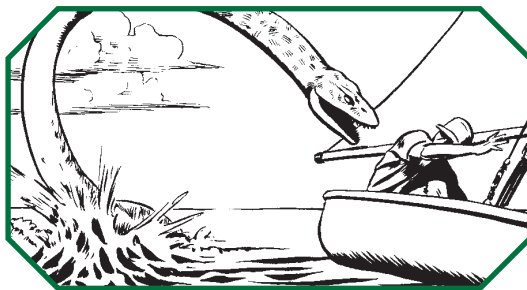
About the Author

Lizard has been a gamer since 1978 and a freelancer since 2000. He used to own *Melee* and *Wizard*, and played *The Fantasy Trip* at his first gaming con back in 1979 or so. He has watched **GURPS** go from *Man to Man* to the shelf-buckling collection of tomes which comprised *Third Edition*

to the streamlined and elegant *Fourth Edition*. He has produced a number of *d20* and *Dying Earth* products, but this is his first **GURPS** work. He is currently trapped in the Midwest, where he resides with four cats and a girlfriend. In his day job, he writes database software.

INTRODUCTION

Humans and dinosaurs go together like gamers and pizza. That tens of millions of years separated the last of the dinosaurs from the first of the humans is a mere inconvenience, easily ignored. ***GURPS Lands Out of Time*** is a sourcebook for human/dino adventuring, providing all you need to know to place man and giant reptile side-by-side.



The appeal is obvious – dinosaurs are just plain cool. It's patently unfair that no human ever got to ride an armored triceratops into battle, cook bronto-burgers, or match his hunting skills against the ultimate predator of the land, the tyrannosaurus. This sourcebook corrects this fundamental injustice.

ABOUT THE GENRE

The genre of man-and-dinosaur goes back at least as far as the early 20th century, with *The Lost World* by Arthur Conan Doyle. Edgar Rice Burroughs further popularized the genre with *The Land That Time Forgot*. Films such as *King Kong*, *One Million Years BC*, *Jurassic Park*, and *Valley of the Gwangi* are also primary sources. On the small screen, *The Flintstones* and *Land of the Lost* are both iconic examples of the genre.

We had this doctor with us, from the Natural History museum in New York. Someone figured he'd be useful. The last thing he said to us was, "The tyrannosaur was a scavenger, not a hunter, and it will completely ignore our presence." We brought back what we could find, afterwards.

– Jack McGovern,
Infinity Unlimited
"First In" Team Member

The genre is inherently cinematic. The unreality of the premise makes improbable stunts and hair's-breadth escapes fit right in, although more "realistic" takes are possible. An "all-native" campaign can be made into a grim struggle for survival, as the characters confront horrors many times worse than cave bears or smilodons with only stone, bone, and cunning on their side. It can also be a slapstick comedy – from *The Flintstones* to *Caveman*, the humorous possibilities of the genre are well represented. However, most dino-world stories are high adventure, and that is the primary focus of this book.



CAMPAIGN STYLES

There are two primary campaign styles for a *GURPS Lands Out of Time* campaign. These are the Standalone World and the Destination World.

On The General Lack of History or Science

GURPS Lands Out of Time is about the genre of man-and-dinosaur. Fidelity to genre is more important than fidelity to science. Creatures which lived millions of years apart and in wildly different climates live side-by-side here, because that's the way movies, comic books, and television does it. The focus is on the most common fictional tropes, not on up-to-date scientific theories. Here, the *Tyrannosaurus rex* is a hunter and killer, not a mere scavenger; here, brachiosaurs live in deep rivers with their nostrils sticking above the water. Pterosaurs carry off hapless cavemen in their claws, and stegosaurus really do have a "second brain" in their hips. The cultures and societies of the Cro-Magnon and Neanderthals presented here do *not* represent genuine paleoanthropological thought, but, rather, the outdated stereotypes seen in the source fiction.

Where possible, current theories are noted, so that fact-minded gamemasters and players can adjust as needed. However, the fun of the genre is adventuring with dinosaurs as they should have been, not as they were.

In some cases, more modern interpretations are used in preference to older beliefs, not because they are more accurate, but because they open up more dramatic possibilities.

struggling to either return home or find a new one. Another common concept is that the characters are tribal leaders, who must manage to keep their people alive despite the many dangers confronting them. This style of campaign is excellent for those with an interest in low-tech roleplaying who still desire fantastic or anachronistic elements.

DESTINATION WORLD

This campaign style is far more common. In this mode of play, most or all of the characters are not natives; they are visitors from another world, usually contemporary Earth – though "contemporary" has changed as the genre has. The world the explorers come from can range from the late 19th century to the early 21st. There may even be mixed groups – a banestorm or nexus gate could bring people from many different times to the World of Banded Night (p. 38), and they would have to work together to survive.



Arrival at the world may be accidental or deliberate. As a genre convention, though, even a deliberate expedition will quickly meet some unexpected tragedy, leaving the survivors lost and under-equipped. Accidental arrivals were usually on a wilderness trek to begin with, giving them some of the tools they will need to survive.

In such a campaign, it is common to have a single character who is a native of the world. Such a character can provide a great deal of information about the world to the other characters, but this can also undermine the sense of exploration and discovery. For this to work, it is best if the adventurers are exploring a part of the world even the native does not know well, or if the native's knowledge is restricted due to cultural taboos. ("Only the wise one of tribe allowed to enter sacred valley. I do not know what is beyond.")

STANDALONE WORLD

In this campaign style, the world of men and dinosaurs (and other creatures) exists as an end in itself. The players play natives of the world, and they know of the world only as their home. Adventures tend to be focused on exploration and survival. Often, the player characters are exiles from their native land, or otherwise separated from their own people, and are

CHAPTER ONE

CHARACTERS

There are several broad categories of characters appropriate for a *GURPS Lands Out of Time* campaign. These are:

TRIBALS

Tribal characters are “cavemen,” even if they do not actually live in caves. They are TL0 and have no social structure beyond loose tribal alliances. Tribal characters may be members of settled tribes which hunt and gather in a small territory, or of nomadic clans which roam hundreds of miles in the course of a year. Most tribal characters will be warriors of some sort, though there is room for scouts and shamans as well. There is little division of labor; most tribals make and maintain their own weapons and tools. Gender roles are often strongly defined, however, with hunting and similar activities “men’s work” while food preparation, care for the young, and gathering of plant foods (the real mainstay of the diet) is “women’s work.” While it is theorized that women had a great deal of influence and power in actual primitive human cultures, rampant sexism is a genre convention – as are females who refuse to be bound by the customs or taboos of their tribe.

The racial descriptions for Cro-Magnon, Neanderthals, and Saurians describe their default tribal structures. This can serve as a base for variants.

TIMELOST

“Timelost” is a broad term applying to any characters who are not native to the dino-world. This is a varied category, and can include almost any character type from any other setting. When developing a Timelost character, consider these questions:

How did he get here? Was it deliberate? If not, does the character understand what has happened? Deliberate or not, can the process be trivially reversed?

Does he want to get home? Is finding a way out, or back, the character’s top priority, or is he more interested in exploring a bit first?

How does he view the natives? As stupid cavemen to be exploited? “Noble savages” to be imitated? As specimens to be studied, or as victims in need of technological or spiritual uplift?

Where is he from? Some campaigns will limit all Timelost to a specific time, or to a single group which all entered the same way. Otherwise, the character may be from anywhere.

The most common archetypes for Timelost characters are detailed under *Occupational Templates*, p. 15.

ADVANCED NATIVES

While it is rare in the source material, campaigns often benefit from offering a variety of cultures. In the World of Banded Night setting (p. 38), an early TL1 civilization has begun to arise, the Tarn, otherwise known as the People of Liquid Rock. This civilization may change the world, or it may vanish in a few generations. At the moment, it is advancing rapidly, and it finds itself brushing up against long-established tribal boundaries. Characters from this culture tend to be curious, with a self-confidence bordering on arrogance. They may be soldiers, scouts, explorers, or settlers, and they react to tribals and Timelost in a variety of ways. They may view tribals as sources of local knowledge or as pests to be brushed aside; they may view the timelost as bearers of great wisdom and power, or as terrifying threats which must be eliminated.

NONHUMANS

The worlds of man and dinosaur often contain non-human intelligences, from brutal Neanderthals to furry protohumans or lizardmen. Nonhumans are generally NPCs, as they will have many limitations when compared to human characters, but a campaign can be designed to make them the baseline. Nonhumans need a compelling reason to travel with a mostly-human group of adventurers, and the group will need a reason to accept the strange being as one of their own.

ADVANTAGES

Most discussion of social advantages assumes a “typical” dino-world, or explicitly references the World of Banded Night (p. 38). GMs running games in settings which deviate significantly from these assumptions should adjust as required. See “Worldbuilding” for more discussions on creating settings for *GURPS Lands Out of Time*.

Build

see p. B18

Very few individuals in the dino-world will ever be Overweight, much less Fat or Very Fat. Even the inhabitants of Tarn-Ul rarely get that much food. There should be some special reason for any character to be able to take these disadvantages, and all disguise penalties should be increased by 1.

Fashion Sense

see p. B21

This is meaningless in the setting, and should not be permitted.

Low TL

see p. B22

This is common for several species, including Primitive Cro-Magnon, Neanderthals, Protohumans, and some Saurians. The default TL for the setting is 0, but some races do not even understand such basic technologies as fire.

High TL

see p. B23

The People of Liquid Rock are early TL1. The Timelost will have skills and equipment from TL5 and up, making them near-gods . . . at least at first. Unless there's a way to maintain or get new equipment, their advantage will fade quickly, especially in a prolonged game. See p. 22 for more discussion about mixing technology and game balance.

Allies

see p. B36

Two common types of exotic ally in a *GURPS Lands Out of Time* campaign are preternaturally intelligent dinosaurs – the reptilian equivalent of Lassie – and members of the more primitive sentient races who have formed a tight bond with the character. Neanderthals, Primitive Saurians, and Protohumans are often seen as allies, and they usually offer a mixture of comic relief, primitive wisdom, and (for the first two at least) brute strength.

Blessed

see p. B40

This may be appropriate for shamans and Tarn-Ul priests. It may also be appropriate for followers of Elder Forces (p. 34). The Heroic Feats form of blessing is useful for “totem warriors,” individuals who embody a powerful animal spirit. This is common among Cro-Magnon and Neanderthal tribes. This should only be permitted if shamanic “magic” is real. In the World of Banded Night, psi-active plants (p. 41) can unlock subconscious mental abilities which mimic all the effects of this advantage.

Claim to Hospitality

see p. B41

Shamans may be able to claim hospitality from their fellows in other tribes, provided that they honor the local spirits. TL1 cultures may form brotherhoods and allegiances among warriors, and officials and priests may be able to demand lodging and food from peasants.

In the World of Banded Night (p. 38), the Folk of the Scaled Spirits and the Tarn may take Claims to Hospitality. More brutal cultures such as Neanderthals and Primitive Saurians are unaware of the concept.

Timelost are unlikely to be able to use this advantage. (Unless, of course, the Masonic Temple is much more ancient and widespread than anyone imagined . . .)

Clerical Investment

see p. B43

This is common for shamans. However, religious tolerance is not well known in the primitive worlds of *GURPS Lands Out of Time*, and killing the shaman of an enemy tribe is a powerful act! Most shamans should take a -1 reaction modifier from all enemy tribes.

Contact Group

see p. B44

As with Claim to Hospitality, there are few widespread social structures that this could apply to.

Damage Resistance

see p. B46

Cavemen are *tough*, especially cinematic cavemen. Individuals of all races other than Protohumans, Timelost, and Tarn may buy up to 2 points of DR in addition to any racial DR they may already have. This DR should always be purchased with the Tough Skin limitation.

Favor

see p. B55

This advantage is *very* in-genre, as the trope of “You have saved my life. Now, I must aid you in anything you ask” is extremely common.

Fit

see p. B55

This advantage is common for Cro-Magnons and Neanderthals.

Gadgeteer

see p. B56

No one native to the dino-world is likely to have this, but Timelost often do. For a cinematic feel, allow Timelost with the 50 point version of this Advantage to build useful items out of the most ridiculous components, provided that that the player can concoct a sufficiently amusing line of double-talk. (“Few people know that coconut milk, sea water, and sulfur can be mixed together to create a primitive form of plastic explosive!”) A more “realistic” version of the 50 point advantage still mandates the destruction of whatever high-tech gear the Timelost might have with them in order to scavenge the appropriate parts. (“With the components from the radio, the laptop, and the camera, I believe I can manufacture a working laser!”).

Campaigns focusing more on pure survival and less on over-the-top pulp may ban this advantage, or restrict it to items that can plausibly be created using “stone knives and dino skins.”

Gizmos

see p. B57

Natives will not have this Advantage, but it is great for the Timelost, especially those with overstuffed backpacks or handbags.



High Pain Threshold

see p. B59

This is very appropriate for Neanderthals.

Illuminated

see p. B60

This advantage is never found among natives, and is useless for Timelost . . . or is it? Visitors to Tarn-Ul might see a familiar eye-in-the-pyramid symbol scrawled in odd places. This option is left open for the GM; there is no official Illuminati presence in the World of Banded Night. At least, none you're cleared to know about.

Legal Enforcement Powers

see p. B65

Outside the lands of Tarn, there is no law, and any legal powers Timelost may have in their own world are meaningless. Reduce this advantage to 2 points for Timelost, granting them a +1 Reaction bonus among those from their own culture. ("We'll listen to the Sheriff. He'll know what to do about those dinosaurs!")

Patron

see p. B72

Timelost will be unable to call on their patron under most circumstances, unless their patron has the power to aid them across time and space – which he might. Except for Tarn, the social structures of the native cultures are too primitive for this, and the reach of Tarn is too limited for even the Priest-King's patronage to be worth more than 5 points.

Rapier Wit

see p. B79

Natives cannot take this, and Timelost using it against Natives suffer a -3 penalty.

Reawakened

see p. B80

Psychically-inclined Timelost may feel they have "come home," that the dino-world is somewhere they've been before. This advantage allows Timelost characters to buy skills dealing with the natural life and cultures of the primitive world directly, without time spent learning the nuances of the cultures. Full points must still be spent on those skills.

Social Regard

see p. B86

Most dino-world societies are too primitive for this advantage to be meaningful.

Status

see p. B28

Dino-world cultures have some degrees of social stratification, though not as severe or as specialized as more advanced cultures are likely to have. Following are the status ranking for members of each sentient species. The Tarn are a specific case from the World of Banded Night (p. 38), but these ranks can be used for any equivalent early civilization.

Protohumans

- 1 Tribal patriarch (akin to a silverback gorilla in many ways), or exceptionally good food gatherer
- 0 The bulk of the tribe
- 1 Diseased, crippled, or "odd" individuals

Neanderthals, Cro-Magnon, Advanced Saurians

- 2 Chief or Shaman
- 1 Great warriors, apprentice shamans, storytellers
- 0 Most people.
- 1 Weaklings, cowards, cripples
- 3 Outcasts and exiles

Primitive Saurians

- 1 Pack leaders
- 0 Most of the pack
- 3 Exiles, anyone who cannot provide food for the pack. (Usually just killed and eaten)

Tarn

- 5 The Priest King and his immediate family
- 4 Other high priests
- 3 Generals, mid-rank priests
- 2 Low-rank priests, scholars
- 1 Skilled crafters, most soldiers
- 0 Most of the populace
- 1 Servants, cripples, most Cro-Magnons
- 2 Criminals, advanced Saurians
- 3 Slaves, Neanderthals
- 4 Protohumans

Trained By A Master

see p. B93

Fighting arts in the worlds of *GURPS Lands Out of Time* consist almost entirely of “Hit him before he hits you.” This advantage and the skills and advantages that depend on it are not appropriate for natives. They *are* appropriate for some Timelost, and, indeed, such travelers may end up introducing martial arts to the primitive world.

True Faith

see p. B94

Depending on the campaign, this advantage might be common among shamans and tribal priests, or it may be utterly unknown. A “noble savage” game may portray all those who commune with the spirits as holding a deep belief in the gods and their role. A more cynical viewpoint may portray spiritual leaders as con men, or manipulators who exploit the fears of their fellows.

In the World of Banded Night setting (p. 38), most tribal shamans will have True Faith and a lot of Tarn-Ul priests will not, though there will be exceptions in both cases.

Versatile

see p. B96

Cavemen are rarely versatile. This advantage is appropriate for Timelost, Tarn, and the occasional Teenage Caveman who

asks “Why is it we always do things this way? Why do we fear change?” just before he is exiled from the tribe.



Voice

see p. B97

Especially appropriate for Cro-Magnon chiefs, who are often very commanding and convincing.

DISADVANTAGES

A general note on physical disadvantages – those which make a character unable to hunt, work, or gather food, such as blindness, one leg, and so on, will make that character a pariah (Status -1 or worse) among any non-Tarn community unless they have some exceptional skills (such as being shamans or very skilled crafters) or have done so much in the past for the tribe that the tribe is willing to support them. Even so, in times when food is scarce, non-contributors are likely to be left behind. Player characters should avoid the most severe physical disadvantages if they come from a tribal culture, or are Tarn and not members of the very small intellectual class. Timelost with severe physical disadvantages will have a difficult time in the TL0/1 worlds of *GURPS Lands Out of Time*, and GMs may wish to consider this when evaluating characters.

In addition, many of the personal habit disadvantages, such as greed, gluttony, kleptomania, etc, will carry considerable social penalties if the characters are found out. Modern society tends to view greed as a moral failure, but a society where scarcity is everywhere will view it as a direct threat. Only Tarn-Ul can support the indulgences of an upper class, and this class is very small. Some chiefs or shamans can bully or trick a tribe into supporting excessive consumption, and some tribes can coerce or dominate other tribes enough that there is “tribute” flowing in, but, for the vast majority of the people, for the vast majority of the time, there is simply no surplus wealth to be hoarded.

Addiction

see p. B122

The herbal drugs used by shamans and priests in the *GURPS Lands Out of Time* setting are psychologically addicting to some; this is worth 5 points, and is only an option for those types of characters.

Alcoholism

see p. B122

The Tarn have managed to begin brewing a sort of cycad beer, which provides the possibility of alcohol addiction. Ah, civilization!

Bad Temper

see p. B124

Extremely appropriate, in genre, for Cro-Magnon and Neanderthal characters.

Chronic Pain

see p. B126

This is a good disadvantage for older warriors who have suffered many injuries.

Code of Honor

see p. B127

A typical “Caveman” Code of Honor is: Share all with the tribe. Protect your mate and your children with your life. Do not burden the tribe with your weakness. Obey the Shaman and the Chief. Never strike a tribesman from behind, but challenge him to a fair duel where all may witness. Slay the enemies of the tribe without mercy. -5 points.

Colorblindness

see p. B127

Characters who lack color vision might not be able to distinguish a poisonous snake from its more harmless cousin, recognize a healing herb, or spot the dappled skin of a predatory reptile in the deep jungle. Characters with colorblindness suffer a -1 penalty on uses of the Pharmacy (Herbal) skill.

Compulsive Behavior

see p. B128

Most of the typical compulsions have no real analogue in *GURPS Lands Out of Time*. The GM should consider this disadvantage carefully.

Cowardice

see p. B129

This disadvantage should be accompanied by an appropriate bad reputation, if it's known.

Duty

see p. B133

Most warriors and hunters have a duty to their tribe, though this is often more a *sense* of duty. The Tarn have a society advanced enough to impose a variety of social obligations.

Dyslexia

see p. B134

So little is written, even among the Tarn, that his disadvantage is worth 0 points for non-Tarn and is a 1 point quirk for Tarn. It is worth 5 points for Timelost.

Gullibility

see p. B137

Appropriate in more comedic campaigns, especially for Neanderthals.

Hidebound

see p. B138

Very common for all but the Tarn.

Intolerance

see p. B140

Extremely common for all sapient beings in this setting.

Lecherousness

see p. B142

This is a stereotypically common disadvantage, and, in the genre, it often applies across species, with brutish Neanderthals lusting for lovely young Cro-Magnon women or Timelost. “Applies only to those not of your tribe” is a -20% limitation. This limitation should only be included in games that embrace cliché.

Missing Digit

see p. B144

Missing a finger is one of the few physical disadvantages warriors and hunters are likely to have and still be active. Missing a thumb is much rarer.

No Sense of Humor

see p. B146

Very common among Saurians.

Pacifism

see p. B148

This disadvantage is extremely rare in the setting. Timelost who have it may find it necessary to buy it off – which can make for some great roleplaying possibilities!

Sense of Duty

see p. B153

Most of those in a tribe will have a sense of duty to the rest of the tribe.

Social Stigma

see p. B155

Other than among the Tarn, there are few subgroups which can qualify for this. Of the samples listed, Minor and Ignorant are the most likely to be widely applicable. In settings where species and tribes regularly intermingle, more options may be appropriate.

Stuttering

see p. B157

Neanderthals who regularly deal with Tarn or Cro-Magnon, and Saurians who regularly deal with humans, should take this to reflect the difficulties they have with speech.

Wounded

see p. B162

This is another of the few physical limitations appropriate to a still-active warrior.

Xenophilia

see p. B162

In genre, this is common for teenage Cro-Magnons, intellectual Tarn, and very unusual protohumans.

SKILLS

Many skills from the *GURPS Basic Set* will be unavailable, at least to natives, and many of those available to the timelost will be useless. If the characters are intended to be permanent residents of the dino-world, the gamemaster may allow them to trade off “useless” skills, such as Computer Programming, for more useful ones, as they gain experience – for each character point earned in play, they may shift 2 points from an existing, useless, skill to one which they are actively using.

Alternatively, the GM may tell the players not to spend points on skills which will be useless in the campaign. Even though it is logical for a 21st century scientist to be able to drive a car and program a computer, it’s a waste to place valuable character points into those skills. Simply assume the character has such knowledge if it ever comes up. Universe-hoppers should not be granted any special dispensation when it comes to skill points!

This section does not explicitly note every skill which isn’t of use or available to natives. It should be obvious that few cave-men will have the Market Analysis skill. Many skills are up to GM discretion – karate does not exist, but who is to say even primitives do not have some form of fighting art? Low tech is not the same as stupid. A small number of skills are generally available to inhabitants of Tarn but not to tribals; these *are* noted.

EXISTING SKILLS

Administration

see p. B174

In the World of Banded Night setting, this skill is only available to citizens of Tarn and Timelost characters.

Anthropology

see p. B175

The realities of life in the dino-world are unlikely to match the theories of Timelost scientists; skill use is at -1 until the character has had a chance to incorporate new facts.

Body Language

see p. B181

This skill works normally against typical tribals. It is at -1 against Neanderthals, -2 against Protohumans, and -4 against Lizard Men. Cultural Familiarity modifiers apply.

Brawling

see p. B182

This skill is available, and tribal characters are likely to have it.

Botany

see *Biology*, p. B180

The primitive plants of the dino-world are outside the general study of modern biology. This skill suffers a -4 penalty or defaults to Paleobotany -2.

Boxing

see p. B182

Advanced fighting techniques generally do not exist in the primitive world.

Exorcism

see p. B193

If shamans wield genuine mystic power, they may well have this skill.

Falconry

see p. B194

There are no falcons in a *GURPS Lands Out of Time* campaign, but this skill could apply to an archaeopteryx or to small pterosaurs.

Gardening

see p. B197

In the World of Banded Night setting, this skill is only available to citizens of Tarn and Timelost characters.

Judo

see p. B203

Advanced fighting techniques generally do not exist in the primitive world.

Karate

see p. B203

Advanced fighting techniques generally do not exist in the primitive world.

Lockpicking

see p. B206

Tarn has not advanced enough to be able to make locks, so this skill is only available to the Timelost, who might find it useful to use on each other or on relics left behind by the Vanished Ones (p. 40).

Masonry

see p. B207

In the World of Banded Night setting, this skill is only available to citizens of Tarn and Timelost characters.

Merchant

see p. B209

In the World of Banded Night setting, this skill is only available to citizens of Tarn and Timelost characters.

Metallurgy

see p. B209

In the World of Banded Night setting, this skill is only available to citizens of Tarn and Timelost characters.

Paleontology

see p. B212

In the dino-world, Paleontology can be used without the "Paleo" at a -2 penalty. Botany defaults to Paleobotany -2, Zoology to Paleozoology -2, etc.

Pharmacy (Herbal)

see p. B213

This is the skill possessed by shamans, tribal healers, "wise-women," and others who know anything of the healing arts.

Riding

see p. B217

Many types of dinosaurs can be ridden. These are detailed in the Bestiary. Defaults for Riding specializations learned for modern animals will be at least -4.

Savoir-Faire

see p. B218

Tribal societies are generally too primitive to have subcultures with distinct rules of conduct.

Survival

see p. B223

The dino-world is considered a "different planet" for purposes of this skill.

Urban Survival

see p. B228

In the World of Banded Night setting, this skill is only available to Timelost characters, citizens of Tarn, to those who have spent a few months captured or skulking around Tarn-Ul.

NEW SKILLS

Bone Carving

DX/Average

Defaults: DX-2, Armoury (TL0)-2

This is the ability to shape and carve bone into weapons, tools, and artifacts. Bone fishhooks, jewelry, and simple carved figures can all be made with this skill. To use the skill for artistry instead of functionality, make an IQ-based roll.

Modifiers: Equipment modifiers (p. B345); +1 per level of High Manual Dexterity (p. B59); -3 per level of Ham-Fisted (p. B138).

Flint Knapping

DX/Average

Defaults: DX-2, Armoury (TL0)-1, Anthropology-4

This is the ability to chip flint into simple and useful tools, such as hand axes, arrowheads, spear tips, and so on. Nearly all natives of the World of Banded Night (p. 38) will have this skill at DX, with the exception of the folk of Tarn. Timelost often have it as well, as a suddenly-useful relic of their boy scout days or their time spent among various indigenous peoples back in the Peace Corps.

Modifiers: Equipment modifiers (p. B345); +1 per level of High Manual Dexterity (p. B59); -3 per level of Ham-Fisted (p. B138).

NEW TECHNIQUES

Bow & Palette Firestarting

Average

Defaults: Survival

Prerequisites: Survival or having seen the skill practiced before; Cannot exceed Survival+4

This is the technique of starting a fire using a wooden palette and a rod. The rod is placed in a small insertion in the palette and spun rapidly, either by hand or by using a simple bow. Flammable material is also placed in the hole, and the friction of the spinning rod will ignite it. This will take 1 to 5 minutes.

In the World of Banded Night setting (p. 38), the societies of Cavemen, Advanced Saurians, and Tarn have learned how to use this technique. Primitive Cavemen, Neanderthals, Primitive Saurians, and Protohumans have not developed this technique, though individual Primitive Cavemen and Neanderthals may have learned it from other cultures.

Modifiers: +3 if two people work together; -5 if the packing is wet; -3 if the palette and spindle are wet; -1 if the palette is damp.

Flint Sparking

Easy

Defaults: Survival+1

Prerequisites: Survival or having seen the skill practiced before; Cannot exceed Survival+5

This is the technique of starting a fire by striking sparks with two rocks. One must contain bits of flint or iron; the second must be non-porous. Banging the stones together creates sparks which can ignite dried tinder. This process is time-consuming and can take minutes or hours. Roll 4d6 to determine how many minutes pass before a skill check can be made. Characters with a *relative* skill level of +3 roll 3d6, those with a relative skill levels of +4 or more roll 2d6.

In the World of Banded Night setting (p. 38), the societies of Cavemen, Primitive Cavemen, Advanced Saurians, and Tarn have learned how to use this technique. The Neanderthals, Primitive Saurians, and Protohumans have not developed this technique.

Modifiers: +3 if two people work together; -5 if the kindling is wet; -3 if the kindling is damp.

RACIAL TEMPLATES

There are several races which fit well into a *GURPS Lands Out of Time* campaign. These are detailed here. It must be noted that this information does not conform to the latest theories about hominid social and physical evolution; rather, it conforms to the stereotypical images from the source material.

CRO-MAGNON (CAVEMEN)

This is usually the dominant intelligent race in a *GURPS Lands Out of Time* setting. Physically and mentally, they are identical to modern-day humans. Indeed, they are, despite a wildly different diet, the same general height and build, with the same lifespan. They tend to have perfect teeth and hair, despite the lack of cosmetics or dentistry. They produce a small number of children, most of whom survive to adulthood. Death in childbirth is not unknown, but it is surprisingly uncommon.

Diet normally consists of gathered fruits, nuts, roots, and other plant matter, regularly supplemented by hunted meat. The men of the tribe hunt daily, and usually bring back sufficient meat each day to supplement the gathered plants. If the hunting does not go well for a long period of time, the tribe may be forced to move to a new location, or it may seek to find a solution to why the spirits of the hunt have cursed the tribe.

Technologically, they are adept at working with stone and bone. While fur is mostly unknown, clothing of hide is commonplace. Axes, spears, slings, and bows are all common weapons. Fire is well-known, and can be made when desired using a variety of different methods. Meat is eaten cooked, and can be dried for preservation against a poor hunt or a long journey. Tribes which live near bodies of water will have fishing nets woven of plant fiber, as well as simple canoes or rafts. The use of plants for medicinal or religious purposes is well established. Complex mathematics is unknown, but they can count to 10, and have concepts beyond 10 of “many” and “very many.” Distance is measured in days of walking, though they cannot accurately define distances of under one day. A one-hour walk and a four-hour walk are both “Smaller Than A Day’s Walk.”

Cro-Magnon do not have writing, but they do have artistic talent, and produce complex representative images, usually showing hunts, great events in the history of the tribe, and so forth. These images will be carved into rocks or painted on either rock or hide. Sometimes, they are scrawled on rocks and dirt with charcoal, to serve as temporary signs or mark the direction the tribe is going.

Cavemen live in tribal groups. The tribe will have a name based on a totem animal (“The Flat-Back Tribe,” “The Tribe Of Fast-Death”) or based on their location (“The People of Black River,” “The Low Hill Folk”). Many tribes are insular, and are familiar only with their local area. Beyond that, they know only vague rumors and legends.

Religion is shamanistic in form, with a shaman or wise woman communing with the spirits – usually animal spirits, but sometimes spirits of plants or the land itself – in order to help the tribe. Rituals usually include dances prior to major hunting expedition, especially when truly ferocious beasts are targeted, marriage rites, and funeral rites.

The tribe will normally be led by a single warrior who has proven himself against all challengers in non-lethal battles for dominance. The shaman is rarely the direct leader, but is often a close advisor to the chief. This can lead to him being the de facto leader if the chief is easily swayed or if the shaman continually makes the right choices; this, in turn, can lead to conflict if a new chief arises.

Law and ritual are very important. Generations of harsh survival have given the tribe endless lists of taboos, all of which are handed on via oral tradition. The shaman is usually the primary lorekeeper for the tribe, and he often remembers important laws which the rest of the tribe has not heard of.

The youth of the tribe tend to be disdainful of tradition. They are often intensely curious, and want to know *why* the Forbidden Valley is forbidden, or what lies beyond the “mountains which mark the edge of the world.”

The spoken history of the tribe may also contain legends or myths which make little sense until the Timelost arrive. It is very often the case that one or members of a Timelost band will fit the conditions of a prophecy perfectly; depending on the nature of the prophecy, this may make him welcome or feared.

Names tend to be descriptive of appearance or deed – Scarred Leg, Fast Runner, Strange Eyes. Names may change over time. There are no family names; the tribal name provides all the secondary identification needed. When meeting strangers, both the descriptive and tribal name are given: “I am Throws Well of the Three Horns tribe.”

All cavemen in a given area will speak the same language. The general tenor of the language is stiff, formal, and poetic. Contractions are never used, and most proper nouns are purely descriptive. (“When the Great Flyer passes over the river, then the tribe must walk towards the setting sun until the Waters That End The World are reached.”)

Caveman

5 points

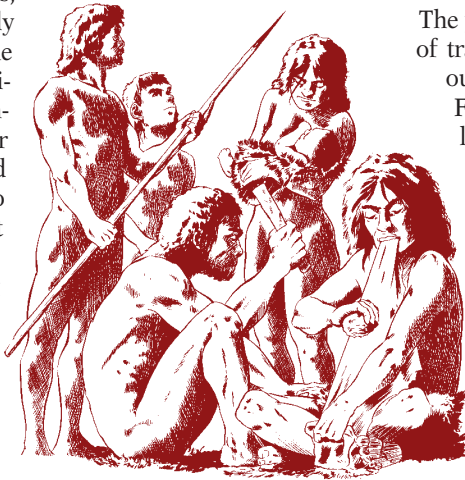
Attributes: HT+1 [10].

Disadvantages: Innumerate [-5].

Variant Cavemen

There are several “sub species” of caveman in the genre.

Primitives: While not as brutal as the Neanderthals (below), the Primitives are much less advanced, culturally, than the cavemen described above. They have mastered only primitive



fire-making techniques. They have flint hand weapons and spears, but no bows. Their religious rituals are also much darker, involving the sacrifice of animals or captured prisoners. Their command of the common language is much simpler. ("Big Flyer come, we go, walk to big water.") Mathematics are limited to one, two, and "many."

Primitive Caveman

10 points

Attributes: ST+1 [10]; HT+1 [10].

Disadvantages: Innumerate [-5]; Low TL [-5].

NEANDERTHAL

Neanderthals in *GURPS Lands Out of Time* are brutes, plain and simple. They are thick-skulled, heavy-jawed, muscle bound, hirsute beast-men with only the rudiments of culture and a strong tendency towards violence and cannibalism. They are also strongly attracted to Cro-Magnon or Timelost females.

Neanderthals can tend and carry fire, but they do not have the secret of making it. They can make simple flint and bone tools, including knives and hand-axes, but the spear represents the peak of their technological prowess.

Neanderthal religion is based on primitive superstition. Anything even slightly out of the ordinary is a sign from the gods or spirits, and must be interpreted. Usually, the interpretation is that the gods are angry and must be appeased, ideally by killing someone. Religious rituals always involve some form of sacrifice or offering.

Neanderthal tribes are nomadic; they move and consume as they go. When another tribe is encountered, there will be ritual battle, usually resulting in the exchange of young females. Battles to the death against equals are avoided, but raids on hopelessly outnumbered Neanderthals or Cro-Magnons are common.

Neanderthal names are simple sounds – Zug, Ak, Gorg. While they may have had symbolic meaning at one point, this has been lost. The Neanderthal language is primitive, capable of expressing only basic concepts. ("Bad thing come! Go, go!") A great deal of communication by Neanderthals is purely emotional, accomplished by a lot of shouting and body language.

Neanderthal leaders are as smart as the average Cro-Magnon, which gives them a considerable edge. This cunning minority can direct the simple-minded majority to perform acts which they would not have been able to accomplish on their own.

In the World of Banded Night setting (p. 38), the folk of Tarn have begun to use Neanderthals as brute labor, finding their strength and lack of intelligence to be useful assets in the construction of the city of Tarn-Ul.

Reality Check: Real Neanderthals knew how to make fire. They lack this ability in the *GURPS Lands Out of Time* setting in order to play up the differences between the "advanced" Cro-Magnon cavemen and the "primitive" Neanderthals. Ambitious

and cunning Neanderthals often plot to "steal" the secret of fire-making and then use it to rule their tribe by fear. Real Neanderthals were also as intelligent as Cro-Magnons, with a complex culture, religious beliefs, etc.

Neanderthal

-42 points

Attributes: ST+2 [20]; HT+1 [10]; IQ-2 [-40].

Advantages: Damage Resistance 1 (Tough Skin, -40%) [3].

Disadvantages: Innumerate [-5]; Low TL [-10]; Bad Temper [-10]; Short Lifespan [-10].

PROTOHUMANS

Protohumans represent a mélange of genre concepts of truly early man. Rather than (falsely) identify this wholly non-existent hominid with an actual human ancestor, the generic term "protohuman" is used.

Protohumans are hominids just on the right side of sapience. They have a language consisting of a few dozen words and the barest rudiments of the understanding of time, numbers, and morality.

They stand between three and four feet tall, and are extremely hairy. Their faces are flatter than an ape's, but they are closer in appearance to bipedal monkeys than to early humans. They have vestigial tails, a few inches long, which are used for emotional signaling but nothing else.

Protohumans are primarily vegetarians, though they will also consume insects, worms, and grubs. They forage for food when they need it, rather than conducting gathering expeditions where some of the clan will bring back food for all. Parents forage for their children, of course.

Protohumans settle in sheltered areas where food is plentiful, such as lush and relatively predator-free valleys, or in the overgrown cities of the Vanished Ones, where the many passages and rooms provide places for the quick-moving, quick-thinking protohumans to hide from hungry dinosaurs. (A protohuman can sometimes serve as a guide to the city, if it is possible to tell him what you're looking for . . .)



Option: Sentient Dinosaurs

One *outré* possibility is to allow intelligent dinosaurs, either as NPCs only or as an option for player characters, as well. In this variant, some or all species of dinosaurs are intelligent. Each species is a race, with its own strengths and weaknesses. Carnivores can be cruel psychopaths, honorable warriors (think scaly Klingons), or even detached philosophers who view themselves as part of the great cycle of being. (All of these may exist at the same time, with different species having different cultures.) Herbivores can be lumbering dimwits, peaceful artisans, or cunning rogues.

This option has no basis in history or biology, but has begun showing up in recent genre fiction. Implementation in game terms is simple – simply crank up IQ a few points on the templates in the bestiary, remove the “Wild Animal” disadvantage, and apply whatever other advantages and disadvantages might be needed.

Several options to consider are:

How intelligent are they? Is the “average dinosaur” of human intelligence, with “dumb” species on the level of Neanderthals, or are most dinos just barely sentient?

How widespread is intelligence? Is it limited to “true” dinosaurs, or are all “animals” above, say, insects, intelligent?

Can dinosaurs speak? If so, is there such a language as “Dinosaur Common Speech,” or are there broader language groups (“Old Sauropod,” “High Carnivore”), or are languages species-specific? If they cannot speak, how do they communicate with humans and each other? *Can they communicate with humans?*

Is there some rationale for all this? Alien genetic engineering, or just the way things are?

It is also possible to run such a campaign without human PCs at all – with all intelligent entities being sentient “animals.” A model for this already exists in **GURPS**, in the form of **GURPS Bunnies & Burrows**. For such a model to work with dinosaurs, player characters should be limited to the smaller, weaker, dinos.

Sources for this style of campaign include the *Land Before Time* video series and the *Dinotopia* books.

A tribe consists of five to 10 families, with the tribe splitting into two tribes when it grows larger than that. They are peaceful, and will not attack except in self-defense or in defense of their children. They will flee a long-established home rather than confront invaders, whether humanoid or dinosaur. They seem to have rough concepts of “fairness” and “justice,” but nothing more sophisticated than that of a typical three-year-old human. Their spirituality is on centered a belief in sacred places, points where some power or spirit can be appeased. There are many sites through the World of Banded Night (p. 38) where piles of rotten fruit can be found, signs that protohumans regularly come to make offerings to whatever powers

they feel inhabit the place, or, perhaps, to the place itself. Protohumans bury their dead with a piece of food, usually a favorite fruit, in the corpse’s hand, but beyond that seem to have no real concept of an “afterlife” and cease to mourn, or even remember, a dead comrade after the burial is complete.

Technologically, they are extremely primitive. They have only the rudiments of stonecarving, and are able to make simple flint hand tools. They cannot make fire, and, indeed, fear it. They do not cook food.

Playing a Protohuman: While a protohuman built on 25 to 50 points can make an interesting ally for either a native or timelost character, they are not recommended as PCs. A protohuman built on 100 to 150 points would be a superhuman among its kind. If a player wants to keep the point totals down to a reasonable number (no more than 50) and want to try, well, it can be an interesting challenge. Vocabulary should be no more than 50 words (written down prior to play), and the only numbers the character understands are “one” and “Not one.” IQ should never be above 8; such a protohuman would be a da Vinci.

Protohumans

-75 points

Attributes: ST-1 [-10]; DX+1 [20] HT+1 [10]; IQ-4 [-80].

Secondary Characteristics: Per+1 [5].

Advantages: Catfall [10]; Fur [1].

Disadvantages: Innumerate [-5]; Low TL [-10]; Bestial [-10]; Short Lifespan [-10].

Skills: Climbing+2 [4].

SAURIANS

This race is pure pulp fantasy, native to the World of Banded Night (p. 38). Similar races are found in many other genre sources, however, so it can be a part of any dino-world. The Saurians are a race of sentient dinosaurs, descended from a small theropod. They are not humanoid in shape, but have a semi-horizontal posture, akin to the tyrannosaur. Their faces are flatter than most theropods, and their eyes are positioned to allow binocular vision. They have three-fingered hands with an opposable thumb, all tipped with sharp claws. A long tail provides balance when running full out – it is stiff along most of its length and sticks out straight behind, rather than dragging along the ground.

They do not wear clothing, but the more advanced packs will have straps of leather which can hold pouches, weapons, or tools. Their skin is grey green, and has a liquid sheen to it. Their scales are fine, and visible only on close inspection; from a distance, they have an almost amphibian texture.

They are egg layers, which poses a conundrum. Their complex culture requires considerable parental attention, but the pack must keep moving in order to hunt. This has led to a curious adaptation. Clutches of eggs near hatching emit odors which Saurians can smell from miles away. When a pack scents such a nest, they will divert to it, and adopt the young into the pack. Almost no Saurian is ever raised by its biological parents, and the genepool of each pack is highly varied.

Saurians are primarily carnivores, though they will eat some plants to aid in digestion or for medical reasons. They do not cook meat – they prefer to rip it from still-living beings. Most saurian bands hunt prey down as it is needed, but the

most advanced keep a few foodbeasts in tow for when the hunt goes poorly. Captured hominids are considered among the best animals for such purposes, as they can be put to other uses prior to dinnertime.

Saurian culture is highly varied. The most primitive bands are little more than animals, using only found items as tools and having little in the way of culture or religion. The most advanced are equal to the Cro-Magnon in technology, and while they avoid the patrols of Tarn, they envy the knowledge of the People of Liquid Rock and would steal their secrets if they could.

Saurians view themselves as the rightful masters of the world. The humans are obviously cursed or outcast by the gods. No other beast has a hairy covering, as the humans do; no other beast must drain life from its mother, as human children do; no other beast hatches its young within itself, as humans do. Saurians find humans alien and disturbing, and spend little time or effort “understanding” them. They are competition, nothing more.

For game purposes, there are two general “breeds” of Saurian.

Advanced Saurians are those described above. They have a complex culture, language, religion, music. They represent a serious threat to the human dominance of the World of Banded Night.

Primitive Saurians are degenerate beasts, using only the simplest tools. They have a language even simpler than that of

the Neanderthal, and they will attack anything they see as food and flee from any strong resistance. They also walk extremely slowly, as if they are still adapting to bipedal locomotion; despite this, they never go down on all fours and their limb structure is identical to that of the advanced Saurians.

Advanced Saurians

17 points

Attributes: ST+2 [20]; HT+1 [10]; DX-1 [-20].

Advantages: Damage Resistance 2 [10]; Nictitating Membrane 3 [3]; Sharp Teeth [1];

Sharp Claws [5]; Striker (Tail) (Clumsy -2, -40%) [3].

Disadvantages: Callous [-5]; Cold Blooded [-5]; Ham-Fisted -3 [-5].

Primitive Saurians

-45 points

Attributes: ST+3 [30]; HT+1 [10]; DX-1 [-20]; IQ-3 [-60].

Secondary Characteristics: HP+4 [8]; Move-1 [-5].

Advantages: Damage Resistance 2 [10]; Nictitating Membrane 3 [3]; Sharp Teeth [1]; Sharp Claws [5]; Striker (Tail) (Clumsy -2, -40%) [3].

Disadvantages: Bestial [-10]; Innumerate [-5]; Callous [-5]; Cold Blooded [-5]; Ham-Fisted -3 [-5].

OCCUPATIONAL TEMPLATES

These templates are suitable for a *GURPS Lands Out of Time* campaign. Some templates refer to the World of Banded Night setting in Chapter 5.

Timelost and High TL: None of the Timelost templates include the High TL advantage, even though they are likely to have it. The GM must determine the value of High TL in a *GURPS Lands Out of Time* campaign, as discussed on p. 6. Furthermore, there are technological skills which Timelost characters would be likely to have, but which are of very little use in a *GURPS Lands Out of Time* campaign. These not listed in the templates.

Tribal Chief

90 points

You lead your tribe with wisdom, cunning, and the occasional good whap with a club or axe. Your position may be inherited, but it is still earned on a daily basis. Many are those who would challenge you, and heavy are the responsibilities you bear – if the tribe suffers ill fortune, it may be because the spirits are angry with you. You may be a bully and a thug, or you may be enlightened and wise, but you must still blend insight and strength into effective

command and guidance. If you are secure in your power, you may greet outsiders with cautious friendliness; if you fear for your position, you may treat all strangers as threats.

The Tribal Chief is presumed male; the Jungle Princess is presumed female, based on the traditional roles in the source material. This is in no way mandated by the mechanics, and Tribal Queens and Jungle Princes are perfectly acceptable as both PCs and NPCs.



Attributes: ST 12 [20]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0];

Advantages: Charisma [5]; Status 2 [10]; +20 points chosen from among Charisma [5 to 15], Common Sense [10], Empathy [5], Fearlessness [2 points/level], Fit [5 or 15], High Pain Threshold [10], High TL (1 level only) [5]*, Intuition [15], Less Sleep [2, 4, or 6], Smooth Operator [15], and Voice [10].

Disadvantages: -35 points chosen from among Bad Temper [-10], Bully [-10], Callous [-5], Chummy [-5], Duty [Variable], Enemy [Variable]**, Fanaticism (to tribe) [-15], Guilt Complex [-5], Lecherousness [-15], Megalomania [-10], One Eye [-15], Overconfidence [-5], Paranoia [-10], Sadism [-15], Selfish [-5], Selfless [-5], and Sense of Duty (Tribe) [-5].

Primary Skills: Leadership (A) IQ+2 [8] -13; and select *two* skills from: Brawling, Knife, all (E) DX+3 [8]-13; or Axe/Mace, Bow, Two-Handed Axe/Mace, Spear (A) DX+2 [8]-13; Fast-Talk (A) IQ+2 [8]-14; Intimidation (A) [Will+2]-14; or Diplomacy (H) IQ+1 [8]-13; Tactics (H) IQ+1 [8]-13; or Detect Lies (H) Per+1 [8]-13.

Secondary Skills: Select any *two* skills from Knife, or Shield (any) all (E) DX+1 [2]-12; Carousing (E) HT+1 [2]-11; or Tracking, or Survival (any) all (A) Per [2]-13; or Interrogation (A) IQ [2]-12; or Law(H) IQ-1 [2]-11.

Background Skills: Select any *two* skills from Area Knowledge; Gesture all (E) IQ [1]-10; Armoury/TL0 (A) IQ-1 [1]-9; Body Language (A) Per-1 [1]-11; Climbing; or Throwing, all (A) DX-1 [1]-10; Swimming (E) HT [1]-12.

*Tribal chiefs sometimes have access to the best weapons and armor from fallen foes. Thus, a chief of the Folk Of The Scaled Spirits might have armor and weapons taken from the Tarn, or a Neanderthal chief might have Cro-Magnon tools.

**Enemies for tribal chiefs include any members of enemy tribes, who will consider it a great honor to kill a chief, and members of his *own* tribe who view for his position!

Lenses

Jungle Princess (0 points): You are either the favored daughter of the chief, or you rose to leadership on your own. Lacking something of the brute strength of the warriors, you have mastered finer arts. You also have a penchant for exotic mates, such as the so-called Timelost who sometimes wander by, or handsome exiles from other tribes. You may be a sweet and sincere innocent, or a cold and callous manipulator who uses her beauty and wiles to ensnare others. Drop ST to 10. Add Handsome/Beautiful [12], another level of Charisma [5], Erotic Art (A) DX [2]-10, and Sex Appeal (A) HT-1 [1]-10.

Tribal Warrior

79 points

You are the backbone of the tribe – a skilled warrior, capable of facing a small dinosaur or an enemy tribesman in battle. You may have primitive tools, but you are by no means stupid, and you know how to stay alive in a hostile world. You may be a noble guardian or a brutal thug, but whatever your goals are, you prefer to achieve them by force.

Attributes: ST 12 [20]; DX 11 [20]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 10 [0]; Per 12 [10]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from among Catfall [10], Danger Sense [15], Fearlessness [2, 4, or 6], Fit [5 or 15], Hard to Kill [2, 4, or 6], Hard to Subdue [2, 4, or 6], High Pain Threshold [10], and Rapid Healing [5 or 15].

Disadvantages: -35 points chosen from among Bad Temper [-10], Berserk [-10], Bloodlust [-10], Bully [-10], Duty [Variable], Ham Fisted [-5 or -10], Impulsiveness [-10], Missing Digit [-2], On The Edge [-15], One Eye [-15], Overconfidence [-5], Sense of Duty (Tribe) [-5], and Wounded [-5].

Primary Skills: Select *two* skills from: Brawling, Knife all (E) DX+3 [8]-14 or Axe/Mace, Bow, Two-Handed Axe/Mace, Spear (A) DX+2 [8]-14, or Tactics (H) IQ+1 [8]-11.

Secondary Skills: Select any *two* skills from Fast-Draw (any), Knife, or Shield (any) all (E) DX+1 [2]-12; Tracking, or Survival (any) all (A) Per [2]-12.

Background Skills: Select any *two* skills from Area Knowledge, Gesture all (E) IQ [1]-10; Armoury/TL0 (A) IQ-1 [1]-9; Climbing or Throwing, all (A) DX-1 [1]-10; Fishing (A) Per-1 [1]-11; Intimidation (A) Will-1 [1]-9; Swimming (E) HT [1]-12.

Tribal Shaman

92 points

You know the secret and hidden ways of your people. You know which herbs cure the sick, and which can ease the passing of those beyond cure. You know the secret language of the great scaled beasts and read the future in their hoots and calls. You mediate between this world and the world of spirits and powers. You may wield true magical powers, or you may only think you do. You may also be a bully or someone who loves the power gained from having knowledge others lack.

Shamans from the World of Banded Night may take 5-15 points of powers. (See *Powers In The World of Banded Night*, p. 41) Shamans from other settings may take Magery or Power Investiture as appropriate.

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [0]; Will 13 [5]; Per 13 [10]; FP 11 [0]; Basic Speed 5.25 [0]; Basic Move 5 [0].

Advantages: Status 1 [5]; plus 15 points chosen from among Status 2 [5], Animal Empathy [5], Blessed [10], Charisma [5 or 10], Channeling [10]**, Clerical Investment [0]*, Empathy [5 or 15], Favor (variable), Intuition [15], Medium [10]**, Oracle [15], Spirit Empathy [10]**, Talent (Healer) [10], and Voice [10].

Disadvantages: -35 points chosen from among Bad Temper [-10], Bully [-10], Cowardice [-10], Duty (To tribe, all the time) [15], Extra Sleep [2 or 4], Hidebound [-5], Jealousy [-10], Phantom Voices [-5 to -15], Selfish [-5], Selfless [-5], Stubbornness [-5], Supersensitive [-15]***, and Unfit [5].

Primary Skills: Select *two* skills from Dancing (A) DX+3 [8]-14; Diagnosis, Diplomacy, Naturalist, Religious Ritual, all (H), IQ+1 [8]-13; Dreaming, Enthrallment (H) Will+1 [8]-14; Esoteric Medicine (H) Per+1 [8]-14; Herb Lore (VH) IQ [8]-12.

Secondary Skills: Select any *two* skills from Fast-Talk, Fortune Telling, Hidden Lore, Leadership or Public Speaking, all (A) IQ [2]-12; History, Poisons, Psychology, or Veterinary, all (H), IQ-1 [2]-11; Body Language (A) Per [2]-13; Exorcism or

Meditation (H) Will-1 [2]-12; Intimidation (A) Will [2]-13; Mental Strength (E) Will+1 [2]-14.

Background Skills: Select any *two* skills from Knife, Staff (E) DX [1]-11; Spear (A) DX [1]-10; Singing (E) HT [1]-11; Occultism, Teaching (A) IQ-1 [1]-11; Gesture (E) IQ [1]-12; History (H) IQ [1]-10; Observation, Survival (A) Per-1 [1]-12; Fishing (E) Per [1]-13.

*See the notes on Clerical Investment in a typical **GURPS Lands Out of Time** campaign (p. 6). If this does not apply in a particular setting, raise this to 5.

**Only applicable in campaigns with genuine spirits. This is not the default for the World of Banded Night.

***Generally applicable only to the World of Banded Night, as a side effect of the shamanic drugs.

Tribal Wanderer

94 points

While you can fight, you avoid it if possible. You lack the mystical wisdom of the shaman, but you still know the feel of the wilderness. You move unheard, unseen, and unscented around the terrible-claw packs, and you find the trails which the rest of the tribe can follow safely. You see the other tribes moving before they see you, and you can watch the strange ones for days until you are sure they are trustworthy.

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 13 [30].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 11 [2]; Will 10 [0]; Per 14 [15]; FP 13 [0]; Basic Speed 6.0 [0]; Basic Move 6 [0].

Advantages: 20 points chosen from among Absolute Direction [5], Acute Senses [2], Animal Empathy [5], Danger Sense [15], Fearlessness [2, 4, or 6], Fit [5 or 15], Flexibility [5], Less Sleep [2], Perfect Balance [15], Reduced Consumption [2], and Talent (Outdoorsman) [10].

Disadvantages: -35 points chosen from among Curious [-5], Duty to Tribe [-10], Easy To Read [-10], Impulsiveness [-10], Insomniac [-10], Light Sleeper [-5], Loner [-5], Oblivious [-5], and Trickster [-15].

Primary Skills: Select *two* skills from: Area Knowledge (E) IQ+3 [8]-14, Tracking, Survival, Naturalist (H) IQ+1 [8]-12; Stealth (A) DX+2 [8]-13; Hiking (A) HT+2 [8]-15; Tracking or Survival (A) Per+2 [8]-16.

Secondary Skills: Select either Herb Lore (VH) IQ-1 [4] 10- or any *two* skills from Traps, Weather Sense (A) IQ [2] 11-; Jumping or Knife (E) DX+1 [2]-12; Swimming (E) HT+1 [2]-14; Observation or Search (A) Per [2]-14.

Background Skills: Select any *two* skills from among Gesture (E) IQ [1]-11; Cooking, Falconry or Packing (A) IQ-1 [1]-10; Poisons or Veterinary (H) IQ-2 [1]-9; Axe/Mace or Riding (A) DX-1 [1]-10; Running (A) HT-1 [1]-10.

Lenses

Tribal Outcast (0 points): You said the wrong thing to the wrong warrior, or perhaps you should have been more circumspect about which of the shaman's daughters you danced the dance of new life with. No matter the cause, you are without a home, and this is a dangerous world to be in without allies. You may have been almost anything in your home tribe, but now, you're a survivor, learning whatever you have to in order to stay alive. You are eager to find new

allies, but the habits which caused your exile are deeply ingrained, and you may make only more enemies if you are not careful. Your disadvantages must include -15 points of Odious Personal Habit, Social Stigma, or Enemy.

Visionary (+10 points): You saw the vision in your mind, clearly. You told the shaman, but he said it was a false vision and that you should not seek knowledge the spirits did not intend for you to have. No matter what he said, though, the vision kept pulling at you, until, one night, you went to follow it. You have traveled far from your home, pursuing your dream. You are a seeker, and you will do all you can to find what it is you seek. Raise IQ to 12, and drop Perception to 12. You must take Higher Purpose as one of your Advantages. You must take -15 points or more of your disadvantages in any combination of Delusion, Vow, or Phantom Voices.

Timelost Explorer

97 points

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [5]; Per 13 [5]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from among Absolute Direction [5], Allies [2-5], Animal Friend [5], Charisma [5 or 10], Cultural Adaptability [10], Daredevil [15], Fearlessness [2, 4, or 6], Fit [5 or 15], Perfect Balance [15], Rapid Healing [5], Reduced Consumption [2], Resistant (Disease) [10], Social Chameleon [5], and Talent (Outdoorsman) [10].

Disadvantages: -35 points chosen from among Absent-Mindedness [-15], Code of Honor (Gentleman's)* [-5], Curious [-5], Delusions [-5 to -15]**, Dependents [-1 to -5], Greed [-15], Impulsiveness [-10], Intolerance (All "savages") [-5], Obsession [-5], Overconfidence [-5], Stubbornness [-5], and Xenophilia [-10].

Primary Skills: Select *two* skills from: Naturalist (H) IQ+1 [8]-13; Stealth (A) DX+2 [8]-13; Hiking (A) HT+2 [8]-14; Linguistics (H) IQ+1 [8]-13 or Tracking or Survival (A) Per+2 [8]-15 or any two of: First Aid, Camouflage (E) IQ+2 [4]-14, Swimming (E) HT+2 [4]-14, Brawling (E) DX+2 [4]-13.

Secondary Skills: Select any *two* skills from Traps, Weather Sense (A) IQ [2]-11; Guns, Jumping or Knife (E) DX+1 [2]-12; Observation or Search (A) Per [2]-14; Boating or Riding (A) DX [2]-11.

Background Skills: Select any *two* skills from among Gesture (E) IQ [1]-11; Cooking or Packing (A) IQ-1 [1]-10; Poisons or Veterinary (H) IQ-2 [1]-9; Riding (A) DX-1 [1]-10; Running (A) HT-1 [1]-10; Parachuting (E) DX-11.

You are interested in exploration for its own sake. You may have been on an expedition to central Africa, the South Pole, or the heart of the Amazon, but you have found a world where primitive man and dinosaur still survive. While finding a way home may be a priority, you're going to explore this world as much as possible first. You rely on a mix of your tools and your training to survive, and you are driven by an urge to know what lies over the next hill.

*This is primarily appropriate for Timelost from the late 19th and early 20th centuries.

**Often regarding the existence of something, such as the Fountain of Youth, which drives your exploration.

Lenses

Timelost Hunter (0 points): This is your chance to bag the biggest game ever – the only tough bit will be figuring out how to get it home and mounted on the lodge wall. Perhaps you came here hunting dinos, or perhaps a trip into deepest darkest Africa went a wee bit wrong, but, either way, you are surrounded by more and better prey than you'd ever envisioned, and this prey has no fear of man. The risk is off the scale, and so is the thrill. You may be more concerned about staying alive or helping your friends than bagging the ultimate prize, or you may not. You know how to survive in the wilds and how to kill most anything you find there. Increase DX to 12 and drop IQ to 11. You have three primary skills. Choose any two Guns skills at DX+2 [4 points each], then choose one more primary skill. Delusions are not generally an appropriate disadvantage, but Bully [-10], Bloodthirsty [-10], and Sadism [-15] are.

Timelost Scientist

52 points

Attributes: ST 9 [-10]; DX 10 [0]; IQ 13 [60]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 13 [0]; Per 12 [-5]; FP 10 [0]; Basic Speed 5 [0]; Basic Move 5 [0].

Advantages: 20 points chosen from among Artificer [10], Common Sense [10], Eidetic Memory [5 or 10], Gizmos [5 or 10], Intuition [15], Language Talent [10], Lightning Calculator [2 or 5], Mathematical Ability [10], Perception+1 [5], Single-Minded [5], Unfazeable [15], Versatile [5], and Will+1 [5].

Disadvantages: -35 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator) [-10], Callous [-5], Clueless [-10], Code of Honor (Professional) [-5], Curious [-5], Delusions [-5 to -15]*, Easy to Read [-10], Fearfulness [-2, -4, or -6], Indecisive [-10], Klutz [-5 or -15], Loner [-5], Oblivious [-5], Post-Combat Shakes [-5], and Unfit [5 or -15].

Primary Skills: Select any two of Biology or Physics (VH) IQ [8]-13 or Anthropology, Astronomy, Chemistry, Diagnosis, Engineer, Geology, Linguistics, Naturalist, Paleontology, Pharmacy, Sociology, or Veterinary (H) IQ+1 [8]-14.

Secondary Skills: Select any two of Herb Lore (VH) IQ-2 [2]-11 or Observation, Search, or Survival (A) Per [2] 12-; or Hiking (A) HT [2]-10 or Swimming (E) HT+1 [2]-11.

Background Skills: Select any two from Bicycling, Guns, Jumping, Knife, Knot-Tying (E) DX [1]-10, or Climbing or Riding (A) DX-1 [1]-9 or First-Aid (E) IQ [1]-13 or Cooking or Packing (A) IQ-1 [1]-12 or Fishing (E) Per [1]-12.

It's the field expedition of a lifetime, if you survive. Your specialty may be biology, ecology, paleontology, or just Science!, but no matter what, you have material for a thousand articles. Everything they thought was wrong, and it's up to you to set them right. Eating patterns, mating dances, child-rearing techniques – whether you're interested in the dinosaurs or the cavemen, you've never had subjects like this before. Granted, it's a little hard to work out food web relationships from dental patterns when the teeth are chomping at you, but a true scientist lets nothing stop the pursuit of knowledge.

*Usually related to an outré or bizarre theory, such as Ether Theory, Creationism, Space Gods, or the like.

Timelost Kid

47 points

Attributes: ST 8 [-20]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-4/1d-3; BL 13 lbs.; HP 9 [2]; Will 11 [5]; Per 10 [0]; FP 11 [0]; Basic Speed 5.75 [0]; Basic Move 5 [0].

Advantages: 30 points chosen from among Pitiable [5], Allies (Parents) [5 to 10], Daredevil [15], Empathy [5], Fearlessness [2 or 4], Gizmos [5 to 10]*, High Manual Dexterity [5 to 10], Intuition [15], Perfect Balance [15], Serendipity [15], Slippery [2,4, or 6 – no higher!], and Wild Talent [20].

Disadvantages: Social Stigma (Minor) [-5]; and -30 additional points chosen from among Chummy [-5 or -10], Combat Paralysis [-15], Curious [-5], Easy to Kill [-2 or -4], Easy to Read [-10], Extra Sleep [-2], Gullibility [-10], Impulsiveness [-10], Klutz [-5], Overconfidence [-5], Short Attention Span [-10], Shyness [-5], and Squeamish [-10].

Primary Skills: Select two skills from: Filch, Hobby Skill, or Sports (A) DX+1 [4]-13; Brawling (E) DX+2 [4]-13; Acrobatics or Escape (H) DX [4]-12; Carousing (E) HT+2 [4]-13; Running (A) HT+1-12; Fast-Talk or Shadowing (A) IQ+1 [4]-11; Games (Any) (E) IQ+2 [4]-12; or select only Paleontology(H) IQ+1 [8]-11.

Secondary Skills: Select any two of Climbing (A) DX [2]-12; Guns (Pistol, Shotgun, or Rifle), Jumping, or Knot-Tying, all (E) DX+1 [2]-13; Hiking (A) HT [2]-11; Animal Handling (A) IQ [2]-10; First Aid (E) IQ+1 [2]-11; Fishing (E) Per+1 [2]-11; Observation (A) Per [2]-10; Detect Lies (H) Per-1 [2]-9.

Background Skills: Select any three of Artist (H) IQ-2 [1]-8; Acting or Speed-Reading (A) IQ-1 [1]-9; Makeup (E) IQ [1]-10; Bicycling, Knife (E) DX [1]-12; Bow, Dancing, Disguise or Stage Combat (A) DX-1 [1]-11; Singing (E) HT [1]-11.

*Junior Woodchuck Pocket Knife, Slightly chewed bubble gum, Boy Scout Compass, shiny cheap plastic jewelry . . .

You have SM -1. You are between 9 and 12 years old.

Oh boy! Dinosaurs! Real live dinosaurs! You've read all about them in your Junior Scientist Big Book of Facts, and now you get to see them! Of course, Uncle Bob keeps screaming that they're dangerous, like you don't know that. You've been able to name them all since you were six, and that was years ago. You're eager to help out in any way you can, but you also have a penchant for getting into trouble. Fortunately, you're small and quick, and the dinosaurs and cavemen (and sometimes Uncle Bob) are big and slow.

Lenses

Timelost Teen (10 points): Dinosaurs. Like, whatever. The important thing is, you're missing Homecoming! Your pesky little brother and terminally nerdy uncle may be all excited, but for you, this is just one major annoyance. OK, maybe it was kinda exciting when you used those moves you learned at cheerleader camp to get away from that big one with all the teeth, and sure, that one caveman is sorta cute in a "big and stupid" kinda way, but, even so, you just want to get home. Raise ST to 9, and you do not have to take Social Stigma if you're an older teen. Add Charisma [5 or 10] to the list of Advantages, and Stubborn [-5] to the list of disadvantages. Odious Personal Habit (Sullen Teenager) [-5] is also appropriate. Gullibility generally isn't. You have

SM 0 and are between 13 and 16 years old. "Jocks" should consider raising ST or DX still further, while "nerds" should ramp up IQ.

Timelost Soldier

81 points

Attributes: ST 11 [10]; DX 11 [20]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Dmg 1d-1/1d+1; BL 24 lbs.; HP 13 [2]; Will 10 [0]; Per 11 [5]; FP 12 [0]; Basic Speed 5.75 [0]; Basic Move 6 [5].

Advantages: 20 points chosen from among Acute Senses [2, 4, or 6], Ambidexterity [5], Combat Reflexes [15], Danger Sense [15], Fearlessness [2, 4, or 6], Fit [5 or 15], Hard to Kill [2, 4 or 6], High Pain Threshold [10], Perfect Balance [-15], Rapid Healing [5 or 15], Recovery [10], and Voice [10].

Disadvantages: -35 points chosen from among Alcoholism [-15], Bad Temper [-10], Bloodlust [-10], Bully [-10], Code of Honor (soldiers) [-10], Duty (to army)* [-10], Fanaticism [-15], Hide-bound [-5], Incurious [-5], Intolerance (Enemy soldiers) [-0 to -5, depending on if they exist alongside the Timelost], Nightmares [-5], On The Edge [-15], Post-Combat Shakes [-5], Sadism [-15], and Sense of Duty (to country) [-10].

Primary Skills: Guns (any two) (E) DX+2 [4]-13 and any two of Tactics (H) IQ+1 [8]-11; Explosives, Leadership, or Soldier (A) IQ+2 [8]-12; Fast-Draw or Knife (E) DX+3 [8]-14; or Survival (Any) Per+2 [8]-13.

Secondary Skills: Select Brawling (E) DX+2 [4]-13 or any two of Jumping (E) DX+1 [2]-12; Climbing (A) DX [2]-11; Camouflage or First-Aid (E) IQ+1 [2]-11; Armoury or Interrogation (A) IQ [2]-10; Carousing (E) HT+1 [2]-13; Hiking (A) HT [2]-12; Intimidation (A) Will [2]-11.

Background Skills: Select any two of Seamanship (E) IQ [1]-10; Administration, Fast-Talk, Gambling, Mechanic, Seamanship or Traps all (A) IQ-1 [1]-9; Knot-Tying (E) DX [1]-11; Boating, Boxing, or Riding (A) DX-1 [1]-10; Scrounging Per [1]-11.

They said the military would take you to exotic lands, but you're going to have words with your recruiter when you get back. Nothing in basic training talked about what to do when your camp is flattened by a bull triceratops or a bunch of hairy cavemen think you're a god. You may still be with the rest of your unit, or you might be the sole survivor who has joined up with some others. If you were sent here on a mission, you're going to carry it out; if you got here accidentally, you're determined to return and report. If there are enemy soldiers here as well, you may want to kill them or you may try to get them to work with you so you can all go home.

*This may only be selected by Timelost if it can somehow be enforced; if the Timelost are regularly in contact with their home time/world, or if the soldier is part of a *large* (200+) group of timelost military men, enough to enforce discipline among the dinosaurs.

Tarn (People of Liquid Rock) Warrior

72 points

Attributes: ST 12 [20]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Dmg 1d-1/1d+2; BL 29 lbs.; HP 13 [2]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.5 [0]; Basic Move 6 [5].

Advantages: High TL (TL1) [5]; +15 points chosen from among Catfall [10], Danger Sense [15], Fearlessness [2, 4, or 6], Fit [5 or 15], Hard to Kill [2, 4, or 6], Hard to Subdue [2, 4, or 6], High Pain Threshold [10], Rapid Healing [5 or 15], Recovery [10].

Disadvantages: -35 points chosen from among Bad Temper [-10], Berserk [-10], Bloodlust [-10], Bully [-10], Code of Honor (soldiers) [-10], Delusion (Tarn weapons and armor make you invincible) [-5], Duty (Tarn) [-10], Intolerance (Non-Tarn) [-10], Missing Digit [-2], On The Edge [-15], One Eye [-15], Overconfidence [-5], and Wounded [-5].

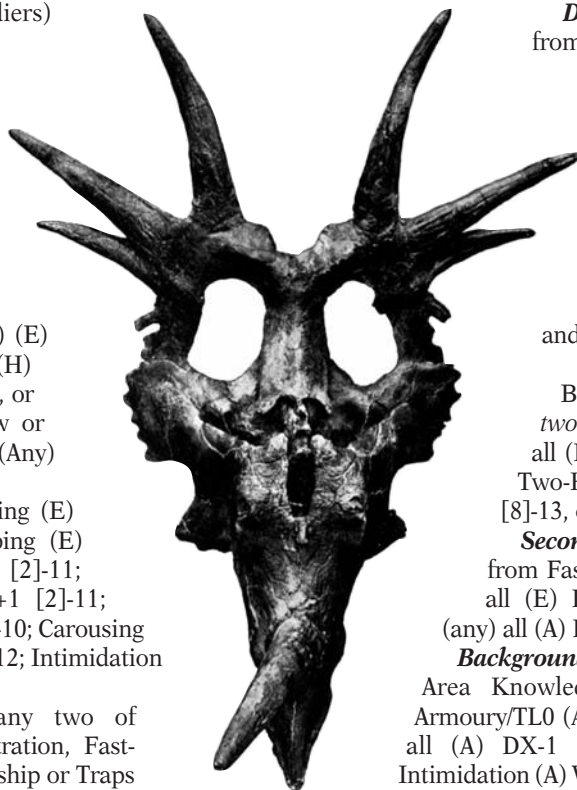
Primary Skills: Shortsword or Broadsword (A) DX+2 [8]-13 and any two skills from: Brawling, Knife Shield all (E) DX+3 [8]-14 or Axe/Mace, Bow, Two-Handed Axe/Mace, Spear (A) DX+2 [8]-13, or Tactics (H) IQ+1 [8]-11.

Secondary Skills: Select any two skills from Fast-Draw (any), Knife, or Shield (any) all (E) DX+1 [2]-12; Tracking, or Survival (any) all (A) Per [2]-13.

Background Skills: Select any two skills from Area Knowledge, Gesture all (E) IQ [1]-10; Armoury/TL0 (A) IQ-1 [1]-9; Climbing or Throwing, all (A) DX-1 [1]-10; Fishing (A) Per-1 [1]-11; Intimidation (A) Will-1 [1]-9; Swimming (E) HT [1]-12.

You wield weapons formed when the stones melt and become as water. You can prison words into tablets of baked clay, and you have walked in buildings nearly as tall as the swamp beasts' necks are long. Your main food comes from the ground where you wish it to, and you command the river to flow among the fields to nourish the grain. The lands you control are far greater than they were in your grandfather's day, and the priests and seers say they will be greater still. You may be an eager soldier working to expand the Empire of Tarn, or a slave forced into service. You have access to the most advanced technology imaginable – weapons of metal and armor of cured stegosaurus hide. With that kind of power on your side, who can stand against you?

In campaigns not set in the World of Banded Night (p. 38), this template can be used for any Bronze-age soldier.



CHAPTER TWO

EQUIPMENT

A human being without tools is a bald ape who falls out of trees. All of the intelligent species, from the primitive protohumans to the advanced Tarn, make and use some sort of equipment. The **GURPS Basic Set** covers a lot of TL0 and TL1 equipment; this section discusses which of it is most applicable to the **GURPS Lands Out of Time** setting. It also offers items that are only available in a world where there are living dinosaurs to provide construction material.

Most TL0 and TL1 items from the **GURPS Basic Set** are available. This section lists only those items unique to the dino-world. Remember that all TL1 metal weapons and armor are bronze.

A Note On Quality: Protohumans and Primitive Saurians can only manufacture cheap items. Neanderthals and Primitive Cro-Magnon can manufacture cheap or standard items. Cro-Magnon and Advanced Saurians can manufacture fine items. The Tarn can manufacture very fine and presentation items.

All but Tarn weapons will be made of stone, bone, or obsidian. Tarn weapons are made of bronze.

Many weapons in the World of Banded Night (p. 38) are formed of bone.

Bone (TL0): A bone blade has an armor divisor of (0.5) on its cutting and impaling damage, and receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat a bone weapon as being *cheap* for breakage purposes when parrying a swung weapon made of metal or other high-tech materials.

Bone can be sharpened to a very fine point. A bone weapon gets +1 to impaling damage the *first* time it strikes a target, if the target has no DR, or its DR has the Tough Skin limitation. After the first hit, the point of the weapon is blunted, though it can be sharpened again outside of combat.

Cultural Tech Levels: Many of the items have notations indicating what cultures are likely to manufacture the item. Any individual from a culture of the correct tech level can *use* an item which only a more advanced culture can manufacture; one exception to this is that protohumans cannot use bows.

Dinotech

The interaction of human and dinosaur opens up many possibilities for the incorporation of dino parts in human or saurian tools, weapons, and equipment. Here are some items commonly found in the World of Banded Night:

Shield Table

TL	Shield	DB	Cost	Weight	DR/HP	LC	Notes
0	Protoceratops Fringe	2	\$50	10	5/20	–	[S,N,C,T]
0	Stegosaurus Plate	1	\$30	3	4/15	–	[S,C,T]
0	Hide Shield	1	\$25	5	3/20	–	[S,C,T]
1	Bronze Buckler	1	\$40	8	5/20	3	[T]
1	Bronze Shield	2	\$60	5	7/40	3	[T]

Notes

(None): This item is used by all sentient beings, from protohumans to the Tarn.

[P]: Protohumans can make this item.

[PS]: Primitive Saurians can make this item.

[S]: Advanced Saurians can make this item.

[N]: Neanderthals can make this item.

[C]: Cro-Magnon can make this item.

[T]: Tarn can make this item.

Protoceratops Fringe: The bony fringe from a protoceratops can be shaped into a usable shield. Though heavy and easily chipped, it still provides a good defense against primitive weapons or gnashing teeth. The internal bone structure provides a makeshift grip. Other ceratopsians, if killed while young, produce functionally identical shields.

Stegosaurus Plate: Traditionally, a rock drill is used to make two small holes in the plate, and a hide strap is passed through the holes. This is a tricky process, as poor drilling will split the plate. The stegosaurus plate is lighter than the protoceratops fringe, and more likely to be used on a daily basis.

Hide Shield: A frame of wood or bone anchors stretched dino-hide. This is the most common shield, as it can be made from the skin of most of the smaller, easily slain, dinosaurs.

Bronze Buckler: This shield is made of light wood with bronze plates affixed to it. Low-ranking Tarn soldiers will be issued this.

Bronze Shield: A larger, stronger, metal shield, given to the elite of Tarn.

Note: Remember the rules for materials striking harder materials – a flint hand axe will dull rapidly against a bronze shield!

Armor Table

TL	Armor	Location	DR	Cost	Weight	LC	Notes
0	Heavy Hide Tunic	Torso, Groin	2	\$100	10	4	[C,T,S]
0	Heavy Hide Leggings	Legs	2	\$50	8	4	[T]
0	Heavy Hide Sleeves	Arms	2	\$40	6	4	[T]
0	Stegoplate	Torso, Groin	4	\$200	25	3	[T]

Note on Armor: There is no “fur” armor in **GURPS Lands Out of Time**, due to a lack of hairy mammals! Loincloths and the like are made of thin, light, dino-hide which has the same game mechanics.

Heavy Hide: Armor made from the skin of some of the thicker-skinned dinosaurs. It is rarely worn by cavemen, but lower-class Tarn soldiers will wear it.

Stegoplate: The best non-metal armor available. Stegosaur armor plates are carefully sewn onto heavy hide armor.



Weapon Table

Axe/Mace (DX-5, Flail-4, or Two-Handed Axe/Mace-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Hand Axe	sw-1 cut	C	No	\$20	3	6	
0	Axe	sw+2 cut	1	0U	\$50	4	11	[N,C,T,S]
0	Hatchet	sw cut	1	0	\$40	2	8	[N,C,T,S]
0	Beak-Knife	sw-1 cut	C	No	\$25	3	7	[1]

[1] The usual use of this weapon is to swing down so that the beak breaks the skin, then drag along to cut. Armor protects against it as if it were an impaling weapon.

Knife (DX-4, Force Sword-3, Main Gauche-3 or Shortsword-3)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Large Knife or thr imp	sw-2 cut C	C,1 -1	-1	\$40 6	1	6	
0	Small Knife or thr-1 imp	sw-3 cut C	C,1 -1	-1	\$40 6	0.5	6	
0	Tail spike	thr imp	C	-2	\$40	2	9	
1	Dagger	thr-1 imp	C	-1	\$20	0.25	5	[T]

Broadsword (DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, or Two-Handed Sword-4)

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
0	Club	sw+1 cr	1	0	\$5	3	10	
0	Ankylosaurus Club	sw+3 cr	0	0U	\$30	14	12	[N,C,T,S]
0	Club w/bone spike	sw+1 cr or sw imp	0	1U	\$35	15	12	[N,C,T,S]

Weapon Descriptions

Ankylosaurus Club: The tail club of a young ankylosaurus, usually stiffened with long bones or wooden stakes, all wrapped together with hide. Can deliver a very nasty blow in the hands of a strong wielder.

Beak-Knife: This is a simple hand tool made from the beak of a protoceratops. While the sharp edge can be used as a knife-like tool, when used in combat, the pointed beak is the primary means of dealing damage.

Club with Bone Spike: A large, wooden club which has had a hole drilled through it and a spike – usually a smaller stegosaurus tail spike or styracosaurus frill bone – placed through it. This a favored weapon against armored enemies, as whatever damage gets through is likely to hurt a lot more.

Hand Axe: This is a small rock, sharpened to a point on one edge. It is often used to scrape hides or cut branches. In a pinch, it can be used as a weapon.

Tail Spike: This is a spike from the tail of a stegosaurus, with the thicker end wrapped in hide to provide a grip.



DECAY AND DAMAGE

High-tech items take a beating in dino-worlds. The atmosphere is painfully humid, filled with trace elements and compounds that enhance corrosion, block ventilation grills, interfere with the flow of electricity, and so on. Odd energies permeate the air, making radio communications fail. (In addition, anything relying on a global wireless or satellite network is obviously useless.)

A common trope in genre fiction is the unexpectedly rapid destruction of technology. Many tales begin with confident, well-equipped explorers entering the dinosaur realm prepared to deal with anything, certain their technological supremacy will allow them to casually dispatch any opposition, dinosaur or human, only to find that things do not work as planned or a series of tragic accidents deprive them of all their toys, forcing them to rely on their intelligence, and to make friends with the locals as fast as possible.

Loss of equipment via accident is a matter of GM fiat. However, decay or corrosion due to environmental influences can be represented with game mechanics.

First, specify which equipment will be damaged. For example, “all solid state electronics,” “anything containing copper,”

“anything with glass,” “anything which runs on electricity,” “everything from TL5 and above,” “all plastics,” and so on. (Think about “non-technological” items when causing certain materials to decay – the plastic in the computer will rot like fruit due to mutant bacteria in the air, but so will the food containers, the nylon backpack, and so on . . .)

Next, specify the rate of damage as Slow, Moderate, Fast, or Very Fast.

Slow speed means damage occurs over weeks of exposure. Each week, an IQ-based check against the appropriate skill to maintain the equipment (Photography to maintain a camera, for example) is made, with a -1 for each week of exposure. Failure indicates the equipment has been damaged, and any skill which relies on it suffers a -2. A second failure, or any critical failure, results in the equipment becoming useless. Modifiers to the roll can include penalties for item complexity, from -1 for somewhat complex items, to -5 for very complex items which would cease to function if any part were badly damaged.

Moderate speed means damage occurs over several days. Use the rules as above, but roll every 3 days, with a -1 modifier for each 3 days after the first.

Fast speed means damage occurs daily. Use the rules for Slow, but roll daily, with a -1 modifier for each day after the first.

Very Fast speed means equipment practically falls apart as you watch it. Roll every *hour*, with a -1 modifier for each hour after the first.

Equipment is considered “exposed” unless it is sealed against all contact with the atmosphere – being in a normal suitcase doesn’t count. Extreme precautions, such as wrapping the item in multiple layers of plastic and only taking it out when used, might give a bonus to the roll.

Once the exotic atmospheric conditions are known, equipment can usually be sealed against them, alternate materials used to replace those which fail rapidly, and so on.

Moderate protection reduces the rate of damage by one step (i.e from Moderate to Slow), or doubles the time if the speed is already slow. This doubles the cost of any item.

Extreme protection reduces the rate of damage by two steps, or quadruples the time between checks if the speed is already slow, and multiplies the cost of the item by 10.

The World of Banded Night (p. 38) decays electronic items at a Slow rate. This includes anything relying on transistors or vacuum tubes, as well as modern silicon chips.



CHAPTER THREE

BESTIARY

The most important thing about a world where man and dinosaur live together is, of course, the dinosaurs! This section discusses a wide variety of dinosaurs, along with other prehistoric creatures which are genre-appropriate but which are not

true dinos. Also included are a few creatures which never existed, but which also fit into the genre.

A special focus is placed on how the creatures can interact with humans, along with notes on the “cinematic” nature of the creature vs. the best current theories.

DINOSAURS

Many of the creatures in this section, such as pterosaurs and mosasaurs, are not “dinosaurs” at all. They are here because *thematically* they belong with the dinosaurs, and any effect or ability which is limited to “dinosaurs” will affect all creatures listed here within most **GURPS Lands Out of Time** settings. (A realistic setting might reject this genre convention, which can have interesting results.) Creatures which do not thematically belong in the “dinosaur” category are listed elsewhere.

SAUROPODS

Sauropods are the massive plant eaters iconized by *Brontosaurus*. They are the largest land animals known to have lived, with such creatures as *Argentinasaurus* reaching an estimated 120 feet in length, relegating the once gargantuan brontosaurus to middleweight status in the sauropod lineup. (There is no such thing as an *Apatosaurus*. Not in *this* rulebook.)

In reality, the sauropods were most likely plains dwellers, their immense necks stretched out before them, scooping up food in great arcs, allowing the creatures to reach tremendous amounts of plant matter without having to take many steps. In the worlds of **GURPS Lands Out of Time**, however, many of the larger sauropods dwell in swamps, where the water helps support their great bulk, or in dense jungles, where the long necks allow them to reach the leaves at the top of the tallest giant ferns.



Brontosaurus (“Long Neck”)

The most iconic of the sauropods, the brontosaurus is about 75 feet long and is a peaceful herbivore. Brontosaurs are too large to be domesticated or used by humans, and are even too big to hunt – there is no way to preserve enough of the meat long enough to make the effort worthwhile. Brontosaurs rely entirely on their size to survive, and have no real combat skills.

A brontosaurus can trample for 8d cr. It can swing with its tail, which has a SM of +4 and a reach of 10 hexes, for 10d cr.

ST 72; **DX** 9; **IQ** 2; **HT** 11.

Will 9; **Per** 9; **Speed** 5.25; **Dodge** 8; **Move** 5.

SM +7 (10 hexes); 18-36 tons.

Traits: DR 4 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

Skills: Running-10.

Diplodocus (“Water Stone Neck”)

The diplodocus is one of the longest dinosaurs known, but it is lighter than many of the other sauropods in its size range. Ninety feet in length, it is primarily a river dweller, feeding on the lush plant life that lines the sides of the river bank. With its nostrils at the top of its head, it can exist almost completely submerged in water, which is what gives it the name noted above. Not a few river fishers or swimmers have grabbed onto a greenish rock, only to be amazed as a monstrous head and neck erupted from the water. While not a great swimmer, the diplodocus can propel itself through water too deep to stand in by kicking itself along with its hind legs, allowing the water to support its huge bulk.

ST 56; **DX** 11; **IQ** 2; **HT** 11.

Will 10; **Per** 11; **Speed** 5.5; **Dodge** 8; **Move** 5.

SM +7 (30 hexes); 22,000 lbs.

Traits: DR 2 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

Skills: None.

A diplodocus can trample for 6d cr. It can swing with its tail, which has a SM of +5 and a reach of 15 hexes, for 8d cr.

Brachiosaurus ("Tree Crusher")

Nearly as long as the diplodocus but more heavily built, the immense brachiosaurus is a land dweller feasting primarily on leaves and branches, which it mashes to pulp with the aid of gastroliths in its immense gut. It is a solitary creature, relying on its large size to keep it safe from predators. It earns its name by its means of moving through the dense forests which supply it with food. When it has denuded a tree, it will rear up on its short rear legs, place its long forelegs on the tree, and lean forward, smashing it down. It then moves slightly further into the forest. Some of the Tarn have contemplated trying to direct and control a brachiosaur in order to carve out roadways; this is considered a laughable proposal, as any specimen large enough to be useful would be almost impossible to control.

ST 92; **DX** 9; **IQ** 2; **HT** 12.

Will 10; **Per** 10; **Speed** 5.25; **Dodge** 8; **Move** 5.

SM +7 (30 hexes); 100,000 lbs.

Traits: DR 5 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

Skills: Running-10.

A brachiosaurus can trample for 10d. It can swing with its tail, which has a SM of +4 and a reach of 10 hexes, for 10d.

Massospondylus ("Front Claw")

A midget among the sauropods, the 16-foot-long massospondylus is hunted by the Cro-Magnon and domesticated by the Tarn. Its name is earned by the wickedly sharp sickle-shaped claw that adorns its front feet, which serves as a tool to help it pry up roots and tubers. As a defensive mechanism, the claw can gut a small carnosaur or an incautious human hunter. Massospondyli live either alone or in mated pairs in the wild, and tend to prowl the shorelines of rivers, feasting from the plants just below the surface or growing overhead.

Among the Tarn, the massospondylus is raised as a meat and labor animal, as it is small enough to be controlled by a single handler. Areas of the river valley are set aside to hold nests, and these are patrolled to drive off egg-suckers and the smaller carnivores which would prey on the hatchlings. The first inklings of animal husbandry are being born here, as the tenders of the eggs sort the hatchlings according to various traits to serve as either labor, riding, or meat animals.

ST 19; **DX** 12; **IQ** 2; **HT** 10.

Will 9; **Per** 10; **Speed** 5.5; **Dodge** 8; **Move** 6.

SM +2 (5 hexes); 900 lbs.

Traits: DR 1 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

Skills: Running-12.

CERATOPSIANS

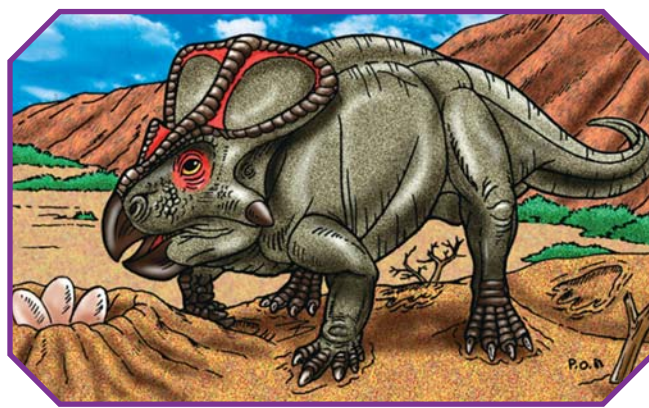
The ceratopsians are defined by the horned frills which covered their heads. They evolved over a long period of time, and produced many variations, from the small protoceratops to the many-horned styracosaurus. In the World of Banded Night (p. 38), they occupy many of the same niches and roles as hippos, rhinos, and buffalo do in the modern world.

In combat, the larger ceratopsians rely on their mass, strength, and horns, while the smaller, hornless, ones rely on their greater speed and their sharp beak. A charging horned ceratopsian is a terrifying force, one which can kill a man,

overturn a jeep, or cause a megalosaur to look for easier prey – if it survives the impact!

During mating season, a herd of ceratopsians will find a locale suitable for egg-laying and set up a temporary camp there while the eggs hatch. The eggs do not need warmth, so both males and females can protect the nesting ground. Towards the end of the hatching cycle, food becomes scarce, causing some of the older and weaker members of the herd to be ejected. Hunters often prowl the fringes of the nesting ground waiting for just such easy prey.

If the herd chooses to nest where humans have encamped, there is little the humans can do. It's easy for a hunting party to take down a single specimen, but humans cannot battle an entire herd with stone tools. Whether the folk of Tarn can do so with metal tools remains to be seen; their lands are far from the usual nesting places.



Protoceratops ("Knife-Beak")

A protoceratops is a relatively small – only 10 feet in length – and solitary plant eater, except during the mating season. During this time, the female will stay with the nest to protect it, while the male will leave the nest, feed itself, and bring back food for the female to eat. Once the young hatch, they are left to fend for themselves, and the parents likewise split up to resume their solitary lifestyle. This makes protoceratops especially good targets for a band of hunters. The bony beak of the protoceratops makes an excellent tool, and small groups of adolescents will usually make plans to hunt down enough so that each member can have one. The crest is also sometimes used as a shield.

ST 14; **DX** 13; **IQ** 2; **HT** 10.

Will 10; **Per** 10; **Speed** 5.75; **Dodge** 8; **Move** 10.

SM +1 (2 hexes); 400 lbs.

Traits: DR 4 (Head and neck only); Quadruped; Teeth (Sharp Beak); Wild Animal.

Skills: Running-12.

Styracosarus ("Many-Horn")

The styracosaurus is akin to the triceratops in behavior, but lives in smaller herds, more akin to extended families. Styracosaurus are a dangerous target for hunters, but also a rich prize. Each dinosaur's array of horns can have many uses – weapons, digging tools, decoration, bracing for hide shields. The smaller knobs of bone which line the fringe of the crest make excellent spear tips when polished.

ST 34; DX 12; IQ 2; HT 11.

Will 10; Per 9; Speed 5.75; Dodge 8; Move 9.

SM +3 (6 hexes); 5,000 lbs.

Traits: DR 6 (Head and neck only); Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal.

Skills: Running-10.

Triceratops (“Three-Horn”)

The triceratops is a herd animal, and they live on the lightly-forested plains, where they spend their days grazing and walking. Predators and human hunters often follow the herds, looking for stragglers, the old, or young which have wandered off. The Tarn have attempted to domesticate the beasts, as they would make fearsome creatures of war, but their success has been limited. Cro-Magnon hunters will sometimes stalk a young triceratops and claim its armored frill as a shield (p. 20).

Rarely, an overly aggressive bull triceratops will be exiled from the herd. These creatures are especially dangerous. Though still plant eaters, they are hostile, and will charge viciously at anything they see which seems big enough to kill. Humans are just about the right size . . .

ST 47; DX 12; IQ 2; HT 11.

Will 10; Per 9; Speed 5.75; Dodge 8; Move 10.

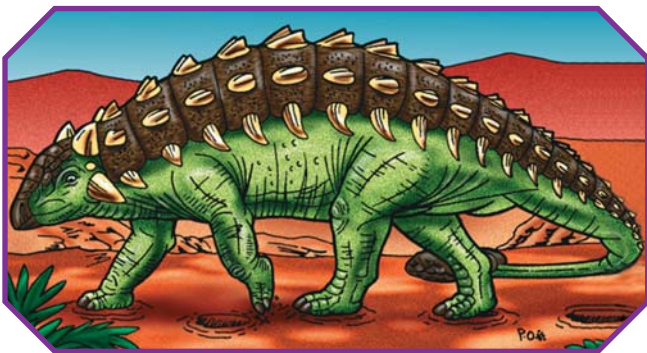
SM +4 (10 hexes); 13,000 lbs.

Traits: DR 6 (Head and neck only); Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

Skills: Running-10.

ANKYLOSAURS

The armored ankylosauri are well-defended herbivores, relying on their thick hide and bone plates to dissuade predators. Humans are stymied by such measures, but have the cunning even velociraptors lack, and can aim spears or arrows at the unprotected parts which a carnivore's teeth cannot reach. Hunting of ankylosaurs is common – it is relatively safe, the meat is good, and the body parts make fine weapons and armor.



Ankylosaurus (“Flat-Back”)

This creature, 30 feet long, is the largest of the ankylosaurs and the heaviest-armored. It walks low to the ground, its four legs splayed out to the sides, and its massive tail swings back and forth behind it, awaiting a target. The adults are rarely

hunted by humans, but the young often are, because an ankylosaurus-tail club is considered a sign of great prowess.

ST 41; DX 10; IQ 2; HT 11.

Will 10; Per 10; Speed 5.25; Dodge 8; Move 5.

SM +4 (10 hexes); 9,000 lbs.

Traits: DR 9; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

Skills: None.

(Reality check: Ankylosaurs, like most dinosaurs, had vertical legs and walked more like a hippo than a turtle.)

STEGOSAURS

The stegosaurs are herbivores, and are best known for the rows of spines or plates which line their backs and tails. They are generally smaller than the sauropods, and, as such, are much better targets for packs of hunters. They are also stunningly stupid animals, to the point where many have a “second brain” located in their hips to provide additional neurological support for the simple task of walking.

Because of this, any strike to the hips with a piercing weapon is considered to be the same as a strike to the skull for purposes of wounding modifiers and critical hits, with the exception that there is no chance of damaging the eyes or other senses. If such results occur, re-roll them.

(Reality Check: It is no longer believed the hips held a second brain. For more “realistic” **GURPS Lands Out of Time** games, ignore this rule.)

Kentrosaurus (“Walking Thorns”)

The kentrosaur, slightly more than half the size of the stegosaur, is hunted far more often, to the point where it is rare in human lands. The size makes it perfect to feed a large tribe, and its many spikes of varying sizes are valuable for everything from digging sticks to fishing spears to decoration. This array of natural weapons jutting at all angles also makes them dangerous, so confronting one in a small band is a good proof of courage. (Confronting one alone is considered proof of stupidity.)

ST 27; DX 10; IQ 2; HT 11.

Will 10; Per 10; Speed 5.25; Dodge 8; Move 5.

SM +2 (5 hexes); 2,500 lbs.

Traits: DR 2; Quadruped; Striker (Tail; Cannot Parry; Long, SM +1; Limited Arc, rear hexes); Wild Animal.

Skills: Running-10.



Stegosaurus ("Spike-Tail")

The largest of the stegosaurs, *Stegosaurus* is a slow-moving, slow-thinking herbivore. It is often seen as little more than a mound of flesh patiently chewing its way along, but its natural defenses are powerful, and it can move with surprising speed when threatened. Because of its size, it is rarely hunted by humans.

The Tarn consider them pests, and will drive off stegosaurus herds which approach the agricultural fields. In addition to the destruction they wreak on the irrigation ditches, they attract carnivores. Fortunately, they are easy to drive off with ranged weapons – if they feel pain but can't find anything to hit, they run away until the pain stops. The only real danger is them stupidly running in the wrong direction – a stegosaurus stampede can be terrifying.

Stegosaurs are so stupid that they are almost impossible to train or control. Any animal-related skills applied to them suffer a -2 modifier.

ST 38; **DX** 10; **IQ** 1; **HT** 11.

Will 10; **Per** 10; **Speed** 5.25; **Dodge** 8; **Move** 4 normally, 7 when panicked.

SM +3 (7 hexes); 7,000 lbs.

Traits: DR 4; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

Skills: Running-9.

HADROSAURS (DUCKBILLS)

There are many species of duck-billed dinosaurs; indeed, the first mounted dinosaur skeleton was that of a *Hadrosaurus*. As the name implies, they all have large bills, similar to those of ducks. They have brightly-colored hides and ornate head-bones, which are hollow. These bones are used to pull down air as the duckbills lurk below the waters of marshes and shallow lakes, feeding on fish and bottom dwelling plants. Duckbills are herd animals and are good parents – they will leave nests well guarded.

The crests of a duckbill can be turned into a loud musical instrument. Both cavemen and the Tarn do this, though the Tarn-made instruments are of higher quality and have a richer variety of sounds.

Hadrosaurs are semi-bipedal; they normally walk on all fours, but can run on two legs.

The statistics below represent the hadrosaur, but can be used for most duckbills.

Hadrosaurus ("Calling Beast")

ST 30; **DX** 14; **IQ** 1; **HT** 12.

Will 9; **Per** 11; **Speed** 6.5; **Dodge** 9; **Move** 6.

SM +4 (5 hexes); 4,000 lbs.

Traits: DR 3; Quadruped; Striker (Tail; Cannot Parry; Long, +1 to SM; Limited Arc, rear hexes); Wild Animal.

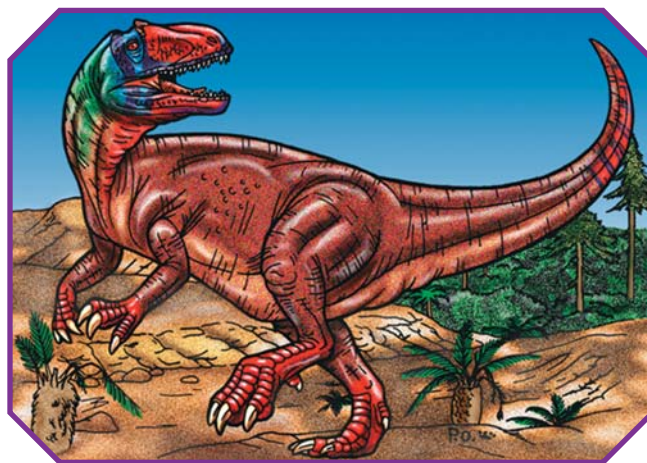
Skills: Running -11.

Reality Check: Duckbills probably did *not* breathe through their crests; it is most likely they were used for mating calls and ritual combat. They were also more likely to be plains or forest dwelling than swamp/lake dwelling.

THEROPODS

Theropods are bipedal carnivores, ranging in size from the waist-high *Eoraptor* to the immense *Gigantosaurus*, which was larger than even the legendary *Tyrannosaurus*. They are lethal creatures, capable of attacking and killing all but the largest sauropods (and even a brachiosaurus may fall to a pack of gigantosaurus!). The smallest theropod is more than capable of killing a man. In the World of Banded Night (p. 38), only the smallest breeds have been domesticated by humans; the larger ones are considered to be almost forces of nature, even by the technologically advanced Tarn, who often secretly wonder if their tall walls and metal weapons could hold off an attack by a hunting pack of the larger predators.

Saurians have a different relationship with the theropods. The more advanced tribes have been seen hunting alongside velociraptors and deinonychus, and while these symbiotic hunting parties have never attacked humans, many feel it will be only a matter of time.



Allosaurus ("Strong Hunter")

The allosaurus is similar to the tyrannosaurus (p. 27), both in physiology and in its cultural role. Though slightly smaller, this makes little difference to any humans who might stumble on its path. It earns its local name from its powerful forearms, distinguishing it from the larger, but smaller-armed, tyrannosaurus. Some saurian tribes deify allosaurs as much as tyrannosaurs; others disdain them. Cro-Magnon myth often portrays them as siblings, eternally competing.

ST 36; **DX** 11; **IQ** 2; **HT** 11.

Will 10; **Per** 10; **Speed** 5.5; **Dodge** 8; **Move** 11.

SM +5 (15 hexes); 6,000 lbs.

Traits: DR 2; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Wild Animal.

Skills: Brawling-13; Tracking-13; Running-13.

Deinonychus ("Terrible Claw")

Some Timelost find it amusing that the common name for *Deinonychus* among the Cro-Magnon is also the literal translation of its Latin name. A few "fringe" researchers claim this cannot be "mere coincidence," but, as Jack McGovern noted in response to one such: "Have you seen one rip apart its prey so fast there's nothing but an explosion of red and a dying gurgle? If you had, you'd know – there's nothing else to call it." While

not quite as feared as the velociraptor, this is only because it hunts in smaller packs and is generally less intelligent. Once it has closed to the kill, it is astonishingly lethal. A pack of deinonychus can confront a lone sauropod, wearing it down with leaping claw strikes until it collapses, bleeding from a hundred different wounds. A lone human, or even a hunting party, can be destroyed in far less time.

The Tarn dream of taming these creatures – they would be the perfect riding beasts for war, fast and vicious. They have thus far proven to be uncontrollable; no amount of punishment or reward has been effective in making one at all pliable, and attempts to raise the eggs in captivity have failed.

Unlike velociraptors, deinonychus are more egalitarian, with the pack seeming to be self-organizing without an obvious leader. Scientists eager to learn more about their social behavior via close observation are discouraged from doing so.

ST 16; DX 16; IQ 3; HT 12.

Will 11; Per 12; Speed 7; Dodge 10; Move 13.

SM +2 (3 hexes); 160 lbs.

Traits: DR 1; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

Skills: Brawling-13; Jumping-14; Running-14; Tracking-14.

Tyrannosaurus (“Walking Death”)

There is no creature more representative of the concept of “dinosaur” than the Tyrannosaurus. They are vicious carnivores, capable of running down prey at over 25 miles per hour and tearing it to pieces. They are solitary hunters, and this fact earns them more respect and fear than is given to their slightly larger relatives, the gigantosaurus which hunt in large groups. The folk of the World of Banded Night (p. 38) respect a creature which can confront the world alone.

There is no relationship between humans and tyrannosaurs other than that of “appetizer” and “diner.” Human settlements are never placed near known tyrannosaur hunting grounds; if an adult tyrannosaur moves in, the humans move out. Only the Tarn have managed to consistently drive off tyrannosaurs, and this has always been at great cost.

To take anything from a tyrannosaur, even a dead one, is considered an act of great courage (or great foolishness). Some young hunters will follow a sickly or aged tyrannosaur for days, waiting for it to die, then claim a tooth as a prize. This is not a risk-free act; the keen senses of a tyrannosaur are such that even a dying specimen may detect a tracker and dispatch it.

Saurians do not hunt with tyrannosaurs, but they do seem to worship them. Advanced saurian tribes will leave offerings of bound herbivores or captured humans in places that tyrannosaurs are known to frequent, often battling other predators to be sure only their “god” gets to devour the offering.

In combat, the tyrannosaurus will usually bite and tear off a huge hunk of flesh, if the creature is too small to simply pick up in his mouth and chew. It can do this with any creature of SM 0 or smaller; roll a contest of Strength each turn to escape. Each turn the tyrannosaurus has prey in its mouth, it automatically inflicts 4d+1 impaling damage, with no “to hit” roll necessary. It may also try to pin smaller prey under its clawed feet; contest of Strength to pin, and the pinned victim takes 4d+1 cutting damage.

ST 34; DX 13; IQ 2; HT 14.

Will 12; Per 14; Speed 7; Dodge 10; Move 17.

SM +5 (12 hexes); 5,000 lbs.



Traits: DR 2 (Skull DR 4); Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Sharp Claws; Wild Animal.

Skills: Brawling-13; Tracking-15; Running-12.

Velociraptor (“Running Death”)

Iconic images evolve. Thanks to the efforts of Stephen Spielberg, the velociraptor – which never appeared in any of the major works which inspired this book – is now so associated with dinosaurs that to leave it out would be unthinkable. If Edgar Rice Burroughs or Ray Harryhausen had the slightest inkling such creatures existed, they would have used them.

Velociraptors are intelligent pack hunters with a matriarchal structure. A single female queen and a few younger female “princesses” dominate the smaller, more numerous, males. When a “princess” reaches breeding age, she will take a few of the younger males with her, mate, and lay her eggs. She then guards the nest while the males bring her food. When her children hatch, they join her and the rest of the pack in the hunt.

Velociraptor packs will take on almost anything, but they prefer easy kills. They have a special love of hadrosaurs, and usually wait in the high reeds by the rivers for the chance to lure off a lone specimen.

They have among the most sophisticated hunting patterns of any non-sentient species. They will use lone scouts to attract prey into an ambush, perform flanking maneuvers, or leap onto massive sauropods and tear at the neck until the creature collapses from blood loss.

Velociraptors are often seen hunting with Saurians. There is no evidence of direct control or taming, but the two species work together. The Saurians will herd smaller herbivores directly into a velociraptor pack, and the resulting kill is then divided up. At other times, velociraptors will kill Saurians as eagerly as they kill anything else.

In combat, a velociraptor will bite and then claw.

(*Reality check:* The velociraptor described here is stronger, heavier, faster, and much smarter than the real thing.)

ST 15; DX 15; IQ 4; HT 13.

Will 11; Per 14; Speed 7; Dodge 10; Move 18.

SM 0 (2 hexes); 150 lbs.

Traits: DR 1; Weak Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

Skills: Brawling-17; Jumping-15; Running-15; Track-15.

Giganotosaurus (“Trampling Death”)

The tyrannosaur may be worshipped as a god by Saurians and considered emblematic of all that is “Dinosaur” by 21st century humans, but the greatest threat to any living being in the world of *GURPS Lands Out of Time* is the *giganotosaurus*. Individually they are stronger than a tyrannosaur, which is bad enough, but they have a trait the tyrannosaurs lack – they are pack hunters. The strength of the tyrannosaur combined with the hunting tactics of the velociraptor produce a lethal force which is almost impossible to comprehend. *Giganotosaurus* packs kill the largest of sauropods, tearing into a brachiosaur the way velociraptors tear apart a protoceratops. The Tarn have yet to confront such a pack on their own territory, and the wiser of them fear that all that could be done would be to hide, and then rebuild when it was gone.

A *giganotosaurus* uses the same combat tactics as a tyrannosaur.

ST 48; **DX** 11; **IQ** 2; **HT** 12.

Will 11; **Per** 12; **Speed** 5.75; **Dodge** 8; **Move** 5.

SM +5 (15 hexes); 14,000 lbs.

Traits: DR 2 (Skull DR 5); Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Sharp Claws; Wild Animal.

Skills: Brawling-13.

PTEROSAURS

For game purposes, this category includes all flying reptiles and excludes anything with feathers. Pterosaurs dominate the skies in a *GURPS Lands Out of Time* campaign, ranging from small creatures the size of sparrows to the mighty quetzalcoatlus, with a 65 foot wingspan! The pterosaurs are powerful flyers, and the largest can easily snatch up a human from the ground! As they tend to nest in the same cliffs that many humans use, there is constant conflict between man and leather-winged reptile.

In general, pterosaurs are solid-colored, usually dull grays and greens.

(*Reality check:* Current trends in art depict brightly-colored pterosaurs, similar to birds. However, the genre material tends to use the older-style “dull” colors. Also, while pterosaurs were powerful flyers in reality, they would not have been strong enough to scoop humans up and carry them off.)

Quetzalcoatlus (“Huge Flyer”)

The quetzalcoatlus is the largest flying creature known, and may be the largest flying creature possible. Few in number but long-lived, they are one of the eternal terrors of the dino-world. Even the large theropods are less frightening, since, for all their strength and lethal weaponry, they can be heard from far enough away to flee. The quetzalcoatlus is almost silent when it approaches, the only sound its wings cutting the air as it glides down, the only warning the sudden darkening of sky before its claws close and its great wings flap, lifting it upwards, its screaming victim clutched tightly beneath it. Those on the ground can only watch as the creature bends its massive head to pluck the prey from between its legs and devour it, then sails off again as silently as it arrived.

The guards of Tarn-Ul watch the sky carefully for any approaching quetzalcoatlus, and will unleash hails of arrows

until it turns to seek easier prey, often a slave or worker out of reach of the guards’ protection.

Its gripping claws are extremely strong; they can grip with Strength 15 for purposes of contests of Strength and for claw damage. The creature can lift up to 200 lbs. without losing the ability to fly. However, its overall strength is much lower, hence the low general Strength score given below.

ST 9; **DX** 12; **IQ** 2; **HT** 11.

Will 11; **Per** 12; **Speed** 5.75; **Dodge** 9; **Move** 2.

SM +5 (15 hexes); 95 lbs.

Traits: Acute Vision 2; Flight (Winged; Air Move 10); No Fine Manipulators; Lifting ST +6; Sharp Beak; Sharp Claws; Striking Strength +6 (Claws Only).

Skills: Brawling-13.

Pteranodon (“Sky Shadow”)

Smaller than the quetzalcoatlus at a “mere” 25-foot wingspan, the pteranodon is also more common. It cannot carry off a full-grown man, but it is known to prey on unattended infants and children.

Its main source of food is fish. It often lurks near where humans fish, and will swoop in on the day’s catch, scoop up a beakful, and fly off, nimbly dodging the spears thrown after it. Pteranodon nests are located in cliff faces and in sheltered places on high hills. Their eggs are considered to be a delicacy, and someone who can retrieve the eggs and live is considered very brave. In some tribes, offering a pteranodon egg to a prospective mate is considered the best way to demonstrate your worthiness, and to refuse one who has done such a thing is considered rude almost to the point of taboo.

In the lore of the Folk of Scaled Spirits, the sky shadow is seen as disreputable, a thieving and cunning spirit rather than a brave and resolute one.

ST 6; **DX** 14; **IQ** 2; **HT** 11.

Will 11; **Per** 11; **Speed** 6.25; **Dodge** 9; **Move** 1.

SM +3 (7 hexes); 40 lbs.

Traits: Acute Vision 2; Flight (Winged; Air Move 12); No Fine Manipulators; Sharp Beak; Sharp Claws.

Skills: Brawling-14.

Pterodactylus kochi (“Small Gray Flyer”)

The term “pterodactyl” refers to a wide range of species. *P. kochi* is one of the most common of the smaller pterodactyls, with a wingspan of about 20 inches. They rarely compete directly with humans for food. In the lands of the Tarn, they have become domesticated, occupying a role somewhere between that of hunting hawks and carrier pigeons. (The lack of paper for writing means that the messages consist of small clay medallions fastened to the neck with a strip of leather.)

ST 4; **DX** 13; **IQ** 2; **HT** 10.

Will 11; **Per** 12; **Speed** 5.75; **Dodge** 8; **Move** 1.

SM -3 (1 hex); 10 lbs.

Traits: Acute Vision 1; Flight (Winged; Air Move 10); Enhanced Move 1 (Air Speed 20); No Fine Manipulators; Sharp Beak; Sharp Claws; Tame or Wild Animal.

Skills: Tracking-14.

AQUATIC “DINOSAURS”

These creatures are not dinosaurs, but, for game purposes, they are grouped with them.

Plesiosaur (“Far-Reaching Teeth”)

Plesiosaurs are ocean-dwelling predators whose most distinctive feature is their immense neck, allowing them to snatch fish from great distances or pluck incautious land animals from the shorelines. They are also capable of floating at the top of the sea, while reaching far down in order to scoop up ammonites and trilobites. Since they are air breathers, this is a great advantage to them.

This long reach makes them dangerous to fishers and others who travel along the shallow seas. A plesiosaur head can appear from almost anywhere to grab and devour. A careful watch is kept for the telltale hump which indicates one is in the area, and seagoers steer well clear of it.

Plesiosaurs are most dangerous to man during their mating season, when old instincts compel them to lumber onto the beaches to engage in mating dances and lay eggs. Unlike some species, they do not return to the same spot year after year, but seem to choose locations at random. When such a location is where a fishing village happens to be located, there’s little the inhabitants can do but flee.

The plesiosaur has a reach of 2 due to its long neck. It can bite for 3d+1 cutting damage.

(*Reality check:* This “*plesiosaur*” has the traits of several different species, to conform to the movie and comic-book versions of the creature.)

ST 31; **DX** 13; **IQ** 2; **HT** 10.

Will 10; **Per** 10; **Speed** 5.75; **Dodge** 8; **Move** 10 (Water), 1/2 (Land)

SM +4 (10 hexes); 4,000 lbs.

Traits: DR 1; Ichthyoid; Sharp Teeth; Wild Animal.

Skills: Brawling-15.

Ichthyosaurus (“Black-Fin”)

The ichthyosaur is a six to seven foot long marine reptile that feeds off smaller fish and invertebrates. It has many similarities in form to a dolphin, though it is far less intelligent. They compete directly with humans for many types of food, as they can swim in fairly shallow water and pursue fish into areas also used by humans. They are effective fighters, but a group of humans on land can use spears or bows to kill them or drive them off. Attacking them from rafts is much more dangerous; they are prone to leap onto the raft, upending it and dumping the passengers into the water.

They are extremely fast swimmers when they are pursuing prey. Much like dolphins, they can make prodigious leaps out of the water.

The term “Black-Fin” comes from the dark tip of the creature’s dorsal fin.

ST 13; **DX** 12; **IQ** 2; **HT** 11.

Will 10; **Per** 11; **Speed** 5.75; **Dodge** 8; **Move** 10 (Water).

SM 0 (2 hexes); 250 lbs.

Traits: DR 1; Acute Vision 2; Enhanced Move 1 (Water Speed 20, Costs Fatigue 3) Ichthyoid; Sharp Teeth; Wild Animal.

Skills: Brawling-14.

OTHER CREATURES

This section includes creatures not even mistakenly classed as dinosaurs – giant sharks, early birds, armor-plated fish, and so on.

Archaeopteryx (“Soft Wing”)

The archaeopteryx is the first true bird. It is feathered, and capable of flight. It is also extremely common in the World of Banded Night, found in most temperate forests. While it can fly, it is not a particularly strong flyer, and prefers quick flights from tree branch to tree branch in the dense woods. Among the Tarn, its bright colors make it an attractive pet, and it is often kept tethered to a pole or in a cage filled with many small perches.

ST 2; **DX** 12; **IQ** 2; **HT** 12.

Will 9; **Per** 10; **Speed** 6; **Dodge** 9; **Move** 6.

SM -5 (<1 hex); 3 lbs.

Traits: Acute Vision 1; Flight (Winged; Cannot Hover; Air Move 12; Costs Fatigue 2); No Fine Manipulators; Sharp Beak; Sharp Claws; Tame or Wild Animal.

Skills: None.

Arthropleura (“Tongue With Legs”)

The arthropleura joins the protodonata (p. 30) in the “Most likely to panic Timelost” category. Timelost with entomophobia make their self-control roll at -3; locals with entomophobia find it no more frightening than every other bug. It is a flat millipede-like creature that can reach up to six feet in length and a foot wide, and sometimes longer – in the World of Banded Night, monstrosities of up to 20 feet in length and two feet wide have been reported. The creature’s flesh is not considered

safe to eat, but it is more pest than menace. Legends of “swarm season,” when dozens or hundreds of them congregate in a vast, rolling, carpet, devouring everything they crawl across, are considered to be false.

The arthropleura cannot rear up to bite; it can only attack things it can crawl over. If it bites at a standing human, it will only be able to strike at the legs.

ST 7; **DX** 9; **IQ** 1; **HT** 11.

Will 9; **Per** 9; **Speed** 5; **Dodge** 8; **Move** 7.

SM +1 (2 hexes); 60 lbs.

Traits: DR 1; Horizontal; No Fine Manipulators; Weak Bite.

Skills: None.

Dinichthys (“Swimming Rock”)

The dinichthys is one of the largest and most vicious fish known to exist. It is the most dangerous non-dinosaur ocean predator most humans in a *GURPS Lands Out of Time* campaign will face, unless they venture into waters deep enough to support a megalodon. Its heavy armor protects it from most competitors its size or smaller, and its jaws can snap the spine of an ichthyosaur like a dried twig. Rarely, one will take to prowling the shorelines, where it drive off fishers. Unlike the air-breathing dinosaurs, a dinichthys never needs to expose itself to spears and bows; it can lurk far below the surface, swimming upwards just long enough to grab a tasty biped and then drag its meal far down below.

The first bite by a dinichthys impales the victim on its huge fangs, doing 3d+1 impaling damage; then 3d+1 cutting damage until the victim escapes via a Contest of Strength.

(*Reality Check*: The dinichthys was extinct by the time of the earliest dinosaurs.)

ST 31; **DX** 9; **IQ** 1; **HT** 11.

Will 9; **Per** 9; **Speed** 5; **Dodge** 8; **Move** 7 (Swim).

SM +7 (10 hexes); 4,000 lbs.

Traits: Combat Reflexes; Impaling Striker (Fangs); Doesn't Breathe (Gills); Ichthyoid; Pressure Support 2; Sharp Teeth; Wild Animal.

Skills: Brawling-11; Track-12.

Megalodon ("Teeth That Swim")

In reality, this nightmare did not appear until long after the age of dinosaurs, but as anachronisms go, it's fairly minor. The megalodon prowls the deep seas of the World of Banded Night, and it can easily be found in the oceans of any similar world. If the setting is a mysterious island, visitors can count on seeing a fin as tall as a man cutting ominously through the water.

Megalodons rarely interact with humans in the World of Banded Night; they do not travel far enough out to sea to encounter it. However, Timelost may well use their knowledge of navigation techniques to travel out of sight of land . . . and learn why it's really *not* a good idea.

ST 64; **DX** 9; **IQ** 1; **HT** 13.

Will 11; **Per** 13; **Speed** 5.5; **Dodge** 8; **Move** 9.

SM +5 (15 hexes); 34,000 lbs.

Traits: Bad Temper (9); Combat Reflexes; Crushing Striker (Snout); Doesn't Breathe (Gills); Hard to Kill 4; Ichthyoid; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.

Skills: Brawling-12; Survival (Open Ocean)-11.

Protodonata ("Fragile Wing")

This creature is more likely to upset Timelost than the natives. After all, insects tend to "squick" people even when they are small, and the protodonata is *not* small. It looks like a dragonfly with a two-foot wingspan, one of the largest flying insects known. Timelost entomophobes suffer a -3 on their control roll upon spotting one.

A protodonata is almost harmless to humans, though, and its name indicates how the locals view it – one good hit with a spear or club, and it will fall to the ground, helpless. Saurians and protohumans consider them a great delicacy; other natives will eat them when needed, but do not seek them out for food unless the hunting is poor. To the extent that the Tarn are developing a social hierarchy with status symbols, a taste for protodonata is considered a sign of low birth.

ST 2; **DX** 13; **IQ** 1; **HT** 9.

Will 10; **Per** 9; **Speed** 5.5; **Dodge** 8; **Move** 2.

SM -3 (1 hex); <1 lb.

Traits: Flight (Winged; Air Move 12); No Fine Manipulators; Weak Bite; Tame or Wild Animal.

Skills: None.

Trilobite ("Mud Crawler")

Trilobites, in a variety of species, are extremely common in the World of Banded Night. The smaller species are often used as food. Most of the larger species taste too bitter to be edible, though they are sometimes used to feed captive mosasaurs. The largest can be threats to some swimmers. There are dozens of different species, but, for stat purposes, they can be defined as "Small" and "Large."

Small Trilobite (<6" long)

ST 2; **DX** 10; **IQ** 1; **HT** 10.

Will 10; **Per** 9; **Speed** 4.75; **Dodge** 7; **Move** 1.

SM -6 (<1 hex); 1 lb.

Traits: Doesn't Breathe (Gills); Horizontal; No Fine Manipulators; Weak Bite; Wild Animal.

Skills: None.

Large Trilobite (2-3 feet long)

ST 5; **DX** 10; **IQ** 1; **HT** 11.

Will 10; **Per** 9; **Speed** 4.75; **Dodge** 7; **Move** 3.

SM -3 (1 hex); 1 lb.

Traits: Doesn't Breathe (Gills); Horizontal; No Fine Manipulators; Weak Bite; Wild Animal.

Skills: None.

THINGS WHICH NEVER WERE

This section includes animals which are not only out of their normal time period, but which simply did not exist. They are representative of many of the types of animals (and the occasional plant) encountered in the source literature. They are *very* pulpy in nature, and may strain suspension of disbelief beyond the breaking point if added to an even partially realistic setting. All of these creatures exist in the World of Banded Night (p. 38), but they are rare, and can be safely excluded if it is felt they will disturb a more serious mood. Once exceptional elements are introduced, it is hard to "un-introduce" them, so, these beasts should be used with care.

Carnivorous Plant ("Green Death")

The carnivorous plant is a massive collection of vines and flytrap-like jaws; it often grows amidst other, less hostile, veg-

etation. When suitable prey wanders into it, it attacks, tearing at the victim with multiple jaws, all of which secrete a paralytic venom. In areas where these plants grow, the locals usually mark their locations and give the creature a wide berth. Often, a punishment for those who commit great crimes against the tribe is to be hurled into one, with the entire tribe listening to his prolonged death agonies from a safe distance.

ST 30; **DX** 12; **IQ** 0; **HT** 12.

Will 10; **Per** 8; **Speed** 6; **Dodge** 9; **Move** 0.

SM +2 (5 hexes); 150 lbs.

Traits: Affliction (Paralysis) 3 (No Range); Blind; Doesn't Breathe; DR 2; Extra Arms (6; Extra-Flexible; Long, +2 SM); 2 Extra Attacks; Extra Mouths (6, at the end of each "arm"); Sharp Teeth; Vibration Sense.

Skills: Brawling-14; Stealth-13.

Giant Land Turtle ("Walking Rock That Bites")

Built along the lines of a snapping turtle, but 20 feet in length, this semi-amphibious horror normally confines itself to devouring fish, small mosasaurs, and very unlucky swimmers. During mating season, though, it emerges from the sea to hunt on land. Humans are just about bite-size for it, and it seems to find them a welcome change of pace from its usual seafood diet.

Hunting the creature is difficult, as it easily deflects most TL0 and TL1 weapons. However, if the giant land turtle has decided to stake out a tribe's territory as its own, or has begun to wander too near the fields where massospondylus (p. 24) eggs are being tended, there is little choice. The preferred tactic of the Tarn is to use weighted nets to immobilize it, then to shoot poisoned arrows at the exposed flesh. Cavemen are much more daring – they will charge it, scramble onto the shell, and attempt to get a spear directly into the creature's eye.

If such a hunt succeeds, the shell often becomes the centerpiece of the tribe's encampment. A tribe displaying such a shell clearly has skilled warriors.

The jaws of the giant land turtle are extremely strong; it does 5d-3 cutting with a bite attack.

ST 40; DX 9; IQ 2; HT 12.



Will 11; Per 10; Speed 5.25; Dodge 8; Move 3.

SM +3 (6 hexes); 8,000 lbs.

Traits: Bad Temper (9); Sharp Teeth; Striker Strength +10 (Bite); Quadruped; Wild Animal.

Skills: None.

Giant Spider (Death Which Leaps)

What could possibly prey on a yard-long dragonfly? A three-yard-long spider, of course! This immense monster is not a web spinner; it is a jumper, capable of remaining hidden and motionless until a suitable meal walks or flies by, then leaping onto it, sinking its venomous fangs into its victim and, once the paralytic poison has taken effect, draining it of all life.

Timelost arachnophobes must make self-control rolls at -3 upon sighting this horror.

Humans have very little to do with these nightmares except to slay them when they can and flee them otherwise. They are relatively rare, which is good. However, they like to lay their egg sacs in dark, hidden, places – such as the backs of caves or the lower levels of buildings in Tarn-Ul – and when they hatch, a swarm of thousands of spiderlings, each the size of a large tarantula, can flood through the area, killing few but sickening many.

ST 16; DX 14; IQ 1; HT 11.

Will 11; Per 10; Speed 6.25; Dodge 9; Move 8.

SM +1 (3 hexes); 125 lbs.

Traits: Affliction (Paralysis) 3; Clinging; Extra Legs (4); Sharp Teeth; Quadruped; Wild Animal.

Skills: Brawling-13; Tracking-14.

Creatures Of Legend

Huge snapping turtles and carnivorous plants aren't the strangest beasts that can be found in a dino-world. Pulp dinosaur fiction can justify mutants from radioactive valley, the escaped experiments of passing aliens, even dimensional gateways bringing in creatures from an unknown universe.

A Creature of Legend needs to be something which is impressive even against giganotosaurs, something strange even in a world where psionic shamans and brontosaurus jerky are just parts of the scenery. There should never be more than one in a campaign region (indeed, more than one per world is pushing it). Encountering one should be a climactic moment in a campaign, and it does not necessarily need to be the "final boss monster" to be slain on the "last level." (Though if the campaign follows this style of model, such creatures *do* work very well for it!)

A Creature of Legend should be powerful, intelligent, or both. It should have unique abilities, even if the normal "rules" of the world do not permit it. Good abilities include an aura which causes pain or death, the ability to turn into mist (suitable for smaller creatures), invisibility (think of the Creature From The Id from *Forbidden Planet*), a bizarre mix of features (a tyrannosaurus with a row of spikes down its back, or a three-headed plesiosaur), and evidence of advanced or alien technology (A cyborg velociraptor

queen, an impossibly old and huge allosaurus with a corporate barcode genetically imprinted on its skin).

While these entities are by definition atypical, there are common tropes. One of the most common is the super-intelligent, psionically powerful dinosaur, almost always a mutant tyrannosaurus. Such a being would be a near-god, and would most likely be worshipped as one by any sentient beings in the area. Legends of the "spirit who walks" would travel far, causing many to come and see this wonder for themselves. That few, if any, would return from such a trip only adds credence to the legend.

There are no "official" Creatures of Legend in the World of Banded Night, but one can certainly be added. The Tarn might arrogantly wish to capture or kill it, the Saurians might try to convince it to ally with them, and a tribe of Cro-Magnon might seek it out to placate it, believing it to be responsible for a recent plague of ill-fortune.

Lastly, for those who can't get enough of the outré, there is always the possibility of a "Valley of Monsters." A radioactive meteor crash, or a fissure releasing strange gases and chemicals from far beneath the Earth, can create an entire region of bizarre and strange creatures. This can create a sort of "Atomic Horror" campaign, with the cave-men and Timelost battling a new menace each week, facing not just dinosaurs, but *giant, radioactive, two-headed, psionic dinosaurs!*

CHAPTER FOUR

WORLDBUILDING

GURPS Lands Out of Time includes a complete setting for dino-adventuring, the World of Banded Night (p. 38).

However, the genre is broad, and supports a variety of settings. This section discusses how to build a dino-world.

SETTING TYPES

LOST VALLEYS AND ISLANDS

The simplest setting to integrate with an existing campaign set on Earth is the “Lost Land.” This concept has been rendered obsolete by satellite mapping, but during the late 19th and early 20th century, there were vast portions of the Earth which were totally unknown, at least to Europeans (and who else counted?). It was always possible that somewhere deep in Africa, South America, the vastness of the Pacific, or the Poles, that some area still contained strange creatures out of time. That such areas would never contain enough land space to support the variety of huge animals that inhabited them is a subject which was never mentioned in the source material, and it should likewise not be brought up in any game incorporating such a setting.

Traditionally, such settings are discovered by hearing rumors from nearby natives, or by strange items brought in by deep explorers. A tyrannosaur tooth, but unfossilized. Natives who excitedly point to pictures of dinosaurs in explorers’ books, and have names of their own for the beasts. Expeditions which vanish when entering a particular area, an area where no native guide will dare to go. Alternatively, flying over the “lost land” may prove hazardous, as such areas usually contain materials which disrupt navigation or otherwise cause planes to crash into them.

A Lost Valley type setting is usually not sufficient to support an entire campaign, but it is an excellent place to set a lengthy adventure for a Victorian, steampunk, or pulp campaign.

ALTERNATE PASTS

The past of the world is well-known . . . or is it? There’s a lot of history to the Earth, and a period of a few hundred thousand years, or even a few million years, can vanish into the geologic record with ease. Further, who is to say that various forces have not manipulated public and scientific perceptions to serve some greater purpose?

There are several ways in which a pure time-travel scenario can result in humans and dinosaurs living side-by-side. One excellent possibility is that the primitive tribals living alongside the big reptiles in the Mesozoic are the descendents of time travelers themselves – most probably from some time *after* the characters who are sent back in time to meet them. (The original travelers may even be somehow related to the characters. “So . . . a century from my time, my great-granddaughter went back to the age of dinosaurs . . . and you’re her great-grandson? Whoa.”) Such a colony could exist for a thousand years and leave no trace in the fossil record, except for one small clue which sets the campaign in motion.

“You’re heard of the Pawluxey footprints, of course?”

“Yes, a bunch of creationist mumbo-jumbo. Everyone who looked at them who knew anything about anything confirmed they were just dinosaur tracks.”

“Indeed. We managed to switch out the real tracks prior to any reputable scientist getting a gander. We’ve got the real ones on Level 3. Um, and, Larry . . .”

“What?”

“The, ah, human footprints in the rock. They seem to be yours.”

– Conversation between Lawrence Jacobson and unidentified member of the National Archives (Department of Corrections)

Magic, Psionics, or Mumbo-Jumbo?

Whether or not there is working “magic” in the dino-world is a vital design decision. In most of the source material for the genre, there isn’t. Shamans and other mystic types are often portrayed as con-men or bullies, whose scams are threatened by outsiders wielding more potent magic. (See *This is My Boom Stick!*, p. 35) However, the introduction of real powers can add an exciting element to the setting, especially if the Timelost do not have such abilities – at least not upon entering the dino-world. Each of the three possibilities is discussed below.

Magic: Under this option, characters can learn genuine magic, using the rules in **GURPS Magic**. Because nearly all magic will be shamanic in nature, the Clerical Magic rules should be used. Casters must take Power Investiture in order to cast spells, and Religious Ritual is likewise recommended. To add “flavor,” ignore the rules for reducing ritual with skill – Shamans never reduce the ritual required beyond the Skill Level 10-14 requirements. (Fatigue costs are reduced with skill.) Animal and Plant spells should work normally on creatures native to the dino-world, but suffer penalties to skill when applied to outside creatures.

If the flexibility of **GURPS Magic** is too much, but “magical” powers are desired, it is possible to create some spells as Advantages, using a variety of limitations, such as Accessibility, Pact, Costs Fatigue, Limited Use, and Takes Extra Time. It is recommended that such powers be limited to healing, communication (especially with animals), or

knowledge. Shooting lightning bolts is completely inappropriate to the genre.

It is possible that scholars of Tarn-Ul will have begun to develop the rudiments of non-religious ritual magic, but this can change the tone of the genre greatly. It is also possible that strange eldritch beings may grant mystic powers as well; see *Elder Forces*, p. 34.

Psionics: This option has a more “pulp” feel, as it seems more “scientific.” It is the default for the World of Banded Night. The practitioners will believe they are working true magic and communing with spirit, but, in fact, their religious rituals and sacred herbs have activated latent psionic powers. Telepathy, ESP, and Psychic Healing are all possible powers. Psychokinesis is very rare (and will often have many limitations, such as “Emergencies Only” and “Uncontrollable”), and Anti-Psi and Teleportation are unknown. All psionic powers should also have “Costs Fatigue.” Furthermore, in the World of Banded Night, psionic powers are activated by ingesting potent herbs and fungi; this is a Trigger worth -30% (See *Powers In The World of Banded Night*, p. 41).

Mumbo-Jumbo: This is the most traditional option. There is no magic or psi powers, just a lot of trickery, psychology, and herbal medicine. The practitioners of “magic” may know this, or they may sincerely believe they have mystic powers, or some may be conscious frauds while others are sincere.

An alternate past setting should hew more closely to accepted scientific truth than a lost valley or alternate dimension. While there is much that is unknown about dinosaurs and which can be added easily (see the Bestiary for suggestions on this), if the crux of the campaign is that it is set in the past of the “real” Earth, the dinos should be roughly appropriate for the era. Dimetrodons and Tyrannosaurs should not share the stage. (Unless, of course, everything we “know” is even more wrong than anyone suspected . . .)

Such a setting can work as a full campaign or as a series of adventures. The PCs could be the only humans, stranded in the past, and becoming the very mystery they were sent to solve. This works especially well if there’s a fear of “destroying the future” – how much can they change before they will wipe out the world they came from? For a standalone adventure, it is best if there are other humans already there to interact with.

OTHER WORLDS

For the maximum in freedom, though, the dino-world can be a world utterly beyond “the fields we know.” It may be an alternate dimension, or the Earth in an unimaginably distant future, or a lost and alien world which has, by sheer coincidence, evolved species identical to those of Earth in the Mesozoic. (Venus, in its pulp incarnation as a swampy, primitive world, is an ideal candidate for this role in a Victorian steampunk game.)

On such a world, almost anything can be added. Lost races with godlike technology. Stranded aliens. Elder gods. It is also



possible to have a wide range of terrain, going beyond the archetypal swamp-and-jungle settings. Such a world is ideal for a full campaign, as it can hold a variety of secrets and a wide range of possibilities for adventure. It is also more work.

The World of Banded Night setting included in this book (p. 38) is such a world.

CULTURES AND TECHNOLOGIES

Elder Forces

Another highly “pulp” aspect which can be added to a *GURPS Lands Out of Time* campaign is the worship of dread eldritch powers. This works best in an “alternate past” campaign or in a “forgotten valley” setting, and is especially good if such a location is part of a larger world of modern or early-20th-century horror. Characters can be led to the dino-world by strange clues, such as statues of elder gods similar to those found in the most ancient archeological digs, but clearly new-made, and with no signs of them being clever forgeries. Once there, they will find the worship of ancient powers to be alive and well – or, if traveling into an alternate past, encounter the origins of the dark rites and rituals they know only from fragmentary relics. This can be the climax of a lengthy adventure – for example, if a particular ceremony is needed to close a gate to the insane realms beyond space and time, but the details of it have been lost for aeons, a quick trip via an esoteric time machine might reveal it. The characters will confront not only cultists, but also leather-skinned monstrosities thought dead for aeons.

The saurian race can also have ties to the present day. Many modern horror mythologies feature fish-men; perhaps the shifting continents drove the Saurians back to the sea, where they devolved into the piscoid races that sometimes emerge on moonless nights?

The presence of eldritch cults among dinosaurs can allow for especially anachronistic elements – for example, the construction of temples much more massive and complex than primitive technology would allow, true “magic,” and monsters not even remotely related to terrestrial creatures.

The World of Banded Night does not include eldritch powers, but the concept that the Priest-King of Tarn-Ul has made dark pacts in order to gain power is not entirely unreasonable. Indeed, it might be that the current Priest-King is, in fact, the first, transferring his mind to a younger body every few decades thanks to blasphemous powers granted him by unnamable forces.

Once the general type of setting has been determined, the next question is the level of general technology. Is the “ultimate weapon” the sharpened rock, or has primitive (or, perhaps, not-so-primitive) metallurgy been discovered? Are the humans all in primitive tribal cultures, or are there city-states, kingdoms, or empires? Are there pseudo-Egyptians using iguanodons to help build their pyramids?

Higher levels of technology are a double-edged sword . . . if swords have been invented. The more technology there is, the greater the range of possible cultures and character types. Agriculture and cities mean true division of labor, as well as the development of social classes, nobility, hierarchical priesthoods, money and trade, and so on, all of which expand the world greatly – but which begin to turn the game from

“cavemen and dinosaurs” to “stock fantasy with a couple of big lizards hanging around.” Granted, a “dungeons and dinos” game can be a lot of fun, but it’s a very different genre than what’s covered here.

The “default” tech level for *GURPS Lands Out of Time* is 0. This still includes a wide range of sub-levels. The Cro-Magnon culture, for example, is at the peak of TL0, while the Neanderthals are at the bottom of it, and the protohumans can’t even use fire without burning themselves.

EARLY TL0

This tech level, which is where the protohumans and primitive Saurians are, allows only the simplest of tools. Fire is not controllable in any way. Tools are all formed of single components – using a strip of hide to tie a rock to a stick to form a hammer is not possible. Clothing is not used, nor is it possible to construct a shelter. Medicine is nonexistent. Technology which requires multiple participants – digging a pit in order to trap a duckbill, for instance – does not exist. Only the simplest “tools to make tools” exist – for example, a rock with a sharp edge could be used to carve a point onto a stick to make a spear. Most tools are considered disposable, and the lack of any kind of storage such as bags means that anything which cannot be carried is left behind. Tools are made when they are needed and used until they are expended or need to be left behind.

MID TL0

This tech level is used in *GURPS Lands Out of Time* to represent the Neanderthals and the majority of the advanced Saurians. Fire can be controlled, but not started. Clothing of hides is known, but sewing is primitive. Simple tools combining materials and components exist. Very basic herbal medicine is available (-2 modifier on all checks due to the highly experimental nature of the “remedies”). Spears are made well enough to be hurled, but bows are still in the future. Items can be carried in a tied hide. Simple lean-to shelters can be constructed. Primitive forms of personal decoration exist, such as a stone tied to a strip of hide and worn around the neck.

HIGH TL0

The Cro-Magnon and Advanced Saurians have reached this stage. Fire can be made. Herbal medicine is well-established, but not necessarily effective. Complex tools can be made, as well as specialized tool-making tools. Nets can be woven. Dugouts, hide-and-bone canoes, and lashed-together rafts ply the waterways. Domestication of small animals, such as eoraptors, exists. Food is cooked. Sewing with bone needles is common, and sacks and pouches can be made, allowing the transport and storage of multiple, specialized, tools and weapons. The “terror weapon” of the era, the bow, has been invented, and this enables the possessors of this advanced military technology to take on many of the more lethal creatures, peppering them with arrows and fleeing until the prey drops. Semi-permanent shelters are possible, from woven-reed huts to bone-and-hide long tents. Iconic imagery decorates cave walls and personal items.

The Impact of Dinosaurs

The presence of the dinosaurs will have an impact on technological development, since such beasts can be used in a variety of roles. Many are larger and stronger, but less intelligent, than the animals which were available to primitive man in reality. Furthermore, the pulp atmosphere of most *GURPS Lands Out of Time* campaigns means that unrealistic concepts will be accepted because they “feel right”. Dino-power can be used to justify a wide range of anachronisms.

For TL0 and lower societies, the main use for dinosaurs will be raw parts. The equipment section (p. 20) lists a wide range of such items. However, even tribal cultures can train or raise animals, especially those which can forage along with the tribe. A triceratops may need too much fodder to be a useful beast for a pre-agricultural civilization, but small carnosaurs can be used as hunting or guard

beasts. Larger dinosaurs will almost certainly be the focus of religious rituals.

TL1 societies with good agricultural practices can truly incorporate the dinosaurs into their lives. Triceratops form the basis for heavy cavalry, while raptors can be trained to kill and turned on the enemy during war. A tyrannosaurus captured as a baby and raised in a city can be a fearsome living god to whom prisoners or volunteers are sacrificed. The elite of such a society might hunt with archaeopteryx, much as medieval nobles used hawks. The smaller sauropods can provide meat, labor, or both. The main thing which dinosaurs will *not* provide is milk or fur.

Since a large part of the appeal of a *GURPS Lands Out of Time* campaign is the imagery and “feel,” the incorporation of dinosaur-based resources can be a bit gratuitous. As a general rule, it doesn’t matter if it would be efficient or logical, provided it *looks cool*.

This Is My Boom Stick!

One of the critical themes of any campaign featuring Timelost characters is the mixture of high- and stone-age technology. The equipment section (p. 22) discusses many of the issues of maintaining such technology, especially in the highly corrosive environment of the World of Banded Night. This sidebar discusses other game balance and world design issues.



The simplest solution to high-tech is “It doesn’t work.” The camera doesn’t take pictures. The flashlight won’t light. The gun won’t fire. The explorers have nothing but their wits to fall back on. This can be very challenging, but, it can also deprive players of some of the best “moments” of the genre. If the decision is made to “zero out” technology, then, the maximum level that can be natively made should be established. Even if guns and electricity do not work, how about steam power? Could a knowledgeable character make penicillin, rig a still, or build a repeating crossbow? Many inventions require only the knowledge of how to make them, not an advanced infrastructure. For simplicity’s sake, it is best to say nothing over TL1 can be made, even if the underlying principles can be found in devices which did work in TL1.

If tech is nullified, the utility of the High TL advantage is reduced, as follows:

If high-tech machines do not work, but if high-tech *knowledge* is still useful, reduce the cost of the advantage to 3 points/TL.

If even high-tech knowledge is useless due to differing laws of reality, the advantage is worth nothing.

As a final option, scrap the High TL advantage and simply impose an Unusual Background on all Timelost to reflect the general value of their gear and equipment.

Important! Only alter the value of the advantage if the characters will be there for the duration of the campaign. If the dino-world is a stopover, leave the advantage as is; that it is less useful for one adventure is irrelevant.

If characters can keep their existing tech, or make new devices, things get interesting. A pistol or a rifle can make a man a god, at least until the ammo runs out. The key ingredients for gunpowder are common, and while making an effective gun using local industry is unlikely, the manufacture of simple bombs is quite possible. Passing on the simplest knowledge about the need to clean wounds or the mechanics of reproduction can profoundly alter the future development of civilization. In the World of Banded Night setting (p. 38), characters may be able to give the folk of Tarn several millennia of lore in a short period of time, just by teaching them decimal math, phonetic alphabets, and crop rotation. Even things as simple as the design of the plow or the invention of the stirrup can alter an entire culture, and this is knowledge any marginally educated Timelost will have.

The other side of the equation, of course, is that many people fear change more than they desire its benefits. An experiment in gunpowder may turn a tribe into a screaming mob rather than ardent followers. Everyone in power, from tribal chieftains to the Priest-King of Tarn-Ul, will have reasons to want the meddlesome strangers eliminated.

Lastly, it must be emphasized – primitive does not mean stupid! No matter how much a character may warn that his gun is protected by spirits, some enterprising caveman will probably make a play for it, and, if they’ve had time to watch the character, know how to use it. This provides an excellent opportunity for gamemasters to perform the traditional “Ha! The strangers are not gods! They are just men like us! Seize them!” scene.

Low TL1

The Tarn are at this TL. They are the most advanced culture they know of, but they inhabit a small area of the world, and long distance communication does not exist. Other civilizations may be at, or beyond, this TL.

Bronze working defines this TL. Tools, weapons, and art objects can all be made of worked metal. The ability to work softer metals, such as gold, is also present. Medicine includes the absolute basics of surgery – a limb can be cut off. Kilns bake clay into bricks, allowing the construction of large buildings, though the lack of mathematics and engineering knowledge limits builders to trial and error. Nothing on the scale of the Pyramids is possible, though they will be by the end of the TL. Animals are domesticated for food, as riding beasts, and as

muscle power, though the primitive harnesses mean that maximum efficiency is not gained. Stone rollers and wooden wheels are common.

Large-scale technological projects exist – irrigation, the construction of walls and public buildings, the forming of armies. Simple arithmetic is used to tally taxes and count citizens. Writing is evolving out of pure iconography, but phonetic or complex iconographic alphabets do not yet exist.

Paper or analogs for it do not exist; writing is either painted on walls or pressed into clay. Machines with multiple moving parts, such as windmills or water wheels, are far in the future. Chariots do not exist; the ability to make vehicles which are light enough to move quickly without falling to pieces is still generations away. Riding tackle is basic, and fighting while mounted is limited to ranged weapons.

CAMPAIGN THEMES

There are several themes or concepts which can be used to frame a *GURPS Lands Out of Time* campaign.



Raw Survival

This campaign theme is simple: Stay alive. It can be run in almost any kind of setting, from an isolated “Valley of the Dinosaurs” to a full-fledged alternate world. The characters are unlikely to be powerful – 50 to 100 points is about right, and XP awards should be small. Supernatural or Exotic traits, unless already included in racial templates, should not be permitted. Shamanic characters should not have access to “real” magic or psionic abilities. In the case of Timelost characters, their access to advanced technology should be limited, and each item should be both precious and fragile. This style of campaign can, and should, tone down many of the more cinematic aspects of the genre. If set in the World of Banded Night (p. 38), the characters should be far from Tarn, as the nature of a settled, agricultural civilization undermines the “Man Against The Elements” theme. Tarn exiles forced to join with the Cro-Magnon can be effective characters. Typical adventures or plot elements in a survival campaign include such things as:

- The only source of fresh water is a nearby spring, which has become home to pack of duckbills in mating season – and to the raptors which prey on them.

- A lightning strike has lit the fern jungle on fire, and a stampede is on its way.

- A sickness is killing the meat animals the tribe hunts, and starvation is setting in. The hunters must travel far to find food.

- While climbing a cliff, an accident caused the pack with most of the Timelost’s rations and ammunition to plummet into the dark valley below. Is it worth the risk to retrieve it?

- A new tribe, speaking a strange language and following unknown rites, has been sighted approaching the character’s homeland. Food is scarce enough; will this new competition lead to war?

Exploration

In this campaign style, the fundamental goal is to find things out. Unlike survival, merely existing day-to-day is not especially difficult, but the characters place themselves in jeopardy on a regular basis. Starting character points should be in the 100 to 150 range, and XP should be awarded often enough that the characters feel capable of taking on new challenges. Timelost characters may not be entirely lost – they could be part of a well-planned expedition with a safe and sure way back. (Of course, many Raw Survival type campaigns *begin* this way as well.) The purpose of the game is to find out what’s beyond the horizon, or to uncover secrets and mysteries. This campaign theme works well with Timelost, but it does not require them. The Tarn are in an expansionist phase, and scouts are being sent to map the surrounding world. The shaman of a Cro-Magnon tribe might have received word from the spirits that the tribe must find a new home before the pterosaurs return from their annual mating flight north, and the player characters are sent to locate a suitable land. An earthquake or volcanic eruption may have broken down a natural barrier or raised a landbridge, exposing new lands to explore.

Typical adventures or plot ideas in an exploration campaign include:



- Strangers from another world have won the chief's favor, and he has offered to grant them any boon. They ask for some stout warriors to accompany them into the depths of a Vanished One city.

- The Priest-King of Tarn-Ul decides to know the full nature of his realm, and orders an expedition up the Slow Muddy River, to document all the people and creatures which live along it.

- Infinity Unlimited hopes to figure out how an ecosystem full of anachronistic species holds together, and it has asked a biological survey team to assemble a genetic library. This means tracking down many different species and getting skin, blood, and tissue samples.

Homesteading

This style of campaign is similar to Raw Survival, in that many of the adventures will focus on short term needs, but different in that there is a greater goal than “stay alive until tomorrow.” In a Homesteading campaign, the characters are settled in one place, and they actively work to improve their lot. The characters may be Timelost setting up a home ala the “Swiss Family Robinson” (or who have befriended the Tarn and seek to help them spread civilization), a tribe of Cro-Magnon who have found a new home for their tribe after a disaster forced them from their old one, or a mixed group of exiles and outcasts who have taken shelter in a Vanished One city and seek to make it their new home. The focus of the campaign is on building something. The basics of survival – food

and shelter – are generally available, but there’s always something more to do.

Typical adventures or plot ideas in a homesteading campaign include:

- The “pilot episode” – the characters arrive, willingly or not, at their new home, and adjust to their environment.

- Another group – Saurians, for example – claims the character’s home as their own. Can they be bargained with or driven off?

- An approaching natural disaster threatens everything the characters have built. They can flee and be certain to lose it all, or try to wait it out and risk losing their lives as well.

“Oooh! Ahhh! That’s how it always starts. Then later there’s running and screaming.”

– Dr. Ian Malcolm
*Jurassic Park:
The Lost World*

CHAPTER FIVE

WORLD OF BANDED NIGHT

During the day, you might delude yourself into thinking you're on Earth. True, the plants are odd – there are no flowers, and the “trees” are giant ferns. There are dragonflies the size of your arm, and roaches the size of your head. The animals should have died out tens of millions of years past. But, even so, you can imagine it's your world.

During the day.

At night . . . you look up, and you see stars that are all wrong, and, cutting across the sky, the light reflected from the planet's rings, forming bands between the stars.

The World of Banded Night is a setting for **GURPS Lands Out of Time**. It is designed to be broad enough to support full campaigns, with or without Timelost characters. Only a small portion is detailed here, leaving the majority of the world to be customized as needed.

Banded Night In *GURPS Infinite Worlds*

Within the **GURPS Infinite Worlds** setting, the World of Banded Night has been somewhat snidely christened Burroughs-6. It is found in the Quantum-3 band, but there is considerable debate over whether or not it qualifies as an “Earth.” Most researchers consider it to be part of a wholly alternate universe. A small minority classify it as a “Future Echo,” saying it could be Earth a billion or more years in the future. Some projections of stellar positions seem to bear this out, but the data is inconclusive, and such a hypothesis raises far more questions than it answers.

When Infinity Unlimited discovered the World of Banded Night, it was approached with caution. A team of anthropologists spent months studying whatever was known about Cro-Magnon culture, along with whatever knowledge could be gleaned from unmanned parachronic probes dispatched to quietly observe the natives. Even as the anomalies piled up, the plan was to treat this world in as delicate a manner as possible.

Of course, the first team in managed to go about three days before accidentally revealing they were not just wanderers from a faraway land. While fumbling for an explanation, they were surprised to see their Cro-Magnon companion shrug and say, “More strange ones. As in the stories. You come from the land-which-is-not-ours?”

Parachronic tractors left by the Vanished Ones has left the World of Banded Night littered with legends and tales of “visitors.” While they do not arrive every generation, they are common enough that they form part of the fabric of most tribal, and Tarn, histories, and they have been varied enough in their nature that the common wisdom is to treat them with respect but wariness until their true selves are revealed.

Despite this, a decision was made not to open up Burroughs-6 to tourism or exploitation. Part of this is a desire to preserve as much of the “authentic” culture as possible, and part is due to concern over the unknowns, such as how the paramagnets might affect travel over the long run. No one wanted to take the risk of stranding a hundred tourists in a dinosaur-infested jungle.

Burroughs-6 is considered a research world. It is a paleontological and anthropological treasure trove. Multiple sentient species, including one which is clearly non-human, combined with a blend of tribal and early agricultural societies, all existing in an ecology in which no other mammal species seem to exist . . . a few wags have claimed the world should be named “Thesis-1.” The main fear is contamination. There is also the worry that the odd technology of the Vanished Ones might be stolen and exploited by crosstime raiders. Thus far, every Vanished One artifact brought back to Prime has proven to be utterly non-functional, but there remains the possibility that the devices could work on other worlds, possibly even those reachable by Centrum.

Common problems which the Infinity Patrol faces are those who think all they need is a gun and a few tricks to set themselves up as gods (the classic “Man Who Would Be King” scenario), and the hunters who want to bag “the big one” – a tyrannosaur, usually, though fishers after ichthyosaurs and one loon who wanted a megalodon are also known. While there's a general desire to let the idiots get what they so richly deserve, that's not policy. Less common problems include Centrum. While Burroughs-6 is well away from Centrum's direct reach, they have agents working for them in all quantum bands.

Where is the World of Banded Night? That is deliberately unstated. It may be a world orbiting a distant star, it may be a strange parallel of Earth, it may be a distant future of Earth, it may exist in a dimensional pocket universe. It may even be a virtual reality simulation in some cyberpunk future (with the Timelost who enter it having their memories of doing so suppressed or wiped).

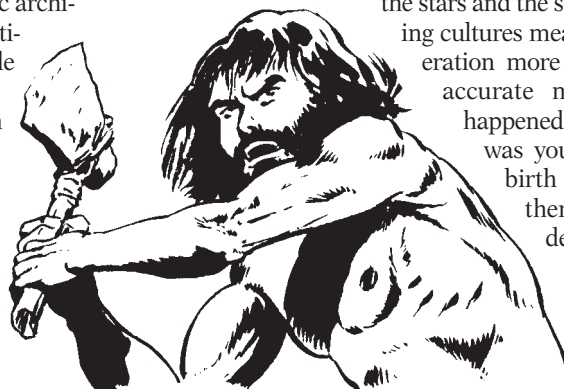
The World of Banded Night has gravity identical to that of Earth to within a few fractions of a percent. The atmospheric pressure is slightly higher, enough to make visitors uncomfortable but not enough to inflict any game effects. It is a world with few high mountain ranges, deep ocean depths or vast deserts. Most of the terrain is low, with shallow seas and swamps dominating. It has a single supercontinent, christened 'Dinogea' by explorers, which contains many large inland seas and river networks, and which is surrounded by volcanic archipelagoes. Volcano chains are commonplace, and continental drift will eventually split the world into multiple continents.

It is the ecology of the World of Banded Night which is unusual, not the geography. There are several species of hominid, including at least one which is genetically identical to modern man, but no other mammals, not even other primates. There are true birds, but only very primitive ones – more evolved than *Archaeopteryx*, but not much. Plant evolution seems to have ended in the late Cretaceous.

Beyond this, though, there are many other oddities. Trilobites can be found in the mud of most seabeds, but many other Cambrian species are long gone, if they ever existed. The fish include the massive armor-plated killers of the Permian, sharing the sea with plesiosaurs and mosasaurs. There are creatures which never existed on Earth, such as the "Walking Rock That Bites" and the various gargantuan insects, many of which represent species far more advanced than they should be, never mind the size! The swampy conditions and lack of many areas with exposed rock strata make it difficult for researchers to form an accurate picture of the timeline of evolution. (There is also the small problem of avoiding being eaten.)

The lack of a moon means that there are no tides, and that timekeeping is extremely primitive. The folk of Tarn have just begun the rudiments of astronomy and charting the passage of

the stars and the seasons. The remaining cultures measure things by generation more than by any more accurate measure; an event happened "when your father was young" or "before the birth of your grandfather," and that latter description can place an event anywhere from 50 years to a millennium ago.



CULTURES AND PEOPLES

TRIBAL CULTURES

The tribal cultures of the World of Banded Night follow the guidelines noted for races, above. Some of the specific cultures in the area around Tarn are described below.

The Folk Of The Scaled Spirits

This is the largest Cro-Magnon culture in the area, and it encompasses over a dozen specific tribes. Each tribe has its own unique identity, but also partakes of a shared culture, which helps define territory, the "rules" of warfare, hunting, and meeting, and a common language and religious heritage. Each tribe has a totem animal – always a dinosaur, following the broad definition of "dinosaur" used in this book. (The Black Fin tribe has a mosasaur as its totem, for example). The tribe views the animal spirit as being both a single spirit and as being embodied in each individual animal, and religious rituals do not distinguish completely between "spirit in an animal" and "the spirit of the animals." Each tribe considers itself to have the virtues of their chosen spirit.

The relations between the Scaled Spirit folk are generally peaceful, though squabbles do break out over territory, food, mates, and so on from time to time. Traditionally, such disputes are resolved by the shamans consulting the spirits, or by the tribe's warriors engaging in non-lethal combat. Sometimes, more complex contests are held, such as the tribes competing to be the first to kill a triceratops or to send a scout

into some lethal territory and return with proof of his journey. Out-and-out war resulting in many deaths is considered a bad thing, and is to be avoided.

The Sky-Shadow Tribe

This tribe was once part of the larger Scaled Spirits culture, but they have since been exiled. They continually broke the rules, ignored agreements between chiefs, stole mates, and even killed children – violating one of the most sacred inter-tribal customs! As such, a great meeting of chiefs declared them outcast, subject to no law, to be killed on sight, stolen from, and otherwise treated as enemies of all of the Scaled Spirit tribes. The Sky Shadows retreated to the high cliffs where their totem spirit dwells, and live there to this day, the isolation keeping them safe. Occasionally, they conduct raids against the other tribes.

Black Sand People

The people of Black Sand are Neanderthals who dwell on the dark-sand beaches north of Tarn-Ul. For the most part, they live by spearing fish and gathering trilobites and other shellfish from the beach, as well as seaweed and some of the edible plants that grow slightly inland. It's a spare and inhospitable region, and they would prefer the lush lands of the Valley of Morning Mist, leading to continual conflict with the Flat Back tribe. See the section on the Valley of Morning Mist for more details.

THE PEOPLE OF LIQUID ROCK (THE TARN)

The region known as Tarn is the first true “nation” to arise on the World of Banded Night. It began three centuries ago as a collection of semi-permanent fishing villages along the Slow Muddy River. Almost by accident, the inhabitants of these villages discovered the basics of planting and harvesting. The certainty of food, from both the river and the slowly growing cultivated fields, gave them time to learn other crafts, such as clay working, which led, in turn, to the firing of pottery. This led to the most important discovery of all – that the rocks which surrounded the river valley could be made to run like water in the flame, and then to turn back into a new kind of rock when cooled. With time, effort, and much trial and error, the folk of Tarn learned to shape the liquid rock, and to mix different rocks together, until they had the basics of bronze-age metalurgy.

Metalworking, clay working, and a stable food supply which required year-round tending to maintain meant civilization. The fishing villages grew together into the city of Tarn-Ul. Division of labor created crafters and farmers, soldiers and priests. Shamanism gave way to a religious hierarchy, with gods instead of spirits and a priest-king who stood between the gods and man. Crude ziggurats now rise over the jungle trees, and wooden bridges span many of the rivers. Walls of fire-hardened brick surround the city, and within those walls, there are market squares. The majority of the Tarn folk live outside the walls, along the river and out in the fields, but within the city, revolutions are occurring. Symbolic writing grows more and more abstract, and the rudiments of mathematics are being developed. The edicts of the priest-king are dutifully copied by his acolytes, preserving his words and creating the first written laws and histories.

With this comes other things. Throughout the World of Banded Night, the various tribes have always divided the rest of the world into “We, The People,” and “They, The Other,” but it is only in Tarn that such concepts are “refined” into doctrines of destiny and inherent superiority. Tribes would war because they wanted food, or water, or mates, but the People of Liquid Rock war because of ideas and abstractions and because the gods (speaking through the Priest-King) tell them to do so.

The people of Tarn are known as “the folk of Tarn,” “the Tarn,” or the “People of Liquid Rock.” All three terms are used interchangeably.

The Priest-King of Tarn-Ul

The origin of the Priest-King is found in the earliest days of Tarn, when the original tribes began to grow too large for the old system of tribal government to work. Traditionally, each tribe had a chief who generally ruled, and a shaman who advised. During a period when intertribal squabbling was undermining the coordination needed to maintain the fields and work the mines, a shaman named Listens To More Than He Hears was attending to one of the more powerful chiefs, who had been badly injured driving a young tyrannosaur away from the mining pits. Traditionally, the chief named his successor on his deathbed, and the shaman came forth and announced the chief had named *him* as successor.

A shaman as chief was unheard of . . . but so was a shaman lying about something so important. He renamed himself “Chief Who Hears The Spirits,” and spent the next few years using his religious authority to draw more power to himself and his allies. He also took a wife, something he had the right to do as a chief (though not as a shaman) and produced several sons, one of whom he raised as both chief and shaman himself. This son, named somewhat presumptuously Chief of All Tarn, oversaw the next major shift in cultural evolution – the merger of various tribal spirits into a smaller number of greater entities, each embodying the powers of many spirits.

By the time Chief of All Tarn died, two centuries past, the shamanic tradition was becoming a formal religion, at least among those who lived in the growing city. With his own son succeeding him, the concept of generational power linked to religious authority was firmly engrained in the Tarn; only the very old remembered any other way of life. Today, religion in Tarn is the province of priests, not shamans, and the hereditary priest-king speaks directly to the gods.

THE VANISHED ONES

There are mysteries throughout the World of Banded Night. Deep in the thickest jungles, there are great cities formed of a substance not metal, not stone, and not plastic, but harder and lighter than all of these. The cities are barren of furniture or decoration, and no images of the creators remain. The doors and passages suggest beings of roughly human size, but that is all that is known.

Most races of the World of Banded Night avoid them. The two exceptions are the protohumans, who seem to lack any fear, or even the awareness that the vanished cities are anything other than strange caves, and the primitive (though not the advanced) Saurians.

The cities are not the only remnants of this race, called The Vanished Ones by both the locals and the Timelost. Scattered throughout the world there are spheres of translucent black, four feet in diameter, hovering two to six feet above the ground. Scientists from Infinity Unlimited have determined they have a parachronic function – they seem to be a sort of interdimensional magnet, which can draw parachronic conveyers, world-jumpers, and other travelers off course and dump them into the World of Banded Night. Most of them seem to be in “standby” mode; the scientists can detect low levels of energy, but there is no active “pull.” Every so often, one will “flare” for a time. If a cross-time traveler ventures too “close,” he will be sucked in. The spheres have become known as “parachronic tractors” or “Sargasso seeds,” but nobody has found a pattern to their flares or a reason for their existence.

Vanished One Artifacts

Occasionally, some relic of the Vanished Ones will be found. Vanished One design tends toward gray spheres, often nestled or set inside one another, sometimes with spots of color. Attempts by Timelost to find a pattern to the colored spots have all met with failure, but they are definitely controls of some sort. Unfortunately, the pattern of the controls defies comprehension: touching a red spot followed by a blue spot may cause a set of three conjoined spheres to glow and hum today, but that doesn’t mean the same action will produce the same result tomorrow. When the artifacts can be coaxed to

function, the results can be astonishing. Some documented abilities include:

- Turned all the plant life in a 50-foot circle around the device to ash, while harming nothing else.
- Emitted a beam which tunneled a three-inch diameter hole 20 feet into a granite cliff in approximately two seconds.
- Produced what appeared to be a complete meal, composed of a variety of meat and plant products, which turned out to be both lethally poisonous and not genetically related to any known life in the World of Banded Night.
- Hovered in mid-air for 10 minutes, defying all attempts to move it, including being struck by an angry bull styracosaurus.

The devices uniformly fail to function when they leave the World of Banded Night. X-rays, cyberkinesis, and other means of analysis reveals nothing about the nature of the machines. They are composed of materials of many different densities, but nothing that resembles moving parts or circuitry. They also maintain a constant temperature of 81.5 degrees Fahrenheit until heated above 400 degrees or cooled to below -100 degrees, at which point they crumble into a fine powder.

VALLEY OF MORNING MIST

The Valley of Morning Mist begins about 15 miles to the north of Tarn, and extends north by northeast towards the Endless Water. It is an especially verdant land, with the Slow Muddy River broadening to over two miles wide in several places, and it supports several human tribes and a wide range of dinosaurs.

The Valley gets its name, as might be expected, from the thick fog which hangs over it every morning, burning away by the time the sun is high. The fog begins to form in the hour just before dawn, and the rings glow strangely through the gathering mist, creating a sight of eerie beauty, especially for the Timelost.

The slopes of the valley are riddled with limestone caves, a perfect home for humans. Some of the cave systems are extensive, and every tribe that dwells in them has its own body of rumors and stories of the things that dwell in the farthest depths, from cunning raptors eager to snatch young children who wander too far from their parents to the lost spirits of those who dishonored the tribe in life and cannot leave to join their ancestors.

The environment of the valley is stable and lush. Many of the more advanced tribes have permanent settlements outside the caves. The Flat Backs have a village located where the valley empties into the sea, and several of the other tribes have similar encampments, usually consisting of a meeting hut and several smaller buildings which hold tools or supplies.

At the moment, an uneasy peace exists between Tarn and the Valley. Scouts from Tarn have wandered the length of the Valley, trading the occasional bronze knife or shield to a tribal chief in return for safe passage or information. Tarnish boats often float down the river, though what they do when they reach the sea remains unclear. Other things come down the river from Tarn, as well . . . the runoff from the forges, pieces of shaped wood, fragments of pottery, odd liquids used as dyes, the blood from the Front Claw slaughtering pens. This has not angered the people who live in the Valley, but it is becoming obvious to them that Tarn is growing. All can recall when it would take three days to walk to the nearest Tarn buildings; now it takes one.

Inhabitants of the Valley

Three tribes of the Scaled Spirit folk live in the valley. They are the Flat Backs, the Fast Death, and the Death In Numbers.

The Flat Back tribe is the most numerous and advanced. Their totem animal is the ankylosaurus, and they see themselves as having the virtues of strength, durability, and toughness. They have lived in the Valley of Morning Mist beyond the memory of their oldest member, and they see no reason to leave. While they have claimed a number of the caves along the western slope of the Valley, near to the sea, they live primarily in the open, in a small village bordering the river. This village contains a large meeting hut where many can gather to debate, many family dwellings, and huts containing the tribe's storehouse of spears, bows, fishing nets, and other tools.

POWERS IN THE WORLD OF BANDED NIGHT

One thing which may startle Timelost even more than the dinosaurs is the fact that a few people – some tribal shamans, a few of the Tarn priests – have what seem to be very real “mystical” abilities. Depending on the background of the characters, this could be an astounding revelation or just something to check off on their world survey for Infinity. In game terms, the World of Banded Night is a low-mana world. Magic *qua* magic does not work here. However, psionic powers do. Shamanic and priestly rituals, combined with some psi-active plants, can produce “magic” powers. Following are some of the more common ones.

All powers have the following limitations, unless otherwise noted: Trigger (Ritual plants and powders, Occasional), -30%; Preparation Required (10 minutes), -30%; Psychic, -10%; for a total of -70%. The ritual plants and powders lose their potency after 1d6 days, so there are no large stockpiles of the required drugs. This means that use of these powers is not commonplace, and will never be done casually or to achieve goals more easily achieved by more mundane means.

Hear The Hidden Words: Mind-Reading (Standard Banded Night limits, -70%; Once per day for 1 hour at a time, -10%) [6].

This power enables the shaman or priest to see into the minds of others. Often, this power will be activated shortly before a major meeting or discussion, so the character may know the true thoughts of those who attend. It is also used to interrogate prisoners. Each activation lasts for 1 hour, and may be used only once per day.

Heed The Scaled Spirits: Speak With Animals (Standard Banded Night limits, -70%; Once per day for 1 hour at a time, -10%; Dinosaurs Only, -50%; does not reduce power's cost below minimum of 20%) [5].

The shaman uses this power to communicate with any dinosaur, which, for purposes of *GURPS Lands Out of Time*, includes mosasaurs, pterosaurs, and any other “big reptile.” It does not include proto-birds, amphibians, or any mammals that Timelost may have brought with them. Due to the long preparation time, this power is usually invoked when a specific creature needs to be communicated with. It must be noted that being able to “talk to the animals” will not necessarily make them friendly, and talking with a tyrannosaur usually just means the last words you hear will be “Noisy little thing. I wonder what it tastes like? Let's find out.”

Bind The Weak Spirit: Mind Control (Standard Banded Night limits, -70%; One subject only, -10%) [10].

One of the priests' most commonly used powers. It does not actually require an item from the subject, but nearly all practitioners believe it does, to the extent that no one will try to use the ability without such an item. Only a single mind can be controlled at a time.

Force The Utterance Of Truth: Mind Probe (Standard Banded Night limits, -70%) [6].

This power is primarily used for dramatic effect, to impress allies and remind enemies that there are no secrets from the spirits. Shamans and priests are likely to use this on Timelost who continue to tell their "ridiculous tales" no matter how long they're interrogated by traditional means.



Drive Out The Spirits Of Blood: Healing (Standard Banded Night limits, -70%) [6].

Shamans and priests will not use this casually! Most feel that if someone is injured, it is the will of the gods or spirits that this is so, and they will either heal or not according to the wish of same. Only if someone very important to the character or his tribe/people is grievously injured will this power be used. Trying to force someone to use this ability when they do not feel it is justified is asking for trouble; even if they do it, they will not hesitate to seek revenge. Often, they will simply fake the ritual and claim "the spirits of blood refuse to leave." (This limit is vital for genre purposes, though it might be waived for a "dungeons and dinos" game.)

See With Hunters Eyes: Night Vision +9 (Standard Banded Night limits, -70%) and Affliction +1 (Beneficial, +0%; Provides Night Vision +9, +90%, Reduced Range, Ranged Divisor 10, -30%; Standard Banded Night limits, -70%) [12].

This power is usually granted to another, often a hunter or warrior who has to go forth into the darkness to hunt. The power lasts for eight hours. The shaman can grant this power to himself, or to another, decided when the ritual is completed. He must touch his subject in order to grant him the power.

Wear The Scales Of The Spirits: Damage Resistance 5 (Standard Banded Night limits, -70%; Once per day for 1 hour at a time, -10%) [5].

This is one of the most visually dramatic powers available in the setting. Those who know it believe it requires a plate of armor from a flat back or spike tail, though this is a psychological rather than mechanical requirement. It is considered to be a psychic healing ability. The character using this ability grows thick scales over their entire body, granting them considerable natural armor. Any Timelost skeptics who dismiss other abilities as "cold reading," "placebo effect," or the like will have a very hard time writing this one off. For this reason, if the GM wishes to preserve "reasonable doubt" over whether or not there are "true" psychic powers, this ability should not be allowed.

WORLD OF BANDED NIGHT PLOT SEEDS

Giganotosaurus Alert!

The nightmare of Tarn-Ul has come to pass. Scouts have sighted a pack of giganotosaurs heading along the Slow Muddy River. If they continue in their present course, they will be at the gates of Tarn-Ul inside of a week. Attempts to drive them off, even using a herd of prize massospondylus as bait, have failed – the pack devoured the "offering" and then returned to its course. The scouts also report that Saurians seem to be marching with the giganotosaurs – perhaps guiding them?

Queen For a Day

The Two Hills Meadow was always the domain of the Flat Back Tribe, for many generations. It was where the tribe went to hold mating dances, to build huge fire-pits after the slaying of a three-horn, or to celebrate any great event. But now, it is denied to them. A new velociraptor queen has placed her eggs in the heart of the field, and her princes are vigilant about defending her. Those few warriors of the Flat Backs who chose to confront the raptors quickly became food for the queen. The chief advises patience, saying the tribe should wait until the eggs hatch and the raptors leave, but the shaman says that Two Hills Meadow is sacred and to give it up will anger the spirits who granted it to the tribe.

Dieses ist mein boom-stick!

The priest-king of Tarn-Ul is furious at the Timelost. They refused to give him the secret of the burning powder, but they gave it to the Saurians? Before the priest-king can have them tossed into the eoraptor pits, they manage to convince him they are innocent. Investigation shows that, yes, one clan of Saurians are wielding handguns, but they are far more advanced than could ever be made with the existing technology of the World of Banded Night. Someone has either constructed advanced facilities to make the guns, or is importing them in bulk from elsewhere. Can it be mere coincidence this tribe of Saurians has adopted the swastika as a symbol to mark its territory?

Quest For the Magic Mushrooms

Careful observation and experimentation have filtered out the truly "magic" ingredients used by shamans from the inactive ones, and a reliable drug which can grant short-term psionic powers can be manufactured. Naturally, Infinity Unlimited is overseeing all R&D on this, and will award a cushy contract to White Star once the FDA and UN approval processes are done with . . . years from now. But a researcher with access to the files plans his own venture, setting up a crossworld trade in "Pshrooms," as he's named them. All he needs is a few dozen samples to start his farm, and he'll pay good money to those with few scruples. The only problem is harvesting them from the carnivore-infested swamps in which they grow, and sneaking them back to Homeline, and then out again to the backwater world the researcher plans to use as his base of operations. Of course, the possibility of betrayal – by either side – is always present.

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One Million Years B. C. (Don Chaffey, 1966). A festival of hilarious inaccuracies and fairly decent special effects, featuring cavemen, dinosaurs, giant turtles, but most importantly, Raquel Welch in a fur bikini.

Valley of the Gwangi (Jim O'Connolly, 1969). Another case where the dinosaurs invade our world, set in the late 19th century. In this case, it's a lost valley in Mexico filled with prehistoric creatures, one of whom – a tyrannosaurus – escapes to wreak havoc in a Mexican village.

TELEVISION

Land of the Lost (1974-1977). A childhood favorite of many gamers. A family is swept into another world, where dinosaurs, proto-humans, and barely sentient lizardmen roam. Featuring mysterious lost cities, unexplainable alien artifacts, and some surprisingly cool ideas and characters (other than the sadly boring and interchangeable human stars), it is an absolute classic of the genre, despite the dated special effects and "kiddie show" mentality.

GAMES

GURPS Ice Age and *GURPS Dinosaurs*. These *GURPS Third Edition* books referenced extensively in producing this supplement. Both treat their subjects with considerably more scientific accuracy and should be referenced for more serious or "hard SF" *Lands Out Of Time* campaigns.

