

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- How did you become time lost in this place?
- How did you learn of the location of the Ancient ruins?
- What do you plan to do about the T. Rex?
- Have you made arrangements for an empty casket memorial service if you don't return?

IMPRESSIONS

- The sweep of pterosaurs above
- The constant drip of the rain forest from above
- The crunch of the jungle underbrush and its insects under your feet
- The stomp of a T-rex reflected in a puddle
- The whine of insects
- The howl of a distant Raptor
- The intense green of the primeval vegetation
- A smoking volcano in the distance



THE LAND THAT TIME MISLAID v1.0B

An Adventure Starter by Mark Tygart
For Red Box Vancouver's
Dungeon Planet
<https://redboxvancouver.wordpress.com/>

GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

Prehistoric Mire

When you step in mire, Roll+Dex. On a 10+, gain both. On a 7–9, choose 1:

- You are able to avoid alerting the Raptor Lookout
- You avoid being ensnared in the mire

Less than 6: The Raptors are alerted and you are ensnared

Weather

Roll each day 1d6:

1-2: Hot

3: Heat and Humidity (Humans -1 all throws)

4: Rain (Humans, Robots and Androids -1 all throws)

5: Hurricane (1d6 damage without shelter)

6: Volcano Erupts (1d8 damage without shelter)



Locations

City of the Ancients

Primeval Portal

This intelligent artifact strongly resembles the time travel portal from Star Trek's TOS episode *The City on the Edge of Forever*.

When you find the Primeval Portal, roll +Charisma.

On a 10+, The Portal will agree to teleport the party home once the cannibals have been eliminated.

On a 7-9: The Portal agrees not to attack in exchange for eliminating the cannibals and promises to teleport the party "to a safe place" once the cannibals are eliminated.

Less than 6: The Portal teleports the party to the Prehistoric Mire.

Cannibals' Cave

Bear Trap

When you step on a hidden trap trigger, Roll+Dex. On a 10+, gain all. On a 7–9, choose one:

- You are able to avoid setting off the alarm
- You do not suffer 1d8d

Less than 6: The alarm is sounded; you take 1d8d

Sounding the alarm will summon the Mutant Disco Cannibals.

The cavern is littered with artifacts from the 1970s, and is illuminated by a giant disco ball. Disco music plays at all times.



THINGS

Pterosaur Egg

1 Weight

Adventures can use threats to the egg to gain immunity from Pterosaur attacks. Such eggs are worth at least 500 credits each.

Monsters

Mutant Disco Cannibal Group, Stealthy, Devious, Organized, Intelligent, Hoarder, Terrifying

Crude Weapons (d6 damage) 6 HP
Close

These are twisted cannibals with wiry frames and crazed eyes, and reeking mouths full of rotten teeth, stained with the dried blood and flesh of their victims. They are descendants of past time travellers from the 1970s mutated by their time machine.

Special Qualities: Blood-stained, rotting maw

- Stage a distraction or lay a trap
- Shriek for reinforcements

Pterosaur, Hollywood

Group, Large

Bite (b [2d10+2] damage) 10 HP
Close

Special Qualities: Flying

Instinct: Swoop! Glide! Bite! Caw! Soar! Buffet! Roost!

Raptor, Spielberg

Group, Stealthy, Organized

Teeth & claws (b [2d8+2] damage) 5 HP, 0 Armor
Close
Instinct: Hunt prey!

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(<http://catsoftindalos.blogspot.com/>)

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Spielberg Mosasaurus

Solitary, Huge

Teeth (b [2d12+3] damage 2 piercing) 20 HP
Reach

Special Qualities: Amphibious

The 'Meuse River Lizard' was discovered by Johan Leonard Hoffman and formally given a full scientific name by William Mantell in 1829. Mosasaurus lived during the late Cretaceous period from 70-66 million years ago.

Mosasaurus preyed on fish, birds and other marine reptiles. The Mosasaur also possessed a second set of teeth in its upper palate to prevent its prey from escaping.

Instinct: Devour

- Erupt from the sea
- Swallow whole
- Escape with prey

T-Rex, Cinematic

Solitary, Huge

Bite (b [2d10+2] damage) 25 HP, 5 Armor
Reach, Forceful, Near
An 80 feet tall bird-lizard, straight from Jurassic World.
Instinct: Eating a lawyer in one bite?



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