

STICKS & STONES



A PREHISTORIC-ish
ROLE-PLAYING SETTING



NOTE: You need the Savage Worlds Deluxe Edition rules
to play Sticks & Stones



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A Prehistoric-ish Role-Playing Setting Powered by Savage Worlds

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Dedication: To our own Tribes – Elliot & Libby Lusk; Michelle Staley; Anita, Emma, & Grant Ross; Patrick & Jennifer Littlefield; Steve Whalen; and to Shane “Sokkem” Hensley, who lit the fire

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Note: Sticks & Stones is a Savage Worlds setting; you also need the Savage Worlds Deluxe Edition rules to play this game!



TABLE OF CONTENTS

PLAYER'S SECTION

IN THE BEGINNING . . .	4
LAND OF LUR PLAYER'S MAP	5
INTRODUCTION	6
HOW STICKS & STONES WORKS BEST	7
CHANGES TO SAVAGE WORLDS RULES	7
• SHINY ROCKS	7
• DARWINIAN MEASUREMENT	7
• "CAVEMEN ARE STUPID" RULE	8
• CAVE VERSIONS OF CREATURES	8
• LANGUAGE (AND THE LACK THEREOF)	9
• NEW SKILLS	9
• NEW HINDRANCES	9
• NEW EDGES	9
• POWERS	9

CHAPTER ONE: CHARACTER CREATION

CREATING CHARACTERS	10
RACES	12
• ARCHAIC HOMO SAPIENS (AHS)	12
• HOMO FLORESIENSIS (FLORZ)	14
• CAVE N.E.R.D.s	15
• NEANDERTHALS	16
• DINO SAPIENS	18
SKILLS	20
• NEW SKILLS & FAILING SKILL ROLLS	20
• NOTES ON EXISTING SKILLS	21
HINDRANCES	22
• NEW HINDRANCES	24
• NOTES ON EXISTING HINDRANCES	25
EDGES (ARCAINE BACKGROUND = AB)	27
• ARCAINE BACKGROUND: SHAMANISM	28
• SHAMANISTIC MISHAP TABLE	28
• WILD MAGIC MISHAP TABLE	29
• AB: WEIRD PREHISTORIC SCIENCE	30
• WEIRD P. SCIENCE MALFUNCTIONS	30
• BLABBERMOUTH	31
• IMPROVED BEAST MASTER	31
• LORD OF THE BEASTS	31
• THICK SKULL/THICK SKIN	31
• NOTES ON EXISTING EDGES	31
MAGIC IN THE LAND OF LUR	32
• WEIRD PREHISTORIC SCIENCE SKILL	32
• NOTES ON EXISTING POWERS	32
• NEW POWER: JUNGLE BOOGIE	33
• EARTH MOTHER SPIRIT POWERS	34
• SPIRITS OF FIRE POWERS	34
• SPIRITS OF THE BEASTS POWERS	34
• WATER SPIRIT POWERS	35
• SPIRIT OF THE MOON POWERS	35
• SPIRIT OF THE SUN POWERS	35
• LESSER SPIRITS POWERS	35
ARCHETYPES	36

CHAPTER TWO: THE LAND OF LUR

GEOGRAPHY	46
CLIMATE	46
FLORA	46
• SPECIAL PLANTS	47
FAUNA	48
LOCATIONS OF INTEREST	48
RELIGION IN THE LAND OF LUR	50
THE INHABITANTS OF LUR	50
TRAVEL IN THE LAND OF LUR	54

CHAPTER THREE: GEAR, VEHICLES, & GADGETS

ARMOR	55
HAND WEAPONS	56
RANGED WEAPONS	56
• AMMUNITION	57
CURRENCY	57
ARMOR & WEAPONS TABLE	58
MISCELLANEOUS GEAR	59
WEIRD P. S. VEHICLES	60
• WEIRD P. S. VEHICLE ADD-ONS	64
WEIRD P. S. WEAPONS	65
OTHER WEIRD P. S. GADGETS	68

CAVE MASTER'S SECTION

CHAPTER FOUR: THE CAVE MASTER'S GUIDE TO LUR

CAVE MASTER'S MAP OF LUR	71
THE REAL SCOOP ON LOCATIONS	72
• BIG WATER	72
• DEE VA REEF	72
• FLAT ROCK	72
• GREAT CRATER	72
• GREAT STICKY PIT	73
• GREAT SWAMP	73
• LAKE OF EYES	73
• SHIVERING CAVE	73
• SPIRIT ROCK	73
• SPIRIT TEMPLES	73
• THE TEEF	74
• VALLEY OF THE MAMMOTHS	74
• VALLEY OF THE SHARPTTEETH	75
• VALLEY OF THE WALKING PLANTS	75
• WATA VOLCANO	75

TABLE OF CONTENTS

SETTLEMENTS OF LUR	75	• INVASION OF THE MAMMOTH CLAN	153
• NEANDERTHAL SETTLEMENTS	75	• 75K B.C.: A PREHISTORIC SPACE ODDITY	154
• AHS SETTLEMENTS	77	• SWARM!	159
• FLORZ SETTLEMENTS	82		
• DINO SAPIENS SETTLEMENTS	83		
RELIGION: SECRETS OF THE SPIRITS	85		
• POWERS ALLOWED BY THE SPIRIT OF DARKNESS	86		
CHAPTER FIVE: RELICS OF LUR			
RELICS	87		
CHAPTER SIX: SAVAGE TALES OF ADVENTURE			
ENCOUNTER GENERATOR	94		
• HILL/MOUNTAIN ENCOUNTERS	94		
• FOREST ENCOUNTERS	95		
• JUNGLE ENCOUNTERS	95		
• PLAINS ENCOUNTERS	96		
• DEEP WATER ENCOUNTERS	96		
SAVAGE TALES	97		
GENERIC SITUATIONS	97		
PLOT POINTS	97		
PLOT POINT SAVAGE TALES	100		
• THEM BONES GONNA RISE!	101		
• THE MYSTERY OF SPIRIT ROCK	102		
• BEEG BURD	104		
• DEE VA REEF	106		
• THE SHIVERING CAVE	108		
• STUCK IN THE GREAT STICKY PIT	109		
• DRAGONASAUROUS HUNT	111		
• BANG! ZOOM! TO THE MOON!	113		
• WHEN DARKNESS FALLS	116		
MORE SAVAGE TALES	118		
• EGG HUNT/SUNNY SIDE UP	119		
• EARTHQUAKE!	121		
• LAND OF THE REALLY LOST	123		
• MAAS NEEDS WOMEN	129		
• VALLEY OF THE WALKING PLANTS	132		
• INTO THE GREAT SWAMP	133		
• MAGIC FROM THE SKY	135		
• DINOSAUR RUMBLE	137		
• VALLEY OF THE SHARPTEETH	141		
• OH WATA FEELING!	142		
• THE TEEF	146		
• UP-TIME GIRLS	146		
• HAL-AN OF TRO	149		
• INVASION FROM BEYOND	151		
		CHAPTER SEVEN: THE BESTIARY	
		MONSTROUS ABILITIES	162
		CREATURES OF LUR	162
		EXISTING CREATURES	162
		NEW CREATURES	164
		• AHS	164
		• ANKYLOSAURUS	165
		• APE-MEN	165
		• BAH-JU (CARNIVOROUS PLANT)	166
		• DEER, PREHISTORIC	166
		• DILOPHOSAURUS	166
		• DINO OGRE	167
		• DINO SAPIENS	167
		• DIPLODOCUS	168
		• DRAGONASAUROUS (& BABY)	168
		• FLORZ	170
		• IGUANODON	170
		• MAMMOTH, WOOLLY	171
		• MEGALOSAURUS	171
		• NEANDERTHAL	171
		• PLESIO SAPIENS	172
		• PLIOSAUR	173
		• PTERANODON	173
		• QUETZALCOATLUS	173
		• RHINO, WOOLLY	174
		• SABER-TOOTH TIGER	174
		• SARCOSAURUS	175
		• SKELETON, GREATER	175
		• SPIRIT FOLK	175
		• STEGOSAURUS	177
		• SYNTARSUS	177
		• TERROR BIRD (DIATRYMA)	177
		• TORTOISE, GIANT	177
		• TRICERATOPS	178
		• TROGLODYTE	178
		• TYRANNOSAURUS REX	179
		• UTAHRAPTOR	179
		• VELOCIRAPTOR	180
		• YETI	180
		• ZOMBIE, GREATER	181
		APPENDICES	
		USEFUL INFORMATION	182
		INDEX	184
		BUM BREAKER TEMPLATES	187
		CHARACTER SHEET	188

PLAYER'S SECTION

Sticks & Stones is a fast, furious, fun, and often hilarious prehistoric Savage Worlds roleplay setting. So stop shaving. Stop bathing. Stop talking. Put on a comfortable loincloth, grab a club and let's rock and roll!

"We have got to get rid of an idea, now deeply ingrained in our conscious, that because there is only one species of human being today, this has always been the case. For most of our evolution the opposite was true. Think of that scene from Star Wars – in the bar where you see all kinds of aliens playing and drinking and talking together. I believe that image gives a better flavor of our evolutionary past."

– Paleontologist Yoel Rak



IN THE BEGINNING...

It is the Dawn of Humanity. 75,000 years in the past. The beginning of the last Ice Age. You may have studied about it in school. But some things were actually very, very different from what you learned in class . . .

Just like you were taught, our ancient ancestors - the Archaic *Homo sapiens* - had to contend with Neanderthals, Saber-Tooth Tigers, Woolly Mammoths, and a downright hostile environment.

But what you weren't taught is that our ancestors had other things to contend with. Things that later became legends – and sometimes even campy Hollywood movies. Things like dinosaurs that didn't quite become extinct. And Shamans who used real magic. And dead things that didn't stay that way. And even prehistoric Nerds!

Survival is the name of the game. But your character won't know that. You'll be lucky if you can even say your own name.

*"Put your fur and sandals on,
We're off to hunt the Mastodon!
So shake a leg
And raise your spear,
The world will know
That we are here!
We are cavemen! Cavemen!!"*

From Cavemen! by Ralph Covert





INTRODUCTION

IRAQ, MAY 2003

Excerpt from the minutes of a briefing at Allied Central Command on 5/20/03, regarding findings in the area near the Iraqi village of Al Haibanyah. Present: General E. Matthews, U.S. Army; Colonel S. Paladino, U.S. Army Special Forces; Colonel A. Strayer, British Army; Captain R. Mattis, C. O. of Special Forces unit that investigated the area; and Dr. G. Whalen, civilian archeologist (British citizen) who assisted with the investigation.

Captain Mattis: "Sirs, I think you've all heard of a remote village in western Iraq called Al Haibanyah. This all started when some villagers from Al Haibanyah were talking to soldiers from the 503rd Airborne. They talked about an ancient cave in a valley nearby that the locals avoided for superstitious reasons. They claimed the area was haunted. Iraqi government officials evidently expressed some interest in the cave in early 2003, but it's unclear if they actually visited the site. Soldiers from the 503rd investigated the area, and determined there was a faint radioactive source in the cave. They also

described strange paintings or drawings on the cave walls. My unit was dispatched along with Dr. Whalen, a British civilian archeologist who had done some excavation in a nearby area. Dr. Whalen was our technical advisor, you might say. My men did some digging under Dr. Whalen's supervision, and uncovered several items in what was evidently an ancient common grave. . ."

Dr. Whalen: "Yes!!! I identified them as bones of early *Homo sapiens*, bones of a Neanderthal, and teeth and bones of several types of dinosaurs. And the remains of what seems to be a half-man, half-dinosaur! All in the same grave! Most extraordinary! There was also what appears to be a 'totem' that was the source of the radioactivity. Most unusual! The drawings on the walls depicted a sort of wheeled vehicle driven by a human! Further, it looks like it is being chased by a large skeletal dinosaur! The implications of this find are staggering, not only to our views of evolution and prehistory, but to our understanding of humanity itself! I have so far been instructed not to contact the British Museum about these findings, but I cannot delay much longer. We must let the world know, and return with a team to do further excavation."

Associated Press News Release, 5/27/03 (Baghdad office). Subject: Archeologist killed during demolition of Iraqi weapons cache.

Dr. Gregory Whalen, a renowned archeologist who worked for the British Museum in London, was killed yesterday when U.S. Special Forces blew up an Iraqi Republican Guard munitions cache found recently near a remote Iraqi village. According to a U.S. Army spokesman, Dr. Whalen was working on an archeological dig near the village of Al Haibanyah and did not heed orders to leave. American soldiers thought Whalen had left the area, but his badly burned remains were found after the munitions were destroyed. Army spokesman Lt. Aaron Isaac expressed condolences to Whalen's family, but also noted "this tragic incident highlights the dangerousness of the situation for civilians in many parts of Iraq." Local villagers expressed relief that the threat in the area had finally been eliminated.



HOW STICKS & STONES WORKS BEST

Sticks & Stones is a “fractured (pre)history” setting, where elements from several periods (or eras, in our case) are combined to make a more enjoyable game.

Further, Sticks & Stones is a crossover into fantasy, science fiction, 60s TV, bad caveman movies, and a bit of horror. It has “cavepunk” overtones, combining Flintstones™ - flavored “technology” with inventions like those dreamed up by the Professor on Gilligan’s Island™. Most of all, it is meant to be a highly enjoyable, light-hearted diversion from more serious role-playing. You will probably find that Sticks & Stones works best for periodic playing sessions or mini-campaigns where your group wants a light-hearted diversion from the “regular game.”

Sticks & Stones also works very well as a demonstration game, as long as players are willing to loosen their inhibitions and become cavepersons. This is really the most important part of making the game successful – the players have to be “into” acting somewhat foolish and limiting talking (as described later). If they can do this, we guarantee they will have a good time!

The Sticks & Stones setting uses the standard Savage Worlds Deluxe rules with a few modifications to fit the nature of an alternative prehistoric reality. Limited language is an important factor in making the game fun – see the Language section below for more information. Players earn more Bennies (referred to as “Shiny Rocks” in Sticks & Stones) if they stay in character at all times when the Cave Master is actively running the game, and only use the words they know.

CHANGES TO THE SAVAGE WORLDS RULES

We have slightly modified a few Savage Worlds role-playing rules, and use some concepts and terms in Sticks & Stones that are unique to this Savage setting. We’ve also added a few new Skills, Hindrances, and Edges. Don’t worry – the

game plays the same, but has a bit of campy prehistoric flavor. Many of these modifications are discussed in more detail elsewhere, but here is an overview:

CAVE MASTER

Our name for the Game Master in Sticks & Stones.

SHINY ROCKS

Our name for Bennies in Sticks & Stones; we recommend using small, polished rocks.



DARWINIAN MEASUREMENT & MOVEMENT

“Those with the largest hands survive!” Rulers not invented yet? No problem! Hands and fingers are used for distance measurement in Sticks & Stones. Instead of the standard move of six inches, players can move characters (who would otherwise have a six inch movement) the distance from the tip of the index finger to the tip of the thumb on the SAME outstretched hand. Do NOT measure “pinkie” tip to thumb tip – that’s cheating!

If a character runs, roll a d6 and move one Hand plus this many “finger joints” (referred to as Knuckles) on the player’s index finger (i.e., the tip to the first joint, the first joint to the second joint, and the second joint to the base of the finger). Thus, if a player rolls a two their character runs 1 Hand + the distance from the tip of the index finger to the second joint; if a

six is rolled, they move two entire Hands (i.e., their base move of one Hand plus an additional six Knuckles of movement, which equals one Hand).. The basic unit of measurement in Sticks & Stones is the Knuckle. One Knuckle is roughly equal to one inch (or six feet in Savage Worlds scale). If your fingers are smaller than this, that's your problem. If they're bigger, you're lucky!

Crawling or half moves are the length of the player's entire index finger. Creatures' move distances are noted in the Bestiary. Additional movement distances not covered may be improvised by the Cave Master.

Ranges for missile weapons and powers are also given in "Hand," "Finger" and "Knuckle" increments. For example, the short range increment for a bow is one Hand. The distance of two Hands is medium range, and four Hands is long range for a bow. The Cave Master may improvise other distances not covered in these rules. Just keep in mind that one Hand equals two Fingers equals six Knuckles.

Of course, some players may prefer to just use rulers or tape measures. To convert Darwinian distances given in this book, count one Hand as six inches, one Finger as three inches, and each Knuckle as one inch.

Darwinian Measurement



"CAVEMEN ARE STUPID" RULE

Even the brightest characters in Sticks & Stones would be considered intellectually challenged by today's standards. This is reflected in the "Cavemen are Stupid" rule described in the Skills section in Chapter One. Stupidity can be very fertile ground for prehistoric role-playing, and "stupid but funny" actions should be rewarded with Shiny Rocks by the Cave Master.

CAVE VERSIONS OF CREATURES

Those of you who have skipped ahead (shame on you!) may have noticed "cave" versions of several creatures in the Bestiary (namely Cave Bears, Cave Dogs, Cave Skeletons, Cave Trolls, and Cave Zombies). These are virtually identical to their Savage Worlds counterparts; the "cave" designation essentially means they are even dumber than the typical version of the creature. See Chapter Seven (the Bestiary) for more information.



LANGUAGE (AND THE LACK THEREOF)

Cavemen mostly think in pictures, so verbal language is limited in Sticks & Stones. Players are strongly encouraged to talk as little as possible to the Cave Master or each other when in character (except with known words). Cave Masters should emphasize this to players, and back it up with more Shiny Rocks to those who stay in character.

Players (as well as the Cave Master when in character) are strongly encouraged to use gestures, body motions, noises, facial expressions, and hand signs to communicate. At this point in language development, it is much easier to understand someone else than to know how to use words to communicate back. As a result, characters learn to speak words slowly, even though they can understand what others are saying. See the Barely Verbal and Nonverbal Hindrances in Chapter One for more information about the acquisition and use of language in Sticks & Stones.

Cave Masters will find it challenging to enforce the rules about language prohibition. We forgive you, since we couldn't stop our players from talking at times either. However, the more your players get into it, the more fun they will have. Trust us on this. And remember that it is okay for the Cave Master to talk when not "in character" – just don't let your players join you!

NEW SKILLS

Sticks & Stones adds five new skills to those available in the Savage Worlds Deluxe rulebook – Finger Counting, Fire Starting, Pictogram, Weapon Making, and Weird Prehistoric Science.

See Chapter One for more details on the use of skills in Sticks & Stones.

NEW HINDRANCES

We've also added six new Hindrances: Cave Geek, Dumb, Evolutionary Dead End, Barely Verbal, Nonverbal and Pea Brained. We think they help maintain the prehistoric feel of the Sticks & Stones setting. See Chapter One for more details on the use of Hindrances in Sticks & Stones. Note that some new Hindrances are specific to certain races.

NEW EDGES

Since we added new Skills and Hindrances, we figured we'd better create a few new Edges while we were at it – Blabbermouth, Improved Beast Master, Lord of the Beasts, and Thick Skull/Thick Skin. We've also added two new Arcane Background Edges – Arcane Background: Shamanism and Arcane Background: Weird Prehistoric Science. Both reflect the unique nature of the Sticks & Stones setting. See Chapter One for details on the use of Edges in Sticks & Stones.



POWERS

We added a new power that prehistoric Shamans should appreciate – jungle boogie. We also restricted the use of powers based on the type of Spirit a Shaman worships. See Chapter One for more information on Powers.



CHAPTER ONE

CHARACTER CREATION CAVEMAN STYLE

Creating characters for Sticks & Stones is as easy as swinging a club. There is a character sheet in the back of this book that you can print or copy. Here's how to make a character in six simple steps.

Follow these six steps to create your character:

1) CHOOSE A RACE

First, choose a race. A description of the races of the Land of Lur and the rules for playing them are presented later in this chapter. You can be an **Archaic Homo sapiens** (early human), **Cave N.E.R.D.** (you get the idea), **Dino sapiens** (dinosaur person), **Florz** (little person), or **Neanderthal** (big hairy person).

2) ASSIGN YOUR TRAITS

Now it's time to determine your prehistoric hero's Attributes and Skills. You start with a d4 in each of your five Attributes: Agility, Smarts, Spirit, Strength, and Vigor (note certain racial abilities can modify the starting point). You then have five points to distribute among them as you choose (subject to Hindrances like the Dumb Hindrance and the Evolutionary Dead End Hindrance – there are more details on these Hindrances later in this chapter). Raising an Attribute a die type costs one point, and you may not initially raise an Attribute above d12.

You also have 15 points to buy your skills. Taking a skill at d4 costs one point. Raising a skill by a die type also costs one point as long as it's no higher than the Attribute it is linked to. It costs two points per die type to raise a skill over its linked Attribute. See the "Skills, Edges & Hindrances" section later in this chapter for all of the information you need to determine your skills.

3) WRITE DOWN YOUR SECONDARY STATISTICS

Charisma is a measure of your prehistoric character's likability, and is added to his Persuasion and Streetwise ("Cavewise") rolls. Your Charisma modifier is +0 unless modified by Edges or Hindrances. Note Neanderthals and *Dino sapiens* automatically have the Outsider Hindrance. When dealing with other races they have a –2 modifier applied to their Charisma.

Pace is equal to one Hand. This is the distance from the tip of the player's thumb to the tip of their index finger (on the same hand) for all five major races. See the Darwinian Measurement section in the Introduction for more information.

Parry is equal to two plus half your Fighting.

Toughness is equal to two plus half your Vigor.

4) CHOOSE HINDRANCES AND SPEND HINDRANCE POINTS

Now decide if you want any Hindrances other than those you are required to take (see the Hindrances list later in this chapter for required Hindrances for different races). If you are allowed to take extra Hindrances, you may now use the points from them to gain one of the benefits below. You may take one Major Hindrance (worth two points) and up to two Minor Hindrances (worth one point each), but you are not required to do so.

FOR TWO HINDRANCE POINTS YOU CAN:

- Raise an Attribute one die type (subject to racial restrictions)
- Choose an Edge

FOR ONE HINDRANCE POINT YOU CAN:

- Gain another Skill Point
- Gain additional prehistoric gear. While this is subject to Cave Master approval, for each Hindrance Point spent, players may obtain either a Cave N.E.R.D. tool kit (Cave N.E.R.D.s only; see the Miscellaneous Gear section in Chapter Three) or **three** of the following:
 - 3d6 arrows in a fur pouch (Ahs, Cave N.E.R.D.s, Florz, and Lesser *Dino sapiens* only)
 - Thick hide armor for one body area
 - A helmet
 - A shield
 - A pole arm
 - A sling and 12 suitable stones
 - One Hand of vine “rope”
 - A Coconut Bomb (Ahs and Cave N.E.R.D.s only; player chooses type; see the Weird Prehistoric Science Weapons section in Chapter Three)
 - A hammer and Stone Age Sharpener
 - A bow and palette (Ahs and Cave N.E.R.D.s only; for fire starting; see the Miscellaneous Gear section in Chapter Three)

5) CHOOSE YOUR GEAR

Unlike other, more conventional Savage Settings, your character is not required to purchase her initial collection of gear and equipment. Your character starts with simple fur clothing, a flint and rock, a water skin, one hand weapon, and 2d6 small stones (desirable due to color, texture or shape) and/or teeth in a small fur or skin pouch. The latter usually don't have much trade value (see the Currency section in Chapter Three), but are good for impressing members of the opposite sex.

Characters also start with three items from the following list:

- Animal skin bag
- A bow (Ahs, Cave N.E.R.D.s, and Lesser *Dino sapiens* only)
- 3d6 arrows in a fur pouch (Ahs, Cave N.E.R.D.s, and Lesser *Dino sapiens* only)
- Thick hide armor for one body area
- A helmet
- A shield
- A pole arm
- A sling and 12 suitable stones
- A hammer and Stone Age Sharpener (Ahs and Cave N.E.R.D.s only)
- A Cave N.E.R.D. toolkit (Cave N.E.R.D.s only; counts as three items)

Any additional items have to be traded for, begged for, made, found or stolen as play progresses.

6) CREATE A BACKGROUND

Generally, most members of an adventuring group are of the same race if not the same Clan. If members of different races are to go traipsing around the prehistoric landscape together, then you need to think about why they decided to join forces; otherwise, reasons for “adventuring” are, for the most part, driven by survival instincts.

Now is also a good time to start thinking about your character's place in the Clan hierarchy, his relations with his immediate family, and his outlook on the world.



RACES

The vibrant nature of the Land of Lur (the setting we provide for Sticks & Stones – see Chapter Two) has spawned a variety of semi-intelligent species, each competing with the others for ultimate dominance of the planet. While we in the 21st century have the advantage of knowing who eventually wins the evolutionary race, in Lur the question is still very much up in the air. Traditional cavemen and women compete with their more brutish Neanderthal cousins, while brainy Cave N.E.R.D.s attempt to get their *Dino sapiens* sidekicks to provide the power for their inventions.

It's a good idea to read over the information about the races found in Lur. Despite what you might think you know about pre-history from those government censored – oops, we mean approved – books, there are beings found in this era that you either have never heard of or have misconceptions about. Remember, especially in Lur, knowledge is power (well, that and a good strong Troglodyte!).

The five races available to players in the Land of Lur are Archaic *Homo sapiens* (called Ahs), *Homo floresiensis* (better known as Florz), Cave N.E.R.D.s, Neanderthals, and *Dino sapiens*. Cave N.E.R.D.s are the rarest, and their creations are amazingly helpful to a Clan's survival. If only the opposite sex found them more attractive; then there might just be a few more running around (and tripping and falling a lot). Florz are also quite rare, with only two known settlements in the central hills of Lur. The Ahs are the most common race. Ahs are primitive, of course,

but time and evolution are on their side. The stocky and strong Neanderthals are headed for an evolutionary dead end, but in the meantime, they sure make great furniture movers. *Dino sapiens* appear to be a cross between primitive humans and dinosaurs. Alas, the *Dino sapiens* are also fated to disappear with the coming of the new Ice Age.

Characters in Sticks & Stones can be any of these races. Each has its own unique advantages and disadvantages. The abilities of each race are discussed below.

ARCHAIC HOMO SAPIENS ("Ahs," pronounced like Oz)

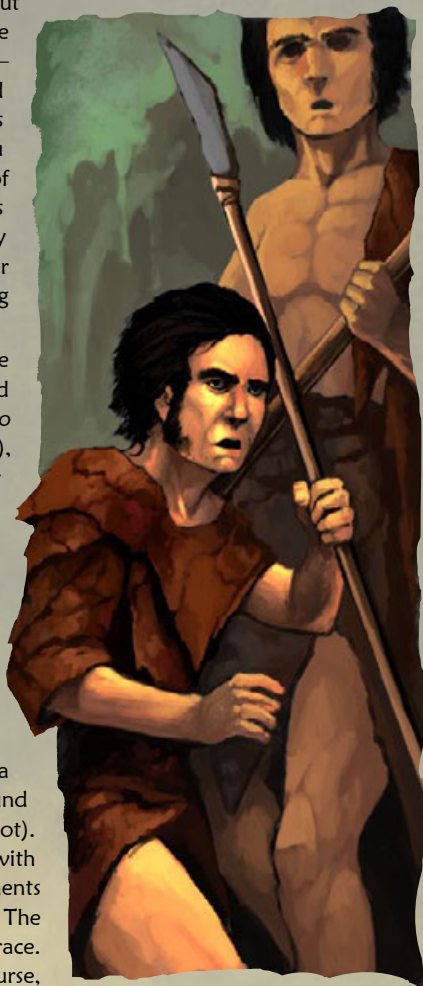
We're referring to a point in the evolutionary process just shy of modern *Homo sapiens* when we talk about Archaic *Homo sapiens*, or Ahs.

Ahs are "classic" cavemen and cavewomen, and look an awful lot like modern humans. However, they have large jaws relative to ours and a small but noticeable ridge under their eyebrows.

Ahs are usually 5 to 5½ feet tall and generally weigh between 130-170 pounds when they reach adulthood. Ahs women are usually somewhat smaller than Ahs men. Ahs live in Clans that typically consist of 80-120 people (around half adults and half children, with roughly equal numbers of males and females).

Clans may be part of a larger Tribe that gets together once or twice each year. The younger Ahs men (and women who have not had children) are primarily hunters. Mothers, the elderly, the partially disabled, and older children mainly serve as gatherers, and also care for the younger children.

There is typically a hierarchy in the Clan, with a Chieftain ruling and elders (men and women) having the most power. "Chieftain" is not



usually a hereditary title passed from parent to child; Chieftains are usually chosen by elders or in a contest.

If a Shaman is present, he or she is typically just below the Chieftain in the hierarchy. Ahs believe natural forces have their own powerful Spirits, and often favor several Spirits but typically choose an animal Spirit as the Clan's patron. Ahs Shamans may worship any Spirit, but must choose one as their primary Spirit (see the Religion section in Chapter Two for more information).

Most Ahs live in caves, but some live in lean-tos, tents made of animal hide, or primitive huts.



RACIAL EDGES & HINDRANCES

- **Bonus Edge:** Ahs gain a bonus Edge at character creation.
- **Barely Verbal:** For the Ahs, verbal language is just beginning to emerge. Ahs automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the Hindrances section later in this chapter for more information on this Hindrance.
- **Additional Hindrances:** Ahs can take Hindrances as specified in the Special Abilities section earlier in this chapter under "Making a Character" to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

ROLE-PLAYING TIPS

Ahs are loyal to their Clans. Many never travel more than a half a sun away from the Clan's home. Most Clans do not migrate, as edible flora and fauna are still abundant near their settlements. The braver souls from Clans that are part of a larger Tribe undertake the journey to their tribal meeting place once or twice a year.

Most Ahs have a vague idea that there is more "out there," but are content to consider what can be seen from the home settlement as the extent of the universe. Your character is one of the exceptions. You think there is just a bit more to the world than you can see from the entrance to your cave. You dream that if you venture out you can find wondrous lands with exotic new foods and pretty rocks of many colors. At the very least, your adventures should impress your Chieftain. And besides, the local selection of mates is pretty slim.

Ahs are meant to be versatile characters, and can be played in many different ways. At the same time, keep in mind that they are cavepersons, and not terribly bright. They are not very logical, and don't have very good control over their emotions.

VIEWS OF OTHER RACES

Ahs tend to make fun of Cave N.E.R.D.s, though they recognize their usefulness. The N.E.R.D.s' strange devices can be helpful both in daily life and in battle. While Neanderthals don't make attractive mates, they are great to have on your side in a fight. However, they are not very good in situations where stealth or sneakiness are required. The scaly creatures known as *Dino sapiens* are not much fun to be around, but can also be good fighters, and seem to have excellent rapport with dinosaurs.





HOMO FLORESIENSIS (Florz)

Florz look a lot like diminutive Ahs. They are usually 3 to 4 feet tall and generally weigh between 60-80 pounds when they reach adulthood. Florz women are about the same size as Florz men. Ahs have been known to refer to Florz as “Teeny Ahs.” Florz Clans are small, typically consisting of 40-60 (around half adults and half children, with roughly equal numbers of males and females). The younger Florz men (and women who have not had children) are primarily hunters. Mothers, the elderly, the partially disabled and older children mainly serve as gatherers, and also care for the younger children.

Similar to Ahs clans, there is a Clan hierarchy, with a Queen ruling and elders (men and women) having the most power. The Florz are ruled by a Queen – a hereditary title passed from mother to daughter. Florz favor Nature Spirits, and choose a particular Nature Spirit as the Clan’s patron.

Florz Shamans may worship any Nature Spirit, but must choose one as their primary Spirit (see the Religion section in Chapter Two for more information). Most Florz live in shelters made of wood and leaves.

RACIAL EDGES & HINDRANCES

- **Marksman:** Florz are naturally good shots. They get a +2 aiming bonus if they don’t move.

- **Barely Verbal:** Like the Ahs, verbal language is just beginning to emerge. Florz automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the Hindrances section later in this chapter for more information on this Hindrance.
- **Size -1:** Florz are harder to hit due to their size.
- **Small:** Florz must take the Small Hindrance.
- **Additional Hindrances:** Florz can take Hindrances as specified in the Special Abilities section earlier in this chapter under “Making a Character” to raise Attribute die types, gain Edges or Skill Points or obtain additional gear.

ROLE-PLAYING TIPS

Florz are usually not very adventurous, and do not travel far from their homes. There are a few who get the wander lust, but they are viewed as eccentric and foolish.

Florz tend to be nimble folk, and their hunters and warriors are usually quite skilled with ranged weapons. Florz are prized as scouts by just about everyone. They rely on their stealth and agility to keep out of trouble for the most part.

VIEWS OF OTHER RACES

Florz tend to get along with other races. Unfortunately for them, most other races don’t take them very seriously. *Dino sapiens* mainly see them as tasty snacks.

NEURO-EVOLUTIONARY ROSTRAL DEVELOPERS (Cave N.E.R.D.s)



Cave N.E.R.D.s are actually a subspecies of Archaic *Homo sapiens*. Cave N.E.R.D.s are often the offspring of a Cave N.E.R.D. father and an Ahs mother, but they can also be born to two “regular” Ahs parents (or very rarely to two N.E.R.D.s). They tend to be males, but there are a few female Cave N.E.R.D.s as well. Cave N.E.R.D.s live in Ahs Clans for the most part. Cave N.E.R.D.s may be the next evolutionary step for humans, and more are being born over time.

The frontal lobes (or “rostral” part) of the brains of Cave N.E.R.D.s are relatively highly developed, allowing them to understand things the average caveman finds incomprehensible. Unfortunately, their brains are underdeveloped in the areas governing social skills, strength and coordination.

Cave N.E.R.D.s are tolerated and even respected in Ahs Clans due to their usefulness, though others tend to snicker at them behind their backs.

RACIAL EDGES, HINDRANCES & ABILITIES

- **Cave Geek:** Despite the lack of pocket protectors (or pockets, for that matter), Cave N.E.R.D.s automatically have the Cave Geek Racial Hindrance. Cave N.E.R.D.s tend to be relatively weak, uncoordinated, and have social skills deficits that get on other cavemen’s nerves. They may have an obnoxious laugh, a high-pitched grunt, or maybe they never share when they pick their nose. At any rate, this Hindrance gives –2 to Charisma, and prohibits Cave N.E.R.D.s from taking certain Edges related to Strength, Agility, and the social graces (as specified in the Edges list). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Barely Verbal:** Despite the many strange thoughts swirling through their heads, Cave N.E.R.D.s still have a hard time vocalizing these advanced concepts. They automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the description of Barely Verbal in the Hindrances section later in this chapter.
- **Prohibited Edges:** Cave N.E.R.D.s are prohibited from taking Edges that reflect enhanced Strength and Agility for the most part (see the list of Edges later in this chapter for restrictions). Cave N.E.R.D.s are also prohibited from taking the Arcane Background: Shaman Edge. There is something in the way their brains evolved that seems to prevent Cave N.E.R.D.s from using magic; perhaps they are just a bit too rational.
- **Additional Hindrances:** Cave N.E.R.D.s can take Hindrances as specified in the Special Abilities section earlier in this chapter under “Making a Character” to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear. Note there are a couple Hindrances Cave N.E.R.D.s are prohibited from taking (Dumb and Pea Brained), since they just cannot be THAT stupid.
- Also, a geek is a geek, whatever the time period. Cave N.E.R.D.s frequently have the Bad Eyes, Curious, and/or Pacifist Hindrances.
- **Finger Counting (Skill):** Needing a way to calculate such things as how many Troglodytes it takes to push a Tro-Puh, Cave N.E.R.D.s automatically gain the Finger Counting skill (at d6) for free at character creation.

- **Arcane Background – Weird Prehistoric Science:** Cave N.E.R.D.s automatically get the Arcane Background – Weird Prehistoric Science Edge, and are the only type of character able to use this Edge. This gives N.E.R.D.s access to some unique skills and the ability to invent cavepunk items. This Edge requires a minimum d8 Smarts and d6 Spirit, so Cave N.E.R.D.s should be sure to meet these requirements.

ROLE-PLAYING TIPS

Cave N.E.R.D.s usually look funny even by Ahs standards, are picked last in Clan games due to their relative lack of agility, and frequently laugh at their own “jokes,” even though no one else gets them. You have amazing ideas that are difficult for you to explain, and even more difficult for your fellow cavemen to understand. You feel a part of your Ahs Clan, but at the same time recognize that your mind makes you different. You may try to fit in, or you may celebrate your differences from other Ahs.

You will probably try to gain power and respect (and even a mate) via your inventions. After all, cavegirls love a fast prehistoric car!

Cave N.E.R.D.s come in a lot of varieties, but the bottom line is that they are brilliant by prehistoric standards but lacking in social skills, strength and coordination. Consider adopting a funny grunt, snorting when you laugh, and otherwise being mildly obnoxious during game play. At the same time, you can come up with lots of cool stuff that other characters never really understand.

VIEWS OF OTHER RACES

Neanderthals tend to run out of patience with you. You find Neanderthals very dull, but you may have considered harnessing their brawn in some fashion to power a vehicle or another creation. You feel a strange kinship to them, since the Ahs put them down as well. You don't understand the *Dino sapiens* very well, but are curious about them, and would like to study them further.



HOMO NEANDERTHALENSIS (Neanderthals)



Neanderthals are a brawnier, somewhat less intelligent subspecies of Archaic *Homo sapiens*. Neanderthals have very pronounced jaws and protruding foreheads. Ahs with the right vocabulary refer to the Neanderthals as “ugly Ahs.” Neanderthal men and women are roughly the same size. They tend to be stocky, hairy, and have a stooped posture, effectively standing about five feet tall. Neanderthal Clans consist of 60-80 individuals, with fewer children than Ahs have in their Clans. Typically around two-thirds are adults, and there are a roughly equal number of males and females. Virtually all Neanderthals live in caves.

Clans are ruled by Chieftains. A Neanderthal can become Chieftain by challenging the current Chieftain to a duel to the death (or if the Chieftain has died, contenders may challenge each other until one remains). Neanderthals are relatively similar to Ahs in their cultural practices, although they favor the Moon Spirit, who watches over them at night (see the Religion section in Chapter Two for more information). Neanderthal Shamans typically worship the Moon Spirit.

Note: there is evidence in real life that Neanderthals were not really dumber than other types of Ahs. We are ignoring that. It is more fun

to play big, dumb, hairy, grunting Neanderthals, and this helps balance the character. Besides, it's as good a reason as any for why they became extinct.



RACIAL EDGES, HINDRANCES & ABILITIES

- **Brawny:** There's an advantage to being big and dumb. All Neanderthals automatically get the Brawny Edge at character creation (+1 to Toughness; carry 8x Strength in pounds).
- **Great Strength:** Neanderthals naturally have great strength; their Strength die type starts at d8 (and can be purchased up to d12+2; Edges may increase this up to d12+4).
- **Evolutionary Dead End:** Fated to be the last branches in their family tree, Neanderthals must take the Evolutionary Dead End Hindrance at character creation. Evolutionary Dead End limits the Smarts die type to a d6 maximum EVER, and makes Neanderthals ineligible to take certain Skills, Hindrances and Edges (as noted in the relevant sections). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Outsider:** The Ahs shun their bigger and less developed cousins, and even *Dino sapiens* think their hairy skin is disgusting. Neanderthals automatically have the Outsider Hindrance when dealing with anyone except other Neanderthals; this does not entitle them to any additional points to be spent during character generation. This Hindrance gives a -2 to Charisma.
- **Nonverbal:** Neanderthals have even less to talk about than their Ahs cousins, and have not bothered to invent verbal language. In

fact, their brains and vocal apparatus don't seem particularly well-suited to language anyway. Neanderthals communicate primarily through gestures, grunts, and noises. Neanderthals automatically have the Nonverbal Hindrance.

- **Low Light Vision:** More active than their Ahs neighbors at night, Neanderthals have developed superior night vision, and automatically have the Monstrous Ability of Low Light Vision (no lighting-related penalties except in complete darkness).
- **Additional Hindrances:** Neanderthals can take Hindrances as specified in the Special Abilities section earlier in this chapter under "Making a Character" to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

ROLE-PLAYING TIPS

You have an awful thick skull protecting that awful small brain of yours. This may be for the best, since you really can't afford to lose any brain cells. So, you can't count and you can't remember much? No big deal. Tired? Go sleep. Hungry? Eat. Who needs to know anything else?

Neanderthals should be played as strong and stupid. They are even more primitive and crude than the Ahs. Neanderthals make good non-subtle fighters. They can also be fun to play as Shamans. Their lack of language, while frustrating at times, is a "shiny rock mine" of opportunity for excellent role-playing.

VIEWS OF OTHER RACES

Ahs sometimes come up with good ideas, but they sure are puny. And Cave N.E.R.D.s are just plain weird. *Dino sapiens* are usually foes, but you respect them for their stealth and fighting prowess. You find Florz quite amusing.





DINO SAPIENS (Dinosaur People)

Dino sapiens are a sentient (albeit not terribly bright) race of bipedal reptiles. Ahs sometimes refer to them as “Dino Ahs.” They tend to be literal, do not understand humor very well, and are often mistrusting if not downright aggressive toward other races.

Several different types of dinosaurs have evolved into *Dino sapiens* – they tend to form into Tribes of similar or like subspecies. Examples in the Land of Lur include Triceratops men, Ankylosaurus men, and Raptor Men. There are also a Tribe or two of Pteranodon men that fly (ask your Cave Master for more information if you want to play one of these).

Dino sapiens range in height from four to eight feet when standing upright, depending on the type of dinosaur they evolved from (the smallest ones are referred to as Lesser *Dino sapiens*). Most *Dino sapiens* worship the Sun Spirit, who gives life, but a few worship other Spirits. See the Religion section in Chapter Two for more information. Almost all *Dino sapiens* Shamans worship the Sun Spirit.

Dino sapiens usually live in Tribes of 40-60, with around half being fully grown. There are roughly equal numbers of males and females. Females lay eggs (which typically take 16 weeks to hatch) and care for the young in communal

groups; adult males and some females forage and hunt for food. Both males and females fight enemies.

Dino sapiens are typically ruled by a “Council” of Elders, and often have no formal Chief (though they appoint one Elder as their “High Elder”). *Dino sapiens* mainly live in caves, though some have clusters of nests that are typically on a hill with good visibility in all directions. *Dino sapiens* tend to have good rapport with their dinosaur cousins.

(Note that the term *Dino sapiens* is used when referring to either a group or a single creature of the species. This is because “sapiens” is actually not plural, but rather derived from a Latin term meaning “wise” – or in this case, at least possessing greater than animal intelligence.)



Dino sapiens and Neanderthal

RACIAL EDGES, HINDRANCES & ABILITIES

- **Dinosaur Affinity:** *Dino sapiens* have an affinity with dinosaurs that are closely related to them. Dinosaurs do not attack *Dino sapiens* of their type unless they feel threatened by them. The type of dinosaur affected should be very narrow (typically one species), and determined by the Cave Master during character creation.
- **Evolutionary Dead End:** *Dino sapiens* must take the Evolutionary Dead End Hindrance at character creation. Evolutionary Dead End limits the Smarts die type to a d6 maximum EVER, and makes *Dino sapiens* ineligible to take certain Skills, Hindrances and Edges (as noted in the relevant sections). Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.
- **Natural Weapons:** *Dino sapiens* have kept some of the best parts of their larger brethren—the sharp, pointy parts (or sometimes the big, blunt, smashy parts). Depending on their subtype, they have claws, teeth, horns, or a tail that gives them a standard Fighting attack without a weapon for Strength + d6 damage. Choose a reasonable body part and inform the Cave Master.
- **Nonverbal:** Like their larger relatives, these lizardmen do not speak much beyond roars, screeches, and other noises. *Dino sapiens* automatically have the Nonverbal Hindrance. This Hindrance is described later in this chapter.
- **Outsider:** The softer-skinned races tend not to trust these creatures, and there is often animosity among subspecies. *Dino sapiens* automatically have the Outsider Hindrance when dealing with anyone except other *Dino sapiens* of the SAME sub-species (–2 to Charisma). This does not entitle them to any additional points during character generation.
- **Saurian Senses:** *Dino sapiens* retain the unique reptilian senses of their ancestors. They automatically have the Saurian Senses natural ability (they gain +2 to Notice rolls and are always considered “Active” when others are sneaking up on them).
- **Additional Hindrances:** *Dino sapiens* can take Hindrances as specified in the Special

Abilities section earlier in this chapter to raise Attribute die types, gain Edges or Skill Points, or obtain additional gear.

- **Natural Swimmer:** only *Dino sapiens* that have evolved from aquatic reptiles automatically have the Natural Swimmer ability (use the Swim Skill).



ROLE-PLAYING TIPS

Dino sapiens characters vary considerably based on the type of dinosaur they evolved from.

These characters tend to be even more animalistic in behavior than the other prehistoric races. Survival is their main concern. Unlike the Ahs, they don't tend to feel the need to impress others in their Tribe. They typically have their role in the Tribe decided by the council of Elders and they either fulfill it or are banished. With the Sun Spirit warming them each day, they do whatever is necessary to ensure their survival and that of their Tribe.

Dino sapiens can be a lot of fun to play. Generally, they are best played as dumb but skilled in fighting and/or stealth. Players should consider adopting lizard-like mannerisms, including jerky head movements and periodic tongue thrusts. As with Neanderthals, the lack of language use can be frustrating but allows for great role-playing.

VIEWS OF OTHER RACES

Due to their superior “technology,” Ahs are seen as threats by *Dino sapiens* for the most part. Ahs and Florz are also pretty tasty (though Florz are considered to be in the snack category). There is not much to understand about Neanderthals. They are generally your enemies, and are very strong foes. There are also several other types of *Dino sapiens* you have encountered; you tend to view them with suspicion, wondering if they mean ill to your Tribe.

SKILLS, HINDRANCES, & EDGES

*“And the girl next door
Has a dinosaur!”*

From **Dinosaur Rumble** by Ralph Covert

Skills, Edges and Hindrances are what really set your character apart from the cavegirl next door. Here’s where we describe new ones and tell you how some of the old ones are used in a prehistoric-ish setting.

SKILLS

Here is everything you need to know to use Savage Worlds skills in Sticks & Stones. We put an extra twist to Smarts-based skills, add a few new ones, and discuss how some of the existing skills are used. **The following skills are available in Sticks & Stones:**

Boating ¹	Repair ¹
Cave (Street) wise	Riding
Climbing	Shooting ¹
Driving ¹	Spellcasting ⁵
Fighting	Stealth
Finger Counting ¹	Survival
Fire Starting	Swimming
Healing	Taunt ¹
Intimidation	Throwing
Knowledge ²	Tracking
Notice	Weapon Making
Persuasion ¹	Weird Prehistoric
Pictogram ³	Science ⁴
Piloting ⁴	

¹Not allowed if you have the Evolutionary Dead End Hindrance (Exception: Lesser *Dino sapiens* may take the Shooting skill).

²Knowledge subtypes must be relatively simple and approved by the Cave Master.

³Cave N.E.R.D.s and Shamans only.

⁴Cave N.E.R.D.s only.

⁵Shamans only.

Gambling, Guts, Investigation, and Lock-picking are **not** used in this game. Okay, for all but Guts, let’s just say we didn’t find very many uses for them in Sticks & Stones and they didn’t quite fit in with our vision of prehistory. If they work for you, then by all means, feel free to include them in your Sticks & Stones game.

New skills are described below. We’ve also included some notes on how existing skills function within Sticks & Stones – remember, in this game we’re not exactly dealing with intellectual giants!

FAILING SKILL ROLLS BASED ON SMARTS (“CAVEMEN ARE STUPID” RULE)

Even if a character does not take the “Dumb” Hindrance (see the Hindrances section later in this chapter), the following rule highlights the relative lack of brain power in Sticks & Stones characters: failed skill rolls (for skills based on Smarts) may mean the character has momentarily forgotten the skill. **If a player rolls “snake eyes” (double ones) on skill rolls based on Smarts, they have forgotten how to use the skill, and may not attempt it again until 2-12 minutes of game time have passed (roll 2d6) or they spend a Shiny Rock to remember.** Skills based on other traits are not affected in this way.

NEW SKILLS

FINGER COUNTING (SMARTS)

Requirement: Ahs, Florz, and Cave N.E.R.D.s only.

The ability to understand 1:1 correspondence of numbers up to 10 with fingers or other concrete, observable objects (like people, dinosaurs, or rocks). Characters without this ability cannot count past two.

This also means the Cave Master should generally describe things as one . . . two . . . many (they may whisper the actual number to players with the Finger Counting skill). If the skill roll does not succeed, the character has momentarily forgotten how to count. With a raise, players with this skill can count up to 20 (assuming they still have all of their fingers and toes, or other suitable concrete objects to focus upon!).



FIRE STARTING (AGILITY)

The ability to start a fire with suitable materials. A player must declare they are trying to start a fire and roll 1d4. After this many minutes, they can roll their Fire Starting skill. If they fail, they may repeat this process as many times as needed in order to create a fire.

The skill assumes the use of flint and rock - if they have only two sticks and wood shavings, the roll is at -2. If they have a bow and palette, the roll is at +2. Windy conditions impart a -1 modifier, while anyone trying to start a fire in damp conditions suffers a -2 modifier to their skill roll. All modifiers are cumulative.

PICTOGRAM (SMARTS)

Requirement: Cave N.E.R.D. or Shaman.

The ability to draw pictures (no letters, numbers, or modern symbols allowed). If the skill roll does not succeed, the player has momentarily forgotten how to draw. On a successful roll without a raise, the player must use their NON-dominant hand to draw the picture; on a raise, they can use their dominant hand. It does not matter if the character is Ambidextrous; this is done to make the drawing as primitive as possible.

It is recommended that players draw pictograms with crayon or big markers on unlined paper or (ideally) with chalk on a small chalkboard.

WEAPON MAKING (SMARTS)

The ability to make the weapons your race is allowed to use, given access to the needed materials. Characters without this skill may only make clubs (without spikes) and spears (long,

pointed sticks). Characters with the skill may make daggers, axes, spiked clubs, pole arms, bows, and slings (as well as regular clubs and spears with attached heads) as long as their race can use the skill governing the weapon, and they have access to the needed materials. For example, Neanderthals and *Dino sapiens* (except for Lesser *Dino sapiens*) may not make bows since they can't take Shooting. The Cave Master determines if there is a penalty or bonus to Skill tests depending on the complexity and quality of the weapon being made. The Cave Master may also decide to add bonuses to a weapon for a particularly good roll.



WEIRD PREHISTORIC SCIENCE (SMARTS)

Requirements: Cave N.E.R.D.s only; must have the Weird Prehistoric Science Edge

See the Arcane Background rules later in this chapter for an explanation of this skill.

NOTES ON EXISTING SKILLS

BOATING

Boating involves the basic ability to paddle, pole or otherwise propel and steer a raft, coracle, or similar aquatic vehicle.

DRIVING

Driving allows characters to drive Weird Prehistoric Science ground vehicles.

HEALING

Due to primitive conditions and the tendency to do the worst thing possible to attempt to heal someone (e.g., stick dung in the wound to stop it from bleeding), all healing rolls made by a non-Shaman are at -2. Shamans, for some unknown reason, seem to have a natural knack for healing – this may be due to the influence of the Spirits or maybe because the Shaman is more attuned to nature than the average caveperson. Whatever the reason, the -2 modifier does not apply to Healing rolls made by Shamans.



KNOWLEDGE

Knowledge should be applied in simple ways (and if applied humorously enough, should be rewarded with a Shiny Rock). Sample thought process: “Look like dung. Smell like dung. Taste like dung. Must be dung! Good thing we not step in it.”

Knowledge specialties in Sticks & Stones include Area (typically around a settlement), Crafts (Armorcrafft, Sewing, Weaving, & Toolmaking), Gathering (knowing what things are edible and where to find them), Hunting (knowing where to find game and how best to hunt them), and Plant Lore.

PERSUASION

Persuasion is not allowed to Neanderthals and *Dino sapiens* since it is assumed they use Intimidation to get what they want rather than the more subtle skill of Persuasion. For Ahs, Florz, and Cave N.E.R.D.s, using Persuasion may involve begging hand gestures, imploring looks, batting eyelashes, making smooching noises, and the like.

PILOTING

Piloting allows Cave N.E.R.D.s to control Weird Prehistoric Science flying vehicles.

REPAIR

Only Cave N.E.R.D.s can perform more than a very simple repair. Cave N.E.R.D.s using a Cave N.E.R.D. Tool Kit may add +2 to Repair rolls. Repair rolls with adequate tools (Cave Master’s discretion) have no modifier. Subtract 2 from Repair rolls if you have inadequate tools and -4 if you have no tools.



STREETWISE (“CAVEWISE”)

The ability to gather information from others, but via mostly non-verbal means. This skill is referred to as Cavewise in Sticks & Stones, since streets haven’t been invented yet!



HINDRANCES

There are two Hindrances eliminated from the world of Sticks & Stones for obvious reasons: Big Mouth and Illiterate. Others are required or restricted depending on the character’s race. See descriptions of new Hindrances and explanations about some already existing Hindrances below the list. Note that being Cautious, a Pacifist, Small and/or Yellow can end up making a character an “evolutionary dead end,” even if they do not actually have this as a Hindrance!

Hindrances

All Thumbs¹ (Minor)
 Anemic (Minor)
 Arrogant (Major)
 Bad Eyes (Major)
 Bad Luck (Major)
 Barely Verbal² (Special)
 Blind (Major)
 Bloodthirsty (Major)
 Cautious³ (Minor)
 Cave Geek¹ (Special)
 Clueless (Major)
 Code of Honor (Major)
 Curious (Major)
 Death Wish (Minor)
 Delusional (Minor/Major)
 Doubting Tu Mos¹ (Minor)
 Dumb⁴ (Major)
 Elderly (Major)
 Enemy (Minor/Major)
 Evolutionary Dead End⁵
 (Special)
 Greedy (Minor/Major)
 Habit (Minor/Major)
 Hard of Hearing (Minor/Major)
 Heroic (Major)
 Lame (Major)
 Loyal (Minor)
 Mean (Minor)
 Nonverbal⁵ (Special)
 Obese (Minor)
 One Arm (Major)
 One Eye (Major)
 One Leg (Major)
 Outsider (Minor)

Overconfident (Major)
 Pacifist³ (Minor only)
 Pea Brained⁴ (Major)
 Phobia (Minor/Major)
 Poverty (Minor)
 Quirk (Minor)
 Small³ (Major)
 Stubborn (Minor)
 Ugly (Minor)
 Vengeful (Minor/Major)
 Vow⁶ (Minor/Major)
 Wanted (Minor/Major)
 Yellow³ (Major)
 Young (Major)

¹Cave N.E.R.D.s only; all Cave N.E.R.D.s MUST take the Cave Geek Hindrance.

²Ahs, Florz, and Cave N.E.R.D.s only; all MUST take this Hindrance.

³Not allowed if you have the Evolutionary Dead End Hindrance (exception: Lesser Dino sapiens may take the Small Hindrance); Florz must take the Small Hindrance

⁴Cave N.E.R.D.s may NOT take this Hindrance

⁵Neanderthals and Dino sapiens only; both MUST take this Hindrance.

⁶Generally very simple, to a Clan or Spirit

NEW HINDRANCES

BARELY VERBAL (SPECIAL)



This Hindrance can be taken by Ahs, Florz, and Cave N.E.R.D. characters only; in fact, these races **MUST** take Barely Verbal at character creation. Ahs, Florz, and Cave N.E.R.D. characters may start the game with only two words, and automatically learn one new word every time they Level Up (i.e., accumulate five points; players do not need to spend experience points to learn the new word). Words must be simple, not very abstract, and no more than two syllables. Words may be of any type (noun, verb, adjective, etc.), but characters can only use the specific form of the word they choose.

For example, if a player chooses “fly,” he cannot say “flies,” “flew,” “flying,” etc. without choosing those as separate words. All vocabulary words are subject to Cave Master approval – you must show them to your Cave Master before taking them! The Cave Master has absolute veto power over any words she judges to be inappropriate to the Sticks & Stones setting. Finally, since language is still developing locally, words can only be understood by others of the **SAME** Clan, Tribe, or adventuring group. If characters encounter someone of another Clan or Tribe (typically a non-player character), their words are not understood, and they have to resort to nonverbal communication.

Note that proper names (e.g., names of people and places) do not count toward the vocabulary limit **IF** they do not mean anything in English or

another easily recognizable language. In other words, if a character’s name is Bwap, he and other players can say his name even if it is not part of their vocabulary (as long as they have heard someone speak the name). If Bwap is from Doh-Bray, players can also say this place name if they have reason to be familiar with it, and this does not count toward the word limit either.

CAVE GEEK (SPECIAL)

Cave Geek may be taken by Cave N.E.R.D.s only; all Cave N.E.R.D.s **MUST** take this Hindrance at character creation. See the description of this Hindrance under the Cave N.E.R.D. racial information.

DUMB (MAJOR)

Note that Cave N.E.R.D.s may **NOT** take this Hindrance. As we have already suggested in other places, most prehistoric folks are not terribly bright. If a character has this Hindrance, it costs two points to raise their Smarts during character creation, and they must dedicate two leveling opportunities to raise their Smarts afterwards. A Dumb character’s Smarts can’t go above six until they reach Legendary rank.



EVOLUTIONARY DEAD END (SPECIAL)

Only *Dino sapiens* and Neanderthals can take this Hindrance, and in fact both races **MUST** take Evolutionary Dead End at character creation. See the description of this Hindrance under the Neanderthal and *Dino sapiens* racial information.

NONVERBAL (SPECIAL)



Nonverbal may be taken by *Dino sapiens* and Neanderthals only; both races **MUST** take this Hindrance at character creation. While in character, these characters are **NEVER** allowed to use intelligible words or signs from an established language, at least on purpose (including established sign languages, non-English languages, or even Klingon).

Neanderthals or *Dino sapiens* players who deliberately speak English while in character should be dealt with in the harshest possible fashion (e.g., others treat them as possessed, automatic bust on their next roll, or a coconut falls on their head from nowhere). These players may use gestures, pantomime, make noises, and grunt to their heart's content, and are in fact strongly encouraged to do so.

As they play together, groups may start developing a non-verbal language of their own. This is perfectly acceptable and lots of fun. Just make sure these species use noises and gestures as they do so. Shiny Rocks should be given fairly generously for great nonverbal communication. Characters do not receive any Attribute points, Edges, or Skill Points for taking this Hindrance.

Please note that Neanderthals and *Dino sapiens* with the Nonverbal Hindrance can still say proper names (e.g., names of people and places) IF they have heard the name and the name does not mean anything in English or another easily recognizable language. This way, Nonverbal characters can begin the game saying their own name, the names of their friends, and the name of their settlement. They can learn new proper

names by making a Smarts roll (if they fail, they must wait until the following day to try again; this is an exhausting mental feat for Nonverbal creatures!).

Proper names should still be said in a harsh, guttural fashion by Neanderthals, and *Dino sapiens* should use a reptilian "accent" (typically with lots of hissing) to represent their limited vocal apparatus.

PEA BRAINED (MAJOR)

Note that Cave N.E.R.D.s may **NOT** take this Hindrance! However, many other prehistoric creatures have pea-size brains, and even some cave persons have thoughts about as fast as molasses in the middle of an Ice Age. Those with this Hindrance **MUST** re-draw their initiative card if they draw a Jack, Queen, King or Ace. They keep the second card regardless of what is drawn. Note that Pea Brained folks still get to keep Jokers drawn initially.



NOTES ON EXISTING HINDRANCES

CODE OF HONOR (MAJOR)

Prehistoric folks may follow a Code of Honor for very different reasons than we would (with thousands of years of "culture" behind us). For example, picture Ugma the Brave. He may not be the brightest coconut in the bunch, but he's always

the first one to join the fray. However, he doesn't like to kill his enemies because he had a divine vision from his Clan's patron Spirit telling him to respect all sentient life - at least, that's the way he interpreted a dream he had. Then again, it's possible it had something to do with the mushrooms he ate . . .

DEATH WISH (MINOR)

While relatively rare due to strong survival instincts, players may come up with a reason to take this Hindrance. For example, Aruk, the Clan's Shaman, has seen his "death vision." He knows the fate of the Clan lies in his hands. Once he has assured the safety of his people he "knows" the Earth Mother Spirit wants him to join her - what better way than leaping into the mouth of the active volcano just north of the settlement?



DOUBTING THOMAS ("TU MOS") (MINOR)

Only Cave N.E.R.D.s may take this Hindrance, and it is rare even for them, since most are superstitious. However, a few of the truly "enlightened" N.E.R.D.s have decided all phenomena can be explained by prehistoric physics and other "sciences." They are in for a rude shock when they encounter a Shaman!

(Tu Mos was the first Cave N.E.R.D. to theorize that the supernatural does not really exist. Tragically he was killed while his Clan's Shaman was disproving his theory.)

ELDERLY (MAJOR)

Elderly means over 30 in most cases. Ouch!

HABIT (MINOR/MAJOR)

A good habit for Ahs, Cave N.E.R.D.s, and Florz is chewing on resin (particularly beech or pine); this has been referred to as "caveman's chewing gum."

LAME (MAJOR)

Lame reduces a character's basic Pace to four Knuckles, and the player should roll only a d4 for the running bonus.

PACIFIST (MINOR ONLY)

Pacifist may be taken as a minor Hindrance only. Prehistoric pacifists have their limits when provoked!



POVERTY (MINOR)

Players with this Hindrance typically aren't short of money, since there isn't any. Rather, they have virtually no equipment to start the game, except maybe a loincloth and a rock or two.

WANTED (MINOR OR MAJOR)

It is rare for a character to have this Hindrance, and they must come up with a reasonable justification. However, it is possible the character is a Shaman who was performing an "unauthorized" ritual, or a Cave N.E.R.D. who has developed technology his Clan has judged will bring down the wrath of the Spirits.

Edges

Ace¹
 Acrobat²
 Alertness
 Ambidextrous
 Arcane Background
 (Shamanism)³ (NEW)
 Arcane Background (Weird
 Prehistoric Science)² (NEW)
 Arcane Resistance
 Improved Arcane Resistance
 Attractive⁴
 Very Attractive⁴
 Beast Bond
 Beast Master
 Improved Beast Master (NEW)
 Lord of the Beasts (NEW)
 Berserk²
 Blabbermouth¹ (NEW)
 Block
 Improved Block
 Brave²
 Brawler²
 Bruiser²
 Brawny²
 Champion
 Charismatic²
 Combat Reflexes²
 Command²
 Command Presence²
 Common Bond
 Danger Sense
 Dead Shot
 Dodge
 Improved Dodge
 Fast Healer
 Fervor
 First Strike²
 Improved First Strike²
 Fleet-Footed
 Florentine ("Bam Bam")²
 Followers
 Frenzy²
 Improved Frenzy²
 Gadgeteer¹
 Giant Killer²
 Hard to Kill
 Harder to Kill
 Healer
 Hold the Line!²
 Improvisational Fighter²
 Inspire²
 Jack-of-All-Trades
 Killer Instinct²

Leader of Men²
 Level Headed
 Improved Level Headed
 Luck
 Great Luck
 Marksman
 McGyver¹
 Mighty Blow²
 Mr. Fix It¹
 Natural Leader²
 Nerves of Stone
 Improved Nerves of Stone
 New Power⁵
 No Mercy
 Power Points³
 Power Surge³
 Professional
 Expert
 Master
 Quick
 Quick Draw
 Rapid Recharge³
 Improved Rapid Recharge³
 Rich
 Scholar¹
 Sidekick
 Soul Drain³
 Steady Hands
 Strong Willed
 Sweep²
 Improved Sweep²
 Thick Skull/Skin***** (NEW)
 Thief
 Tough as Stone²
 Improved Tough as Stone²
 Trademark Weapon
 Improved Trademark Wpn
 Two-Fisted²
 Weapon Master²
 Master of Arms²
 Woodsman

¹Cave N.E.R.D.s only

²Cave N.E.R.D.s may NOT take this Edge

³Shamans only

⁴Ahs only

⁵Cave N.E.R.D.s and Shamans only

⁶Neanderthals and Dino sapiens only

ELIMINATED EDGES

You will notice (assuming you make your Notice roll, of course!) that some of the Savage Worlds Deluxe Edges are missing from Sticks & Stones. We felt these Edges didn't fit the setting. However, if you think any unlisted Edges fit your character - and your Cave Master agrees - then use them!

Edge restrictions are noted at the bottom of the list. New Edges are noted also, and described below.

NEW EDGES

ARCANE BACKGROUND: SHAMANISM

Requirements: Background Edge; Any race except Cave N.E.R.D.s; Novice; Spirit d6

- Allows the character to take the Spellcasting Skill (Spirit)
- Gives 10 Power Points
- Gives 3 starting Powers

The Spirits are particularly fickle in Sticks & Stones. When a Shaman rolls a one on his Spellcasting die (regardless of his Wild Die), he is automatically Shaken (a Shiny Rock can be used for a re-roll).

A 'snake eyes' result (double ones) means you must draw a card and consult the "Shamanistic Mishap Table." You may NOT spend a Shiny Rock to reroll this snake eyes roll!

SHAMANISTIC MISHAP TABLE

Draw a Card	Result
Spades	No effect. You can breathe normally again – this time! You are not even Shaken!
Hearts	You are simply Shaken as if you had rolled a one on your Spellcasting die.
Diamonds	Roll on the Wild Magic Mishap Table
Clubs	The surge of uncontained mystical energy is too much for you to handle. You are incapacitated for 2d6 rounds, and must roll on the Wild Magic Mishap Table.



Wild Magic Mishap Table

Magic Mishaps are generally benign, albeit annoying in some cases, and their effects are fleeting. Unless their description states otherwise the effects last for the duration of the current gaming session. Duplicate results are ignored. Re-roll until you obtain a suitable result.

<u>2d6 Roll</u>	<u>Result</u>
2	Every time you activate a power, a coconut falls on your head. Make a Vigor check (+2 if you have the Thick Skull Edge or a helmet) to avoid being Shaken.
3-4	Your hair changes color (Cave Master's choice). If you have already suffered this effect then your skin changes color instead! The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier.
5-6	A random facial feature increases to double its normal size. The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier. This effect CAN be duplicated and may actually be beneficial should the Cave Master decide to make it so (e.g., gain a bonus to Notice rolls involving hearing if ears increase in size).
7-8	Your skin changes color (Cave Master's choice). If you have already suffered this effect you sprout a glossy coat of fur instead! The effect this has on others is up to the Cave Master, but may range from fear to a negative Charisma modifier.
9	You have a bad case of flatulence! The effect this has on others is up to the Cave Master, but it probably manifests as a negative Charisma modifier!
10	A rain cloud the size of a Small Burst Template forms above your head and follows you wherever you go. The constant drizzle causes you to suffer a -1 modifier to all actions. You are unable to start fires or keep a torch lit.
11	Your entire body is surrounded by an ethereal glow. You may be attacked in the dark at no penalty and you provide enough light to read by – at least you would if anyone could read!
12	You have forgotten how to use your powers! There is only one way to regain their use. You, the player (as well as your character), must perform a 30 second “song and dance of appeasement” in supplication to the Spirits. This temporarily restores your powers. However, you must complete a quest of the Cave Master's devising within 14 suns or you lose your powers permanently!

See the Religion section in Chapter Two for more information about Shamans, and the Magic section later in this chapter for information about the powers available to Shamans who worship different Spirits.

ARCANE BACKGROUND: WEIRD PREHISTORIC SCIENCE

Requirements: Cave N.E.R.D.s only; Novice; Smarts d8+, Spirit d6+

This Edge gives the character one invention to start with, and allows them to take the Weird Prehistoric Science skill (based on Smarts). This Edge allows the Cave N.E.R.D. to invent cavepunk items in a manner similar to the Arcane Background: Weird Science Edge. A new invention (or sometimes multiple lesser inventions) may be created every time the character takes the New Power Edge.

Inventions **MUST** utilize available materials and primitive technology, so they are obviously very limited, though materials may be combined in unconventional ways. They are not powered by Power Points; all must have a physical basis/mechanism, though it can be implausible. Exactly how implausible depends on your Cave Master. We see a continuum from relatively realistic caveman games where N.E.R.D.s probably don't exist to Flintstones™-level technology being commonplace. Most games fall in between, with technology serving a relatively limited but important role in a typical Ahs Clan.

Examples of inventions include crude wheeled vehicles, gliders with wings from a Pteranodon, and Coconut Bombs (e.g., full of a sleep powder or stinging insects). Generally, we allow players to start with one of the items we list as examples, but Cave Masters are welcome to add to or subtract from this list. Further inventions can either be taken from those included here or created by the player. Our general rule of thumb is if a player invents something really cool that isn't too powerful, they should get to use it! The Cave Master can always make sure something "unfortunate" happens to it if it proves to be a pain.

While these inventions are not as powerful or complicated as many Mad Science items in other Savage Worlds settings, the fact that they are far beyond anything dreamed of by the average caveman qualifies them as Weird Prehistoric Science.

As a guide, if the item might actually be used by primitive people even if it is a bit "high tech" for cavemen (e.g., a bow or blowpipe), it is not Weird Prehistoric Science. If there is really no way

primitive people would invent the item, and it seems more suited to the Flintstones™ or Gilligan's Island™, then it qualifies as Weird Prehistoric Science.

MALFUNCTIONS

Unless otherwise stated under the device, Weird Prehistoric Science devices are subject to Malfunction when a skill roll of any sort is used to operate them. This applies regardless of whom is operating the device. **If a 1 is rolled on the skill die (even if the Wild Die is not a 1), the device has malfunctioned.**



Draw a card - the suit determines the result (you get to pick the suit if you draw a Joker):

- **Clubs—Catastrophic Malfunction:** The device is ruined, and cannot be repaired. Items that can explode do so; they typically explode for 2d6 damage in a Large Burst Template.
- **Hearts—Major Malfunction:** The device breaks down. The Cave N.E.R.D. may not use it again until it's repaired, which requires a Repair roll and 2d6 hours of work.
- **Diamonds—Minor Malfunction:** The device suffers a minor hang-up. It can be fixed in 2d6 minutes with a Repair roll at -2.
- **Spades—Glitch:** The gizmo activates but does the opposite of the user's intent. Stealth Boots amplify noises, a weapon fires at a friendly target, and so on. If a reverse effect makes no sense, treat it as a Major Malfunction instead.

BLABBERMOUTH

Requirements: Social Edge; Cave N.E.R.D.s only; Novice

Characters with the Blabbermouth Edge learn double the normal number of words each time they Level Up (that is, two new words vs. one). If Blabbermouth is taken as an initial Edge, the character may start with four words.

IMPROVED BEAST MASTER

Requirements: Weird Edge; Novice; Spirit d8+; Beast Master Edge

Improved Beast Master is similar to Beast Master, but your character can have two beast companions with a Size bonus of no more than +2 each, or one beast of Size +3. The Cave Master has final say over what types of animals are available.

LORD OF THE BEASTS

Requirements: Legendary Edge; Legendary; Spirit d12; Beast Master Edge; Improved Beast Master Edge

Lord of the Beasts is similar to Improved Beast Master, but your character can pick one of the following:

- One animal companion of Size +6 or +5
- Two animal companions of Size +4 (or less) each
- Three animal companions of Size +3 (or less) each
- Four animal companions of Size +2 (or less) each
- Five animal companions of Size +1 (or less) each
- Six animal companions of Size +0 (or less) each
- Two Swarms (generally small dinosaurs or mammals)

The Cave Master has the final say over what types of animals are available.

THICK SKULL/THICK SKIN

Requirements: Background Edge; Neanderthals and *Dino sapiens* only; Novice

This Edge adds +1 to Toughness. Thick Skull/Thick Skin is like the Tough As Nails (“Stone”)

Edge, but can be taken as a Background Edge by Neanderthals and *Dino sapiens* (for whom it represents some sort of armored skin inherited from their larger kin). It may be combined with the Brawny Background Edge.

NOTES ON EXISTING EDGES

ATTRACTIVE

Ahs do not get the bonus for this Edge when dealing with *Dino sapiens*.



BEAST MASTER

The single animal companion may be no larger than Size +1. The Cave Master has final say over what types of animals are available.

CHAMPION

While relatively rare, someone might “rise from the Clan” to act as either: (1) the Chieftain or Shaman’s bodyguard, (2) the Clan’s protector, or (3) the instrument of the “will of the Spirits.” For example, the Shaman Grok might send his champion Torag along with the party to ensure the Sacred Egg of Gilegun is safely retrieved and returned to the Clan.

QUICK DRAW

Quick Draw applies to slung clubs, bows, sheathed knives, and the like.

RICH

There's always a rich guy in "town" - even 75,000 years ago. His wealth may be in the form of teeth, pretty rocks, a nice cave, animal skins, armor, or simply more items available for barter; he just has more "stuff" than most. Come up with a reasonable list of items you'd like to start with and present it to your Cave Master. As always, the Cave Master has the final say about what you get to keep.

THIEF

A caveperson with this ability doesn't need to take the Lockpick skill. This wouldn't be a very fair requirement, since the lock hasn't been invented yet! Also, the Stealth bonus applies in any environment (since there are no urban areas)

MAGIC IN THE LAND OF LUR

In this section, we describe a new Arcane skill (Weird Prehistoric Science) for Sticks & Stones. Then, we discuss the use of powers. Some powers are restricted to certain types of Shamans in Sticks & Stones. We have added a new power: jungle boogie. We also detail the restrictions on existing powers in this section. See the Religion section in Chapter Two for more information about the Spirits in the Land of Lur.

NEW ARCANES SKILL

WEIRD PREHISTORIC SCIENCE (SMARTS)

Requirements: Cave N.E.R.D.s only; Weird Prehistoric Science Edge

Since Weird Prehistoric Science items do not need Power Points to be operated, their use is governed by the relevant skill (e.g., Driving, Piloting, or Shooting). However, a Cave N.E.R.D. may always roll Weird Prehistoric Science instead of the relevant skill. Weird Prehistoric Science devices are subject to Malfuction (unless specifically noted otherwise in the item description) if a one is rolled on the relevant skill die (regardless of the Wild Die). See the Malfuction section above for more information.

NOTES ON EXISTING POWERS

BEAST FRIEND

Certain Shamans may keep befriended creatures as companions at the Cave Master's discretion, but only one such creature may be kept at a time, and they should be closely aligned with the Shaman's primary Spirit.



If a beast is already under another Shaman's or Beast Master's control and you want to take control from them, you must successfully cast the power, and then treat your Spellcasting roll as an opposed roll: Spellcasting vs. Spellcasting for another Shaman, or Spellcasting vs. Spirit for a Beast Master. Beast Masters may try to take control back during their action by winning an opposed roll against your Shaman (Spirit vs. Spellcasting).

BLAST, BOLT, & STUN

The ranges of these powers are less than the ranges found in the Savage Worlds rulebook. This helps balance the Sticks & Stones game, given the relative lack of effective ranged weapons.

SPEAK LANGUAGE

In Sticks & Stones, this power allows the Shaman to communicate at a very basic level with non-player sentient creatures (through gestures, sounds, and pantomimes). When role-playing this, the Cave Master should try as hard as possible to understand the player, and communicate back as clearly as possible without using words.



ZOMBIE

When cast on a corpse larger than Size 0, the Power Point cost of this power is 3 + the Size of the creature. In *Sticks & Stones* we refer to this power as animate skeleton or animate zombie, depending on the “freshness” of the unfortunate target. When cast on a large corpse, we refer to the power as animate greater skeleton or animate greater zombie.

NEW POWER

JUNGLE BOOGIE

Rank: Novice

Power Points: 1 (self)/2 or 4 (others)

Range: Touch

Duration: One Power Point per hour for the Shaman; two for others who worship the Earth Mother Spirit or an Animal Spirit; four for others who do not

Trappings: The Shaman concentrates and gestures with his hands or an Earth Mother or Animal Spirit totem

Jungle boogie allows the recipient to move through the outdoors quickly, quietly, and without leaving a trace. The Earth Mother Spirit or Animal Spirit clears any natural obstacles from the path, allowing movement at “Open Terrain” speed in any terrain except mountains (movement here is still twice as fast as normal). The power also muffles the sound of the recipient’s footsteps, adding +1 to his Stealth rolls. Finally, they disguise his tracks, making his footprints nearly impossible to spot (-8 to any Tracking rolls to find the trail). Jungle boogie cannot be used in caves or within settlements.



Earth Mother Spirit Powers

- Armor** ("thick hide") (Range = Touch)
- Barrier** (Range = Smarts in Knuckles)
- Beast Friend** (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Burrow** (Range = 2x Smarts in Knuckles)
- Damage Field** (Range = Touch)
- Elemental Manipulation** (Earth) (Range = 2x Smarts in Knuckles)
- Entangle** (Range = Smarts in Knuckles)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Healing** ("med-sin") (Range = Touch)
- Jungle Boogie** (Range = Touch)
- Shape Change** (Range = Self only)
- Smite** (Range = Touch)
- Speak Language** (Range = Touch)
- Wall Walker** (Range = Touch)

Spirit of Fire Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Blind** (Range = 2 Hands/4 Hands/8 Hands)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Burst** (Range = Cone Template)
- Darksight** (Range = Touch)
- Elemental Manipulation** (Fire) (Range = 2x Smarts in Knuckles)
- Environmental Protection** (Fire/Heat only) (Range = Touch)
- Fear** (Range = Smarts in Knuckles x 2)
- Healing** ("med-sin") (Range = Touch)
- Light** (Range = Touch)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)

Spirits of the Beasts Powers

- Armor** ("thick hide") (Range = Touch)
- Beast Friend** (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Burrow** (Range = 2x Smarts in Knuckles)
- Fear** (Range = Smarts in Knuckles x 2)
- Fly*** ("Soar with Aak Aaks") (Range = Touch)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Growth/Shrink** (Range = Smarts in Knuckles)
- Healing** ("med-sin") (Range = Touch)
- Jungle Boogie** (Range = Touch)
- Quickness** (Range = Touch)
- Shape Change** (Range = Self only)
- Speed** (Range = Touch)
- Wall Walker** (Range = Touch)
- Warrior's Gift** (Range = Touch)

*Fly may only be taken by a Shaman who worships the Spirit of a flying creature



Water Spirit Powers

- Armor** ("thick skin") (Range = Touch)
- Barrier** (Range = Smarts in Knuckles)
- Beast Friend** (aquatic beasts only) (Range = Smarts x 100 Fingers)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Boost/Lower Trait** (Range = Smarts in Knuckles)
- Dispel** (Range = Smarts in Knuckles)
- Elemental Manipulation** (Water) (Range = 2x Smarts in Knuckles)
- Environmental Protection** (Water only) (Range = Touch)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Healing** ("med-sin") (Range = Touch)
- Quickness** (Range = Touch)
- Shape Change** (aquatic animals only) (Range = Self only)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)
- Telekinesis** (Range = Smarts in Knuckles)

Spirit of the Moon Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Bolt** (Range = 1 Hand/2 Hands/4 Hands)
- Deflection** (range = Touch)
- Detect/Conceal Arcana** (range = Sight)
- Fear** (Range = Smarts in Knuckles x 2)
- Healing** ("med-sin") (Range = Touch)
- Invisibility** (Range = Self only)
- Obscure** (Range = Touch)
- Puppet** (Range = Smarts in Knuckles)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)
- Teleport** (Range = 2 Hands for each 3 Power Points spent, or 3 Hands with a raise)
- Zombie** (Range = Smarts in Knuckles)

Spirit of the Sun Powers

- Blast** (Range = 2 Hands/4 Hands/6 Hands)
- Blind** (Range = 2 Hands/4 Hands/8 Hands)
- Burst** (Range = Cone Template)
- Darksight** (Range = Touch)
- Dispel** (Range = Smarts in Knuckles)
- Greater Healing** ("baaaad med-sin") (Range = Touch)
- Havoc** (Range = Smarts x 2 Knuckles)
- Healing** ("med-sin") (Range = Touch)
- Invisibility** (Range = Self only)
- Light** (Range = Touch)
- Obscure** (Range = Touch)
- Quickness** (Range = Touch)
- Smite** (Range = Touch)
- Speed** (Range = Touch)
- Stun** (Range = 1 Hand/2 Hands/4 Hands)

Lesser Spirits Powers

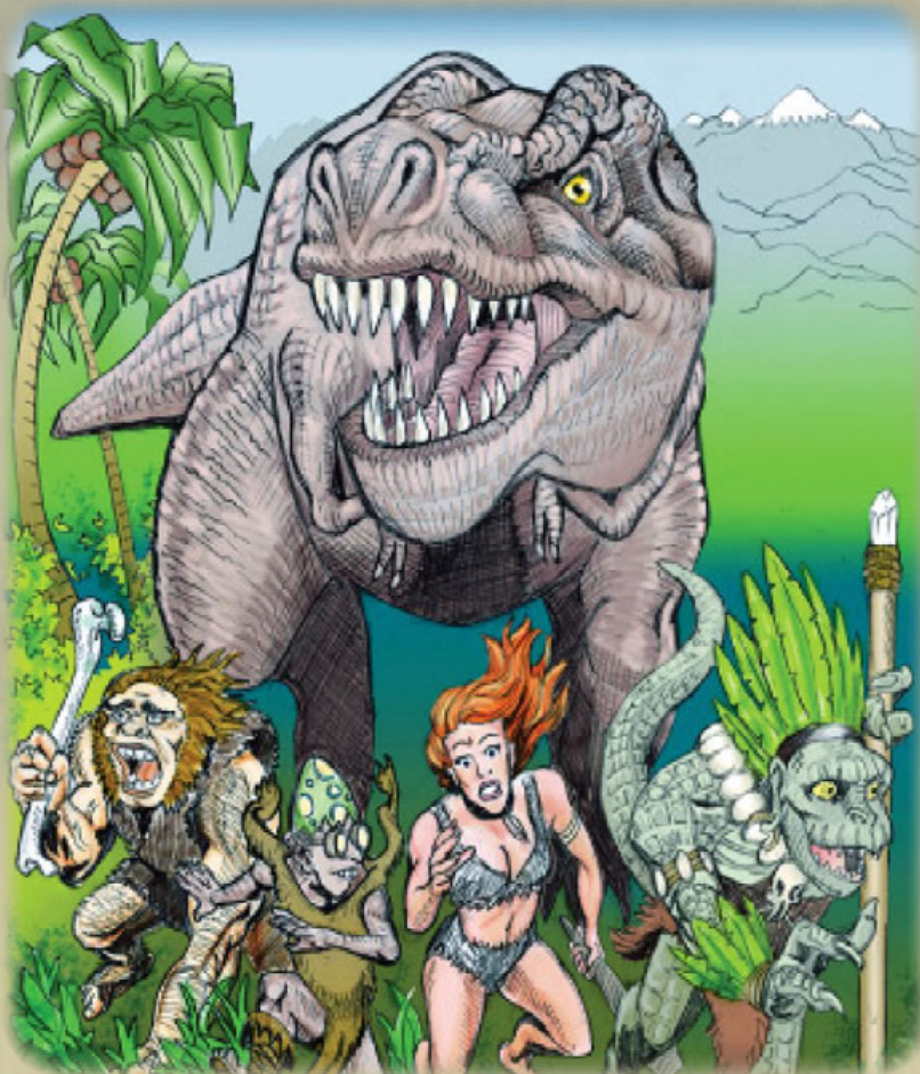
Choose fifteen appropriate powers for your Shaman from the above lists. The powers you choose should be as logically related to your Spirit as possible. The Cave Master has the final say on this, and is encouraged to disqualify any powers that don't fit. Take care to balance these powers with those allowed to other Spirits.



ARCHETYPES

HERE ARE NINE PRE-MADE CHARACTERS THAT COVER SOME OF THE POSSIBILITIES IN STICKS & STONES.

USE THEM FOR ENCOUNTERS OR TO JUMP RIGHT INTO A GAME!



Dinosaur Hunter

Name: CHIKKA

Race: ARCHAIC HOMO SAPIENS (AHS)

Sex: FEMALE

Attributes: AGILITY D8, SMARTS D6, SPIRIT D8, STRENGTH D6, VIGOR D6

Skills: CLIMBING D6, FIGHTING D6, FIRE STARTING D4,
INTIMIDATION D4, NOTICE D6 (+2 DUE TO ALERTNESS),
SHOOTING D8, STEALTH D6, SURVIVAL D4,
THROWING D4, TRACKING D6

Charisma: 0

Pace: 1 HAND

Parry: 5

Toughness: 5

Racial Abilities: NONE

Hindrances: BARELY VERBAL, OVERCONFIDENT

Edges: ALERTNESS, BEAST MASTER

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL),
ANIMAL SKIN BAG (2 LBS.), ONE HAND OF VINE (10 LBS.), FLINT AND
ROCK WITH TINDER (1 LB.), DAGGER (1 LB.) - STR+ D4 DAMAGE, BOW (3 LBS.) - 2D6 DAMAGE,
10 ARROWS (2 LBS.)

Encumbrance: 21 POUNDS; LIMIT: 30 POUNDS; PENALTY: 0

Language: TWO WORDS – STAY AND RUN (PLUS PROPER NAMES)

Companion: ARF THE CAVE DOG

- **Attributes:** AGILITY D8, SMARTS D6 (A), SPIRIT D6, STRENGTH D6, VIGOR D6
- **Skills:** FIGHTING D6, NOTICE D10
- **Pace:** 1 HAND + 2 KNUCKLES **Parry:** 5 **Toughness:** 4 (-1 DUE TO SIZE)
- **Special Abilities**
 - **Bite:** STRENGTH +D6
 - **Fleet-Footed:** ROLL D10 VS. D6 WHEN RUNNING
 - **Go For The Throat:** IF ARF GETS A RAISE ON HIS ATTACK ROLL HE IGNORES ANY ARMOR HIS OPPONENT MIGHT BE WEARING
 - **Size -1** (CAUSES -1 TO TOUGHNESS)

Background: CHIKKA IS KNOWN FOR HER HUNTING SKILLS – PARTICULARLY HER SKILL WITH A BOW – AS WELL AS FOR HER AFFINITY FOR BEASTS. ANIMALS ALWAYS SEEM TO LOVE HER. SHE HAS A LOYAL CAVE DOG (ARF). WHILE VERY LOYAL TO HER CLAN, CHIKKA TENDS TO THINK SHE CAN HANDLE JUST ABOUT ANY SITUATION.



Scout

Name: FWEEP**Race:** HOMO FLORESIENSIS (FLORZ)**Sex:** MALE**Attributes:**

- AGILITY D8
- SMARTS D6
- SPIRIT D6
- STRENGTH D6
- VIGOR D8

Skills:

- CLIMBING D6
- FIGHTING D6
- NOTICE D8
- SHOOTING D8
- STEALTH D8
- SURVIVAL D4
- THROWING D8
- TRACKING D6

**Charisma:** 0 **Pace:** 1 HAND **Parry:** 5 (-1 TO HIT HIM DUE TO SIZE)**Toughness:** 5 (-1 DUE TO SIZE)**Edges & Hindrances:**

- **Bad Luck:** FWEEP ONLY GETS 2 SHINY ROCKS AT THE START OF A GAME SESSION.
- **Barely Verbal**
- **Marksman:** FLORZ ARE NATURALLY GOOD SHOTS. FWEEP GETS A +2 AIMING BONUS IF HE DOESN'T MOVE.
- **Size -1**
- **Small:** FLORZ ARE HARDER TO HIT DUE TO THEIR SIZE.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), MANY (THREE) TORCHES (3 LBS.), BOW (3 LBS.), MANY (10) ARROWS (2 LB.)**Encumbrance:** 20 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0**Language:** TWO WORDS –SNEAK AND LOOK (PLUS PROPER NAMES).**Background:** FWEEP USES HIS STEALTH TO SNEAK IN AND CHECK OUT SITUATIONS BEFORE THE WARRIORS ARE SENT IN. WHILE FWEEP SEEMS TO HAVE MORE THAN HIS SHARE OF BAD LUCK, HIS SKILLS AND EDGES HAVE SO FAR KEPT HIM OUT OF SERIOUS TROUBLE.

Brute Warrior

Name: SOKKEM

Race: NEANDERTHAL

Sex: MALE

Attributes:

- AGILITY D6
- SMARTS D4
- SPIRIT D6
- STRENGTH D12
- VIGOR D8

Skills:

- CLIMBING D6
- FIGHTING D8
- FIRE STARTING D4
- INTIMIDATION D8
- NOTICE D4
- STEALTH D6
- SURVIVAL D6
- THROWING D4
- TRACKING D4



Charisma: -2 **Pace:** 1 HAND

Parry: 6 **Toughness:** 8 (+2 DUE TO BRAWNY AND THICK SKULL)

Special Abilities & Edges: GREAT STRENGTH (INCLUDED), LOW LIGHT VISION, BRAWNY, THICK SKULL

Hindrances: EVOLUTIONARY DEAD END, HEROIC, NONVERBAL, OUTSIDER

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. — FULL), ANIMAL SKIN BAG (2 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), CLUB (3 LBS.) - STR + D6 DAMAGE

Encumbrance: 11 POUNDS; LIMIT: 96 POUNDS; PENALTY: 0

Language: ONE WORD — SOKKEM (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: SOKKEM IS A NEANDERTHAL WARRIOR WHO RAN AWAY FROM HIS CLAN. SOKKEM WANDERED FOR AWHILE, AND WAS RECENTLY TAKEN IN BY AN ARCHAIC HOMO SAPIENS CLAN. THE CLAN RESPECTS SOKKEM'S STRENGTH AND FIGHTING ABILITY, BUT ALSO FEARS HIM SINCE HE IS A BIG, SCARY OUTSIDER.

Shaman of the Moon

Name: MOOGA **Race:** NEANDERTHAL **Sex:** FEMALE

Attributes: AGILITY D6, SMARTS D4, SPIRIT D10, STRENGTH D8, VIGOR D6

Skills: FIGHTING D6, FIRE STARTING D4, INTIMIDATION D8, NOTICE D4, SPELL CASTING D8, STEALTH D6, THROWING D4

Charisma: -2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 6 (+1 DUE TO BRAWNY)

Special Abilities: GREAT STRENGTH, LOW LIGHT VISION

Hindrances: EVOLUTIONARY DEAD END, OUTSIDER, NONVERBAL, VOW (MAJOR)

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC, BRAWNY

Power Points: MANY (10) - REGAIN ONE EVERY HOUR; POWERS: MANY (THREE; SEE BELOW)

Suggested Powers:

- **Bolt:** COSTS ONE POWER POINT PER BOLT. RANGE = 1 HAND/2 HANDS/4 HANDS. FIRE ONE, TWO OR MANY (THREE) BOLTS OF GREENISH LIGHT FOR 2D6 DAMAGE EACH, OR USE 2 POWER POINTS TO CAST A SINGLE BOLT FOR 3D6 DAMAGE.
- **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.
- **Quickness:** COSTS MANY (FOUR) POWER POINTS. RANGE = TOUCH. LASTS MANY (THREE) ROUNDS; MAINTAIN AFTER THAT FOR TWO PER ROUND. GIVES TWO ACTIONS PER ROUND (RAISE = CAN DISCARD IF DRAW AN 8 OR LESS AND REDRAW).

Gear: FUR CLOTHING (0 LBS.), THICK HIDE ARMOR (TORSO) (10 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), SPEAR (5 LBS.), BONE TOTEM (2 LBS.)

Encumbrance: 25 POUNDS; LIMIT: 64 POUNDS; PENALTY: 0

Language: ONE WORD – MOOGA (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: MOOGA IS A FEMALE NEANDERTHAL SHAMAN WHO RAN AWAY FROM HER CLAN. MOOGA WANDERED FOR AWHILE, AND WAS RECENTLY TAKEN IN BY AN ARCHAIC HOMO SAPIENS CLAN. THE CLAN RESPECTS MOOGA'S POWERS, BUT ALSO FEARS HER SINCE SHE WORSHIPS THE MOON SPIRIT AND IS AN OUTSIDER.



Dino Warrior

Name: SSSHHH

Race: DINO SAPIENS

Sex: MALE

Attributes:

- AGILITY D8
- SMARTS D4
- SPIRIT D6
- STRENGTH D8
- VIGOR D6

Charisma: -6

Pace: 1 HAND

Parry: 6

Toughness: 5

Skills: CLIMBING D4, FIGHTING D8, INTIMIDATION D6, NOTICE D4 (+2 DUE TO SAURIAN SENSES), STEALTH D8, SURVIVAL D4, THROWING D8, TRACKING D4

Special Abilities:

- DINOSAUR AFFINITY (CHOOSE TYPE)
- NATURAL WEAPONS (CHOOSE TYPE)
- SAURIAN SENSES
- AMBIDEXTROUS
- TWO-FISTED

Hindrances: BLOODTHIRSTY, EVOLUTIONARY DEAD END, NONVERBAL, OUTSIDER

Edge: DANGER SENSE

Gear: LOINCLOTH (1 LB.), 2 DAGGERS (1 LB. EACH) - EACH D8 + D4 DAMAGE

Encumbrance: 3 POUNDS; LIMIT: 40 POUNDS; PENALTY: 0

Language: ONE WORD — SSSHHH (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: SSSHHH CUNNING. SSSHHH MEAN. SSSHHH GOT MAD AT SHAMAN IN TRIBE. SSSHHH STABBED SHAMAN WITH DAGGERS. SSSHHH BANISHED FROM TRIBE. SSSHHH WANDERED. SSSHHH FIND AHS CLAN. AHS LIKE WAY SSSHHH SKEWER BEASTS WITH DAGGERS. SSSHHH LIKE SKEWER BEASTS WITH DAGGERS. LIFE PRETTY GOOD RIGHT NOW.



Inventor

Name: NU MON **Race:** CAVE N.E.R.D. (SUB-SPECIES OF ARCHAIC HOMO SAPIENS)

Attributes: **Sex:** MALE

- **AGILITY** d6
- **SMARTS** d10
- **SPIRIT** d6
- **STRENGTH** d6
- **VIGOR** d4

Skills: ARCANES SKILL: WEIRD
 PREHISTORIC SCIENCE d8, CAVEWISE d4,
 DRIVING d6, FIGHTING d4, FINGER COUNTING d6,
 FIRE STARTING d6, KNOWLEDGE (PREHISTORIC PHYSICS) d8,
 NOTICE d4, PICTOGRAM d6, REPAIR d8, STEALTH d4

Charisma: -2 **Pace:** 1 HAND

Parry: 4 **Toughness:** 4

Special Abilities: ACCESS TO RESTRICTED SKILLS AND EDGES (INCLUDED)

Hindrances: BAD EYES (MINOR), BARELY VERBAL, CAVE GEEK, CURIOUS, HABIT (MINOR: SNORTS A LOT)

Edges: ARCANES BACKGROUND – WEIRD PREHISTORIC SCIENCE, BLABBERMOUTH

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS.), CAVE N.E.R.D. TOOL KIT (10 LBS.), SPEAR (5 LBS.)

Encumbrance: 20 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: FOUR WORDS –TRO-PUH, GO, STOP, MANY (PLUS PROPER NAMES)

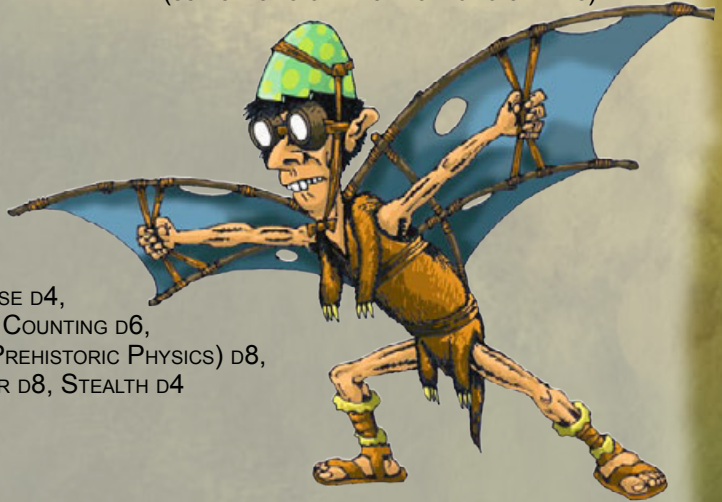
Weird Prehistoric Science Item: CHOOSE ONE (BY DEFAULT, NU MON HAS A TRO-PUH)

“Tro-Puh” (Trog-Powered Roller): THE TRO-PUH CONSISTS OF TWO HOLLOWED OUT JOINED TOGETHER WITH TWO AXLES AND FOUR WOODEN WHEELS ATTACHED. NU MON SITS IN THE LOGS, AND THE TROG PUSHES. ACC./TOP SPEED: 1 FINGER/1 HAND + d6 KNUCKLES; TOUGHNESS: 8 (2); CREW: ONE; WEAPONS: AS NU MON (SPEAR); ADDITIONAL EQUIPMENT (STORED IN THE TRO-PUH): 12 FEET OF VINE, THREE TORCHES

Trog (“Snoog”) - Attributes: AGILITY d6, SMARTS d4, SPIRIT d6, STRENGTH d8, VIGOR d8.

- **Skills:** FIGHTING d6, INTIMIDATE d8, NOTICE d6, STEALTH d6, THROWING d6
- **Pace:** 1 HAND; **Parry:** 5; **Toughness:** 7; **Special Ability:** SIZE +1 (INCLUDED)

Background: NU MON IS THE FIRST N.E.R.D. BORN TO HIS CLAN. AS HE GREW UP, THE OTHER MEMBERS OF HIS CLAN DIDN'T KNOW WHAT TO MAKE OF HIM. HE ALWAYS PREFERRED MAKING STRANGE THINGS OUT OF STICKS AND COCONUTS, AND WOULD RATHER DRAW STRANGE PICTURES THAN PLAY DINO HUNT WITH THE OTHER CAVE CHILDREN. MOST EVERYONE MADE FUN OF HIM. NU MON IS NOW TOLERATED SINCE HE HAS THE ABILITY TO INVENT AMAZING DEVICES.



Ahs Warrior

Name: LUG

Race: ARCHAIC HOMO SAPIENS (AHS)

Sex: MALE

Attributes:

- AGILITY D8
- SMARTS D4
- SPIRIT D6
- STRENGTH D8
- VIGOR D6

Skills:

- CLIMBING D6
- FIGHTING D10
- FIRE STARTING D4
- INTIMIDATION D8
- NOTICE D4
- SHOOTING D4
- STEALTH D6
- SURVIVAL D6
- THROWING D6

Charisma: 0

Pace: 1 HAND

Parry: 7 (-1 IF USING AXE)

Toughness: 5

Special Abilities: NONE

Hindrances: BARELY VERBAL, GREEDY, LOYAL, OVERCONFIDENT

Edges: FIRST STRIKE, QUICK, SWEEP

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. — FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), TWO-HANDED AXE (8 LBS.) - STR + D8 DAMAGE

Encumbrance: 21 POUNDS; LIMIT: 40 POUNDS; PENALTY: 0

Language: TWO WORDS —GO, FIGHT (PLUS PROPER NAMES)

Background: LUG IS KNOWN FOR HIS PROWESS AS A WARRIOR. HE IS NOT PARTICULARLY BRIGHT, BUT IS ALWAYS A GOOD ASSET IN A FIGHT. HE ALSO TENDS TO BE GREEDY, WANTING THE BIGGEST PORTIONS, PRETTIEST ROCKS, AND GREATEST GLORY AFTER HUNTS.



Shaman of the Sun

Name: HOSHA HOSH **Race:** DINO SAPIENS **Sex:** MALE

Attributes:

- **AGILITY** D6
- **SMARTS** D4
- **SPIRIT** D10
- **STRENGTH** D6
- **VIGOR** D6

Skills: FIGHTING D6, FIRE STARTING D4, INTIMIDATION D8, NOTICE D6, SPELL CASTING D8, STEALTH D6, THROWING D4

Charisma: -2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 5

Special Abilities: DINOSAUR AFFINITY (CHOOSE TYPE), NATURAL WEAPONS (CHOOSE TYPE), SAURIAN SENSES

Hindrances: EVOLUTIONARY DEAD END, NONVERBAL, OUTSIDER, VOW (MAJOR)

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC

POWER POINTS: MANY (10) - REGAIN ONE EVERY HOUR;

Powers: MANY (THREE; SEE BELOW)

Suggested Powers:

- **Blast:** COSTS TWO TO MANY (6) POWER POINTS; RANGE = 2 HANDS/4 HANDS/6 HANDS; MEDIUM BURST TEMPLATE AREA OF EFFECT; TARGETS SUFFER 2D6 DAMAGE; IF DOUBLE POWER POINTS, DOES 3D6 DAMAGE OR IS SIZE OF A LARGE BURST TEMPLATE; IF TRIPLE POWER POINTS, DOES BOTH.
- **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.
- **Stun:** COSTS TWO POWER POINTS. RANGE = 1 HAND/2 HANDS/4 HANDS. TARGETS WITHIN A MEDIUM BURST TEMPLATE MUST ROLL VIGOR (AT -2 WITH A RAISE) OR BE SHAKEN.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), MANY (THREE) TORCHES (3 LBS.), TOTEM (2 LBS.).

Encumbrance: 18 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: ONE WORD – HOSHA HOSH (PLUS NAME OF HOME SETTLEMENT & OTHER CHARACTERS' NAMES AS APPROPRIATE)

Background: HOSHA HOSH IS MIDDLE-AGED AND HAS NO REAL SENSE OF HUMOR. HE IS LESS AGGRESSIVE THAN MOST DINO SAPIENS, AND IS RELATIVELY ACCEPTING OF THOSE FROM OTHER RACES.



Shaman of the Saber-Tooth Clan

Name: NIF **Race:** ARCHAIC HOMO SAPIENS (AHS)

Sex: FEMALE

Attributes:

- **AGILITY** D6
- **SMARTS** D6
- **SPIRIT** D10
- **STRENGTH** D4
- **VIGOR** D6

Skills: FIGHTING D6, FIRE STARTING D6, INTIMIDATION D6, NOTICE D6, SPELL CASTING D10, STEALTH D6, THROWING D4

Charisma: +2 **Pace:** 1 HAND

Parry: 5 **Toughness:** 5

Hindrances: BARELY VERBAL, VOW (MAJOR), CURIOUS, LOYAL

Edges: ARCANE BACKGROUND – SHAMANIC MAGIC, POWER POINTS, ATTRACTIVE

Power Points: MANY (15) - REGAIN ONE EVERY HOUR;
POWERS: MANY (THREE; SEE BELOW)

Suggested Powers:

• **Armor:** COSTS TWO POWER POINTS. RANGE = TOUCH. LASTS THREE ROUNDS PLUS ONE POWER POINT PER ROUND TO MAINTAIN. ADDS +2 TO TOUGHNESS; +4 WITH A RAISE.

• **Bolt:** COSTS ONE POWER POINT PER BOLT. RANGE = 1 HAND/2 HANDS/4 HANDS. FIRE ONE, TWO OR MANY (THREE) BOLTS OF GREENISH LIGHT FOR 2D6 DAMAGE EACH, OR USE 2 POWER POINTS TO CAST A SINGLE BOLT FOR 3D6 DAMAGE.

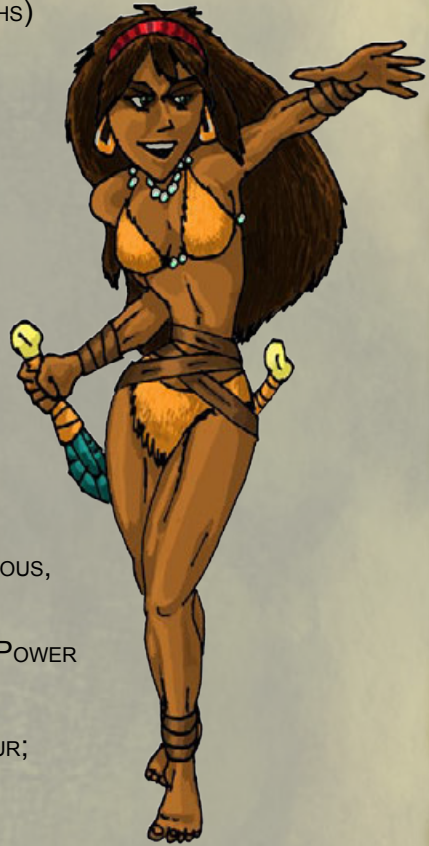
• **Healing:** COSTS MANY (THREE) POWER POINTS. RANGE = TOUCH. HEALS 1 WOUND (2 WITH A RAISE), WITH A PENALTY = TARGET'S WOUNDS.

Gear: FUR CLOTHING (0 LBS.), WATER SKIN (5 LBS. – FULL), ANIMAL SKIN BAG (2 LBS.), THREE KNUCKLES OF VINE (5 LBS.), FLINT AND ROCK WITH TINDER (1 LB.), MANY (THREE) TORCHES (3 LBS.), DAGGER (1 LB.).

Encumbrance: 17 POUNDS; LIMIT: 20 POUNDS; PENALTY: 0

Language: TWO WORDS – MAGIC, SABER-TOOTH (PLUS PROPER NAMES)

Background: NIF BELIEVES IN THE INHERENT SUPERIORITY OF FEMALES, AS DO MOST OF THE OTHER MEMBERS OF HER CLAN. SHE IS QUITE ATTRACTIVE, AND IS AN ACCOMPLISHED SHAMAN, AND IS FAIRLY WELL-KNOWN FOR THIS.



CHAPTER TWO

THE LAND OF LUR

While you can play Sticks & Stones in many parts of the prehistoric Earth, the setting detailed here is a fictional one called the Land of Lur, loosely based on southern Europe and the Middle East. The year is around 75,000 B.C., the start the last Ice Age (now known by scientists as the Würm Ice Age). Ahs, Neanderthals, and perhaps Florz actually flourished at this time. The other races and many of the creatures we have included did not, but we think they make the game a lot more fun!

GEOGRAPHY

The players probably won't know they live in the Land of Lur, and may come up with different names for where they live (if they bother to name it at all). Lur is bordered on the east by the Big Water – an inland sea. Fire-spitting mountains – known as volcanoes to those of us with advanced linguistic skills – are common in the mountains surrounding the rest of Lur.

The land is full of hills, with the only expanses of grassy plains near the rivers and the coast. There are a number of rivers running through the Land of Lur; they all originate in the western hills or mountains, and travel east to the Big Water.

There are several relatively small freshwater lakes in the hills and plains of Lur. A variety of creeks and marshes dot the landscape as well. There is one large swamp at the junction of two rivers (the Great Swamp – don't expect barely verbal people to come up with really imaginative names!). Lur is a lush land, with many trees and large areas covered with ferns and other vegetation.

The Ahs primarily live in the central part of Lur, in Clans stretching from the western mountains to the eastern seashore. The Neanderthal Clans live mainly in the hills in the northern part of Lur. *Dino sapiens* live primarily in the southern regions. The only known Florz live in the western hills.

CLIMATE

Summers in Lur are warm and winters are still relatively mild. However, summers aren't as hot as they used to be, the winters are starting to get colder, and during the winter snow falls in the north and at the higher elevations in the south. The tallest mountains are peaked with snow year-round. The Shamans have noticed many creatures heading south much earlier than they did just a few years ago – of course, the Shamans have an extremely vague concept of 'south' or 'years' – but you get the idea. There is a rainy season in the late winter/early spring, and moderate rains in the fall. It rarely rains during the summer; there is a moderate amount of rainfall (and increasing snowfall) during the winter.

FLORA

The Land of Lur is blessed with a rich abundance of plant life – much of it edible (if not particularly tasty). Some of the plants are very much like those we have today. Grasses, ferns, trees, bushes, vines, and wild flowers cover much of the land. There are wild roots and vegetables that are eaten when they are located, including potatoes, corn, onions, and squashes. Edible fungi (primarily mushrooms) as well as lichen grow in caves, forests, and marshes. A variety of wild fruits, nuts and berries grow in Lur as well; coconuts and bananas, both scarce outside of the southern regions, are highly sought after. There are also a number of noteworthy plants; some have medicinal or other special properties (as described below).

SPECIAL PLANTS

Characters with Knowledge skills regarding plants have a chance of locating the following if the setting is appropriate. After 5d6 minutes of searching (adjusted at the Cave Master's discretion), the character may make a Notice roll – the modifier applied to this roll is noted in the chart below.

DESCRIPTIONS:

ALGAE

Algae has long been known to have healing properties. Add +1 to Healing rolls if placed on an external wound. Algae is found in ponds, lakes, the Big Water, and some riverbanks.

ALOE

A green plant with thick leaves containing sap with healing properties. Add +1 to Healing rolls if the sap is placed on an external wound.

BLACK ROOT

A dark green fern with black roots that grows in forests. If the roots of the Black Root plant are ingested, the character must make a Vigor roll at -1 or fall into a deep sleep for d6 hours. Black Root is found in forests.

GREEN FUNGUS

A fungus with a distinctive green color found just inside the entrances of some uninhabited caves. If eaten, characters must roll Vigor at -2 or be Shaken; they then proceed to get very sick, vomit repeatedly, begin to have convulsions, and after d6 days (of being Shaken and very ill) must roll Vigor again at -2. If they fail the roll, they die; if they succeed, they get better after d6 hours and are no longer Shaken.

Note that Red Fungus serves as an antidote to the effects of Green Fungus, and may be taken at any point before the "death" roll.

PREHISTORIC FLYTRAP

Prehistoric Flytraps are large Venus Flytrap-like plants that capture large insects and other small (two pounds and under) animals. Prehistoric Flytrap contains a poison that paralyzes. Living creatures wounded by a weapon covered with this poison must make a Vigor roll at -1 or become paralyzed for 3d6 rounds.

RED FUNGUS

A fungus with a distinctive red color found just inside the entrances of some uninhabited caves. If applied to a wound or eaten for internal problems, Healing rolls are made at +2 for that wound or ailment. Note that Red Fungus serves as an antidote to the effects of Green Fungus, and may be taken at any point before the "death" roll (it automatically works in this case).

SLEEP SPORES

Sleep Spores are yellowish sacs that grow on certain types of plants in swampy areas. If a sac is opened and inhaled (Agility roll at -2 to avoid inhaling if the sac is opened; area of effect is a Small Burst Template centered on the sac), the character must make a Vigor roll at -1 or fall into a deep sleep for d4 hours.

TENDER MOSS

A pale green form of lichen, Tender Moss mainly grows on fallen trees in forests. It has curative properties. Add +1 to Healing rolls when Tender Moss is applied externally to a wound or eaten when treating internal injuries.

PLANT	LOCATION	MODIFIER TO NOTICE ROLL	PROPERTIES
Algae	Body of Water	+2	Healing
Aloe	Jungle	0	Healing
Black Root	Forest	-2	Sleep Inducer
Green Fungus	Cave	-4	Poison
Prehistoric Flytrap	Jungle	-4	Paralysis
Red Fungus	Cave	-2	Healing
Sleep Spores	Swamp	-2	Sleep Inducer
Tender Moss	Forest	-2	Healing



FAUNA

There are dinosaurs throughout the Land of Lur, ranging from the hills to the plains to the shores of the Big Water itself. Mammals are also abundant, and include Woolly Mammoths, Woolly Rhinos, Dire Wolves, Cave Bears, Prehistoric Deer, Saber-Tooth Tigers, and Cave Dogs. Terror Birds (*Diatryma*) live on hilltops and smaller birds and other flyers roost in tall trees. A Clan's hunters may pursue all of these animals.

The Clan's gatherers (typically mothers, children, and the partially disabled) collect edible flora as well as fish, frogs, turtles, clams, and even grubs, rodents, and snakes for food. Eggs of almost any sort are a delicacy when they can be found. Insects are also abundant, and some cavemen have even encountered giant bugs. See the Bestiary in Chapter Seven for lots more information on the animals that inhabit Lur.

LOCATIONS

While most characters really have no idea that many of these places even exist, we think it's only fair that players have a brief introduction to the world they are about to enter. These locations are all shown on the Cave Master's Map; it's up to your Cave Master to decide if you get to know where specific places are located.

BIG WATER

The great inland sea off the east coast of the Land of Lur is known as (surprise!) the Big Water. The Ahs who live on the coast swim near the shore and venture out a few hundred yards on rafts and in coracles, but they do not leave sight of their home settlement. The Big Water is a rich source of seaweed, small fish, and seafood (including crabs, clams, and oysters), but also contains plenty of large mammals, big hungry fish, and sea monsters. The Big Water is usually relatively calm, but can become treacherous during a storm.

DEE VA REEF

The coastline along this stretch of water is strangely devoid of larger life-forms, although a close examination reveals ruins consistent with an Ahs settlement. No one seems to know what happened to the former inhabitants.

FLAT ROCK

This large, flat-topped plateau is used by many Ahs Clans as a neutral meeting ground. Conclaves occur every few years by the Chieftains of many of the Clans, in which goods are traded and a festival of sorts is held. A small lake fills the center of the plateau.

GREAT CRATER

This large crater in the hills is rumored to contain a strange, hard material that is highly prized for weapon-making.

GREAT STICKY PIT

A large series of tar pits in a valley in the western foothills of *Dino sapiens* territory.

GREAT SWAMP

A huge swamp believed to contain magical plants and fierce monsters.

LAKE OF EYES

A lake in Neanderthal territory that has two islands that might look like eyes from the air.

RIVERS OF LUR:

- **Am-Zon River:** a southern river that serves as one of the borders of *Dino sapiens* territory.
- **Bah-Sploosh River:** a northern river running through a long valley in Neanderthal territory.

- **Da-Noob River:** a small river that starts in the western mountains and serves as a tributary to the Ni-Al River.
- **Fee-Shee River:** the southernmost river in Lur. The Fee-Shee serves as a tributary to the Am-Zon River.
- **Kol-Ra-Do River:** a cold, northern river that starts near the Mountain of the Shivering Cave and flows into the Yang-Zee River.
- **Miz-Ip River:** a long river that starts in the western mountains, flows past the Great Swamp, and empties into the Big Water.
- **Ni-Al River:** a very long river that starts in the western mountains, is fed by several other rivers, and ends in a delta that empties into the Big Water.
- **Oof-Raytz River:** a river in Ahs territory that serves as a tributary to the Ni-Al.
- **Ra-Pidz River:** a short but fast-flowing river originating in the southern hills near the *Dino sapiens* settlement of Hish-Hish. The Ra-Pidz flows into a lake and then joins the Ni-Al River.
- **Shen-Do River:** a northern river that flows into the Lake of Eyes and then joins the Kol-Ra-Do River.
- **Ty-Grus River:** a fairly short river in Ahs territory that empties into the Oof-Raytz River.
- **Yang-Zee River:** a cold northern river that flows from the north central mountains through Neanderthal territory and empties into the Big Water.

SHIVERING CAVE

Legends tell of an icy cave in a mountain north of the Kol-Ra-Do River. There is "said" to be a Relic here that makes ice like a torch makes fire.

SPIRIT ROCK

A huge, Devil's Tower-style flat-topped mountain. Some dwellers in the Land of Lur believe giants live on top of Spirit Rock. It is also believed the Spirits regularly meet here, and even that the Sun Spirit sleeps here at night.

SPIRIT TEMPLES

There are supposed to be several sites in the Land of Lur where there are ancient temples

to the Spirits. They are rumored to have great magic associated with them. Some Shamans believe there is one ancient temple to each Spirit in the Land of Lur. No one knows who built these temples – or even where they are located – but legend has it that a Shaman who finds one of these mystical places can gain powers untold.

THE TEEF

The Teef are the two large mountains next to the Wata Volcano. Ahs and Neanderthals alike typically point to their two front bottom teeth (if they still have them) to indicate these mountains. The Teef are considered sacred by many settlements of both races.

VALLEY OF THE MAMMOTHS

Legends tell of a huge box canyon, its sheer sides rising hundreds of feet into the air, where Mammoths and their kin go to die for some unknowable reason. The bones and tusks of these huge creatures are said to fill the valley.

VALLEY OF THE SHARPTTEETH

This is a valley to the south of The Teef and the Wata Volcano where T. Rex have taken up residence. It almost seems as though the T. Rex are coordinating their attacks on those who pass by . . .

VALLEY OF THE WALKING PLANTS

A tropical valley believed to be inhabited by large, mobile, carnivorous plants.

WATA VOLCANO

A volcano located near the Teef that is sacred to both the Ahs and the Neanderthals.



RELIGION IN THE LAND OF LUR

The dwellers in the Land of Lur are animistic – they believe everything has a Spirit, and (in the case of living creatures) these Spirits live on after death. The primary forces worshipped by the inhabitants of the Land of Lur are the Moon, Sun, Fire, Water, Earth Mother, Wind, and Animal Spirits; other lesser Spirits are acknowledged but have few actual worshippers. The evil creatures of Lur worship darker Spirits who are unknown to beginning players.

While religion is not formal or elaborate, most people are superstitious, look for signs their Spirit is pleased or angry, and try to appease them if they are angry. Shamans are those who are best at contacting, appeasing, and channeling the powers of the Spirits. Generally, the Sun, Water, and Wind Spirits are seen as being male; the Moon, Earth, and Fire Spirits are viewed as female. Animal Spirits may be either male or female. Some of the other Lesser Spirits recognized in Lur are the Spirits of Thunder, Ice, Rain, Shadow, and the Stars. As already noted, these Spirits are worshipped by very few of Lur's inhabitants.

Interestingly, Shamans throughout the Land of Lur “tell” a very similar story of creation, even though they are of different species and in distant locations. The story says that in the beginning, only the Earth Mother Spirit existed. She first gave birth to the Sun and Moon Spirits, who have battled ever since for control of the sky. Currently the Sun Spirit has the upper hand, and keeps the Moon Spirit imprisoned in the Moon (you can see Her face when the Moon is full). The Moon only comes out when the Sun Spirit sleeps, and when the Sun Spirit wakes up He chases the Moon away.

The Earth Mother then gave birth to the Spirits of Fire and Water, who are constantly in conflict, although neither has yet to gain the upper hand. Next, she gave birth to the Wind Spirit, the Animal Spirits and the other lesser Spirits. Finally, she gave birth to the Ahs, Florz, Neanderthals, *Dino sapiens*, and animals. Animal Spirits must often be appeased to provide safety from predators and luck during hunts.

Dino sapiens typically worship the Sun Spirit. They love the sun, and realize it gives them warmth and ultimately life. In fact, some are beginning to sense the impending Ice Age, which will ultimately wipe out their species.

Neanderthals typically worship the Moon Spirit, and sometimes choose an animal Spirit as their “patron” (either individually or for their Clan).

Most Ahs acknowledge all of the major Spirits, but choose an animal Spirit as the “patron” of their Clan.

Florz generally worship the Earth Mother, but may choose a different patron Spirit for themselves.

Most Spirits do not have very deep symbolism associated with them; for example, a Cave Bear Spirit is associated with strength, and the Water Spirit is associated with safety and livelihood by those who live near the shores of the Big Water. The Moon Spirit is associated with darkness and death by all but Neanderthals, and is therefore feared but not favored by the Ahs, Florz, and *Dino sapiens*. Neanderthals often feel safest at night, and believe the Moon Spirit protects them. At the same time, necromantic magic is associated with the Moon Spirit as well as the “darker” Spirits. Further, the Moon Spirit is seen as a mischievous troublemaker by everyone except the Neanderthals. This is one reason Neanderthals are distrusted by other races.

Shamans of all races usually live apart from their Clan in their own cave or dwelling. Most others respect them but also fear them.

THE INHABITANTS OF LUR

The Land of Lur is a huge and untamed area. It is filled with a rich variety of terrain and is home to many strange and exciting places. While additional information about these (and some other) locations is presented in the Cave Master's section, the information here gives the players a basic overview of the places they might think of as home. The Cave Master can help you decide on an appropriate home settlement, and provide you with more information about it.

NEANDERTHAL SETTLEMENTS

Most of the Neanderthal settlements would be appropriate starting places for players with Neanderthal characters. The Cave Master can help you choose a suitable home. Almost all of the Neanderthals worship the Moon Spirit, although they acknowledge other Spirits as well. While they may be on good terms with other settlements, none of the Neanderthal Clans have established formal tribal relationships with each other.

BORSH

Borsh consists of caves in the foothills in the northern part of Lur, about 15 miles west of the Big Water.

DOO BRUK

Doo Bruk is in a cave complex in the central foothills northeast of the Great Swamp.

DUM SUK

Dum Suk is in a cave complex in foothills in the northern part of Lur.

DUTT

Dutt is located in caves in the foothills in the northern part of Lur. The Dutt are dominated by the female members of the Clan.

GOO PUH

Goo Puh consists of caves in the northern part of the foothills of the Teef Mountains and Wata Volcano.

GRR UMM

Grr Umm is in a cave complex in the foothills in the northernmost part of Lur.

MEE KUH

Mee Kuh is an isolated Neanderthal settlement consisting of caves in the Bah-Sploosh River valley in the northern part of Lur. The Mee Kuh believe they are the only people in the world.

NUKK

Nukk is located in caves in foothills in the northern part of Lur near the coast of the Big Water. The Nukk are the only Neanderthals who mainly subsist off of the sea.



UKK

Ukk is in a cave complex in the foothills of the Teef Mountains and Wata Volcano.

URP

Urp is in a cave complex in a spur of the central foothills in the northern part of Lur.

AHS SETTLEMENTS

Most of the Ahs settlements would be appropriate starting places for players with Ahs characters. Your Cave Master can give you an idea of locations that might best fit a player or group's background.

DOH-BRAY

Doh-Bray consists of a cave complex and earthen mounds in hills overlooking the Ni-Al River. The Doh-Bray are somewhat isolated, but are part of the Big Fur Tribe along with Mor-Keen and Ker-Wupp. They mainly worship the Earth Mother Spirit.

EEZ-OOP

Eez-Oop is an isolated Ahs settlement consisting of a cave complex and earthen mounds in hills overlooking the Ni-Al River. They are not part of a Tribe; in fact, many of the Eez-Oop believe they are the only people in the world. Most of the Eez-Oop worship the Earth Mother Spirit.

GAN-BUR

Gan-Bur consists of tents, primitive huts, and lean-tos on the coast of the Big Water. Gan-Bur is part of the Tribe of the Teef with Nim-Feer and Gor-Gor. Most of the Clan worships the Water Spirit, but also reveres the Megalodon Animal Spirit. They think of themselves as the Big Shark Clan, though few can actually say this!

GOR-GOR

Gor-Gor is located in a cave complex in hills in the central part of Lur. Gor-Gor is part of the Tribe of the Teef with Nim-Feer and Gan-Bur. They mainly worship the Terror Bird Animal Spirit, and think of themselves as the Terror Bird Clan.

GY-GUN

Gy-Gun is in a cave complex in hills overlooking the Ni-Al River. Gy-Gun is part of the Raptor Tribe along with Iz-Kud. Most of the Gy-Gun worship the Raptor Animal Spirit.

IZ-KUD

Iz-Kud consists of caves in hills overlooking the Ni-Al River delta. Iz-Kud is part of the Raptor Tribe along with Gy-Gun. Most of the Iz-Kud worship the Earth Mother Spirit or the Raptor Animal Spirit.

**KER-WUPP**

Ker-Wupp is an Ahs settlement consisting of caves in hills near the Oof-Raytz River in the central part of Lur. Ker-Wupp is part of the Big Fur Tribe along with Mor-Keen and Doh-Bray. Most of the Clan worships the Cave Bear Animal Spirit, and they think of themselves as the Cave Bear Clan, though few have enough language to refer to themselves as such.

MAAS

Maas consists of caves and several tents and lean-tos at the base of a volcano in the hills north of the Oof-Raytz River. The people of Maas are not part of a Tribe, and tend to be suspicious of outsiders. They worship the Earth Mother Spirit in Her manifestation as the Great Volcano Spirit.

MOR-KEEN

Mor-Keen is located in caves and several primitive huts in hills near the Ty-Grus river in the central part of Lur. Mor-Keen is part of the Big Fur Tribe along with Ker-Wupp and Doh-Bray. They primarily worship the Woolly Rhino Animal Spirit, and think of themselves as the Woolly Rhino Clan.

NIM-FEER

Nim-Feer consists of caves in hills about 10 miles inland from the coast of the Big Water. Nim-Feer is part of the Tribe of the Teef with Gan-Bur and Gor-Gor. Most Clan members worship the Mammoth Animal Spirit, and they consider themselves the Clan of the Mammoth.

NOAK-BU

Noak-Bu is a somewhat isolated Ahs settlement consisting of a cave complex in hills overlooking the Ni-Al River delta. The Noak-Bu are not part of a Tribe. The Noak-Bu worship both the Giant Crocodile Animal Spirit and the Water Spirit.

TRO

Tro is comprised of tents, lean-tos and earthen mounds on a peninsula near the coast of the Big Water. The Tro are warlike, and not on good terms with any other Clan. The Tro worship the Water Spirit and various Animal Spirits.

UR-AKK

Ur-Akk consists of a cave complex and earthen mounds in the western foothills of Lur, just south of the Valley of Walking Plants. The Clan is dominated by its female members. The Ur-Akk are not part of a Tribe. They mainly worship the Saber-Tooth Animal Spirit, and think of themselves as the Saber-Tooth Clan.

YU-TOAP

Yu-Toap is a Cave N.E.R.D. communal settlement next to the Miz-Ip River, near several hot springs. There are huts and some actual (albeit primitive) stone buildings here. The Yu-Toap worship a variety of Spirits, though some are Doubting Tu-Moses and do not acknowledge the existence of Spirits.

DINO SAPIENS SETTLEMENTS

Players with *Dino sapiens* characters may want to determine their settlement of origin based on the subspecies of *Dino sapiens* they would like to play. Almost all *Dino sapiens* worship the Sun Spirit.

FOOSH

The southernmost settlement in Lur, Foosh is located in a cluster of nests in hills overlooking the Am-Zon River. The Foosh are Dilophosaurus men; they are carnivorous, relatively large, and warlike.

GISHA-GISHH

Gisha-Gishh is located in large caves in the hills overlooking the Fee-Shee River. The Gisha-Gishh are Diplodocus men who are quite big but relatively peaceful.

HISH-HISH

Hish-Hish consists of a cave complex in hills overlooking the Rapidz River. The Hish-Hish are Triceratops men, and are relatively peaceful and slow to anger.

LIKSHH

The settlement of Likshh is comprised of a cluster of nests in the hills above the shore of a lake. The lake is nestled in the southern hills of Lur. The Likshh are aquatic reptile men who are carnivores and moderately aggressive.

LOWSHH

Lowshh consists of nests in a clearing near where the Ra-Pidz River empties into a lake. The inhabitants of Lowshh are Raptor men, and are very aggressive.

MOOSH

Moosh consists of caves overlooking the Am-Zon River. The Moosh are Ankylosaurus men; like the Triceratops men, they are relatively peaceful.

NU-SHASA

Nu-Shasa is a Lesser *Dino sapiens* settlement located in a cave complex in the southern hills of Lur. Nu-Shasa overlooks the Am-Zon river.

WATA GROUP

This is a small settlement of Pteranodon men who live around the rim of the Wata Volcano.

FLORZ SETTLEMENTS

There are only two known Florz settlements in Lur: Rizul and Skwee. They are both in the western hills of Lur.

RIZUL

Rizul consists of a series of connected caves in the hills in the middle of the western part of Lur, about five miles west of the Valley of Walking Plants.

SKWEE

Skwee is about 20 miles west of Rizul, on the bank of the Ni-al River. They trade with Rizul, but otherwise have no contact with the rest of Lur.



TRAVEL IN THE LAND OF LUR

Despite the inventions of a variety of Cave N.E.R.D.s, the most common form of travel over long distances is by foot (or paw, for those *Dino sapiens*). Fortunately, your characters are used to walking, so movement in Sticks & Stones is a bit faster than typical walking speed in Savage Worlds Deluxe.

The information below gives the Cave Master an idea of how long it takes to travel on foot in the Land of Lur, and what effect the various types of terrain have on movement due to terrain difficulty.

Movement rates are given in straight-line distances, which do not necessarily represent actual distance traveled. In other words, moving one Knuckle through mountains might actually entail walking a total of two or three Knuckles on winding paths. Those lucky few who have learned the secrets of taming and training giant birds or flying reptiles such as Pteranodons move at a much faster rate, but due to frequent stops to allow their mounts to rest and feed, over long distances their movement isn't quite as fast as one might think. Travelers on the ground must periodically stop to rest as well or the Cave Master should have them roll for Fatigue.

Flyers average 10 Miles per Hour (two Hours per Knuckle) regardless of terrain. Flying mounts can be "pushed" to travel up to 20 miles per hour, but this results in an automatic Fatigue point for the mount every hour they are pushed.

Note that one Knuckle = approximately 20 miles on the map of Lur.

Travel Rates

<u>TERRAIN TYPE</u>	<u>MOVEMENT RATE</u> (Miles Per Hour)	<u>MOVEMENT RATE</u> (Hours/Knuckle)
Flat, open	Four Miles per Hour	Five Hours per Knuckle
Forest, Light Jungle, Hills	Two Miles per Hour	10 Hours per Knuckle
Thick Jungle, Swamp, Mountains	One Mile per Hour*	20 Hours per Knuckle

*Roll for Fatigue every hour unless you take hourly breaks of at least 10 minutes



CHAPTER THREE

GEAR, VEHICLES, & GADGETS

While there isn't a tremendous amount of gear available to Sticks & Stones characters - after all, we're talking Stone Age here - players can still equip themselves with a variety of pretty cool stuff. This chapter presents information on many of the goodies Sticks & Stones players are likely to acquire.

ARMOR

The most common types of prehistoric armor are detailed here.

ARMOR TYPES & DESCRIPTIONS

COCONUT HELM

While rare, some coconuts in Lur grow to extraordinary size. These coconuts are cut in half, hollowed out, and worn as helmets.



DINOSAUR PLATES



DINOSAUR SKULL HELM

The most valued helmets are those made of dinosaur skulls. These scary looking helmets are quite prestigious, and are usually held on with leather thong chinstraps.



SHIELD



Shields may be made of thick hide, wood, tortoise shell, plates from a dinosaur (e.g., a Stegosaurus' back), bone, or other materials. They usually have leather thongs attached as hand holds.

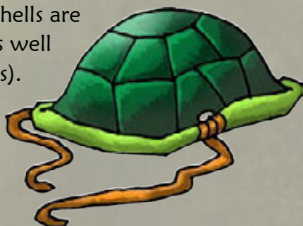
Medium shields are generally larger than two feet across/in diameter; the Cave Master has the final say on whether a shield is small or medium. If a character with a medium shield is hit by a ranged attack from the protected side (typically left or front), roll damage normally, but add the Armor bonus of the shield to the character's Toughness in the affected area (it acts like an obstacle).

THICK HIDE

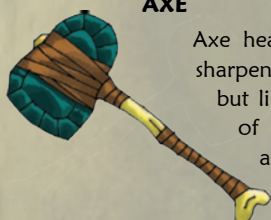
Hides from several types of animals (like Mammoths and most large dinosaurs) can be used to make armor. Hide armor is held on with vines or leather thongs.

TORTOISE SHELL HELM

Large tortoise shells are prized as helmets (as well as fashion statements). They are often held on with leather thong chinstraps.

**HAND WEAPONS**

Common weapons used in Sticks & Stones are noted here. Heads of weapons are almost always made from stone, though a few are made from bone or other materials.

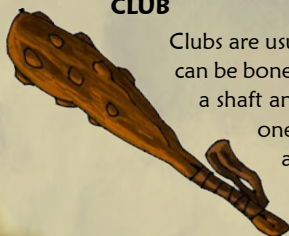
AXE

Axe heads are usually made of sharpened flint or another stone, but like daggers may be made of bone. Heads are usually attached with leather thongs or vines.

BIG AXES are simply two-handed versions of regular axes.

BARE HANDS

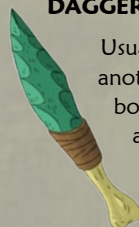
'Nuff said.

**CLUB**

Clubs are usually made of wood, but can be bones or other materials with a shaft and blunt end. The fancier ones have stone heads attached with leather thongs or vines.

Spiked clubs add +1 to damage. Spikes are usually made by embedding a sharp dinosaur tooth (or similar object) in the club.

BIG CLUBS are simply massive versions of regular clubs.

DAGGER

Usually made of sharpened flint or another stone, but may be made of bone or even sharp wood. True hilts are still relatively rare, but have been invented by a few Cave N.E.R.D.s.

ROCK

Again, 'nuff said. Okay, to elaborate just a bit, rocks used as hand weapons must be big enough to hold in one's hand (or paw) and have surface area left over to thump someone. That's why they weigh two pounds.

POLE ARM

Pole arms are relatively rare, but some cave folks have attached axe-like heads (usually made of bone) to a long stick.

**SPEAR**

Spears consist of a long stick with a sharpened end. They may have a stone or bone head attached with a vine or leather thong.

**RANGED WEAPONS**

Ranges for these weapons are given in Knuckle, Finger, and Hand increments (see Darwinian Measurement & Movement in the Introduction for an explanation).

AXE, THROWN

As noted previously, axe heads are usually made of sharpened flint or another stone, but like daggers may be made of bone. Heads are usually attached with leather thongs or vines. Only one-handed axes may be thrown.

BOW

Bows are usually made of a strong piece of wood with a vine or animal gut tied to both ends.

**COCONUT BOMBS**

Coconut Bombs were invented by a Cave N.E.R.D. named Gilegun, but have subsequently been adopted by many Ahs Clans. They are hollowed out coconuts filled with various substances. See the “Weird Prehistoric Science Weapons” section later in this chapter for more information about types of Coconut Bombs.

**DAGGER, THROWN**

As noted above, daggers are usually made of flint or another stone, but may be made of bone or even sharp wood.

NET

Nets may only be used by “advanced” races like Ape-Men unless they are invented by a Cave N.E.R.D. The net is basically a vine mesh with a line for control and rock sinkers to provide weight. On a successful hit with a net (using the Throwing skill), the target is entangled. The target must succeed at an Agility or Strength roll at -2 (target’s choice) to free itself. Success frees the target but consumes the action – a raise frees it immediately.

ROCK, THROWN

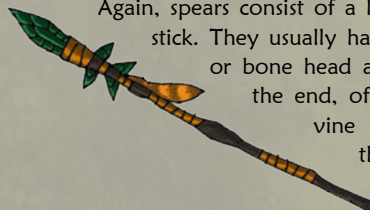
Yet again, ‘nuff said. Okay, we should add that four throwing rocks weigh one pound; they may not be used in hand to hand combat due to their small size.

SLING

Slings are usually made of a piece of leather or animal gut with a pocket for a rock at one end. The “pocket” may be a separate piece (like a small half coconut) attached with a vine or leather thong. Rocks are slung a greater distance than they can be thrown. The Throwing skill is used when operating a sling.

SPEAR, THROWN

Again, spears consist of a long, sharp stick. They usually have a stone or bone head attached to the end, often with a vine or leather thong.

**AMMUNITION****ARROWS**

Arrows typically have sharpened heads made of stone or bone, with feathers attached as stabilizers. Five arrows weigh one pound. Fired arrows are often broken or lost; they may only be recovered intact on a d6 roll of 5-6.

ROCKS

Rocks can be found with a Notice roll and 1d4 actions of searching, assuming appropriate terrain (this amount of time may be decreased or increased by the Cave Master). Rocks used as hand weapons are considered to weigh two pounds each.

CURRENCY

Finally, a note on currency: Trade is limited in the Sticks & Stones setting, and those who do trade almost always use a barter system. Most cavepersons can’t count, don’t really get the symbolic nature of currency, and are not very interested in non-functional items. However, teeth, pretty rocks, or other fairly rare materials may be used as currency in some places at the Cave Master’s discretion.



ARMOR

Armor Type	Armor Value	Weight (Lbs.)	Notes
Hide, Thick	+1	10	Covers torso; +2 lbs. arms, +3 lbs. legs
Shield, Small	--	5	+1 Parry
Shield, Medium	See Notes	8	+1 Parry, +2 Armor vs. ranged attacks
Helm, Coconut	+1	2	50% chance protects vs. head shot
Helm, Tortoise Shell	+2	3	50% chance protects vs. head shot
Helm, Dinosaur Skull	+3	5	Covers head
Dinosaur Plate Armor			
Torso	+3	20	
Arms	+3	6	
Legs	+3	9	

HAND WEAPONS

Weapon	Damage	Weight (lbs.)	Min. Strength	Notes
Dagger	Str+d4	1	--	
Axe	Str+d6	4	d6	Armor Piercing 1
Big Axe	Str+d8	8	d8	Armor Piercing 1, Parry -1, Requires 2 hands
Club	Str+d6	3	d6	Spiked Clubs do +1 damage
Big Club	Str+d8	6	d8	Parry -1, Requires 2 hands
Pole Arm	Str+d8	15	d8	Reach = 1 Knuckle; requires 2 hands
Rock	Str+d4	2	--	
Spear	Str+d6	5	d6	Parry +1; Reach = 1 Knuckle; Requires 2 hands

RANGED WEAPONS

Type	Range	Damage	Rate of Fire	Weight (Pounds)	Minimum Strength
Axe, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	4	d6
Bow	1 Hand/2 Hands/4 Hands	2d6	1	3	d6
Coconut Bomb	1 Finger/1 Hand/2 Hands	Special	1	2	--
Dagger, Thrown	2 Knuckles/4 Knuckles/8 Knuckles	Strength +d4	1	1	--
Net	2 Knuckles/4 Knuckles/8 Knuckles	Special	1	8	d6
Rock, Thrown	1 Finger/1 Hand/2 Hands	Strength +d4	1	1/4	--
Sling	1 Hand/2 Hands/3 Hands	Strength +d4	1	1	--
Spear, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	5	d6

Ranges for these weapons are given in Knuckle, Finger, and Hand increments (see Darwinian Measurement & Movement in the Introduction for an explanation).

MISCELLANEOUS GEAR

Prehistoric life is pretty simple. The following are items that may be carried in addition to weapons and armor.

SELECTED GEAR NOTES

BAG, ANIMAL SKIN

A skin or fur bag to hold objects that is usually “sewn” with vines or leather thongs. Use common sense to determine how much can fit in a bag.

BASKET, WOVEN

Simple, crude baskets are woven with reeds, sticks and vines. They are useful for carrying a number of small objects. The weight of a woven basket depends on its size.

BLANKET, FUR

To keep warm!

BOOTS, WINTER

Winter boots are usually made of fur “sewn” roughly into the shape of a foot or paw.

BORER

A rock, bone, or piece of wood with a very sharp end, used for making holes in items like hides to attach leather thongs or vines.

BOW AND PALETTE

Used to make fire. The bow and palette consists of a wooden bowl (the “palette”) with a hole in the bottom and a stick (the “bow”) that fits in the hole. The stick is rotated quickly (sometimes with a “string”), and the friction starts a fire.

CAVE N.E.R.D. TOOL KIT

The Cave N.E.R.D. Tool Kit consists of an Animal Skin Bag containing a Borer, 10 Leather Thongs, a Bone Hook, a Stone Age Sharpener, a Hammer, a Bow and Palette, and a Stone Scraper Tool. The Tool Kit gives +2 to Repair rolls.

CLOTHING, FUR, NORMAL

There are many types of fur used for clothing in Lur. Generally, the more fierce or exotic the animal, the more prized the fur. Striped and spotted furs are particularly sought after for clothing.

CLOTHING, FUR, WINTER

Particularly thick furs are “sewn” into clothing for winters or high elevations. They sometimes have hoods attached.

FLINT AND ROCK, TINDER

A small piece of flint is scraped against another rock to create sparks. Tinder generally consists of wood shavings. The sparks ignite the tinder to start a fire, though it often takes quite awhile to do so (see the Fire Starting skill).

HAMMER

A primitive version of the modern day hammer, often consisting of a wooden shaft with a hard, flat-headed stone tied to the top.

HOOK, BONE

Used for fastening items or fishing. Weight depends on size.

HORN

A horn made of animal horn, bone, or wood. Horns usually play a single, deep note, and are used for communication across distances.

QUIVER

A long, cylindrical container with one open end to hold up to 20 arrows. Quivers may be made of hollow pieces of wood, or leather that has been “sewn” in this shape.

RATIONS, TRAIL

Trail rations consist of nuts, dried fruits, and smoked meat or fish, and can sustain a character for one week.

SCRAPER TOOL

A stone with a sharp edge that is mainly used to scrape furs to prepare them to be made into clothing or blankets.

STONE AGE SHARPENER

A piece of stone, bone, antler, large tooth, dinosaur plate, or wood used to sharpen daggers, axe heads, and other sharp weapons and implements.

THONGS, LEATHER

Strips of leather used to fasten objects, either by tying them together or wrapping them around the objects.

TORCH

Typically a stick wrapped in hide or fur and dipped in animal fat. A prehistoric torch burns for at least 15 minutes. At the start of each subsequent minute, roll a d6: on the 16th minute, the torch goes out on a 1; on the 17th minute, it goes out on a 1-2; and so on (but it ALWAYS stays lit if a 6 is rolled). Use the Large Burst Template for the area illuminated.

VINE

There are many thick, relatively tough vines growing throughout the Land of Lur. They are stripped of leaves and used as rope.

Three Knuckles of vine weigh five pounds.

**WATER SKIN/BLADDER**

Typically, animal bladders are used to store water. They hold a gallon of liquid when full.

Item	Weight (lbs.)
Bag, Animal Skin	2
Basket, Woven (empty)	1-3
Blanket, Fur	4
Boots, Winter	1
Borer	1/2
Bow and Palette	1
Cave N.E.R.D. Tool Kit	10
Clothing, Light Fur	--
Clothing, Heavy Fur	3
Flint/Rock, Tinder	1
Hammer	1
Hook, Bone	0-1
Horn	3
Quiver	2
Rations, Trail	7
Scraper Tool	3
Stone Age Sharpener	1
Thongs, Leather	5 per 1
Vine, 3 Knuckles	5
Water Skin/ Bladder	1 (5 full)

WEIRD PREHISTORIC SCIENCE VEHICLES

Cave N.E.R.D. inventors with the Arcane Background: Weird Prehistoric Science Edge and the Weird Prehistoric Science skill can make a variety of primitive vehicles. A few examples are noted here. Cave N.E.R.D.s are welcome to invent other vehicles appropriate to their Cave Master's setting.

Note that movement rates are given in "Darwinian Measurement" terms – see the Introduction for an explanation.

ONE vehicle may be invented if the Cave N.E.R.D. has the needed materials, tools, and time, and takes the New Power Edge. Once a new vehicle has been invented, the Cave N.E.R.D. can keep producing the same vehicle given the required materials, tools and time (*to be determined by the Cave Master*). A successful Weird Prehistoric Science Skill roll must be made for the vehicle to become operational.

VEHICLE MALFUNCTIONS

All vehicles (except where specifically noted otherwise) are subject to the Malfunction rules described under the Arcane Background: Weird Prehistoric Science. **As noted in that section, Weird Prehistoric Science devices like vehicles are subject to Malfunction if a one is rolled on the relevant skill die (regardless of the Wild Die).**

Generally, a roll is made when:

- The vehicle starts moving from a complete stop
- The vehicle attempts a maneuver; or
- The controller has to make a Boating, Driving, Piloting or Weird Prehistoric Science roll for any other reason while operating the vehicle (e.g., when the vehicle takes damage).

Draw a card, and find the result on page 30.

CREW & PASSENGERS

"Crew" lists the number of crew needed to operate the vehicle, plus any additional passengers (of Size 0) it can transport (the second number – after the "+" – is the number of passengers that can safely ride on the vehicle). A notation of 1+6, for example, means it requires one crew person, and can carry six more caveman-sized (Size 0) passengers. Larger creatures take up 2x their Size in passenger space (e.g., a Size +2 creature takes up 4 passenger "slots"). Creatures of Size -1 take up half a slot, Size -2 take up one quarter, Size -3 take up one eighth, etc.

VEHICLE DESCRIPTIONS

“AAK AAK” (PTERANODON GLIDER)

Several Clans of Ahs use the Pteranodon Glider. The Gor-Gor Clan's two Cave N.E.R.D.s, Glog and Bulsh, teamed up to invent it. A dead Pteranodon's (or Quetzalcoatlus') wings are lashed to long sticks to keep them spread, and may be attached to a hollowed out log to create a larger glider.



The pilot uses his hands and feet to move the wings and steer (Piloting rolls are at -2 due to the difficulty controlling the Aak Aak). A shark fin or other vertical stabilizer may be added to the tail to reduce the penalty to -1.

The Glider is launched off of a high cliff or peak. It may not accelerate while climbing.

Acceleration/Top Speed: 1 Hand/2 Hands

Climb: -1 (1 Finger on tabletop)

Toughness: 5 (0)

Crew: 1 + 0-1 depending on size

Large: +2 to be hit

Notes: Due to the difficulty controlling a glider, the pilot cannot do anything but steer. Piloting rolls are at -2 (-1 with a stabilizer fin). If there is a passenger, she must make an Agility roll if the pilot attempts a “trick” maneuver; if failed, the passenger falls out. (It should also be noted that Beast Masters sometimes ride live Pteranodons.)

Weapons: Pilot can carry one Coconut Bomb to drop as a free action. Passenger weapons; a few Aak-Aaks are equipped with Coconut Bomb “racks.”

“BEN-HUH” (PREHISTORIC CHARIOT)

Typically, two Saber-Tooth Tigers, two Cave Bears, two Troodons, or one Utahraptor powers the Prehistoric Chariot. It is the product of a Weird Prehistoric Scientist N.E.R.D. working in conjunction with a Beast Master. The chariot consists of a platform on wheels (or a log roller) connected to the draft animal(s), which are in a simple harness. Chariots are sometimes charged directly into the enemy.



Acceleration/Top Speed: half animal Pace/animal Pace + run; may not go in reverse

Toughness: 6 (2)

Crew: 1 + 1

Notes: Chariots may have pointy rocks, bones, or horns attached to the harness or wheels. Treat them as having a Fighting of d8; they do d6+d10 damage to anyone they come into contact with and successfully hit.

Weapons: Driver and passenger weapons

“BLUB BLUB” (CORACLE)

Coracles are small round boats typically made of willow or ash sticks tied together and covered with hide. They are sealed with tar. Alternatively, coracles may be made from a hollowed out Giant Tortoise shell. They typically weigh between 25 and 40 pounds and so can be carried

on the shoulders of a caveman. They are usually paddled, but can be poled in shallow water.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 6

Crew: 1

Notes: May not make Maneuvers. Not subject to Malfunction.

Weapons: Crew weapons



“TRO-PUH” (TROGLODYTE POWERED ROLLER)

The Troglodyte Powered Roller (pronounced “Tro-Puh” by Cave N.E.R.D.s), is the invention of a Cave N.E.R.D. named Nu Mon, with help from his friend Chikka (a Beast Master) who has a Troglodyte pet. Nu Mon hollowed out a couple of big logs, built a couple axles, and put round wooden wheels on them. Chikka has her Troglodyte push Nu Mon in his invention.

Other Cave N.E.R.D.s have since built similar models, so Tro-Puh now refers to any vehicle consisting of a hollowed out log (or two joined together) with one or two axles and three or four wheels attached that is pushed by one or more Troglodytes. It should be noted that Troglodytes raised from early childhood by cavemen (usually with the Beast Master Edge) are very loyal and make excellent pets and beasts of burden.

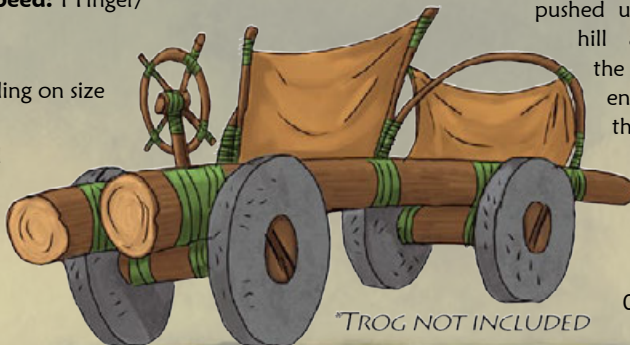
Acceleration/ Top Speed: 1 Finger/
1 Hand + d6 Knuckles

Toughness: 8 (2)

Crew: 1 + 0-3 depending on size

Large: +2 to be hit

Weapons: Driver and passengers’ weapons. Very large Tro-puhs may also have one mounted weapon (which takes up 1 passenger slot)



“SHH PSHH” (LOG RAFT)

Log rafts are made by tying several logs together with vines. They can be paddled or poled.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 8

Crew: 1 + 3

Notes: May not make Maneuvers. Not subject to Malfunction.

Weapons: Crew and passengers’ weapons; may also have one mounted weapon (which takes up 1 passenger slot)

“TI-TANIK” OR “BIZ-MAAK” (LARGE TROGLODYTE-POWERED RAFT)

The Ti-Tanik was invented by the twin Cave N.E.R.D.s Mo and Ru of Gon-Bur. It is a large raft with a raised “deck” on the front and a paddlewheel made from a tree trunk with plates from a dinosaur that serve as paddles in the back. There are four Troglodytes walking in a circle on the deck, pushing a tree branch to turn a log. The log is connected to a couple of wooden gears which are in turn connected to the paddlewheel.

The Biz-Maak is a similar invention, created by Ki-Zer, a Cave N.E.R.D. from Tro.

Acceleration/Top Speed: 1 Finger/1 Hand

Toughness: 16; Heavy Armor except paddlewheel

Crew: 2 (+ the four Troglodytes) + 8

Huge: +4 to be hit

Size: +8

Notes: May not make Maneuvers

Weapons: Crew and passengers’ weapons plus up to two mounted weapons if desired (which take up 1 passenger slot each)

“WEEEEEE!” (DOWNHILL RACER)

Downhill Racer is the generic name for a variety of vehicles. Downhill Racers may have one wheel (like a primitive unicycle) or two, three or four wheels. They are typically pushed up to the top of a hill and ridden down the other side into the enemy. Like Tro-puhs, they can be pushed at normal walking/running speed (subject to terrain modifiers). It takes one “person” (Size 0+, Str d6+) to push

TROG NOT INCLUDED

a Weee!, two “people” to push a Weeeeeee!., and three to push a Weeeeeee!!!

Acceleration/Top Speed: Special; see below; may not go in reverse

Toughness: 6-8 (0-2 Armor depending on vehicle)

Crew: 1 + 0-5 depending on size

Notes: Downhill Racers’ Speed is determined as follows (and may be modified at the Cave Master’s discretion based on the size and shape of the hill):

- *First Round of Movement:* Automatically move 1 Hand.
- *Second Round:* The driver makes a Driving roll before moving (modified for driving conditions). If they roll a 1 (regardless of Wild Die roll), a Malfunction occurs and they must roll on the Out of Control table. If they fail but do not roll a 1, they travel 1 Hand. If they get a success, they travel 2 Hands. If they get a raise, they travel 3 Hands.
- *Third Round:* Same as second round.
- *Fourth Round:* Automatically move 1 Hand.
- *Fifth Round:* no movement (the Racer comes to a stop).

Weapons: Driver and passengers’ weapons; the large version may also mount a weapon (which takes up 1 passenger slot)

WEEE! (SMALL DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 6

Crew: 1 (driver)

Movement: see above

Weapons: Driver’s weapons

WEEEEEE!! (MEDIUM DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 7 (1)

Crew: 1 + 3

Large: +2 to be hit

Movement: see above

Weapons: Driver and passengers’ weapons

WEEEEEEEE!!! (BIG DOWNHILL RACER)

Acceleration/Top Speed: Special

Toughness: 8 (2)

Crew: 1 + 5

Large: +2 to be hit

Movement: see above

Weapons: Driver and passengers’ weapons; may also have one mounted weapon (which takes up 1 passenger slot)

“WHOOSH” (SAILBOAT)

The Cave N.E.R.D.s who created the Whoosh used a hollowed out Giant Tortoise shell as the hull. They embedded a long tree branch in the shell, and rigged a sail using skins tied to the mast and a second branch. Whooshes may alternatively have hollowed out logs as hulls.

“WHOOSH” (STANDARD SAILBOAT)

Acceleration/Top Speed:

1 Hand/2 Hands with the wind in the rear 180°

arc of the Whoosh;

1 Finger/1 Hand if

the wind is in the

front 180° arc

Toughness:

7 (hull)/5

(sail)

Crew: 1

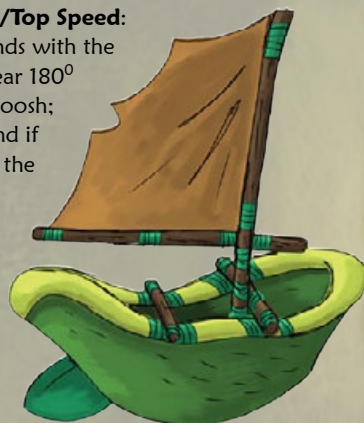
Notes: May

not make

Maneuvers

Weapons:

Crew weapons



“BIG WHOOSH” (BIGGER SAILBOAT)

Acceleration/Top Speed: 1 Hand/2 Hands with the wind in the rear 180° arc of the Whoosh; 1 Finger/1 Hand if the wind is in the front 180° arc

Toughness: 7 (hull)/5 (sail)

Crew: 1 + 2

Large: +2 to be hit

Notes: May not make Maneuvers

Weapons: Crew and passengers’ weapons; may also have one mounted weapon (which takes up one passenger slot)

Savage Worlds Vehicle Rules

Normal vehicle rules (including maneuvers) from *Savage Worlds Deluxe Edition* apply to *Sticks & Stones*, but may need a bit of modification. For example, Engine Critical Hits on a Tro-Puh indicate a hit to the Troglodyte. For unpowered vehicles such as gliders or downhill racers, re-roll until you get an appropriate result on the Critical Hits Chart.

Also, note that tabletop Climb rates are included for flyers (along with Climb ratings from *Savage Worlds Deluxe*); we have found that flyers in *Sticks & Stones* move slowly enough that it is useful to have this extra information when playing with them.

WEIRD PREHISTORIC SCIENCE GADGETS

Rather than present an “official” list of Weird Prehistoric Science gadgetry we felt some examples would be sufficient – after all, the creation of such devices is the forte of the Cave N.E.R.D. and the creation of unique gadgets is what attracts many players to the role. As always, the Cave Master has the final say on what constitutes a Weird Prehistoric Science gadget and what is simply advanced caveman “technology.”

Note that once a gadget is invented (i.e., the New Power Edge is taken and the Cave N.E.R.D. creates the gadget), the Cave N.E.R.D. can continue to make more of that invention given suitable materials, time, and tools (determined at the Cave Master’s discretion) and a successful Weird Prehistoric Science Skill Roll.

VEHICLE ADD-ONS

While the vehicle add-ons described here are considered Weird Prehistoric Science gadgets,

they are relatively less powerful than most other types of inventions. This means they are **NOT** subject to Malfunction unless specifically noted otherwise.

Some examples of vehicle add-ons follow. As usual, Cave N.E.R.D. inventors are encouraged to come up with additional prehistoric inventions.

If a Cave N.E.R.D. takes the New Power Edge, she may invent **TWO** vehicle add-ons instead of the usual single gadget. Note that multiples of an item that has been successfully invented may be constructed (given enough time, resources, and a successful Skill roll) without taking the New Power Edge again.

AIR BAGS

Inflated bladders from a large creature are placed near a crew member or passenger (only 1 character may use an Air Bag; multiple Air Bags can be purchased, of course). When a crash is imminent, they hug the bladder. This greatly reduces any damage sustained in a vehicle mishap: roll half the normal number of damage dice (round down), minus one additional damage point.

AMPHIBIOUS MOVEMENT KIT

Hollowed and sealed log “pontoons” are added to the vehicle. These allow the vehicle to move at half its normal rate of speed when crossing water (both Acceleration and Top Speed are half normal). Treat the vehicle as a boat when moving through water.

EXTRA ARMOR KIT

Dinosaur plates and/or bones are attached to the outside of a vehicle or howdah. They increase its armor value by +1 to +4 (Cave Master’s discretion).

HOWDAH

Not really a vehicle add-on, but a platform (usually with sides) attached to a dinosaur, Mammoth, Woolly Rhino, or other large creature. The creature must be Size +3 or greater, and must be controlled by a Beast Master. A Howdah can be used as a mount for vehicle weapons (these take up a passenger slot). The beast is an unstable platform (-2 to shooting, though Stabilizers may be added).

Crew: 1 Beast Master (Size 0) + (Size of creature = number of Size 0 passengers; see the vehicle "Crew & Passengers" section for passengers of other Sizes)

Toughness: 8 (may take the Extra Armor Kit described above); serves as heavy cover



MANY WHEEL DRIVE

Think hamster wheels but with small trained dinosaurs or other creatures. Ignore penalties for difficult terrain when a vehicle has Many Wheel Drive. *Note: subject to Malfunction when maneuvers are made in difficult terrain. Also, these wheels are not powerful enough to move the vehicle by themselves.*

STABILIZERS

Wood, animal gut and vine shock absorbers are added to a vehicle or Howdah. These make the penalty for firing from an unstable platform -1 instead of -2.

TROJAN DINOSAUR ADAPTER KIT

These were first invented in the Ahs settlement of Tro. To make a Trojan Dinosaur, the vehicle is covered with the hide of a large dinosaur, and dinosaur body parts (e.g., the head and tail) are mounted on it. Dinosaurs and cavemen alike get confused when



they see a Trojan Dinosaur. In fact, any living creature that sees a Trojan Dinosaur from a distance of at least two Hands must make a Notice roll at -2. If they fail, they believe it is just another dinosaur (which still may be cause for alarm, or even a Fear check!). If the Trojan Dinosaur comes within two Hands, the viewer gets another Notice roll with no subtraction.

WEAPONS

ALL weapons are subject to Malfunction when they are fired or thrown and a 1 is rolled on the skill die (regardless of any Wild Die). Draw a card. Find the result on page 30 - unless you draw a Club. If you do, see the "Catastrophic Malfunction" result listed under each weapon.

The following are some examples of what may be considered Weird Prehistoric Science weapons - as always, the Cave Master is the final arbiter of what constitutes a gadget and what is merely advanced "technology." A Cave N.E.R.D. may invent **ONE** of these types of weapons each time she takes the New Power Edge (given the right materials and enough time to put them together; multiples of the chosen weapon may be constructed given enough time and resources - this is decided by the Cave Master).

The Bum Breaker, Giant Bow, Giant Slingshot, and Prehistoric Flamethrower may be mounted directly on a vehicle (if mounted weapons are allowed per the vehicle's description). They each take up 1 Size 0 passenger slot.

BUM BREAKER

The gadget takes several forms. One version consists of a transport tank (either man portable or vehicle mounted) made of a hollowed-out log to which is attached a small bellows or animal bladder and a short piece of wood with a flared end. Banana peels are placed into the tank. When the Bum Breaker is activated (using either the

Shooting or Weird Prehistoric Science skill) the peels are propelled outward through the flared wooden nozzle.

An alternative type of Bum Breaker resembles a catapult, with the peels launched from a basket. A third (stationary) type can simply be a relatively small palm tree that has a basket tied to the top. It is pulled back, loaded, and let fly!

Use the area effect weapon rules from Savage Worlds for the Bum Breaker, but deviation is only 1d4 Knuckles per range increment. Anyone coming into contact with the template during their action must immediately roll Agility. Success lets the characters move at half Pace (this can include "running" at half Pace); they can also perform other actions. Failure means loss of the rest of this action (they are too busy trying to remain standing to do anything else!). These characters must roll Agility at the start of each of their subsequent actions until they are no longer in contact with the template.

BUM BREAKER (SMALLER VERSION)

The portable version of the Small Bum Breaker may be moved at walking speed, but the operator may not run with it. The Bum Breaker may NOT move and fire in the same action (even with a Multi-Action penalty), unless it is mounted on a moving vehicle or Howdah.

Range: 1 Hand/2 Hands/4 Hands within a 90° forward arc; Small Burst Template area of effect (and the peels stay there for awhile!)

Crew: 1 (Use Shooting skill to fire)

Toughness: 6

Catastrophic Malfunction: the device collapses, spraying banana peels everywhere! Place the Small Burst Template directly over the Bum Breaker; anyone touched by it is subject to its effects.

BIG BUM BREAKER (LARGER VERSION)

Two crewmen may move a portable Big Bum Breaker at walking speed, but may not run with it. One crewman may only move it one finger. The Bum Breaker may NOT move and fire in the same action (even with a Multi-Action penalty), unless it is mounted on a moving vehicle or Howdah.

Range: 1 Hand/2 Hands/4 Hands within a 90° forward arc; Medium Burst Template area of effect (and the peels stay there for awhile!).

Crew: 1 or 2 (Use Shooting skill to fire)

Toughness: 8

Catastrophic Malfunction: the device collapses, spraying banana peels everywhere! Place the Medium Burst Template directly over the Bum Breaker; anyone touched by it is subject to its effects.

COCONUT BOMBS (WEIGH 2 LBS. EACH)

Coconut Bombs consist of hollowed out coconuts filled with something nasty. Each Coconut Bomb is treated as a thrown weapon (use Throwing skill) with a range of 1 Finger/1 Hand /2 Hands. They affect an area equal to the specified



burst template centered on the point where they land (use the Area Effect rules). There are several different kinds of Coconut Bombs in use by the inhabitants of Lur. The following contents are the most common. Declare which type you are throwing **BEFORE** you roll to hit!

- **Sleeping Powder:** Vigor roll or fall prone & asleep for d4 actions and get no action card; Small Burst Template Area of Effect (AoE). Affected characters cannot be awakened by any means.
- **Itching Powder:** Spirit roll or suffer -2 to all trait tests for d4 actions; Medium Burst Template AoE
- **Sneezing Powder:** Vigor roll or Shaken; Medium Burst Template AoE
- **Petroleum/Tar:** Tar and petroleum both impose a -2 on all actions until they are cleaned off, which takes 1 action - also, petroleum can be lit on fire!; Small Burst Template AoE
- **Biting / Stinging Insects:** Characters touched by the template take 2d4 damage; this roll **CANNOT** Ace; Medium Burst Template AoE

Catastrophic Malfunction: the Coconut Bomb explodes in the user's hand! Place the template centered on the user to determine the effects.

Each type of Coconut Bomb counts as one gadget, but the Cave N.E.R.D. inventing them may make as many of that type as they have available materials, time, and make a successful Weird Prehistoric Science Skill roll for each batch of six. Beginning characters who choose Coconut Bombs as their Weird Prehistoric Science Item start out with six.

GIANT BOW

Giant Bows must be mounted somewhere - sometimes in the front of a Howdah or on a large vehicle. They consist of a large branch with stretchy material (animal tissue or a vine) tied to the ends. The center of the branch is mounted on a crosspiece. Giant Bows take one action to load and pull, and one action to fire (for a total of two actions; if they are loaded and fired in the same action, the Shooting roll is at -2). They fire extra large arrows (roughly the size of spears) long distances. The Shooting skill is used to determine hits. The Giant Bow is considered a Heavy Weapon. Giant Bows must be mounted on a vehicle/Howdah or in a static position on the ground.

Giant Bows do 3d6 damage and are +3 AP.

Range 2 Hands/4 Hands/6 Hands

Crew: 1

Toughness: 6

Catastrophic Malfunction: the branch snaps, doing 2d6 damage to the poor crewman.

GIANT SLINGSHOT

The Giant Slingshot is usually a large forked tree branch with stretchy material (animal tissue or a vine) tied to it, and often includes a fur pouch for the projectile. Alternatively, the Giant Slingshot may be a palm tree with a basket (like the Bum Breaker) that is pulled back, loaded, and "fired."

The Giant Slingshot is used to propel small rocks and Coconut Bombs to great distances. Shooting skill is used to determine hits. When used to propel Coconut Bombs the effects depend on the type of coconut fired (use the Area Effect weapon rules when coconuts are fired). A Giant Slingshot takes one action to load and pull and one action to fire (for a total of two actions; if

they are loaded and fired in the same action, the Shooting roll is at -2). Giant Slingshots must be mounted on a vehicle/Howdah or in a static position on the ground. They are considered Heavy Weapons when they fire rocks.



When firing rocks, the Giant Slingshot does **3d6 points of damage** (and if a rock misses, it misses completely unless the "Innocent Bystander" rules apply).

Range 2 Hands/4 Hands/6 Hands

Crew: 1

Toughness: 6

Catastrophic Malfunction: a branch snaps, doing 2d6 damage to the poor crewman.

PREHISTORIC FLAMETHROWER

There are two common ways to create this device. The first is the "standard" version - it consists of a fire source, a bellows or inflated bladder, and a "carrier" (usually crude petroleum). The device sprays the carrier through the fire source, which then ignites and creates a large flame - kind of like a BicTM lighter and a can of hair spray!

Use the Cone Template; any target even partially under the template is hit unless they make an Agility roll at -2 to avoid the attack. Rate of Fire = 1; shots do 2d10 damage. Either the Weird Prehistoric Science skill or Shooting skill is used to operate this item (player's choice). The Flamethrower hits automatically, but the roll must be made to see if it malfunctions.

A character carrying this item may only move 1 Finger (and may not run).

The “advanced” version, which can only be used by a character possessing the Beast Master Edge, consists of capturing and training a Baby Dragonasaurus. The game mechanics are the same (except a Cave N.E.R.D. is not needed to operate this version). However, the Beast Master initiates firing by stepping on the Dragonasaurus’ tail!

The obvious benefit is that the Beast Master version is permanent and more portable (“here dragon, dragon, dragon...”).

The downside is whenever the Beast Master steps on the Dragonasaurus’ tail he must roll opposed Spirit with the baby Dragonasaurus (its Spirit is d8). If the baby wins, it becomes enraged and turns and fires on the Beast Master!

The fiery breath does **2d8 points of damage** (use the **Cone Template**; any target even partly under the template is hit unless they make an Agility roll at -2 to avoid the attack).

The Dragonasaurus uses its bite or claw attacks upon command of the Beast Master, but won’t breathe fire without having its tail stepped on.

Either Flamethrower can hurt characters or vehicles with Heavy Armor.

PREHISTORIC FLAMETHROWER (INVENTION)

Cone Template (3 shots/2d10 damage)



Rate of Fire = 1; 1 action to reload 3 shots; can dodge with successful Agility roll at -2. Penetrates Heavy Armor.

Crew: 1

Toughness: 6

Catastrophic Malfunction: the device explodes in a fiery ball, doing 2d10 damage to anyone

touching a Medium Burst Template centered on the Flamethrower.

PREHISTORIC FLAMETHROWER (BABY DRAGONASAURUS)

Cone Template for 2d8 damage



Rate of Fire = 1; can be dodged with successful Agility roll at -2. Penetrates Heavy Armor.

Crew: 1 Beast Master

OTHER GADGETS

Here are a couple of examples of other types of gadgets that a Cave N.E.R.D. might create. A Cave N.E.R.D. may invent **ONE** or **TWO** of these types of gadgets each time she takes the New Power Edge; the number is decided by the Cave Master based on the power of the invention.

Generally, two less powerful gadgets (roughly half as cool as a Tro-Puh, for example) or one more powerful gadget may be invented when the Edge is taken. To be able to invent something, the inventor must have the right materials and enough time to put them together as determined by the Cave Master. Multiples of the same item may be constructed (given enough time, resources, and a successful Weird Prehistoric Science Skill roll) without taking the New Power Edge again each time.

These gadgets may be subject to Malfunction at the Cave Master's discretion; for example, note that the "No Sink Kit" is subject to Malfunction when it is used. Generally, the more powerful the item, the more likely it is to have a chance to Malfunction.

The examples given here represent less powerful gadgets; two such gadgets could be invented when the Cave N.E.R.D. takes the New Power Edge.

NO SINK KIT

This kit is used to move across rivers and other small bodies of water. It consists of a pair of wooden flippers and a set of animal bladders attached to a short wooden crosspiece. The thing that truly makes it a gadget is the third bladder that attaches to the user's back. The adventuresome caveman inflates the bladders (requiring six actions each) and then dons the wooden flippers. He can either hold on to the wooden crosspiece or place it under his armpits and across his chest. He then enters the water and starts kicking. He may move at his normal Swimming rate in this manner.

When he pulls the vine attached to the third bladder it releases the air and acts as a primitive jet propulsion system. Roll the rider's Swimming Skill.

- On a success, the pilot is moved two Hands in a straight line – no more, no less. If he's still in the water after this move, he must continue kicking to move any further after this.
- On a raise, he is moved three Hands.
- If the roll is failed, the pilot travels one Hand
- If a Malfunction is rolled, the rider goes 1 Hand in a random direction (use d12 as clock face to determine) and must make a Spirit check or be Shaken.

Fancy versions of this gadget ("No Sink Go Fasta Kit") allow the two primary flotation devices (the ones attached to the wooden crosspiece) to be used as "jet bladders" as well. These are difficult to control, and the pilot must make the Swimming roll at -2.

If successful, the character is propelled three Hands in a straight line; they travel four Hands on a raise, and one Hand on a failed roll. When this gadget malfunctions, the rider goes two Hands in a random direction (use d12 as clock face to determine) and must make a Spirit check at -2 or be Shaken.

SCALY AHS SUIT

This "costume" allows the braver cave folk to infiltrate the haunts of the *Dino sapiens* with a good chance of going unnoticed. If the caveperson wearing the suit is more than two Hands from a *Dino sapiens*, the *Dino sapiens* must make a Notice roll at -2 or they think the wearer is also a *Dino sapiens*. Any *Dino sapiens* within two Hands of the character are allowed a normal Notice roll to detect the ruse. The same technology has also been applied to costumes resembling several of the smaller dinosaur species in Lur. Larger versions are available as vehicle add-ons (see the Trojan Dinosaur Adapter Kit). The Scaly Ahs Suit is **not** subject to Malfunction.



CAVE MASTER'S SECTION

WHAT CAVEMAN WAS NOT MEANT TO KNOW

Okay, players! This is where you stop reading! Be warned that the Spirits are gonna be VERY displeased if you read anything in this section without your Cave Master's permission! So stop reading now! I'm serious! WHY ARE YOU READING THIS? I TOLD you to stop! And I mean it! Are you still reading? Look up! A coconut is about to fall on your head. And that's only the beginning. SO STOP NOW!!!





CHAPTER FOUR

THE CAVE MASTER'S GUIDE TO LUR

Players were given a brief overview of locations in the Land of Lur in Chapter Two. Some of that information is repeated here for the Cave Master's convenience, and lots of extra tidbits are added to help the Cave Master bring the Land of Lur to life.

THE REAL SCOOP ON LOCATIONS

BIG WATER

The great inland sea off the east coast of the Land of Lur is known as the Big Water. No one from Lur has ever traveled out of sight of the coast. The Ahs who live on the coast swim near the shore and venture out a few hundred yards on rafts and in coracles, but they do not leave sight of their home settlements. There are islands in the Big Water, and other lands across the sea – we will leave those to the Cave Master to develop as needed (except for the one described in the “When Darkness Falls” Savage Tale).

The Big Water is a rich source of seaweed, fish, and seafood (including crabs, clams, lobsters, oysters and scallops), but also contains plenty of aquatic animals and sea monsters. Perhaps most feared are the Great White Shark-like Megalodons, who have been known to eat a coracle and its occupant whole! Sea turtles in particular are highly sought after for both food and their shells, which are used for helmets, shields, coracles, and Weird Prehistoric Science inventions. The Big Water is usually relatively calm, but can become treacherous during a big storm.

DEE VA REEF

This area along the coastline is described in the “Dee Va Reef” Savage Tale in Chapter Six.

FLAT ROCK

This large, flat-topped plateau is used by many Clans as a neutral meeting ground. Conclaves occur every few years by the Chieftains of many of the Clans, in which goods are traded and a festival of sorts is held. A roughly circular clear lake fills the center of the plateau. There is nothing particularly special about Flat Rock – but it's a nice place to meet!

GREAT CRATER

This site in the hills was formed when a large iron meteorite crashed to earth, gouging a trail through the ground before coming to a stop. The incredible heat of its passage caused molten iron to splash out from the meteor. Upon hardening, these pieces of iron formed dagger-like spikes, the likes of which the inhabitants of Lur have never seen before. This strange super-material is superior to anything else in common use, and is highly prized in both hunting and warfare.

For more details on these iron implements, and to involve your players in the search for this super-substance, see the “Magic From the Sky” Savage Tale in Chapter Six.

GREAT STICKY PIT

A large series of tar pits in a valley in the western foothills of *Dino sapiens* territory. The *Dino sapiens* settlement of Hish-Hish is about 10 miles to the southeast.

There is a Savage Tale that takes place here ("Stuck in the Great Sticky Pit") presented in Chapter Six.

GREAT SWAMP

A large swamp believed to contain magical plants and fierce monsters. There are friendly Earth Mother Spirit Folk that live in the Great Swamp, but very few residents of the Land of Lur venture here.

See the "Into the Great Swamp" Savage Tale in Chapter Six if your players dare to enter the Great Swamp.

LAKE OF EYES

A lake in Neanderthal territory that has two islands that might look like eyes from the air. The islands are uninhabited.

SHIVERING CAVE

A large, drafty, and very cold cave complex in a mountain north of the Kol-Ra-Do River. The snow on this mountain goes down to a much lower elevation than any of the nearby mountains. There are Yeti living outside the cave, and others serving as guards on the inside.

See "The Shivering Cave" Savage Tale and map in Chapter Six for more information.

SPIRIT ROCK

A huge, Devil's Tower-style flat-topped mountain. Some dwellers in the Land of Lur believe giants live on top of Spirit Rock. It is also believed that the Spirits regularly meet here, and even that the Sun Spirit sleeps here at night. Strange lights are sometimes seen coming from the top of Spirit rock at night.

See "The Mystery of Spirit Rock" Savage Tale in Chapter Six for more information about this sacred place, which is in fact a meeting place for the Spirits.

SPIRIT TEMPLES

There are six sites in the Land of Lur where Spirit Temples are located (see the Cave Master's map). These Temples are ancient, and no one knows when they were made or who "built" them. Spirit Temples are sacred to the followers of the Spirit they are associated with. There are 3d6 Spirit Folk present at all times in all Spirit Temples except those of the Moon and Animal Spirits.

If a Shaman dedicated to a Spirit is in their Spirit's temple, they regain one Power Point per minute. Their powers cannot backfire. They may automatically atone for at least minor transgressions. Spirit Folk attack intruders, but allow worshippers to enter. They can automatically sense if someone worships their Spirit. However, they do not allow even worshippers or Shamans to stay for an extended period of time. After about eight hours, they start "suggesting" that visitors leave. If the visitors don't get the hint, the Spirit Folk get increasingly insistent. More begin to gather (an additional 2d6 per hour), and they start making things VERY uncomfortable for the trespassers.

- **SUN SPIRIT:** the Sun Spirit Temple is located in the foothills below *Dino sapiens* territory in the southern part of Lur. The Sun Spirit Temple is made of carved stones, and sits upon a plateau. It has a central pillar made of a pinkish stone; this pillar glows when direct sunlight touches it, and it can glow at other times if it strikes the Spirit's fancy.
 - **MOON SPIRIT:** this Temple is in the northern part of Lur, inside of a dormant volcano on the fringe of Neanderthal territory. There are several well-concealed passages that lead from the outside to the inside of the volcano. It consists of a circle of dark, smooth stones. The Temple glows when it is touched by moonlight.
- There are no Moon Spirit Folk at present; they apparently disappeared when the Moon

Spirit was imprisoned (see the Religion section later in this chapter). However, Skeletons and Zombies seem to be attracted to this Temple when it is occupied for a significant period of time.

- **EARTH MOTHER SPIRIT:** the Temple of the Earth Mother Spirit lies in a cave in the central part of Lur, in the hills to the south of the Teef. There are stalactites and stalagmites growing together in a circle, and a crystal in the center glows red.
- **WATER SPIRIT:** the Water Spirit Temple is hidden on an island in a lake in the southern part of Lur. It is on the border of Ahs and *Dino sapiens* territory. In a small valley lies a pool with a spray that constantly rises from its center. There are standing stones surrounding the pool.
- **FIRE SPIRIT:** the Temple of the Fire Spirit can be found on the edge of an active volcano, on a ledge made of hardened lava. Huge lava rocks rise up in a semi-circle. A flame shoots up from a hole in the center.
- **ANIMAL SPIRITS:** the Temple of the Animal Spirits is a ring of Stonehenge-like rocks in a forest in Neanderthal territory in the northern part of Lur. There are many dinosaurs and other animal pictures carved into and painted onto the stones. Note that while there are no Animal Spirit Folk, there are a variety of animals that guard this temple (typically Cave Bears, Saber-Tooth Tigers, and a Raptor or two). They act as Spirit Folk do if visitors overstay their welcome.

THE TEEF

The Teef are two large mountains next to the Wata Volcano. Ahs and Neanderthals alike typically point to their two front bottom teeth (if they still have them) to indicate these mountains. Pteranodon *Dino sapiens* live on The Teef. There are networks of caves inside both mountains, and they are connected deep underground. There were some natural caves here, and they were expanded upon by the residents (mainly Lesser Troggs, Trogres, Troglodytes, and Cave Trolls). There are many deposits of pretty rocks in these caves.

See “The Teef” Savage Tale in Chapter Six for ideas about how to introduce your players to the secrets of these mountains. They are a perfect setting to send your players on a prehistoric “dungeon crawl.”

VALLEY OF THE MAMMOTHS

This sheltered valley is accessible along a rugged but well-defined path which has been trampled flat by the feet of countless elephant-like creatures for many years. This huge box canyon, its sheer sides rising hundreds of feet into the air, is where Woolly Mammoths, Mastodons, and their kin go to die for some unknowable reason. The bones and tusks of these huge creatures fill the valley. Rotting carcasses, as well as sick and dying Mammoths, can also be found here, although there is a strange absence of carrion creatures.

Despite the macabre appearance of this place, a strange sense of calm and well-being pervades the area. Until recently, intruders were attacked by skeletal Mammoths who served as guardians. Within the last moon, however, an evil Shaman who worships the Spirit of Darkness and practices necromancy has taken up residence here and is using the boneyard for his own nefarious purposes.



See the "Them Bones Gonna Rise" Savage Tale in Chapter Six for more information about this Valley. The Mammoth Graveyard is noted on the Cave Master's map, north of Ker-Wupp, but can be placed elsewhere if desired.

VALLEY OF THE SHARPTTEETH

A valley to the south of The Teef and the Wata Volcano where a group of T. Rex has taken up residence. They have mounted what seem to be very well-coordinated attacks against Ahs who travel through the area. There is actually a Tribe of *Dino sapiens* here who have befriended these T. Rex.

See the "Valley of the Sharpteeth" Savage Tale in Chapter Six for more information about the Valley.

VALLEY OF THE WALKING PLANTS

A tropical valley inhabited by a Shaman named Koo-Mi and his "army" of sentient and mobile plants. Koo-Mi was banished from his settlement for getting too deep into sorcery, and vowed revenge on his Clan. He has now captured nearly a dozen members of his Clan. Several tend to the plants (and are prevented from escaping by vines that stay fastened around their ankles); those who don't cooperate are held in a "living cage" of thorny plants.

See "The Valley of the Walking Plants" Savage Tale in Chapter Six to get more ideas about how to involve this sinister valley in your game.

WATA VOLCANO

A sacred volcano to both the Ahs and the Neanderthals. A variety of creatures live on and in this dormant volcano.

For more information, see the "Oh Wata Feeling!" Savage Tale and map in Chapter Six.

SETTLEMENTS OF LUR

NEANDERTHAL SETTLEMENTS

BORSH

Borsh (population 71) consists of eight caves in the foothills in the northern part of Lur, about 15 miles west of the Big Water. Borsh is also near the Yang-Zee River, so its people have a water source. The Chieftain, Pog, is a monstrous fellow who is dumb even by Neanderthal standards. However, no one dares challenge him. The Clan's current Shaman is Eronk, though he just became the Shaman recently after Pog killed the last one. Eronk worships the Moon Spirit, as does most of the rest of the Clan.

The people of Borsh are on good terms with the Nukk, and trade with them. There are Dire Wolves in the hills to the north, but otherwise Borsh is in a relatively safe place.

There are rumors of a lost lake in the hills to the north that has a large monster living in it. The lake is supposed to have many beautiful stones on its bottom.

Borsh would make a good settlement of origin for a player who wants to be a Neanderthal specializing in scouting.

DOO BRUK

A settlement (population 67) in a cave complex in the central foothills northeast of the Great Swamp. Doo Bruk is situated on the edge of a valley with abundant prehistoric game. The Clan's Chieftain is Huurk, a normally reasonable middle aged Neanderthal who is quite angry about the disappearance of his Shaman and one of his best warriors, who recently ran off together. There is currently no Shaman in Doo Bruk. The people mainly worship the Moon Spirit.

Doo Bruk would make a good settlement of origin for a variety of Neanderthal characters. A few brave souls from Doo Bruk have ventured as far west as the Great Swamp, and the survivors have "told" fantastic stories about it.

DUM SUK

Dum Suk is a settlement (population 74) in a cave complex in foothills in the northern part of Lur. Dum Suk lies about 15 miles southeast of the Shivering Cave. The people of Dum Suk trade with Urp, and are closely allied with them. They even call upon each other for aid, which is very unusual, since Neanderthal Clans rarely band together.

The Chieftain of Dum Suk is Bool, a young, strong, and relatively clever ruler. The Shaman of Dum Suk is Rulg, the brother of Hulg from the Urp Clan. Rulg worships the Moon Spirit, as does most of his Clan.

Dum Suk has battled with Dutt before, and is on very poor terms with Dutt. At the same time, Bool is obsessed with Jor, and is thinking about capturing her (he will gladly send the players to do so).

Dum Suk would be a good home settlement for a variety of Neanderthal characters.

DUTT

Dutt (population 62 plus 10 female Ahs mercenaries) consists of eight caves in the foothills in the northern part of Lur. This Clan is dominated by its females, who are exceptionally tough. The Chieftain is Jor, a fierce and beautiful (relatively speaking) woman who is an excellent fighter. Their Shaman is Pira, a grizzled old woman. She secretly worships the Spirit of Darkness (see the Religion section later in this chapter), and has corrupted Jor into following its evil ways as well.

The Dutt Clan is warlike, and not on good terms with any other Clans. Jor has recruited a group of Ahs female warriors to fight for her. Most of the Clan worships the Moon Spirit. The Dutt are very fired up to attack someone, but aren't sure who to attack. They are considering heading south to fight some Ahs or *Dino sapiens*. Alternatively, they may just beat up on some of their neighbors.

Dutt would be a good home settlement for a female Neanderthal of any sort, but particularly a warrior.

GOO PUH

A settlement (population 73) comprised of seven caves in the northern part of the foothills of the Teef Mountains and Wata Volcano. The settlement overlooks a fertile valley nestled in the foothills. The Chieftain of Goo Puh, Grurk, is a simple but well-meaning caveman. His loyal Shaman is Vog, who worships the Moon Spirit along with most of the rest of the Clan.

The people of Goo Puh trade on occasion with several other Neanderthal Clans. They sometimes battle with the Troglodytes and Cave Trolls in the hills to the south.

Goo Puh is a good home settlement for Neanderthals of various backgrounds.

GRR UMM

A settlement (population 78) in a cave complex in the foothills in the northernmost part of Lur. Grr Umm overlooks the Yang-Zee River, so the Clan has a ready source of fresh water. Their Chieftain, Urok, is a great warrior, but shows the scars of many battles (he is missing an eye, much of his nose, and a hand, among other things). He is a simple but fair ruler, and tends to deal out harsh punishments to wrongdoers in the Clan. The Clan's Shaman is Dush, a middle-aged woman. Dush worships the Moon Spirit, as do the other members of her Clan.

The Grr Umm unfortunately have Cave Troll and Troglodyte neighbors in the hills to the northwest, and battle with them regularly. They would love for someone to deal a decisive blow to these creatures.

Grr Umm would make a good home settlement for a player who wants to be a Neanderthal warrior.

MEE KUH

An isolated settlement (population 69) consisting of nine caves in the Bah-Sploosh River valley in the northern part of Lur.

The residents of Mee Kuh believe they are the only people in the world, so it will be interesting if the players visit! Their Chieftain is Vrud, a

middle aged mountain of a man. Their Shaman is Bor, a rather incompetent young Shaman who can never seem to get his powers to work quite the way he intends. He worships the Moon Spirit along with everyone else in his Clan.

Mee Kuh would make an interesting home settlement for a player who really wanted to play up the Outsider Hindrance.

Note that the "Invasion of the Mammoth Hunters" Savage Tale in Chapter Six is well suited to take place when the characters are in Mee Kuh.

MOO-NEEZ

A settlement (population 49) by the Great Crater at the foot of a mountain in Ahs territory. Players will generally not originate in Moo-Neez.

See the "Magic From Sky" location on the Cave Master's map and the Magic From the Sky Savage Tale in Chapter Six to learn more about this settlement.

NUKK

Nukk (population 66) consists of ten caves in foothills in the northern part of Lur near the coast of the Big Water. The Nukk Clan largely subsists off of the sea; they are the only Neanderthals who do so. They are on good terms with the Borsh, and trade with them. Their Chieftain is Vork, an older but still powerful man who has the respect of his Clan – no one would dare challenge him at this point. The Clan's Shaman is Pada, a relatively young woman. She worships the Moon Spirit, as does most of the rest of the Clan. They also revere the Water Spirit.

The Nukk have traded for rafts built by the Ahs to the south, and some even have the Boating skill (it is allowed to Neanderthal characters who originate here). They are menaced by sea creatures including Megalodons.

Nukk would be a good home settlement for a player who wants to be a Neanderthal who has experience with the sea.

UKK

Ukk is a settlement (population 65) in a cave complex in the foothills of the Teef Mountains and Wata Volcano. This is currently the southernmost Neanderthal settlement, and it engages in limited trade with the Ahs south of the nearby river. The Chieftain, Prog, has spent time with Ahs and is friendly with them. The Shaman, Bort, is an older caveman who distrusts the Ahs and thinks interacting with them is a bad idea. He worships the Moon Spirit, as does most of the rest of the Clan.

Ukk is near the Wata Volcano, but the inhabitants of Ukk give the volcano a wide berth. They tend to hunt the animals in the plains to the north, but sometimes battle with the Troglodytes and Cave Trolls who raid from the hills to the east.

Ukk is a good home settlement for Neanderthals who specialize in hunting and fighting.

URP

A settlement (population 67) in a cave complex in a spur of the central foothills in the northern part of Lur. There are a number of dinosaurs in the plains east of Urp, and the dwellers of Urp are skilled at hunting them. Their Chieftain, Ronk, is a young, very strong hothead with a fondness for Ahs women. Their Shaman is Hulg, an imposing middle-aged Neanderthal woman who worships the Moon Spirit along with most of her Clan.

The Urp are on very good terms with Dum Suk as described above. The people of Urp "tell" legends of a mysterious cave in the hills to the west that is haunted by ghosts.

Urp would be a good settlement of origin for a Neanderthal character who specializes in hunting dinosaurs.

AHS SETTLEMENTS

DOH-BRAY

Doh-Bray (population 91) is comprised of a cave complex and earthen mounds in hills overlooking the Ni-Al River. The Chieftain of Doh-Bray is Keto, a middle-aged man who is a good and wise ruler, but is dying of a disease his Clan cannot cure. The Clan's Shaman is Koka;

while good-natured, she is not very powerful and has been unable to cure her Chieftain. She worships the Earth Mother Spirit; her Clan worships a variety of Spirits. Doh-Bray is somewhat isolated from the other Ahs Clans due to its location between the Oof-Raytz and Ni-Al rivers. However, Doh-Bray is part of the Big Fur Tribe along with Mor-Keen and Ker-Wupp. They meet twice per year (in the spring and fall) at Ker-Wupp. A variety of Ahs characters could originate in Doh-Bray.

As a starting adventure, characters from Doh-Bray might be sent to retrieve a rare plant that will cure the Chieftain. To complicate matters, there are those who want to see the Chieftain die. They attempt to thwart the players' mission.

EEZ-OOP

A settlement (population 43) consisting of a cave complex in hills overlooking the Ni-Al River. The Eez-Oop Clan is isolated from the rest of Lur, and while there are "rumors" that other Clans exist, many of those who live here believe they are the only people in the universe. The Chieftain of Eez-Oop is Roong, who is powerfully muscled but not very bright. He does not believe in the existence of other Clans. The Clan's Shaman is Bula, who is good with magic but rather large and intimidating. She worships the Earth Mother Spirit along with the majority of her Clan. She believes other Clans exist, and would like to send a group from the Clan to establish contact with the outside world. A variety of Ahs characters could originate in Eez-Oop; they might have the Outsider Hindrance.

The "Swarm!" adventure (see Chapter Six) could be set with Eez-Oop as the focal point of the attack by the giant ants.

GAN-BUR

One of the few settlements of Lur without any caves, Gan-Bur (population 84) consists of tents, lean-tos, and huts on the coast of the Big Water. The Gan-Bur have rafts and coracles, and are relatively accomplished at swimming and

boating. They derive most of their livelihood from the sea, and also trade with other members of their Tribe.

Gan-Bur is part of the Tribe of the Teef with Nim-Feer and Gor-Gor. There are two tribal meetings at Nim-Feer in the spring and fall. The Clan's Chieftain, Bok, is an older caveman who is relatively wise. The Clan's Shaman is Grugor, an eccentric middle-aged caveman who worships the Water Spirit (along with most of the Clan). They also revere the Megalodon Animal Spirit, and those with a big enough vocabulary refer to themselves as the Big Shark Clan (counts as one word).

Ahs characters with skills related to the sea (Boating, Swimming, etc.) might want to originate in Gan-Bur.

The Clan has a pair of Cave N.E.R.D. twins, Mo and Ru. They have built a few Weird Prehistoric Science boats, including a sailboat ("W'hoosh") and a large raft with a crude paddlewheel. The paddlewheel is powered by Troglodytes turning a wheel connected to wooden gears (the "Ti-Tanik"; see Chapter Three for more information about these inventions). They have also built a few crude but effective huts for the most important members of the Clan.

GOR-GOR

A settlement (population 104) consisting of a cave complex in hills in the central part of Lur. The Clan's Chieftain, Garn, truly cares about his Clan, and is considered an excellent leader. The Clan's Shaman, Smoo, is fairly young, selfish, and whiney, but good with magic. He worships the Terror Bird Animal Spirit, as do many of the Clan's members. Gor-Gor is part of the Tribe of the Teef with Nim-Feer and Gan-Bur. There are two tribal meetings at Nim-Feer in the spring and fall.

The people of Gor-Gor think of themselves as the Terror Bird Clan – several Beast Masters from this Clan have tamed Terror Birds and ride them.

Gor-Gor would be a good settlement of origin for characters with the Beast Master Edge.

There is a famous Cave N.E.R.D. who lives in Gor-Gor known as Dak-Tur. He invented the "Aak Aak" (Pteranodon Glider), and may frequently be spotted gliding over the area.

GY-GUN

This settlement (population 85) consists of a cave complex in hills overlooking the Ni-Al River. The Chieftain of Gy-Gun is Gax, an older but still strong and very clever leader. The Clan's Shaman is Gog, an older man who is nearly blind and hard of hearing. He worships the Raptor Animal Spirit along with the majority of his Clan.

The Clan has a Cave N.E.R.D., Gas-Tun, who designed the Clan's impressive meeting hall. The walls are made of carefully selected stones, each of roughly the same size. The "roof" is the skeleton of a large dinosaur, with plants stuffed into the open parts.

Gy-Gun has a sacred Raptor skeleton in one of their caves. A variety of Ahs characters could originate in Gy-Gun.

Gy-Gun is part of the Raptor Tribe along with Iz-Kud. The Tribe has an annual gathering at Gy-Gun during the summer.

The Gy-Gun have been fighting skirmishes with the *Dino sapiens* of Lowshh for several years.

The "Land of the REALLY Lost" Savage Tale in Chapter Six is an adventure featuring this settlement.

IZ-KUD

Iz-Kud (population 92) is comprised of twelve caves in hills overlooking the Ni-Al River delta. The Chieftain of Iz-Kud is Taah, who was formerly an accomplished scout for the Clan. Taah often gets restless with staying at the settlement, and goes off to explore whenever possible. The Clan has a Cave N.E.R.D., Doon-Shi, who has invented several vehicles.

The Clan has two Shamans – sisters named Nif and Vrona. Both young women are wise beyond their years. They worship the Earth Mother Spirit along with the majority of their Clan, though some worship the Raptor Animal Spirit. A variety of Ahs characters could originate in Iz-Kud.

Iz-Kud is part of the Raptor Tribe along with Gy-Gun. The Tribe has an annual gathering at Gy-Gun during the summer.

KER-WUPP

A settlement (population 99) comprised of eleven caves in hills near the Oof-Raytz River in the central part of Lur. The Chieftain of Ker-Wupp is Prad, a great warrior who has also proven to be a pretty good ruler. The Clan's Shaman is Rorg, who is rather crude and intimidating even by caveman standards, but a good fellow at heart. Rorg worships the Cave Bear Animal Spirit, as does most of his Clan.



Ker-Wupp is part of the Big Fur Tribe along with Mor-Keen and Doh-Bray. They meet twice per year (in the spring and fall) at Ker-Wupp. Foog, a member of the Clan with the Improved Beast Master Edge, has a Cave Bear companion who is akin to the Clan's mascot.

The Clan has a Cave N.E.R.D., Er-Kul, who helped build an impressive cave dwelling (with reinforced rock walls) for Prad. He also makes Bum Breakers.

A variety of Ahs characters could originate in Ker-Wupp.

The "Them Bones Gonna Rise" Savage Tale can be located in the hills to the north of Ker-Wupp (see Chapter Six).

MAAS

Maas (population 87) consists of ten caves and several tents and lean-tos at the base of a volcano in the hills north of the Oof-Raytz River. The people of Maas are not part of a Tribe, and tend to be suspicious of outsiders. They worship the Earth Mother Spirit in Her manifestation as the Great Volcano Spirit.

The Chieftain of Maas is Bloop, an elderly, senile man who grins a lot but does little else. Maas' Shaman, Skorcha, is a middle-aged male who has the true power in the Clan. There is also a Cave N.E.R.D. named Ick who lives here.

Due to the nature of the "Maas Needs Women" adventure, it is probably best for players to originate in another settlement.

The "Maas Needs Women" adventure provides more information about Maas and some of its inhabitants (see Chapter Six).

MOR-KEEN

A settlement (population 114) consisting of thirteen caves and several primitive huts in hills near the Ty-Grus river in the central part of Lur. The Chieftain of Mor-Keen, Grinak, is an aging but wise and fair ruler. The Clan's Shaman, Gid, is very old and starting to become senile. His

"visions" have been keeping members of the Clan very busy: Gid keeps telling them that they must accomplish strange quests as the result of these visions. Clan members have protested, but Grinak still backs Gid (though privately he is starting to question the Shaman's sanity). Gid worships the Woolly Rhino Animal Spirit, as do most of the Clan's members.

Mor-Keen is part of the Big Fur Tribe along with Ker-Wupp and Doh-Bray. They meet twice per year at Ker-Wupp.

Mor-Keen would be a good settlement of origin for a variety of Ahs characters.

Mor-Keen is the location we envisioned for the start of the Wata Volcano Savage Tale (see Chapter Six), but other settlements can easily be substituted.

NIM-FEER

Nim-Feer (population 119) consists of 14 caves in hills about 10 miles inland from the coast of the Big Water. The Clan's Chieftain is Ergor, a young and inexperienced leader who has good intentions for his Clan but is not particularly bright, even by Ahs standards. He is jealous of the Clan's Cave N.E.R.D., Broos, who has a lot of power in the Clan.

The people of Nim-Feer do not go near the Dee Va Reef, and let it be known they think monsters live there.

While hunting east of Nim-Feer, Ergor recently saw a woman whom he believes to be the most beautiful in the world: Hal-An of Tro. He has become obsessed with her, and is hoping to claim her as his mate (unfortunately for him, several other Chieftains have the same idea; see the Hal-An of Tro adventure in Chapter Six).

Nim-Feer is part of the Tribe of the Teef with Gan-Bur and Gor-Gor. There are two tribal meetings held at Nim-Feer in the spring and fall. The Clan's Shaman is Vinka, an older, wise cavewoman. She worships the Mammoth Animal Spirit, as do most of the members of the Clan. Vinka possesses the Horn of the Beast, a powerful Relic (see Chapter Five for a complete

description). Some of the brighter Clan members think of themselves as the Clan of the Mammoth.

A variety of Ahs characters could originate in Nim-Feer.

NOAK-BU

A settlement (population 88) comprised of a cave complex in hills overlooking the Ni-Al River delta. The Chieftain of Noak-Bu is Tutt, a relatively bright young man who loses his temper easily. The Clan's Shaman is Rah, who is meek and easily intimidated. He worships the Prehistoric Crocodile Animal Spirit along with the majority of his Clan, though they also revere the Water Spirit.

Noak-Bu is somewhat isolated from the other Ahs Clans due to its location south of the Ni-Al River, and they fight frequent skirmishes with *Dino sapiens*.

Noak-Bu would be a good settlement of origin for Ahs characters with a warrior background or water-related skills.



TRO

Tro (population 106) has no caves; it consists of tents, lean-tos and earthen mounds on a peninsula near the coast of the Big Water. The Chieftain of Tro, Aga-Mom, is very warlike and does not have good relations with any other Clans. A full description of Aga-Mom, including his statistics and gear, is provided in the "Hal-An of Tro" adventure in Chapter Six.

Aga-Mom's daughter, Hal-An, is perhaps the most beautiful woman in all of Lur. Tro's Shaman is Nika, a scary old woman who is quite powerful. She worships the Moon Spirit, though

most of her Clan worships the Water Spirit and various Animal Spirits.

The people of Tro refer to themselves as the Tro-Ja. Despite their bravado, the Tro-Ja will not go near the Dee Va Reef since they believe monsters live there.

There is a Cave N.E.R.D. named Ki-Zer who lives in Tro; he has invented the Biz-Maak (see *Weird Prehistoric Science* vehicles for a description).

Tro is a central location for the "Hal-An of Tro" adventure in Chapter Six. Due to the nature of this *Savage Tale*, players may not want to originate in Tro; if they do, a warrior background would be appropriate.

UR-AKK

A settlement (population 113) consisting of a cave complex and earthen mounds in the western foothills of Lur, just south of the Valley of Walking Plants. The Clan is dominated by its female members; the males from this Clan are usually kept in or near the home caves. The Clan's Chieftain is Vralla, an excellent warrior. She seeks to conquer any male-dominated Clans she comes across. As a result, the Ur-Akk are not on good terms with any other settlements.

The Clan's Shaman is Glugga the Toothless. Glugga possesses the Teeth of Gluk, a powerful Relic (see Chapter Five for a complete description of this Relic). Glugga worships the Saber-Tooth Animal Spirit, as does most of her Clan. In fact, several members of the Clan ride Saber-Teeths into battle.

Even more amazing is that the Clan's female Cave N.E.R.D., Feri, has created a Saber-Tooth-powered chariot.

Ur-Akk would be a good settlement of origin for a female Ahs warrior.

YU-TOAP

A Cave N.E.R.D. communal settlement (31 N.E.R.D.s and a handful of non-N.E.R.D. women and children; eight Neanderthal guards) next to the Miz-Ip River, near several hot springs.

Yu-Toap has a mill-like wheel in the river that dumps water into a wooden conduit. The conduit connects to a pool in the center of the settlement, providing easy access to fresh water for the residents.

Many of the dwellings in Yu-Toap are huts; some are made of stones piled up to resemble miniature caves (think crude versions of *Flintstones™*-style houses). The Yu-Toapians have placed rocks around the hot springs, creating Lur's first hot tubs. The settlement actually plants, grows, and harvests some of its own food, an idea foreign to the rest of Lur.

Yu-Toap is the strangest settlement the characters have ever seen, with buildings and vehicles on the "streets." A Cave N.E.R.D. named Fwee-Fwee comes out to "greet" the characters, along with two Neanderthal guards. He is polite, but attempts to determine the characters' business in Yu-Toap. The Neanderthals only allow the players to enter if Fwee-Fwee indicates that it is okay.

Many inventions are created, tested and (if successful) produced in Yu-Toap. There is a large cleared area on a hillside used to test Downhill Racers and Gliders (see the *Weird Prehistoric Science Vehicles* section in Chapter Three).



The leader of Yu-Toap is Ine-Stine, an older, very eccentric Cave N.E.R.D. He is brilliant but has very strange mannerisms. His assistant is named Spok.

Ine-Stine is working on a giant catapult with a capsule made of a giant Supersaurus egg that he plans to use to send cavemen to the moon (see the "Bang! Zoom! To the Moon!" Savage Tale in Chapter Six for more information).

There are some N.E.R.D.s with the Beast Master Edge in Yu-Toap, and they have harnessed beast power in conjunction with *Weird Prehistoric Science* to create some impressive inventions. The Yu-Toapians also raise Troglodytes to power their inventions, and even have a "school" for young Troglodytes where a female N.E.R.D. named Pop-Inz attempts to civilize them.

The residents of Yu-Toap use teeth as money. They have hired eight Neanderthal guards to help protect them. While N.E.R.D.s tend to be peaceful, the Yu-Toapians have invented some weapons that allow them to defend themselves quite nicely.

The Yu-Toapians worship a variety of Spirits, though some are Doubting Tu-Moses and do not acknowledge the existence of Spirits.

Yu-Toap is a good starting location for a Cave N.E.R.D. character.

A Cave N.E.R.D. named Loid-Rite has built several fancy stone and wood buildings in Yu-Toap. These are a major status symbol, and are starting to receive attention from some of the nearby Chieftains.

There is a "store" in Yu-Toap, where you can "buy" *Weird Prehistoric Science* items (and some normal weapons, armor, and items) with teeth or through barter. The proprietor is named Ha-Kinz.

FLORZ SETTLEMENTS

RIZUL

Rizul (population 54) consists of a series of connected caves in the hills in the middle of the



western part of Lur, about 5 miles west of the Valley of Walking Plants. The Queen of the Florz (Dal-Feena) lives here. She has a council of Elders to advise her. Lo is Rizul's Shaman. Most of the Florz in Rizul worship the Forest Spirit. They belong to a tribe with Skwee, and trade with them.

SKWEE

Skwee is about 20 miles west of Rizul, on the bank of the Ni-al River. It consists of a variety of tents and lean-tos. The Skwee trade with Rizul, but otherwise have no contact with the rest of Lur. The High Elder of Skwee is an ancient Florz named Tobe. He sleeps most of the time, but is a wise man when awake.

DINO SAPIENS SETTLEMENTS

FOOSH

The southernmost settlement in Lur, Foosh (population 53) is comprised of a cluster of nests in hills overlooking the Am-Zon River. The Foosh are Dilophosaurus men; they are carnivorous, relatively large, and warlike. Their High Elder is Aashu, a very mean and tough *Dino sapiens*. The Tribe's Shaman, Usshhum, is fairly clever but also very mean. The Tribe worships the Sun Spirit. The Foosh fight just about anyone they encounter.

Foosh would be a good settlement of origin for a *Dino sapiens* warrior.

GISHA-GISHH

A settlement (population 47) in six big caves in the hills overlooking the Fee-Shee River. The Gisha-Gishh are Diplodocus men who are large but relatively peaceful. The Tribe's High Elder is Assyss, a relatively wise and gentle *Dino sapiens*. The Tribe's Shaman is Amasha; she is also clever by *Dino sapiens* standards. The Tribe worships the Sun Spirit. Gisha-Gishh would be an appropriate settlement of origin for a variety of *Dino sapiens* characters.

HISH-HISH

Hish-Hish (population 56) exists in a cave complex in hills overlooking the Rapidz River. The Hish-Hish are Triceratops men, and are relatively peaceful and slow to anger. Their High Elder is Shimish, an old but wise leader (in *Dino sapiens* terms, anyway). Their Shaman is Lik Lishh, who is relatively young and ambitious. The Tribe worships the Sun Spirit. Hish-Hish would be an appropriate settlement of origin for *Dino sapiens* characters who don't mind having horns.

Characters who visit Hish-Hish might be asked to find Luk Lishh, who is Lik Lishh's younger brother. Luk is in training to become a Shaman of the Sun Spirit. Luk was last seen heading for the Great Sticky Pit (part of the process of becoming a *Dino sapiens* Shaman includes surviving a night in a dangerous place). See the "Stuck in the Great Sticky Pit" Savage Tale in Chapter Six for more information.

LIKSHH

This settlement (population 42) consists of a cluster of nests on the banks of a lake nestled in the southern hills of Lur. The Likshh are aquatic reptile men who are carnivores and moderately aggressive. Their High Elder is Shhsin, who is dense even for a *Dino sapiens*, but quite intimidating. The Tribe's Shaman is Serush, who is much more timid than Shhsin and tries to stay out of the way. The Tribe worships the Sun Spirit. Likshh would be a good home settlement for *Dino sapiens* with aquatic skills.

LOWSHH

A settlement (population 51) consisting of five caves in the side of the embankment on the Ra-Pidz River where the river enters a lake. The inhabitants of Lowshh are Raptor men, and are very aggressive. They periodically raid the Ahs settlement of Gy-Gun to the north. The High Elder of Lowshh is Leshh, a mean and tough "lady" with many scars. The Tribe's Shaman is Oshosh, who tends to be more level-headed and a bit smarter than the rest of his Tribe. The Tribe worships the Sun Spirit. Lowshh would be a good settlement of origin for a *Dino sapiens* warrior.

See the "Land of the REALLY Lost" Savage Tale in Chapter Six for more information about Lowshh.

MOOSH

Moosh (population 49) is comprised of four caves overlooking the Am-Zon River. The Moosh are Ankylosaurus men; like the Triceratops men, they are relatively peaceful. Their High Elder is Sherish, who is quite old but still respected.

The Tribe's Shaman is Hosha Hosh, a wise but very serious type. The Tribe worships the Sun Spirit.

Moosh would be an appropriate settlement of origin for *Dino sapiens* characters who want to make a point with the club at the end of their tails.

NU-SHASA

A Lesser *Dino sapiens* settlement (population 58) located in a cave complex in the southern hills of Lur. Nu-Shasa overlooks the Am-Zon river.

The Nu-Shasa don't have a High Elder; they are ruled by a massive (to them) frog-like creature of indeterminate age. The creature (referred to as Shasa) cannot move, and must be fed and tended to by the Nu-Shasa. It appears to be much wiser than any *Dino sapiens*, and its thoughts seem to enter the heads of others. It has triggered the Nu-Shasa to invent things not unlike those made by Cave N.E.R.D.s, like Howdahs for dinosaurs. As a result, even though they are small in stature, the Nu-Shasa are a force to be reckoned with.

The Nu-Shasa have a Shaman named Hsir. He seems to be favored by Shasa. The Tribe pays homage to the Sun Spirit, but really worships Shasa. Players who want to be Lesser *Dino sapiens* can be from Nu-Shasa.



Shasa is actually an alien whose ship crashed on Lur. Its body was badly injured, and it is still paralyzed from the neck down. Its vocal apparatus was destroyed. It has retrograde amnesia, and does not remember who it is or where it is from. It now believes it is in fact the "god" (i.e., patron Spirit) of the Lesser *Dino sapiens*. It is telepathic, and communicates with the Lesser *Dino sapiens* Tribe via its thoughts. It can direct their simple minds to an extent, and has had them create some advanced items without the benefit of Weird Prehistoric Science. These include a small stone pyramid and a litter it is carried around in.

Shasa has "taught" its subjects to mine and refine local metals; they produce crude metal decorations, weapons and armor. They also use bows and arrows; lesser *Dino sapiens* from Nu-Shasa may take the Shooting skill, unlike other *Dino sapiens*.

WATA GROUP

A settlement of Pteranodon men (population 23) who live around the rim of the Wata Volcano. The Wata group can fly (as Pteranodons). The group's High Elder is Cawshh, who is fair but not very bright. Their Shaman is Asnar, who is relatively wise and just. The Tribe worships the Sun Spirit as well as the Wind Spirit.

This would be a good settlement of origin for characters who want to be able to fly!

Note that there are more Pteranodon men living on the mountains known as The Teef. They are thought to be more primitive and warlike than the Wata Group.

See the Wata Volcano Savage Tale in Chapter Six for more information about this group.

RELIGION SECRETS OF THE SPIRITS

The Sun Spirit shines brightly in the sky. He sees His warm touch spread across the Land of Lur and knows all is good. The people and the creatures of the Land can see, and the mighty reptiles' very lives depend on His light and warmth. But even the Sun Spirit must rest. And so His sister the Moon Spirit watches over the Land while the Sun and the creatures sleep below.

But not all creatures sleep when the Sun Spirit does. Some take advantage of the darkness left behind, darkness unhindered by the soft glow of the Moon. And there are beings of shadow, things that dare not show themselves in the light of day. Sinister beings.

One day when the Sun Spirit woke, He saw the mark of evil upon the land. It was obvious to the Sun Spirit that His sister, the Moon Spirit, was responsible for this. She had betrayed Him while He innocently slept. So the Sun Spirit gathered the other Spirits, who temporarily put aside their differences and together imprisoned the Moon Spirit within the Moon for Her betrayal.

The wise Ahs and Dino sapiens Shamans know this legend, and believe it to be true.



But it is a lie, borne from Darkness and maintained by its quiet machinations upon the surface of the Land of Lur. As the Sun Spirit is good, the Spirit of Darkness is its opposite. The Spirit of Darkness did not arise from the Earth, as the other Spirits did. It comes from a dark place far, far away.

Fortunately, wherever the Sun Spirit casts His light, the Spirit of Darkness is pushed aside, into the corners and the holes and the dark places of Lur. Forced to hide by the Sun Spirit's light, It curses the break of day and celebrates the coming of night.

At one time the Moon Spirit also gave the Darkness Spirit pause. The Moon's soft glow was a threat, but it was nowhere near as harsh as the burning Sun. But the Moon Spirit's eyes were always upon the Land when the Sun slept, ever watching Her brother's beloved creatures below. She had to be removed if the Spirit of Darkness would ever have a chance of freedom from the light.

The Darkness Spirit has revealed Itself to a number of evil Shamans, who know It by the names of Dee-mun or Sha-Doh. The Spirit of Darkness wants to corrupt as many Shamans as possible. More and more Troglodytes, Lesser Troggs, and their kin are beginning to worship the Spirit of Darkness. Shamans of Darkness may use the powers listed below. These Shamans, in turn, can hopefully corrupt their followers into worshipping the Darkness Spirit, giving It even greater power. Some Shamans even trick followers of the Moon Spirit into praying to the Darkness Spirit.

Finally, the Moon Spirit has been imprisoned and branded a traitor. Even Her watchful eyes cannot threaten the Darkness Spirit now. It roams unhindered upon the Land while the Sun Spirit sleeps, free to begin the downfall of the Sun. And when the Sun is beaten and cannot rise again, the Spirit of Darkness will rule. And the creatures of the Land of Lur will die.

This is the story the Moon Spirit now whispers to anyone who will listen. But the Sun Spirit refuses to listen. Even the Earth Mother Spirit does not believe Her own daughter.

So is *this* the true story? Could the Moon Spirit just be making up the whole thing to try to get free? Well, Cave Master, She is actually telling the truth, but your players shouldn't know that at first. They will have to find out, probably

by completing the “Them Bones Gonna Rise” Savage Tale (see Chapter Six) and ultimately traveling to Spirit Rock.

To make matters worse, Weird Prehistoric Science is actually “powered” by the Spirit of Darkness. It wants technology to develop quickly to a level where humans can destroy the earth, and even blot out the sun, so It gives Cave

N.E.R.D.s new ideas. Because the Darkness Spirit is still relatively weak, Weird Prehistoric Science is limited in power. The Spirit of Darkness inspires Weird Prehistoric Scientists to invent things that have never been made before, but (as noted in the Arcane Background: Weird Prehistoric Science description) these **MUST** be conventional materials combined in unconventional ways.



POWERS ALLOWED BY THE SPIRIT OF DARKNESS

Armor (“Thick Hide”) (Range = Touch)

Blast (Range = 1 Hand/2 Hands/4 Hands)

Bolt (Range = 1 Hand/2 Hands/4 Hands)

Burst (Range = Cone Template)

Detect/Conceal Arcana (range = Sight)

Dispel (Range = Smarts in Knuckles)

Fear (Range = Smarts x 2 Knuckles)

Invisibility (Range = Self only)

Obscure (Range = Touch)

Puppet (Range = Smarts in Knuckles)

Quickness (Range = Touch)

Smite (Range = Touch)

Speed (Range = Touch)

Teleport (Range = 2 Hands per 3 Power Points spent, or 3 Hands with a raise)

Zombie (Range = Smarts Knuckles)

CHAPTER FIVE

RELICS OF LUR

RELICS

RELICS – our term for magical and otherwise very special or wondrous items in Sticks & Stones – should be hard to come by! By limiting the Relics in your campaign you make them all the more desirable, and they retain a sense of wonder and power. The items tied to Spirits are often jealous of each other, and this can create lots of problems for a character who tries to use more than one item (see item descriptions).

Relics in Sticks & Stones can be roughly divided into four categories (note some items may belong to more than one category):

- Items affecting Traits
- Items mimicking Hindrances and Edges
- Modified arms and equipment
- Items producing unique game effects.

Items affecting Traits and modified arms and equipment should be the most “common” types of Relics found. Items mimicking Edges are even more difficult to come by. Relics that produce unique game effects should be the “rarest of the rare,” as they represent some of the most powerful items in the Land of Lur.

Only Wild Cards gain the magical benefits of Relics; the Spirits won’t waste magic on average cavefolk. However, they are not subject to Malfunction.

The creation of Relics is best left to the individual Cave Master – this way the items and their effects can be tailored to your own campaign. However, we will not just leave you to your own devices! Presented below are 27 Relics that can be used “as is,” or adapted to fit your game. Note that Relics often have some sort of Hindrance associated with them.

DESCRIPTIONS OF RELICS

ARMOR OF SOKKEM

This set of dinosaur bone and plate armor is very finely made, and weighs only 25 pounds total. It was created by Sökkem, an Ahs chieftain, with help from a Cave N.E.R.D. It is non-magical. It gives the wearer 4 Armor Points on his head, torso, arms and legs. It is rumored that Sökkem was last seen (along with his armor) near the great Spirit Rock.

AXE OF MOGRA



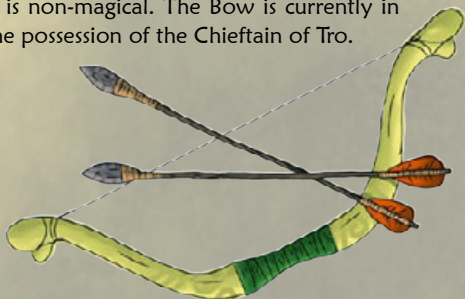
This two-handed, stone-headed axe is normal in all respects except it is finely made and well balanced. The character using it does not suffer the –1 Parry penalty normally assessed for using a two-handed weapon, and gains +1 to Fighting and +1d6 to damage rolls. The axe was made by Mogra, a weaponsmith of great skill from the Nim Feer Clan. It is non-magical. The axe was apparently captured by a Neanderthal, and it is unclear where it is today.

BOLDO’S DRAWING STICK

This odd waxy stick has the strange symbols “CRAYOLA” etched into it. Any character with the Pictogram skill who happens to possess this item may always allow his controlling player to use his dominant hand when drawing; however, he must still make a successful skill roll in order to use the skill. This non-magical device may have been brought to Lur by outsiders from the future; there are supposedly several colors of these drawing sticks scattered around.

BOW OF MIGHT

This finely crafted bow requires a minimum Strength of d8 but does 3d6 points of damage. It is non-magical. The Bow is currently in the possession of the Chieftain of Tro.



BRAK'S BERSERKING BELT

This leather belt has a stone "buckle" carved with a strange face. It was imbued with power by the Sun Spirit. Anyone wearing it gains the Berserker Edge. Brak was a devout worshipper of the Sun Spirit, and the Sun Spirit rewarded him with the belt for his devotion. This Belt is very jealous of other clothing, particularly armor, and refuses to work if a character wearing it has any type of armor (including a helmet). Brak was last seen going berserk in the middle of a group of T. Rex, so it is feared the belt may have been eaten along with Brak.

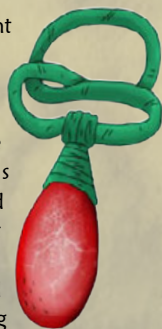


BUNG'S NASTY SLING

Bung was a Cave N.E.R.D. who invented a sling made of an unknown type of animal gut and additional parts allowing for great accuracy. The user of this sling(shot) rolls Shooting +2 (not Throwing) to hit. The sling(shot) is non-magical per se, but is a product of Weird Prehistoric Science. However, it is not subject to Malfunction. Bung traded the sling to a hunter, and it is unclear where it is today.

FEEL-GOOD STONE

This device consists of a bright red translucent stone suspended on a short piece of vine. When worn around the neck all Vigor rolls are made at +2. The Fire Spirit imbued this stone with this ability to help a Shaman named Drep successfully complete a quest to retrieve lava rock from the rim of a volcano. The Feel-Good Stone is very jealous of anything else magical worn by the character, and refuses to work if a character wearing it possesses any other magic item. Drep was last seen heading on a quest to find the Fire Spirit Temple, so it is unclear whether or not he is still alive and in possession of the amulet.



FLUGUM'S FIRESTICK

This item consists of a piece of flint and a small square of some hard and shiny substance. No one knows what the hard and shiny substance is, but it does seem to be useful when starting fires, as it sparks very easily. Anyone possessing this item may add +2 to Fire Starting, and if you have good kindling you can start a fire in d6 rounds. This item is non-magical, and is not subject to Malfunction. Flugum supposedly made a number of these firesticks, and they are scattered throughout the Land of Lur.

GIBBA'S BAM BAM BRACERS

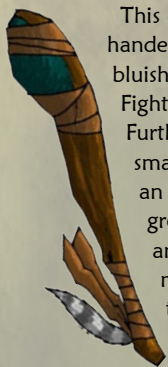
These leather wristbands have been decorated with an intricate etched pattern. They allow the wearer to fight as if he had the Ambidextrous and Two-Fisted Edges. Both Bracers must be worn to achieve this effect. The Bracers were imbued with magic by the Earth Mother Spirit to reward Gibba for faithfulness. Gibba passed them to his son, but it is unknown where they are today. The Bracers are jealous of any other magical Relics worn by the bearer, and stop working if these items are worn along with the Bracers.



GROK'S "UH-OH" BAND

Anyone wearing this simple tiger skin headband is treated as if they possessed the Danger Sense Edge. Grok was a great warrior, and was given this item by his Clan's Saber-Tooth Tiger Animal Spirit. The Headband is very jealous of any other items of armor or even clothing other than a loincloth, and stops working if anything other than a loincloth is worn. It is unclear where Grok and his Headband are currently located.

GUG'S CLUB OF THUMPING



This club appears to be a normal two-handed club, but it gives off a slight bluish glow. The wielder gets +2 to Fighting rolls and +d6 to damage rolls. Further, once per day its user may smash it against the ground and send an earth shattering rumble along the ground. Use the Cone Template – any characters touched by the cone must make an Agility roll at –2. If they fail they fall to the ground and lose their ability to take any actions during the round – they are Shaken and prone. This magical item was imbued with power by the Earth Mother Spirit to aid Gug in a quest. Gug is still apparently in possession of this item. It is very jealous of any other magical Relics, and does not work if the character possesses any others.

HORN OF THE BEAST

This powerful Relic was created from the tusk of a giant Woolly Mammoth. It has been decorated with intricate carvings and polished to a high sheen. It is quite large (three feet in length) and fairly heavy (10 pounds). In order to properly function, the device must be carried on the owner's person at all times – perhaps this explains the wide leather strap attached to it! The Relic is currently in the possession of Vinka – Shaman of Nim-Feer and member of the Tribe of the Teef.

Permanent Effects:

This item increases the character's Toughness by +1. In addition, the character is treated as wearing armor (+1) even if she is naked! Of course, all of these bonuses rely on the device remaining on the character's person - if it leaves

their person the character is immediately treated as having their normal Toughness, and they lose the benefits of the armor bonus.

Limited Effects: Once per day the character may blow the horn in an attempt to dishearten her enemies. The character may place a Large Burst Template anywhere within her sight. Any enemies even partially within the template must make a Spirit check at -2 or become Shaken.



Once per week the character may blow the horn to summon d4 Woolly Mammoths to her aid (use the Woolly Mammoth stats in Chapter Seven). The creature(s) arrive d6 rounds after the horn has been blown and do whatever they can to aid the bearer of the horn and her allies. They remain for 3d6 rounds or until the danger to the bearer subsides – whichever comes first.

Restrictions: Like any magical Relic, this one has an overbearing sense of self-importance and does not function if the character is carrying any other Relics. In addition to its attitude, this Relic is very protective of Mammoths – perhaps because the Spirit of a great Mammoth is imbued within. If the bearer of this device ever knowingly harms a Mammoth, it summons d4 giant Mammoths (use the Woolly Mammoth stats in Chapter Seven) to ensure the transgressor is properly punished!

These summoned creatures fight to the death and pursue the evildoer until either they or the target of their wrath are destroyed. As if that weren't enough, any Woolly Mammoths encountered in the future attack the poor character on sight and the device no longer functions for that character.

HRULF'S GEM OF POWUH

This dark purple gem acts as a Power Point reservoir. It provides any Shaman possessing it with five bonus Power Points. These Power Points are used and recharged in the normal manner. Hrulf was a Neanderthal Shaman who was given this gem by the Moon Spirit. The gem is very jealous of other magical items, and resents items associated with the Sun Spirit in particular. It does not work if the character possesses any other magic item, and actually prevents the Shaman from recharging his or her own Power Points if the Shaman has any items associated with the Sun Spirit. Hrulf was lost during a Mammoth hunt, so the location of the Gem is currently unknown.

HUNGO'S HULKING HELMET

This unassuming tortoise shell helmet imparts a +d6 bonus on Strength rolls, Strength-based skill rolls, and melee combat damage rolls made by the lug wearing it. It was imbued with this power by the Water Spirit, who was very pleased by Hungo's slaying of a Megalodon. The Helmet is very jealous of any other magical armor, and does not work if the character possesses any. Hungo was last known to be in his coracle in the Big Water when a powerful storm hit, so the Helmet may be lost forever.

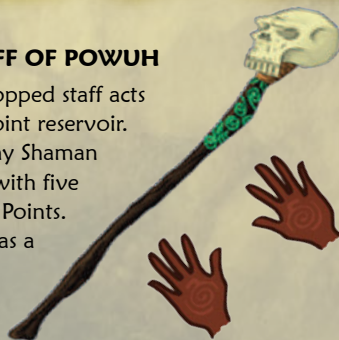


MIGGO'S FIRESTICK

This item appears to be a normal torch; however, it can be lit and extinguished on command (by saying "Miggo!"), and never burns down from its original size. It is otherwise treated as a normal torch. The word "Miggo" automatically comes into the character's head when they pick up the torch, but they must still level up to be able to speak the word. Miggo was given this magical item by the Sun Spirit for his faithfulness. He disappeared while exploring a cave, so its current whereabouts are unknown. The Firestick is very jealous of other Relics, and does not work if the character possesses any others.

NIF'S STAFF OF POWUH

This skull-topped staff acts as a Power Point reservoir. It provides any Shaman possessing it with five bonus Power Points. It also serves as a club in melee combat.

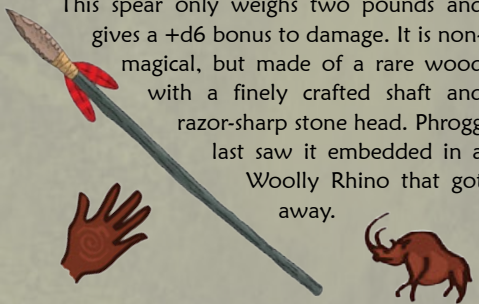


NUGGO'S HARD HEAD

This very finely made dinosaur skull helm provides Armor of +4 to the wearer's head. The helm is non-magical. It was designed for Nuggo by a Cave N.E.R.D. armorer, but was lost (along with Nuggo's head) during an encounter with some Neanderthals.

PHROGG'S SPEAR

This spear only weighs two pounds and gives a +d6 bonus to damage. It is non-magical, but made of a rare wood with a finely crafted shaft and razor-sharp stone head. Phrogg last saw it embedded in a Woolly Rhino that got away.



ROCKO'S SNAKE VINE

This 12-foot (two Knuckle) vine can expand to 36 feet (1 Hand) on command (by saying "Big!"); the end wraps around anything it touches upon expansion. It can be contracted in a like manner (by saying "Small!"); it immediately unwraps from anything it was wrapped around. These words automatically come into the character's head when they pick up the vine, but they must level up to be able to say the words (together they count as one word). This item was imbued with magic by the Earth Mother Spirit as a reward to Rocko for faithfulness in completing an important quest. Its current whereabouts are unknown. The Vine is very jealous of items associated with any other Spirit, and does not work if the character possesses any Relics associated with other Spirits.

SPIRIT TOTEMS

Spirit Totems only work for Shamans who are Seasoned or higher level. They give the Shaman an extra five Power Points while in possession of the Spirit Totem. Spirit Totems are very jealous of items associated with any other Spirit, and do not work if the character possesses any Relics associated with other Spirits.

SPUGG'S "NO SLIP" BOOTS

Anyone wearing these fur boots adds one die type to their Agility and gains an extra d6 on all Agility-based skill rolls that involve using one's feet. Spugg, a Cave N.E.R.D. who discovered traction, created these non-magical boots. There are several pairs scattered throughout the Land of Lur. These boots are not subject to Malfunction.

TEETH OF GLUK

In addition to having poor dental hygiene, the ancient Shaman Gluk was also a bit weird. As his teeth fell out, he carefully collected them and imbued each with magical powers. Once his head was "tooth free" he took his homeless teeth and placed them on a thin leather cord, which he wore around his neck. By holding a specific tooth and whistling at a particular pitch, he was able to invoke the power stored within.



Legend has it that Gluk and his teeth were buried together when he passed on; however, there are those who claim to have glimpsed the Relic on occasion. The last reported sighting of this Relic was in Ur-Akk, where it was reportedly seen in the possession of Glugga the Toothless. Only eight teeth remain imbued with power – the others have been lost or destroyed over the ages.

Limited Effects: Each tooth is treated as having a specific power (skill level is equal to the character's Spirit die type) and five Power Points imbued within. The Power Points do not regenerate in the normal manner – instead, each is fully charged once per month (on the first day of the full moon).

Permanent Effects: The character's teeth begin to rot the day he places the necklace around his neck. He loses one tooth per week thereafter! This effect cannot be reversed, although it can be stopped by giving the necklace to another Shaman. The net effect is that the character suffers a -1 Charisma modifier (and has to eat soft food from now on).

Restrictions: You must know the "magic whistles" to unlock the power of the teeth! Glugga knows the right pitches – but she's not sharing! Gluk lived and worked in the foothills of western Lur. Glugga knew this and located his ancient cave. The walls are covered with pictograms telling how to utilize the teeth. A Smarts roll is required to decipher the pictures and figure out how to "shape" the magic. If the roll fails the Shaman has failed to unlock the secrets of the Relic and may not try again until he gets smarter (i.e., increases his Smarts die type).

Gluk jealously hoarded his teeth – in life he always kept them on his person (if not in his head!). The teeth only work if they are worn around the character's neck. In addition, if the character has any other Relics on his person the Teeth of Gluk do not function.

Tooth One: Armor

Tooth Two: Bolt

Tooth Three: Boost/Lower Trait

Tooth Four: Fear

Tooth Five: Light

Tooth Six: Quickness

Tooth Seven: Smite

Tooth Eight: Speed



THOG'S SUPUH HIDE

This exceptionally well-tanned hide provides +2 Armor to the torso, arms, and legs, but only weighs 10 pounds (instead of 15 pounds as would a normal hide providing similar protection). It is non-magical. It is rumored to be in the possession of a Neanderthal Chieftain.

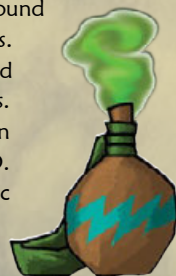
TUG'S YUM-YUM BAG & CHUGGEM BLADDER

Tug's Yum-Yum Bag is a fur bag that provides tasty food for up to three characters per day. Its counterpart, Tug's Chuggem Bladder, provides water for up to three characters per day. The Yum-Yum Bag was given to Tug – a powerful Shaman – by the Earth Mother Spirit to win his favor. The Water Spirit then gave him the Bladder to see if He could win Tug over from the Earth Mother Spirit. When Tug forsook the Earth Mother, she took revenge by trapping Tug in a cave-in. It appears the Bag and Bladder are still buried in a cave somewhere. These items are extremely jealous of each other as well as any other Relics, and do not work if within 10 feet of each other or if the character using them is in possession of any other Relics.

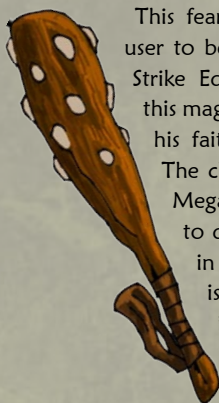


UG'S SMELLY CURE

Ug's Smelly Cure is usually found in a container that holds d4 doses. Each dose restores one wound and removes Shaken status. The liquid smells like rotten eggs. Ug was a Cave N.E.R.D. who specialized in prehistoric alchemy. He made a number of doses of his Smelly Cure, which was very successful. His next invention, Ug's Potion of Fire-breathing, was unfortunately not successful, and led to his demise (a tragic but rather spectacular event).



VIGO'S KAPOW KLUB



This fearsome-looking club allows the user to benefit from the Improved First Strike Edge. Vigo was rewarded with this magical club by the Water Spirit for his faithfulness and sacrifices to her. The club is covered with embedded Megalodon teeth that give it +d6 to damage. Vigo is still apparently in possession of the Klub, which is very jealous of other powerful items, and does not work if the owner is in possession of any other Relics.

WANGO'S LUCKY STONE

This pretty stone allows the bearer to gain one additional Shiny Rock at the start of each gaming session. Before the start of each session roll 2d6 – on any result of '2' or '12' the character has lost the stone and does not gain an additional Shiny Rock – the stone has disappeared! Wango had been a very unlucky caveman, and the Sun Spirit decided to take pity on him and gave him this rock. Unfortunately, he misplaced it very soon thereafter. It keeps showing up in different, apparently random places.





SABER-TOOTH ENCOUNTER

CHAPTER SIX

SAVAGE TALES OF ADVENTURE

Are your cave dwellers looking for adventure? Loot? Glory? Ways to impress the opposite sex? More importantly, are you looking for an excuse to give them a one-way ticket to visit the Spirits? No problem! Here are bunches of ways to get your players into trouble . . .

In this chapter, we've included an Encounter Generator to give you ideas about what to throw at your players when they are just out exploring, looking for love, or traveling from one location to another. Then, we give you some Savage Tales. These range from generic situations that you – the Cave Master – can expand on to create additional challenges for your players, to a series of linked “plot point” adventures that together comprise a campaign, to other Savage Tales that can be run as “one-shots” or diversions from an ongoing campaign.

ENCOUNTER GENERATOR

Using the Encounter Generator, you can create a wide variety of . . . well . . . encounters. You can use these tables to come up with an evening's entertainment, or plug them in as your players are traveling from place to place in a longer running Sticks & Stones campaign. The majority of these encounters are “everyday” prehistoric things; but “everyday” for Lur can certainly spell trouble for your players! Occasionally, using the Encounter Generator, the party will encounter something particularly deadly, or even find themselves in the middle of an adventure. Whenever you roll a ‘Savage Tale’ result on the Encounter Generator, run your players in one of the Savage Tales presented later in this chapter (if this fits with your plans for them; of course, you can ignore or modify any results as needed). In between these Savage Tales, feel free to insert any number of encounters created using the Encounter Generator or your own twisted imagination.

HILL/MOUNTAIN ENCOUNTERS

Hill/Mountain Encounter Table

2d6 Roll	Encounter
2-3	Mammals
4	Monsters
5-6	Dinosaurs
7	Flyers
8-9	Ahs
10	Neanderthals
11	Natural “Disaster”
12	Savage Tale

Mammals (Choose type & number): Cave Bear, Dire Wolf, Woolly Mammoth, Woolly Rhino, or small game animals.

Monsters (Choose type and number): Lesser Trog, Trogre, Troglodyte, Cave Troll, Dino Ogre, Giant Spider, Greater Skeleton, Terror Bird, or Yeti.

Dinosaurs (Choose type and number): Dilophosaurus, Dragonasaurus, Velociraptors, or small/non-threatening dinosaurs.

Flyers (Choose type and number): Prehistoric Birds (non-threatening), Pteranodons, or Quetzalcoatlus.

Ahs (Choose type and number): Cave N.E.R.D. with Gadget, Hermit, Hunting Party, or People in Trouble.

Dino sapiens or Neanderthals (Choose type and number): Hunting Party, Wandering Shaman, or Raiders.

Natural Disaster (Choose type): Avalanche, Earthquake, Fire, Landslide, Quicksand, Terrible Storm, or Volcano Eruption.

Savage Tale: Choose a Savage Tale from this chapter, or insert one from your imagination!

FOREST ENCOUNTERS

Forest Encounter Table

2d6 Roll	Encounter
2	Monsters
3	Natural "Disaster"
4	Flyers/Birds
5-6	Dinosaurs
7-8	Mammals
9	Ahs
10	Dino sapiens or Neanderthals
11	Natural "Disaster"
12	Savage Tale

Monsters (Choose type and number): Carnivorous Plant, Trogre, Giant Spider, Greater Skeleton, or Greater Zombie.

Natural Disaster (Choose type): Earthquake, Fire, Quicksand, or Terrible Storm.

Flyers/Birds (Choose type and number): Prehistoric Birds (non-threatening), Pteranodons, Quetzalcoatlus, or Terror Birds.

Dinosaurs (Choose type and number): Iguanodon, Stegosaurus, Triceratops, Utahraptors, Velociraptors, or small/non-threatening dinosaurs.

Mammals (Choose type and number): Cave Bear, Dire Wolf, Prehistoric Deer, Saber-Tooth Tiger, or small game animals.

Ahs (Choose type and number): Cave N.E.R.D., Hermit, Hunting Party, or People in Trouble.

Dino sapiens or Neanderthals (Choose type and number): Hunting Party, Wandering Shaman, or Raiders.

Savage Tale: Choose a Savage Tale from this chapter, or insert one from your imagination!



JUNGLE ENCOUNTERS

Jungle Encounter Table

Encounter	2d6 Roll
2	Monsters
3	Natural "Disaster"
4	Ahs
5-6	Dinosaurs
7-8	Mammals
9-10	Flyers/Birds
11	Dino sapiens
12	Savage Tale

Monsters (Choose type and number): Carnivorous Plant, Cave Troll, Snake (Constrictor or Poisonous), Swarm.

Natural Disaster (Choose type): Fire, Earthquake, Terrible Storm, Quicksand.

Ahs (Choose type and number): Cave N.E.R.D. in vehicle, Hermit, Hunting Party, or People in Trouble.

Dinosaurs (Choose type and number): Iguanodon, Stegosaurus, Triceratops, Utahraptor, Velociraptors, or small and/or non-threatening dinosaurs.

Mammals (Choose type and number): Apes, Saber-Tooth Tiger, or small game animals.

Flyers/Birds (Choose type and number): Prehistoric Birds (non-threatening), Pteranodons, Quetzalcoatlus, or Terror Birds.

Dino sapiens (Choose type and number): Hunting Party, Wandering Shaman, or Raiders.

Savage Tale: Choose a Savage Tale from this chapter, or insert one from your imagination!

PLAINS ENCOUNTERS

Plains Encounter Table

2d6 Roll	Encounter
2	Monsters
3	Natural "Disaster"
4	Flyers/Birds
5-6	Dinosaurs
7	Mammals
8-9	Ahs
10	Dino sapiens or Neanderthals
11	Natural "Disaster"
12	Savage Tale

Monsters (Choose type and number): Dino Ogre, Giant Spider, Greater Skeleton, Greater Zombie, or Terror Bird.

Natural Disaster (Choose type): Earthquake, Quicksand, or Terrible Storm.

Flyers/Birds (Choose type and number): Prehistoric Birds (non-threatening), Pteranodons, Quetzalcoatlus, or Terror Birds.

Dinosaurs (Choose type and number): Apatosaurus, Brachiosaurus, Dilophosaurus, Diplodocus, Spinosaurus, Stegosaurus, Syn-tarsus, Triceratops, Tyrannosaurus Rex, Utah-raptor, Velociraptors, or other non-threatening dinosaurs.

Mammals (Choose type and number): Cave Dog, Dire Wolf, Saber-Tooth Tiger, Stampede (Aurochs or Prehistoric Horses), Woolly Mammoth, Woolly Rhino, or small game animals.

Ahs (Choose type and number): Cave N.E.R.D. in vehicle, Hunting Party, Travelers, Raiders.

Dino sapiens or Neanderthals (Choose type and number): Hunting Party, Wandering Shaman, or Raiders.

Savage Tale: Choose a Savage Tale from this chapter, or insert one from your imagination!

DEEP WATER ENCOUNTERS

Deep Water Encounter Table

2d6 Roll	Encounter
2-3	Monsters of the Deep
4-5	Natural "Disaster"
6	Flyers
7-8	Aquatic Animals
9	Ahs
10	Dino sapiens
11	Natural "Disaster"
12	Savage Tale

Monsters (Choose type and number): Giant Tortoise, Megalodon, *Plesio sapiens*, or Pliosaur.

Natural Disaster (Choose type): Terrible Storm, Tidal Wave/Tsunami (e.g., from meteor impact), or Whirlpool.

Flyers (Choose type and number): Prehistoric Birds (generally non-threatening), Pteranodons, or Quetzalcoatlus.

Aquatic Animals (Choose type and number): Big Fish, Prehistoric Whale, small/cute/non-threatening aquatic reptiles.

Ahs (Choose type and number): Ahs in coracles or on rafts, Cave N.E.R.D. in aquatic Weird Prehistoric Science vehicle.

Dino sapiens (Choose type and number): Aquatic or flying *Dino sapiens*.

Savage Tale: Insert a Savage Tale from your imagination! You don't really expect us to cover everything, do you?!



SAVAGE TALES

Here are some ideas for Cave Masters that range from adventure seeds to full-fledged Tales. Have fun with them!

GENERIC SITUATIONS

These can be developed into one-shot encounters or even more extended Savage Tales.

- **Crisis? What Crisis?**
- **Settlement Encounters**
- **Stampede!**
- **When Lightning Strikes**

CRISIS? WHAT CRISIS?

The players' Clan is facing a crisis of some sort. Their Shaman tells the Wild Cards that they must travel to a Spirit Temple and pray for advice on how to deal with the crisis. They must locate the Temple, and encounter a variety of hazards along the way. Once there, the characters learn of a solution to their crisis that involves traveling somewhere else and accomplishing a task (for example, dropping a cursed item into a volcano).

SETTLEMENT ENCOUNTERS

A variety of mini-Savage Tales can be based on events at a single settlement, or on issues that arise between settlements. For example, a rival settlement has stolen something that the characters must recover for their settlement (or the settlement they happen to be visiting). A Cave N.E.R.D., Shaman, or female may be missing, and the characters must locate them. They may have wandered into trouble or gotten kidnapped (or N.E.R.D.-napped!) by monsters, a raiding party, or another settlement.

STAMPEDE!

A group of 3d4 huge dinosaurs come rampaging into the area where the players happen to be. They wreak havoc until they are scared away or stopped.

WHEN LIGHTNING STRIKES

A freak lightning storm is witnessed by the players' Clan. They see an unusually bright lightning strike in some nearby hills which is followed by a huge clap of thunder. The Clan's Shaman believes this is a sign from the Spirits, and orders the characters to travel into the hills to find the place where the lightning struck.

The players travel there, perhaps encountering monsters and/or dinosaurs on the way. When they arrive, they find a big black spot. There is nothing supernatural at the site, but there are lots of shiny sharp bits scattered around (these are actually pieces of glass created by the lightning strike). The glass is fragile and can be sharp, but verrrry appealing to the females of the Clan.

PLOT POINTS

In this section, we have included rules for running a "plot point" campaign, where your characters will arrive at pivotal plot points but may do a variety of things in between. The plot points ultimately lead to an adventure where the players can literally save the Land of Lur!

The Spirit of Darkness is a growing threat to the Land of Lur. Because It is an alien presence, the other Spirits (except for the Moon Spirit) do not even know It has come to Lur. The Darkness Spirit is giving Lesser Troggs, Troglodytes and their kin increasing power, and is starting to unite them. It is plotting to imprison the Sun Spirit and fill the Land of Lur with cold and darkness. It has already joined with the Lesser Spirits of Shadow and Ice; they are gaining power as well.

The Moon Spirit knows of the Spirit of Darkness because She went to visit It on an island off the coast of Lur; the island is surrounded by clouds that mostly block out the sun. The Spirit of Darkness tempted the Moon Spirit to join It to defeat the Sun Spirit. She seriously considered this, but even the Moon Spirit (known as a troublemaker) realized how evil the Spirit of Darkness really is, and refused to join in Its plans.

As a result, the Spirit of Darkness tricked the Sun Spirit into believing the Moon Spirit was responsible for the ever increasing evil presence in Lur. The Sun Spirit convinced the other Spirits that the Moon Spirit needed to be imprisoned.

The Earth Mother Spirit, sensing that something else was afoot, declined to help. The Sun, Fire, and Water Spirits, along with the Lesser Spirit of the Wind, put aside their differences, traveled together to the moon, and imprisoned the Moon Spirit in a magical cage there.

Her followers still draw power from Her, but otherwise the Moon Spirit can do very little but try to convince the other Spirits that She is wrongly imprisoned. None but the Earth Mother pay any attention to Her; even The Earth Mother does not believe Her own daughter.

The Spirits who imprisoned the Moon Spirit each have a “key” (in the form of a gem) to Her cage; all of the gems must be used to “unlock” it. The Spirits only part with the gems if they can be convinced that the Spirit of Darkness really exists. Even then, they demand that a quest be performed for each of them to prove the players worthy of receiving their aid. Once the players are given the gems, they may keep them.

The ultimate goal of this Sticks & Stones plot point campaign is to imprison the Spirit of Darkness. The Spirits of Lur cannot be killed, but if the Darkness Spirit is imprisoned, Its power will be greatly diminished, and It will be unable to carry out Its sinister plan to enshroud Lur in perpetual darkness. The players need to accomplish the following:

1. Find out that the Spirit of the Moon has been falsely imprisoned

The first Neanderthal Shaman whom the characters encounter on friendly terms has any willing characters join him or her in a ceremony where they sit in a circle, hold hands, and close their eyes. The Shaman shares a vision of the Moon Spirit in a cage, trying to get out and shouting a warning; meanwhile, darkness is creeping across Lur. The Shaman believes the characters should find a Mammoth Graveyard for proof that the Moon Spirit is falsely imprisoned, and to deal with a terrible evil there (though communicating this will be challenging!). However, the Shaman does not know where the graveyard is located.

Have your players learn of or stumble into the “Them Bones Gonna Rise” Savage Tale when they are ready for Part Two.

2. Find out that the Spirit of Darkness exists

This occurs when the characters defeat the Shaman in the “Them Bones Gonna Rise” Savage Tale, and get his Daak-Stone. They must figure out what to do with it (it apparently cannot be destroyed). A Shaman can tell the characters to take the Stone to Spirit Rock to find out what to do next.

Have a Shaman “tell” the players to go to Spirit Rock when they are ready for Part Three.

3. Convince the other Spirits

Seeing the Daak-Stone convinces the Spirits that there is something evil afoot, but they will not be certain that the Moon Spirit is innocent. The Fire, Water, Sun and Wind Spirits agree that if the players go on a quest for each of them, they will give the players the gems needed to free the Moon Spirit.

4. Complete four Quests

The players must complete four quests and return to Spirit Rock:

You can send the players on these quests in quick succession, or have other adventures between them. The quests may be completed in any order.

When the players are ready for a new quest, the next friendly Shaman they encounter (or a player as appropriate) has a vision of the next quest. This could be communicated in narrative form or experienced directly in a shared ritual.

QUEST FOR FIRE: the players must retrieve an Ice Spirit Relic (see the “Shivering Cave” Savage Tale). They will be given a red gem by the Fire Spirit for accomplishing this. When it is held and the holder concentrates, it bursts into a flame (up to around 12 inches high) that does not hurt the bearer, but radiates heat and can set other flammable objects on fire. It illuminates like a torch.

QUEST FOR WATER: the players must deal with the menace of Dee Va Reef (see the “Dee Va Reef” Savage Tale). They are given a blue gem by the Water Spirit for accomplishing this. When it is held and the bearer concentrates, pure water flows from the gem (up to 6 gallons per day).

QUEST FOR THE SUN: the players must rescue a trapped and injured Shaman of the Sun (see the “Stuck in the Great Sticky Pit” Savage Tale). They are given a yellow stone by the Sun Spirit for accomplishing this. When it is held and the bearer concentrates, light emanates from the gem (illuminates a Large Burst Template area like daylight). Undead suffer -2 to all rolls when in this area.

QUEST FOR THE WIND: the players must free an enslaved worshipper of the Wind Spirit (see the “Beeg Burd” Savage Tale). They receive a clear gem from the Wind Spirit for accomplishing this. When it is held and the bearer concentrates, breathable air emanates from the gem (enough to keep a roughly 10x10x10 foot area breathable).

After they have completed all of these quests, the players should return to Spirit Rock.

5. Determine how to free the Moon Spirit

When the characters return to Spirit Rock, the Spirits give them the gems needed to travel to the moon to free the Moon Spirit. The Spirits suggest that the players find the greatest Cave N.E.R.D. in Lur to help them get to the moon. This is Ine-Stine of Yu-Toap.

Ine-Stine has in fact been working on a giant catapult to send someone to the moon. He has already constructed a capsule made from a Supersaurus egg. However, he needs an incredibly strong, stretchy material to give the catapult enough power. What he needs is the wing muscles of an adult Dragonasaurus. The characters must find and defeat a Dragonasaurus and return with its wing muscles.

The players learn of the Dragonasaurus lair in whatever fashion you see fit. They might be “told” by a Chieftain, or the information about the lair’s location might be traded in exchange for the players’ help in performing a task.

6. Defeat a Dragonasaurus and head to the Moon

The players must complete the “Dragonasaurus Hunt” adventure. If the characters manage to kill the Dragonasaurus and get its wing muscles, Ine-Stine will prepare the catapult to send them to the moon. The characters will be catapulted there successfully. They land on the moon, and quickly find the Moon Spirit. However, the Darkness Spirit has placed a fearsome foe to serve as a guardian. The characters must defeat it and use the gems to free the Moon Spirit.

The journey to the final plot point must occur during the full moon. For dramatic purposes, the night the players are catapulted to the moon should be the first night of the full moon.

7. Imprison the Spirit of Darkness

The Moon Spirit knows where the Spirit of Darkness resides. She offers to return the characters to Lur, and to provide a boat to take them to the island where the Darkness Spirit dwells. The players must travel to the island, defeat its minions, and imprison the Spirit of Darkness.

See the “When Darkness Falls” Savage Tale for the concluding chapter of the plot point adventures.

PLOT POINT SAVAGE TALES

These Savage Tales must be completed for the players to accomplish the plot points described above. They are presented in the probable order they will be attempted, but this can vary a bit – especially the order of the quests for the Spirits. Your players may have a variety of encounters and complete other Savage Tales between these plot point adventures.



PLOT POINT ADVENTURES

Them Bones Gonna Rise! (Plot Point: Prove the Darkness Spirit exists)

The Mystery of Spirit Rock (Plot Point: Meet the Spirits and receive quests from them)

Beeg Burd (Plot Point: complete a Quest for the Wind Spirit)

Dee Va Reef (Plot Point: complete a Quest for the Water Spirit)

The Shivering Cave (Plot Point: complete a Quest for the Fire Spirit)

Stuck in the Great Sticky Pit (Plot Point: complete a Quest for the Sun Spirit)

Dragonasaurus Hunt (Plot Point: Defeat the Dragonasaurus to get its wing muscles to power Ine-Stine's catapult)

Bang! Zoom! To the Moon! (Plot Point: Catapult to the moon and free the Moon Spirit)

When Darkness Falls (Plot Point: Imprison the Spirit of Darkness)

THEM BONES GONNA RISE!

This Savage Tale must be successfully completed to obtain proof that the Darkness Spirit exists.

OVERVIEW

This Savage Tale takes place in the sacred Mammoth Graveyard, located in a sheltered valley in the hills north of Ker-Wupp. As noted in the location description, within the last moon an evil Shaman has taken up residence here and is using the sacred boneyard for his own nefarious purposes. With the help of a Relic given to him by the Spirit of Darkness, he is raising a force of Giant Skeletons to terrorize the countryside. The players must get the Relic from him and bring it to Spirit Rock to prove to the other Spirits that the Spirit of Darkness really exists.

BACKGROUND

A Shaman of the Fire Spirit named Kon-Da tracked a dying Woolly Mammoth to the Sacred Graveyard along with a group of hunters from his Clan. Once they stumbled inside, they were awe-struck by the valley full of bones before them, most bleached white in the heat of the sun. Their awe turned to terror as they saw skeletal guardians advancing toward them; the guardians prevented them from escaping.

The Shaman fled and managed to hide, leaving his fellow Clansmen to die. The skeletal guardians quickly slaughtered the others, but the Shaman hid in a deep, dark hole at the edge of the valley. There, he wept for his lost people and prayed to any Spirit that would listen.



The Darkness Spirit listened, and promised freedom and power if Kon-Da would worship it. The Shaman began to worship the Darkness Spirit, and the Darkness Spirit rewarded him with a Daak-Stone. The Daak-Stone contains a bit of the essence of the Spirit of Darkness. It is quite powerful (see below). Kon-Da is using it to raise an army of undead Mammoths and Mastodons, and is preparing to take them forth from the valley to wreak havoc on nearby settlements.

HOW DEAD WAS MY VALLEY

The Valley of the Mammoth Graveyard is already largely filled with the bones and rotting remains of generations of Mammoths and Mastodons who have instinctively traveled here as they were dying. Bones and tusks are piled on the sides of the valley, and now clutter the central path since the guardians have been taken over by Kon-Da.

The sides of the Valley are very steep, rising up more than 60 feet in most places. It is effectively a "box canyon," with the only way in or out through the south end.

Kon-Da now lives in the north end of the Valley, in a part cave, part bone structure. There are two Undead Mammoths guarding the entrance to the Valley, and up to eight more (depending on how powerful your characters are) near Kon-Da's home. They are all under Kon-Da's control due to the Daak-Stone.

Kon-Da attempts to stay hidden in his structure, but uses powers to help the Mammoths against the characters. However, if the characters defeat the Mammoths, Kon-Da offers to give them the Daak-Stone in exchange for his life.



Kon-Da

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Fire Starting d4, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 1 Hand; **Parry:** 5

Toughness: 5

Hindrances: Barely Verbal, Vow (Major: to Spirit of Darkness)

Edges: Arcane Background – Shamanic Magic, Quick, Power Points

Power Points: 15 - Regain 1 every hour; Powers: many (three); see below

Powers:

- **Armor**
- **Bolt**
- **Raise/Control Greater Skeleton/Zombie:** As long as he possesses the Daak-Stone, Kon-Da can control all of the Undead Mammoths/Mastodons present. He will not be able to raise any more during this adventure.

Gear: Fur clothing, water skin (full), animal skin bag, flint and rock with tinder, spear, skull totem (2 lbs.), Daak-Stone (1 lb.)

Language: Fight, Yes, No, Dead

The Daak-Stone: This evil Relic is actually a piece of the Spirit of Darkness that has taken the form of a smooth, round black rock. Kon-Da keeps it in a special pouch. If anyone else carries it, they start getting the desire to gaze into the Daak-Stone, and even get visions of wondrous lands that can apparently be seen in the Daak-Stone. If they actually do gaze into it, they encounter an aspect of the Darkness Spirit: a dark, chilling presence that rivets their attention (roll Spirit at -4 to avert gaze; can roll every action) and begins to probe their mind. The probe continues until the character succeeds at the Spirit roll or someone takes it from them or otherwise prevents them from gazing into it. The characters are unable to destroy the Daak-Stone, or even make a mark on it.

Undead Mammoth/Mastodon

{Number based on what your group can handle}

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 15

Special Abilities:

- **Attacks:** Undead Mammoths/Mastodons can attack with their tusks at Strength +d6.
- **Cause Fear:** -2 to Fear checks
- **Fearless:** These creatures are immune to Fear and Intimidation
- **Large:** +2 to be hit.
- **Size +5:** These creatures are very large.
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, piercing attacks do half damage



THE MYSTERY OF SPIRIT ROCK

This Savage Tale takes the characters to Spirit Rock, where they must find out how to commune with the Spirits.

BACKGROUND

Spirit Rock is a huge, Devil's Tower-style flat-topped mountain with nearly sheer sides that would be extremely difficult to climb. Some dwellers in the Land of Lur believe giants live on top of Spirit Rock. It is also believed that the Spirits regularly meet at Spirit Rock, and even that the Sun Spirit sleeps here at night. Strange lights are sometimes seen coming from the top of Spirit rock at night.

Though giants do not live there, the Spirits do indeed come to Spirit Rock; particularly if they are summoned to the magical pool on top of it. Getting to the top of Spirit Rock can be quite challenging, however.

SCENE I: GETTING INTO THE ROCK

There is a hidden cave entrance at the base of the plateau. This is very hard to locate (Notice roll at -4), since it is well concealed behind some vines.



A winding cave passage leads upward. Near the top, the passage opens into a large round cave guarded by an ancient, relatively intelligent Dragonasaurus that can communicate simple ideas telepathically. Also in this cave are two Pteranodon-like statues on either side of a large stone door. These statues are ancient, magical Gargoyle-like constructs that animate to assist the Dragonasaurus if needed. Characters must have a worthy/legitimate purpose to be allowed to pass. The Dragonasaurus can mentally open the door, which leads to a passage to the top of Spirit Rock. The door can ONLY be opened by the Dragonasaurus.



Statues

The winged statues are ancient magical creatures. They are semi-intelligent, and made of stone.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 1 Finger on ground/see Flight; **Parry:** 6; **Toughness:** 14 (6)

Special Abilities:

- **Bite:** Strength +d6 damage.
- **Flight:** The statues have a Flying Pace of 2 Hands (4 Hands if diving) with a Climb of 0 (1 Hand on the tabletop).
- **Size +2:** Small body but big wings.
- **Stone Skin:** Adds +6 Armor all over.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; Piercing attacks do half damage; immune to disease and poison.



Dragonasaurus

Use the stats for the Adult Dragonasaurus in the Bestiary, with a Smarts of d6 (non-Animal intelligence).

SCENE II: ATOP THE ROCK

On top of Spirit Rock is a plateau with a circle of six large standing stones (each representing one of the major Spirits: Earth Mother, Fire, Water, Sun, Moon, and Wind). Each stone has carvings depicting its Spirit. A stone Pteranodon is perched atop each stone (except the stone of the Moon); they animate and attack if “unauthorized” flyers or climbers manage to make it to the top. There is a circular pool in the center of the stones that is shared by all of the Spirits. An aspect of the Spirits appears here if it strikes the Spirit’s fancy. To increase the chances, characters may want to cast a suitable item of value (a pretty rock, a weapon, etc.) into the pool.

The major Spirits appear before their stone; the minor Spirits appear above the pool.

SCENE III: MEETING THE SPIRITS

When a Spirit decides to appear, the water spirals like a whirlpool, then clears, and an aspect of the character’s Spirit appears. These aspects have no substance and cannot be harmed, but can telepathically communicate using images. The Spirits appear as follows:

- **Earth Mother Spirit:** A reddish brown female clay-like humanoid
- **Sun Spirit:** An intensely bright humanoid
- **Water Spirit:** A humanoid form made of water
- **Fire Spirit:** A humanoid form made of fire
- **Wind Spirit:** Characters feel a gentle breeze and barely see a shimmering humanoid figure
- **Other Spirits:** Other Spirits probably will not appear, but if a character worships one or otherwise manages to summon one, choose an appropriate form.

If the characters travel here after obtaining the Daak-Stone, the Earth Mother, Fire, Wind, Water, and Sun Spirits all appear. The Spirits do not actually speak. Using gestures and mental

images, they “question” the characters about what happened. The characters feel as if their minds are being visited, and see pictures in their heads when images are shared.

If the characters defeated Kon-Da and brought the Daak-Stone, the Spirits are pleased. They all seem to agree that the Spirit of Darkness is a real menace. However, the Spirits are still very doubtful that the Moon Spirit is innocent. The Fire, Water, Sun and Wind Spirits agree that if the characters go on a quest for each of them, they will give the characters the “keys” (i.e., gems) to free the Moon Spirit.

The Cave Master should act out the encounter with the Spirits, and describe the images to the players when they are presented. If there is some confusion, that’s fine. At this point, they should just have a fairly clear idea that they must go on several quests. You can have the specific quests presented to the players in a variety of ways. They may be “told” directly by the Spirits. They may have dreams or visions, or be “told” of a quest by a Shaman. The timing and exact order of the quests is left up to the Cave Master.

BEEG BURD

The “Beeg Burd” Savage Tale is the quest that must be completed for the Wind Spirit.

This adventure should take place in a hilly/mountainous area near an Ahs settlement. The exact location can be tailored to your campaign. See the map of the plateau for the locations of the important elements of this Savage Tale.

OVERVIEW

A giant Pteranodon is snatching people from a settlement and taking them to a nearby plateau. An evil Beast Master who lives on the plateau is actually controlling the Pteranodon, and is using the people as slaves to serve him and work on a pretty rock mine. A Shaman companion has invented a growth elixir that makes the Pteranodon so huge. The Beast Master and Shaman have some Troggs that work for them to help keep the slaves in line.

A Shaman of the Wind Spirit (Kaa-Taa) has been captured and enslaved here. If she is freed, this proves to the Wind Spirit that the players are worthy, and the Wind Spirit gives the players Her “key” to the Moon Spirit’s cage if they travel to Spirit Rock to commune with Her.

PRETTY BIRD! PRETTY BIRD!

The plateau has nearly sheer sides, making it extremely difficult to climb. It is around 120 feet high. Anyone attempting to climb this must roll for every 20 feet (six times before reaching the top). If the characters do not have any helpful “equipment” (e.g., vines or a pet monkey), this roll is made at -2. Assistive equipment allows the roll to be made without a subtraction.

The top of the plateau is a couple hundred feet across (see the map). At one end is a huge nest made of tree branches, whole trees, and bushes. The nest is around 40 feet across. This is where the giant Pteranodon roosts. There are several rocky outcroppings on the plateau that have cave entrances in them. One serves as the home of the Beast Master and Shaman. Another is home to the Troggs. The Troggs have tunneled all the way to the bottom of the plateau, and bring food and water up from below. This tunnel leads to an entrance at the base that is sealed with a flat rock and is extremely well-hidden; your players should not be allowed to find it even if they search. A third entrance from the top of the plateau leads to the shiny rock mine. There are several crude huts serving as quarters for the slaves.

The Beast Master is named Pur. He has Kaa-Taa tied up in his cave, since she will not cooperate with him, and he wants to prevent her from using her powers. The Shaman (who worships the Darkness Spirit) is named Dar-Va.

Beeg Burd

The Pteranodon that lives here is fed a growth potion every couple of days or it starts to shrink. Here are the stats for when it is fully under the effects of the growth potion.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 1 Finger on ground/see Flight; **Parry:** 6

Toughness: 16 (1)

Special Abilities:

- **Bite:** Strength +d6 damage.
- **Cause Fear** (-2 to Fear checks)
- **Flight:** Flying Pace of 4 Hands (8 Hands if diving) with a Climb of +1 (2 Hands).
- **Huge:** +4 to be hit.
- **Size +8:** This thing is enormous!
- **Thick Skin:** adds +1 Armor all over

Troglodytes

There are four Trog "on duty" guarding the prisoners. Up to four more may be in the Trog caves (adjust the number present as needed). See the Bestiary in Chapter Seven for Trog stats.

**Pur: Ahs Beast Master**

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Fire Starting d4, Intimidation d4, Notice d4, Shooting d6, Stealth d4, Survival d4, Throwing d4, Tracking d4

Charisma: 0; **Pace:** 1 hand; **Parry:** 5

Toughness: 5

Hindrances: Barely Verbal, Vow (Major: devoted to animals), Stubborn

Edges: Beast Master, Improved Beast Master

Gear: Fur clothing, animal skin bag, flint and rock with tinder, one-handed club

Language: Kill, Go, Fetch, Eat

**Dar-Va: Ahs Shaman of the Spirit of Darkness**

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Fire Starting d6, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 1 Hand; **Parry:** 5 (6 with spear); **Toughness:** 5

Hindrances: Barely Verbal, Vow (Major: to Spirit of Darkness)

Edges: Arcane Background – Shamanic Magic, Power Points

Power Points: Many (15), Regain one every hour

Powers:

- **Blast**
- **Fear**
- **Alchemy:** Create Growth Potion – Dar-Va has learned to create potions to keep the Beeg Burd big. This ability won't affect gameplay except through use of the potion below.

Gear: Fur clothing, animal skin bag, flint and rock with tinder, spear, Growth Potion (1 lb.).

Language: Trog, Beeg Burd, No, Attack

Growth Potion: Dar-Va has one remaining Growth Potion prepared. It is being stored in a hollowed out coconut. If you'd rather not have your players mess with it, just say it only works on Pteranodons.

If you want it to work on your players, assume the Growth Potion contains up to five doses; each dose causes a person to roughly double in size. It lasts for a day. It is up to the Cave Master to decide what will happen to characters who drink multiple doses at the same time – they could get REALLY big!

**Kaa-Taa: Ahs Shaman of the Wind Spirit**

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d4, Fire Starting d6, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6, Throwing d4

Charisma: +2; **Pace:** 1 Hand; **Parry:** 5

Toughness: 5

Hindrances: Barely Verbal, Vow (Major: to Spirit of the Wind)

Edges: Arcane Background – Shamanic Magic, Attractive

Power Points: Many (10) Regain one/hour

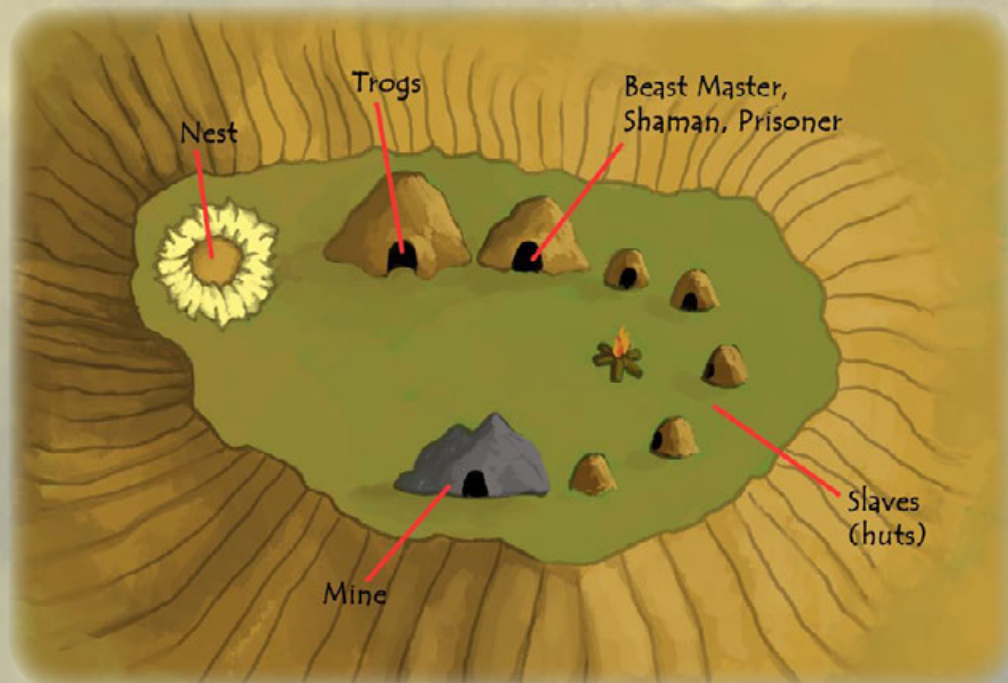
Powers: (cannot be used while she is tied up)

- **Bolt**
- **Healing**
- **Soar with Pteranodons (Fly)**

Gear: Fur clothing.

Language: Wind, Spirit, Fly, Attack

Beeg Burd Adventure Map: Top of the Plateau



DEE VA REEF

This is the quest that must be fulfilled for the Water Spirit.

OVERVIEW

The coastline along this stretch of water is strangely devoid of larger life-forms, although a close examination reveals caves that were apparently abandoned by an Ahs clan. Clans who live inland from this area, such as Tro and Nim Feer, are afraid of the area near the Reef – and for good reason. Living in the caves is a Tribe of Plesiosaur-like *Dino sapiens* (see the *Plesio sapiens* statistics in Chapter Seven). These savage creatures are less intelligent than typical *Dino sapiens*, but retain a cruel animal cunning that makes them a match for their more advanced prey. They hunt not only in the water around their domain, but occasionally venture farther onto the land on moonless nights in search of less scaly delicacies—namely Ahs women! Some fear that they mate with the women they steal, and that these women are giving birth to monstrosities. Strange creatures have in fact been

spotted near the Reef. The fate of these poor women is too fearsome to contemplate!

The *Plesio sapiens* worship the Spirit of Darkness. The Water Spirit considers them abominations, and is angry that they massacred the Ahs clan that was living here. These Ahs were devout worshippers of the Water Spirit. To prove themselves worthy to the Water Spirit, the players must eliminate the menace of the *Plesio sapiens* and free any Ahs prisoners they are holding.

ON THE BEACH

There are two cave entrances on the hillside above the beach. These lead to an abandoned cave complex (See the map).

When the characters arrive, there are five amphibian children playing on the beach. These are the offspring of *Plesio sapiens* fathers and captive human mothers. They look roughly human from a distance, but up close their pale, scaly skin and somewhat reptilian features become apparent. They run into one of the cave entrances if they spot the characters coming. They do not fight, but have the following stats if needed:



Half *Plesio sapiens* Children

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Swimming d6, Stealth d6

Pace: 1 Hand (land or water); **Parry:** 4

Toughness: 4

Special Abilities:

- **Aquatic:** These creatures have webbed feet and hands, and use their tail to swim (see water Pace above).
- **Bite:** Strength +d4 damage.
- **Low Light Vision:** These creatures are adapted to see in murky water, and see as well on a moonless night as a full-blooded Ahs does in the daytime.
- **Size -1**

THE CAVES

The *Plesio sapiens* have partially flooded the cave complex. They dug entrance tunnels that slope rapidly downward, and filled them with water. Characters must swim (or otherwise travel underwater) to get to the inner caves.

While the passages are flooded, they quickly slope up to the caves shown in tan on the map. There are vents in the roofs of these caves that lead to concealed holes on the hilltop; these are only about a foot in diameter. As a result, these caves have breathable (albeit fetid) air.

THE NORTHERN CAVES

The top (north) tunnel leads to two connected caves. There are six to 10 adult *Plesio sapiens* here depending on the strength of the party. If the children ran in the north entrance, they are here also. The *Plesio sapiens* attack immediately.

THE SOUTHERN CAVE ("LAIR")

The large cave nearest the southern entrance (marked Lair) contains the prisoners. There are four Ahs women in very poor shape. Two are pregnant, and two are nursing infants. The infants are half *Plesio sapiens*. Two of these women (one pregnant and one nursing) have become completely overwhelmed by the stress of their experience, and are largely unresponsive to others. The other two are traumatized but able to interact. There are three to six *Plesio sapiens* in the cave with the women (depending on how powerful the characters are); at least one is a Wild Card. They all fight ferociously if their lair is attacked. They have a Giant Clamshell full of pretty rocks (including many pearls).

Plesio sapiens

See the description and stats for *Plesio sapiens* in the Bestiary.

Ahs Women

Use typical Ahs stats for the women. Again, they have been severely traumatized by their experience, and are very fearful of the players.



THE SHIVERING CAVE

The quest of the Fire Spirit entails recovering the “Brrrrr” – the Relic of the Spirit of Ice that is kept in this cave – and bringing it back to Spirit Rock to sacrifice it. If the characters accomplish this, the Fire Spirit gives them his gem.

OVERVIEW

There is a mountain north of the Kol-Ra-Do River, deep in Neanderthal territory, that stands out from the nearby mountains. It is about the same size and shape, but the mountain is white! This is because the snow level is unusually low – so low that snow covers the mountain all the way to its base. The temperature near the mountain is noticeably colder than the surrounding area as well.

There is a large, drafty, and very cold cave in the mountain. The cave contains an ancient artifact that generates cold and produces ice. The artifact is encased in a large block of ice at this point. A group of Yeti lives in the cave and worships the artifact. They defend it at all costs. The players must retrieve the artifact and return it to Spirit Rock (it should be cast into the pool there). However, the Ice Spirit sends Yeti with a frozen minion named Fra-Sti to get it back after the players retrieve it.

SCENE I: TO THE CAVE

There is a good chance that the characters will need to cross the Ba-Sploosh River if they travel from Spirit Rock to the Shivering Cave. If they do, you might want to consider having them run across the Neanderthal settlement of Mee-Kuh. This could prove to be very interesting, since the residents of Mee-Kuh believe they are the only people in the Land of Lur. You might further complicate matters by having the Invasion of the Mammoth Hunters Savage Tale happen at this point.

SCENE II: INSIDE THE CAVE COMPLEX

When the characters arrive at the mountain, they will be uncomfortably cold unless they have furs or other suitable winter clothing. This causes a Vigor roll every 15 minutes they are near or inside the mountain; failure means the character gains one level of Fatigue.

Cave of the Brrrrr

The Brrrrr is the object (encased in ice) at the end of the cave. Adjust the number of Yeti as needed.



There are a number of Yeti in the mountain (see the map). They generally only venture out at night to hunt for food. However, there are two Yeti on guard at all times at the cave entrance. The cave entrance is easily spotted; it is on the southwest face of the mountain.

If any Yeti spot the players, they start shrieking, and the others gather where the disturbance is. If the Yeti are being dispatched quickly, after about half are down the others leave if possible.

Yeti

See Chapter Seven for Yeti stats.

The Brrrrr is encased in a large block of ice in the inner cave. In order to retrieve it, the characters must first melt or chip away the ice. This takes quite awhile unless they have a powerful heat source!

The Brrrrr

This Relic is a black, shiny, smooth spiral that is very cold to the touch. It is about 2½ feet long. Exposed skin develops frostbite after extended contact with the Brrrrr. Liquid freezes very quickly if it touches the Relic. Woe to he who puts his tongue on the Brrrrr (but you know some player will be dying to do so)!

SCENE III: ARE WE BEING FOLLOWED?

The Ice Spirit is very jealous of the Fire Spirit, and tries to prevent the characters from returning the Brrrrr to Spirit Rock. He sends cold winds

and snowstorms after the characters as they head back. He also sends two Yeti for each character, plus a "snow golem" named Fra-Sti after them. They follow the characters, and attack the first night (attempting to surprise the players).



Fra-Sti

Fra-Sti looks a lot like a Trogre made out of snow. He is completely loyal to the Ice Spirit. If he gets destroyed, don't worry; he'll be back again someday!

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 11

Gear: None

Special Abilities:

- **Cause Fear** (-1 to Fear checks)
- **Large:** +2 to be hit.
- **Size** +3: Fra-Sti is around 10 feet tall and very broad.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; Piercing attacks do half damage (he's made of snow, after all); immune to disease and poison.

Attack: Fra-Sti attacks with his fist (at Strength +d6 damage).



STUCK IN THE GREAT STICKY PIT

This quest must be completed for the Sun Spirit. The Sun Spirit wants a promising young *Dino sapiens* Shaman named Luk Lishh rescued.

BACKGROUND

The quest may be revealed when the players interact with the Sun Spirit himself on Spirit Rock, or with a *Dino sapiens* Shaman. Alternatively, one of your players may have a vision of Luk Lishh's predicament, with a face appearing in the sun and smiling when an image of rescuing Luk appears.

The Great Sticky Pit is actually a series of large tar pits in a valley in the western foothills of *Dino sapiens* territory. The *Dino sapiens* settlement of Hish-Hish is about 10 miles to the southeast. An important *Dino sapiens* from Hish-Hish (Luk Lishh) is missing, and it is feared that he perished in the Pit. The players are sent by the Sun Spirit to prove themselves worthy by finding and rescuing him.

It is very difficult to get to the spot where the *Dino sapiens* is trapped, and the situation is made even worse by the Pteranodons that fly over looking for easy prey. There are several Pteranodons circling overhead; they attack characters when they are most vulnerable (usually when alone and/or crossing a tar pit). In several places, the only way to proceed without going considerably out of the way is to cross a tar pit.

SCENE I: TRAPPED!

Luk Lishh, a Triceratops sapiens, is on a boulder surrounded by a tar pit (see map). There are small rocks that can be used as a path to get to him, though characters must jump from one to the next (use the Jumping rules in *Savage Worlds*). Most of the rocks are around two Knuckles apart.

Landing in a tar pit is a serious problem. It takes a Strength roll at -2 to move one Knuckle in tar (each raise gives an additional Knuckle of movement). Failure on the Strength roll means the character has sunk 12 inches into the tar, and further Strength rolls are at -3. Subsequent failures

cause characters to sink an additional foot, and Strength rolls are at an additional -1 for each foot that has been sunk. Characters who sink so far the tar goes over their heads will drown, but may have the satisfaction of knowing their bones will be preserved.

Luk has been wounded by a Pteranodon. He has a nasty head wound, and has been blinded in one eye. He is effectively Incapacitated until healed. When the characters try to rescue him, Pteranodons attack (around one per character).

Pteranodons

See the description and stats for Pteranodons in the Bestiary.

Luk is in training to become a Shaman of the Sun Spirit. Luk was last seen heading for the Great Sticky Pit (part of the process of becoming a *Dino sapiens* Shaman includes surviving a night in a dangerous place). When he is returned to Hish-Hish the quest of the Sun Spirit will be fulfilled.



Luk Lishh

Luk Lishh is a *Triceratops sapiens* Shaman-in-training. He is relatively friendly and gentle for a *Dino sapiens*.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d4, Fighting d6, Intimidation d8, Notice d4, Stealth d4, Survival d4

Charisma: -2 **Pace:** 1 Hand; **Parry:** 5

Toughness: 6

Racial Abilities:

- **Dinosaur Affinity:** Luk has an affinity for Triceratops and other dinosaurs closely related to them. These dinosaurs won't attack Luk unless they feel threatened by him.
- **Natural Weapons:** Luk has horns that give him a standard Fighting attack without a weapon for Strength +d6 damage.
- **Saurian Senses:** Luk has the Saurian Senses natural ability (gain +2 to Notice rolls and always considered "Active" when others are sneaking up on him; see the Savage Worlds Deluxe Edition rules for more information on what it means to be "Active").

Hindrances:

- Evolutionary Dead End
- **Outsider:** Luk has the Outsider Hindrance when dealing with anyone except other *Dino sapiens* of his sub-species (-2 Charisma).
- **Nonverbal**

Attack: weapon (usually a club) or horns (see above).

Language: proper nouns only.



SCENE II: BACK TO HISH-HISH

Any *Dino sapiens* encountered is very suspicious of the characters unless at least one character is a *Dino sapiens* and/or Luk can "explain" what happened. There may also be random encounters along the way.



DRAGONASAURUS HUNT

This adventure pits the players against the toughest creature in the Bestiary – the dreaded Dragonasaurus. Whether you are running this as a plot point for the players to retrieve the Dragonasaurus' wing muscles, as a one shot adventure, or as part of your own campaign, you can bet this will be a tough fight for the characters!

BACKGROUND

The characters have been informed by Ine-Stine that if they can retrieve the wing muscles of a Dragonasaurus, then he can complete his giant catapult and send them to the moon. However, there is no one at Yu-Toap who knows where a Dragonasaurus lair might be found. The players must discover this in some other fashion (of the Cave Master's choosing). For example, they may be "told" about it by a wise Clan Elder, or they might need to perform a task in exchange for this information.

After the characters have learned where the Dragonasaurus lair is, they must travel there. It can be located in a mountain just about anywhere in Lur.



SCENE I: ON TOP OF OLD SMOKY

The characters find themselves at the base of a mountain, with smoke rising from a large cave that is visible near the top. The characters are left with few options other than to climb the mountain if they are to face the mighty Dragonasaurus.

The climb should start easily, but grow more and more difficult the higher they get. After several hours of climbing the characters come upon a strange sight. While still around two hundred yards from the top, the characters must make Notice checks. Anyone who succeeds notices a dozen or so figures herding a young Iguanodon up the mountain toward the cave opening. The figures appear to be some sort of furry humanoids. Anyone who gets a raise on their Notice roll sees that the figures are apparently members of the Ahs race, but are covered in some sort of grayish substance that is similar in color to this part of the mountain.

Let the players watch long enough to catch on to what is happening, but do not let them approach too much closer before the Iguanodon reaches the cave entrance.

The Iguanodon shows some reluctance to advance, as if it can sense the danger, but several of the figures jab it with spears and it gives a cry and jumps forward. As soon as it reaches the entrance, a huge gout of flame erupts from the cave and engulfs the Iguanodon; it falls to the ground, writhing in pain.

At this point the Dragonasaurus comes into view. Its head pokes out of the cave, and it walks to the dying Iguanodon, finishing it off with a bite to its neck. It then turns its baleful gaze down the mountain. The characters are far enough back not to be subject to the Fear it causes, though they feel a chill go down their spines. At this point they realize that the figures ahead have disappeared! Actually, they have dropped to the ground and have frozen in place, but the paste on their bodies causes them to blend into the side of the mountain. The Dragonasaurus looks around and sniffs the air, but seems unable to locate anything. It then drags the Iguanodon back into the cave.

After the Dragonasaurus is out of sight, the figures rise (and the characters are able to pick them out again) and stealthily move away from the cave.

They take a path that winds around the mountain away from the characters, and they quickly disappear from view.

SCENE II: THE CAVES OF THE URG

If the players decide to follow the strange figures, they wind around the mountain until they come to a series of smaller caves where these people seem to live (these are the Caves of The Urg). If the players do not follow them you can advance to Scene III below. There are several crude statues of Dragonasauruses outside the caves, and it appears these people worship the beast.

Outside the caves, there is a bubbling fissure filled with the grayish foul-smelling sludge, and as they arrive, several women covered in the gray paste are harvesting some of the sludge and setting it aside to cool. Elsewhere, a woman can be seen applying the cooled paste to a small boy.

Some sort of ceremony also seems to be going on, apparently to celebrate the sacrifice. A Shaman wearing a crude Dragonasaurus costume is dancing around the figures the players saw on the mountain, but is making a show of not being able to see them. All of the people of Urg who can be seen are covered with the sludge.

If the characters approach and attempt to communicate with the people of Urg, they find them suspicious but not hostile. The Urgites even show them how to apply the paste if the characters can convince them they are friendly (after all, they don't want people the Dragonasaurus can sense in their settlement!). However, if the players make it apparent they are looking to fight the Dragonasaurus, the Urgites become angry and force them from the area. They do not attack unless attacked first.

The players may be able to find out that the Urgites feed the Dragonasaurus every two days.

Urgite (Ahs) Profile

Listed here is a typical member of the Urgite settlement.



Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Fire Starting d4, Healing d4, Notice d4, Stealth d8, Survival d6, Throwing d4

Pace: 1 hand; **Parry:** 5; **Toughness:** 5

Edges: Brave (Living this close to a Dragonasaurus tends to jade you to danger; add +2 to Fear checks)

Hindrances: Barely Verbal; Pacifist

Gear: Usually a club or axe (will only fight in defense or if the Dragonasaurus is in danger).

Effects of the paste: The paste that the Urgites rely on to hide them from the Dragonasaurus does exactly that. The pungent odor hides their scent and if they lie down and remain motionless, it effectively hides them against the stone. Treat it as giving a +4 to Stealth rolls. Obviously it does not hide someone who is attacking or making other significant movements.

SCENE III: A HUNTING WE WILL GO

Time to take on the Dragonasaurus! If the characters have secured some of the sludge from the Urgites, they can set an ambush for

the Dragonasaurus; otherwise, they can make whatever plans they wish to take it on.

If the players decide to attack when the Urgites are trying to make the next sacrifice, the Urgites are horrified, and may try to stop them. This might be a good opportunity for the Cave Master to influence the fight if needed. For example, if the Dragonasaurus is winning, the Urgites may confuse the Dragonasaurus so that it attacks them instead of the players. Otherwise, if the characters seem to be easily getting the upper hand, the Urgites can help the Dragonasaurus.

In any case, the Dragonasaurus will try not to leave her cave; she has gotten used to being fed and is now somewhat fat and lazy. In addition, she has an egg to take care of (see Scene IV for details). This restricts her actions somewhat; she won't be able to fly or use her tail lash too effectively in the cave.



Dragonasaurus

Use the adult Dragonasaurus stats from the Bestiary.

SCENE IV: VICTORY?

When the smoke clears, hopefully some of the characters are still alive and the Dragonasaurus isn't. If the Urgites are present, they run in fear at the death of their "patron Spirit." The characters are able to collect the Dragonasaurus' wing muscles if they have been sent by Ine-Stine to do so, but it takes awhile, and is a messy process. If the characters explore the cave, they find many pretty rocks, several Relics (up to 1 per player), and see a large (five feet across) egg that is beginning to hatch. Apparently this Dragonasaurus was a momma!

If there is a Beast Master in the party, this is a great opportunity to gain a new pet. Otherwise, the party may want to finish this little one off, or may choose to give it to the Urgites to replace their "patron Spirit." If the players do this, the Urgites are very grateful, and won't hold a grudge against them. Reward characters who do this with Shiny Rocks.

Note that the wing muscles are bulky and heavy (weighing around 50 pounds each); due to their bulk, each probably has to be carried by two people.

BANG! ZOOM! TO THE MOON!

The players must travel to Yu-Toap with the wing muscles of the Dragonasaurus. They are launched to the moon via a catapult built by the great Cave N.E.R.D. Ine-Stine.

SCENE I: COUNTDOWN

The residents of Yu-Toap gather quickly when the players arrive, since the whole settlement now knows of Ine-Stine's plans to launch his catapult upon the players' return.

Ine-Stine is very happy to see everyone (and the muscles in particular). He immediately installs them on the catapult, which is on a large wooden platform. The capsule (a Supersaurus egg that has been covered with dinosaur scales and hollowed out via a round "hatch" cut off one end) is around 10 feet high. It is furnished with woven seats (for all of your characters if this is reasonable) that are covered with vine netting. The seats are hanging from wooden cross-braces installed in the egg. There are furs lining the capsule to provide both padding and warmth (Ine-Stine has a theory that the higher you go, the colder it gets, though he probably won't bother to "explain" this).

[Purists may point out that dinosaur eggs were apparently never nearly this big. If they do, simply shake your head and have a coconut fall on their head from nowhere. They're too smart to be playing this game!]

Ine-Stine makes it known that the catapult can be launched tonight, once the moon rises. There is a great feast, and everyone waits for the moon to rise.

Once the moon rises, the capsule is carried to the catapult via a crude crane pushed by six Neanderthals. The Neanderthals crank the twin wheels that wind the muscle, and the massive catapult is drawn down to the ground. The wood creaks and strains. The Neanderthals load the capsule onto the catapult. The crowd goes silent. The characters climb in and (hopefully) secure themselves in the netting, and the end of the egg is sealed with tar. The Sun Stone or the Light power can provide illumination; otherwise, it is pitch black inside, and outside sounds are

muffled. Ine-Stine makes final adjustments to the catapult, aiming it at the moon.

The Cave N.E.R.D.s begin a countdown from 10 using fingers and grunts (though counting backward is confusing even to them; characters in the capsule making Notice rolls hear some confused grunting). Finally, Ine-Stine pulls a lever, and the tension on the muscles is quickly released. The capsule hurtles into the air.



SCENE II: WE HAVE LIFTOFF!

The passengers are flattened into their seats as they feel G-force like they've never felt it before! Characters must make Vigor rolls at -2 or take a Fatigue point. After they hurtle upward for what seems like hours, the capsule starts to get very cold. It then feels like it is beginning to slow down and starting to tumble. The passengers are no longer experiencing G-force – in fact, they start to float!

They spend a good hour in weightlessness (and extreme cold; the Fire Spirit's Gem can provide warmth if a character concentrates on this), and then the capsule stops tumbling, "rights" itself, and gravity (albeit relatively weak) pulls the characters back down into their seats (or to the bottom of the capsule if they are out of their seats).

At this point, the air in the capsule begins to become noticeably stuffy, and it starts to get hard to breathe. The Wind Spirit's gem can supply fresh air if a character holds it and concentrates.

SCENE III: WHAT GOES UP . . .

After the weightlessness subsides, the characters get the sensation in the pit of their stomachs that they are falling quickly. After a number of minutes pass, the characters are suddenly jarred as the capsule hits the side of a mountain on the moon. Fortunately, the capsule is traveling at virtually the same angle as the side of the mountain, so it does not break; it begins to slide down the side of the mountain. It travels fast enough that the friction causes the side to heat up, and the capsule begins to smell like burning egg!

The capsule then reaches the bottom, shoots across a valley, and rolls up a hill on the other side (anyone not in their seat must make an Agility roll at -4 – those in their seats must also roll, but without a subtraction; failure means you get bounced around the capsule and take 2d6 damage). The capsule then launches into the air again, and comes down in a dust-filled crater. The dust forms a cloud, but cushions the final landing for the capsule. Those inside, however, must make Strength rolls at -2 to hang on or be flung against the side that hits the crater, taking 2d6 damage.



SCENE IV: FIRST (CAVE) MEN ON THE MOON

The passengers may open the hatch by cutting through the seal, or they may break through the side of the egg itself (it is Toughness 12 due in part to the dinosaur scales lining it). They find themselves in the middle of a fairly large, round valley (crater) with several feet of dust at the bottom. The capsule kicked up quite a bit of dust, and so there is a cloud covering the area.

The atmosphere on the moon is thin but fortunately breathable, and the surface of the moon emanates a soft yellow-green glow. There is less gravity than on the earth, so characters find they can jump and throw objects great distances (make jump and throwing distances six times greater than normal).

When someone climbs to the top of the crater, they see a big hill in the distance (nearly a half mile away) with multi-colored lights emanating from it. As they approach, they can see that the lights are coming from a large cave entrance; the lights periodically flicker (because a large shape is moving in front of them).

SCENE V: THE GUARDIAN OF THE CAVE

The hill is fairly steep and pointed at the top. It is mostly hollowed out (the Spirits did this). There is a large entrance to the cave inside. The Spirit of the Moon – a roughly six foot tall “woman” with pale, greenish glowing skin – is imprisoned in a “cage” made of multi-colored lights (the colors of the Spirit Gems – red, blue, yellow and white). Guarding the Moon Spirit is a huge Tyrannosaurus Rex placed here by the Spirit of Darkness to ensure no one frees Her.

The T. Rex has an amulet of Dee-mun teeth around its neck that prevents the control beast power from working on it, and allows it to make an opposed Spirit roll against any power used against it (if it gets a success and beats the Shaman, the power fails to work). The T. Rex attacks anyone it becomes aware of who comes near.



Tyrannosaurus Rex

Use the T. Rex stats from the Bestiary. Remember, the T. Rex is a Wild Card! It also has an amulet around its neck (see above).



The players must defeat the T. Rex to free the Spirit of the Moon. When they defeat the T. Rex, the amulet crumbles to dust. Suddenly, the characters start to have images enter their heads from the Moon Spirit. The Moon Spirit shares a vision of the characters taking out their gems and touching them to the cage. As the gems touch the cage, the “bars” of the same color disappear.

When the Moon Spirit is freed, She dances around, does flips and cartwheels, and laughs almost maniacally. She comes up and kisses all of the characters.

SCENE VI: SHOW ME THE WAY TO GO HOME

The Moon Spirit “asks” what She can do for the characters. She indicates that She can send them back to Lur very quickly (using magic). She gives them a pale green gem (a “Moon Stone”; it bestows 10 extra Power Points on a Shaman who possesses it and worships the Spirit of the Moon). Using mental images that She shares with the characters, She “tells” them that they must defeat the Spirit of Darkness before it is too late.

It is growing stronger, and She shows the characters images of:

- The sun being blocked out
- Snow covering the Land of Lur
- The dinosaurs dying; and
- The other races of Lur beginning to die.

The Moon Spirit offers to take the characters to the Spirit of Darkness. She shows them an image of a boat that looks like a crescent moon being steered by a small crescent moon-headed creature. The characters see the boat taking them across the Big Water (at night, during the full moon) to an island covered with dark clouds. There is an image of a black monolith on the island; something huge and dark comes forward from the monolith. The "Spirit gems" appear, and converge on the dark shape. Then, the vision fades.

The Moon Spirit heals any wounds the characters have, and then has them stand in a circle and hold hands. Dust swirls around, and then blinds the characters; as their vision returns, they are back on Earth, standing on the coast of the Big Water in an unknown location. It is still dark, and the full moon is shining brightly. The characters see a boat coming toward them.

See "When Darkness Falls" for the continuation of this adventure.



WHEN DARKNESS FALLS

In this final plot point Savage Tale, the characters travel to the island where the Spirit of Darkness resides, and (if successful) imprison It.

BACKGROUND

The players have presumably just freed the Spirit of the Moon. They are standing on the coast of the Big Water. (They are actually on the peninsula south of the Neanderthal settlement of Nukk, but the characters probably won't know that.)

Read the following to your players:

The moon is full, and seems to be shining brighter than you've ever seen it before, making it look more like an overcast afternoon than the middle of the night. A shimmering boat appears in the distance. As it approaches, you can see that it is glowing with a pale green light. It seems to be shaped like a crescent moon. There is a figure the size of a young Ahs child with a crescent moon-shaped head in the back of the boat, holding onto a long stick (the rudder). You can't tell what is making the boat move.

The boat pulls up to shore in front of you. The little Moon-Man comes over to the side and throws down a knotted vine. He gestures to you to come aboard.

The "Moon-Man" does not make any noise – he cannot speak, and is in fact extraordinarily quiet. If the characters climb aboard (Climb rolls at +2), he gets back on the rudder, and the boat backs away from shore and starts to head out to sea.

The boat travels quickly out to sea. After about three hours (and roughly 30 miles), you see dark clouds up ahead, but they seem to be gathered on the surface of the water. This must be the island!

SCENE I: SAILING, SAILING . . .

See if the players are taking any precautions as they near the island. Find out where they are on the boat. Make them as paranoid as possible. Then read the following:

The boat continues forward, and plunges into the dark clouds. You cannot see more than a few feet in front of you. Suddenly, something comes slithering over the side of the boat – then another creature – then a couple more!

There is a group of *Plesio sapiens* swarming into the boat (at least one for each player). Draw cards and start fighting! These creatures seem to completely ignore the Moon-Man, who just stands there with his arms folded and watches the characters fight.

Plesio sapiens

Use the profile from the Bestiary in Chapter Seven.

SCENE II: WELCOME TO FANTASY ISLAND!

Assuming the players defeat the *Plesio sapiens*, they continue into the clouds.

The air has a distinct chill to it here. The boat slows, and you are jolted as you run aground. You see a beach in front of you. The clouds are not quite as thick here, but visibility is still very poor.

The Moon-Man gestures toward the beach. The characters must get out of the boat and proceed onto the beach. It is cold and windy. There is an obvious path lined with black stones heading up the beach and into a forest of dead trees. The path continues into the forest. If the characters follow it, after about 30 minutes (at walking pace) they come upon an area where the path is blocked by a huge web. The players can see that many of the surrounding trees also have these webs between them. The web strands are very thick, and it is virtually impossible to cut through them without getting your weapon hopelessly stuck.

There is a clearing about 50 yards ahead, but a number of Giant Spiders live here and guard the Spirit of Darkness. There is at least one Giant Spider for each character – adjust the number as needed. The webs form a sort of maze, and as the players zigzag through it toward the clearing they are attacked from all sides by the spiders.

Giant Spiders

Use the profile from Savage Worlds Deluxe Edition.

SCENE III: SLIPPING INTO DARKNESS

In the center of the clearing is what appears to be a roughly rectangular black monolith. It is actually a magical portal to the Plane of Shadow, where the Spirit of Darkness spends most of its time. The monolith looks like shiny black stone, but if anyone touches it, their hand tingles a bit and goes right inside. Anyone looking inside sees a dark, somewhat formless place that seems to be spinning. They must make a Spirit roll at -2 to avoid becoming Shaken by this phenomenon.

In this strange place, there is something that stands out – a huge, dark form that immediately turns its attention to anyone entering its domain. This is the Spirit of Darkness Itself!



Spirit of Darkness

This horrible Spirit is more than 20 feet tall, and so dark that nearby light is sucked into it. While it is hard to see details, it looks like a cross between a dinosaur and a classic greater demon.

Attributes: Agility d12+4, Smarts d 12, Spirit d12, Strength d12+6, Vigor d12+4

Skills: Fighting d12+4, Intimidation d12, Notice d12

Pace: Ground = 1 Hand; **Parry:** 10

Toughness: 18

Special Abilities:

- **Claws:** Strength +d12
- **Cause Fear:** (-4 to Fear check)
- **Death Breath:** The Spirit of Darkness can belch a cone of decay that withers all living things touched by it. This does 3d10 damage using the Cone Template. Every target touched by the cone can make an Agility roll at -2 to see if they avoid the attack. The Spirit cannot make other attacks during the round it uses its Death Breath.
- **Flight:** The Darkness Spirit has a Flying Pace of two Hands with a Climb of 0 (one Hand).
- **Hardy:** If the Spirit is Shaken, further Shaken results have no further effect. They do not cause a Wound.
- **Huge:** +4 to be hit.
- **Improved Frenzy:** Can make two total Fighting attacks with its claws in one action

at no penalty if It does not make a Death Breath attack.

- **Size +8:** The Spirit of Darkness is a massive creature.
- **Immortal:** may take unlimited Wounds without becoming Incapacitated or checking on the Injury Table (Wound penalties still apply, however).

The characters must stay alive long enough to make a successful touch attack on the Spirit of Darkness with each of the Spirit Stones. Each one sticks to the Spirit of Darkness (and shines with an intense light). If all five Spirit Stones successfully hit the Darkness Spirit, they all stick for a few seconds. Then:

Each Stone begins to shoot out beams of light of its own color. The beams intertwine and grow into a shimmering rainbow cage around the Spirit of Darkness. The cage begins to shrink, and the Darkness Spirit shrinks with it. It gets down to about 10 feet high, and stops shrinking. At this moment, the five stones fall to the ground outside the cage, but the rainbow cage remains. The Darkness Spirit lets out a howl and falls to its knees. You have successfully imprisoned it!

If your players manage to imprison the Spirit of Darkness, they have saved the Land of Lur from a sinister fate – for now! However, there are many other dangers your heroes can face in this land. And who knows what they might encounter if they head beyond the borders of the Land of Lur?

SCENE IV: BACK HOME AGAIN

Assuming it is still nighttime, the Moon-Man is waiting for the players on the shore, and takes them back to the same place where they were picked up. If it is daytime, the boat is gone, but reappears after the sun goes down the following night.

If the sun will rise before the group can make it back to the mainland (another three hour journey), the Moon-Man waves the group off the boat and refuses to leave shore. The boat and Moon-Man fade and disappear when the first rays of the sun appear; he returns at dusk.

MORE SAVAGE TALES

These Savage Tales can be used as “one-shot” adventures for a night’s fun, or can be plugged into an ongoing campaign as diversions from the main plot. They are presented roughly in order from least to most difficult, though careless or unlucky characters may get killed in ALL of them!

**Egg Hunt/Sunny Side Up
Earthquake!**

Land of the REALLY Lost

Maas Needs Women

**Valley of the Walking
Plants**

Into The Great Swamp

Magic From the Sky

Dinosaur Rumble

Valley of the Sharpteeth

Oh Wata Feeling!

The Teef

Up-Time Girls

Hal-An of Tro

Invasion from Beyond

**Invasion of the Mammoth
Clan**

**75,000 B.C.: A Prehistoric
Space Oddity**

Swarm!

EGG HUNT OR "SUNNY SIDE UP"

Egg Hunt is a good adventure to introduce the players to Sticks & Stones. It also works well as a convention game (it usually takes three hours or less to complete).

THE BRIEFING

The group gathers for a briefing outside their home caves. The Clan's Shaman "tells" the group to retrieve a Pteranodon egg from the top of a big rock to the south (or whatever direction is most appropriate for your setting). He pantomimes that they must pass a Cave Troll (they should sneak past), the Valley of the Dinosaurs (sometimes large meat-eaters are there), get across a river, and arrive at the rock. He notes that there are actually two big rocks in this valley, and he is unsure which rock has the nest.

SCENE I: CAVE GIRL IN TROUBLE!

After your "briefing," your group heads south, away from the Clan and the familiar hunting grounds. The landscape is hilly, with many trees, bushes, and wild flowers growing in the area. The mysterious Wata Volcano looms ominously in the east. A small herd of prehistoric deer eyes you nervously from a distance, but you ignore them and stay focused on your mission. A large bird flies overhead.

Suddenly, you hear a high-pitched scream, apparently coming from a nearby hill. What are you doing?

The group has encountered the lair of a Cave Troll and its Troglodyte minions. They have just captured an Ahs woman from another Clan, and are poking at her to see how tender she is. They are inside a cave in the side of the hill. The woman is Helg, from another Clan. She goes with the players when rescued from the clutches of the Cave Troll, and flirts mercilessly with any male characters.

Cave Troll

Use the Troll profile from the Savage Worlds Deluxe Edition.

Troglodytes (3)

Use the profile from Chapter Seven.

Helg (Ahs woman)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d4, Fire Starting d4, Healing d6, Notice d6, Stealth d6, Survival d6, Throwing d4

Pace: 1 Hand; **Parry:** 4; **Toughness:** 5; **Charisma:** +2

Hindrances: Barely Verbal, Clueless

Edges: Alertness (+2 Notice), Attractive (Helg is quite pretty, and unfortunately knows it)

Language: Helg, Hi, Okay, appropriate proper names (Cave Master's discretion)

SCENE II: VALLEY OF THE DINOSAURS

You continue traveling south, and come upon a valley that is not too far across, but very wide, stretching for a great distance to either side. There are some animals and dinosaurs grazing here, and drinking from the small ponds in the middle of the valley. How do you proceed?

Nothing appears dangerous here. When the group is around halfway across, there is a roar from the far side of the valley, and the animals and dinosaurs start to scatter. Coming charging out from behind a hill is a Dilophosaurus (make it two if the group is powerful enough)! It starts to head for a dinosaur, then sees the characters and heads straight for them!

The characters must defeat the Dilophosaurus or escape to the far side of the valley to proceed to Scene III.

Dilophosaurus

Use the profile from Chapter Seven.



SCENE III: WATER HAZARD

Once again, you travel to the south. After some time has passed, you come to a drop-off. There is a drop about as big as a Mammoth, water flowing past you at the bottom of the crevice, and another tall cliff on the other side. What are you doing?

The group has to get across by climbing down, swimming across, and climbing back up unless they think of an alternative plan. There are trees along the side of the crevice; a few are tall enough that they could be cut down to fall across to the other side. There are also vines growing on the trees, and a raft, etc. could be made. Tro-Puhs and other ground vehicles must typically be left on this side.

Once the group gets across the river, read the following and proceed to Scene IV:

You made it across the river! You continue south for a bit, and then enter a valley with two large stones that are taller than the biggest dinosaurs you have seen. There are a couple of dinosaurs wandering around the valley. What are you doing?

SCENE IV: HOW WOULD YOU LIKE YOUR EGGS?

There is a Pteranodon nest with three eggs on one of the rocks. The mother Pteranodon returns when someone climbs the rock (Climbing rolls are at -2 since the sides are pretty sheer), and attacks anyone menacing her nest. If she isn't enough of a challenge, have the father arrive.

Pteranodon

Use the profile from Chapter Seven.

The other dinosaurs (perhaps some Ankylosaurus, Stegosaurus, and Triceratops) leave the group alone if they do not get too close. If the group manages to get an egg down without breaking it, they have succeeded. When they finally succeed, read the following:

Congratulations! You have accomplished your mission! As the sun begins to set, you decide to stay here for the night, and head back in the morning. Helg offers to make you a feast to celebrate your success. As you re-enact the most exciting parts of your adventure, you notice that she is frying an awfully large egg for dinner . . .



EARTHQUAKE!

This Savage Tale should be used when the players are traveling from one place to another and are not on urgent business, since it diverts them for awhile. It would be especially appropriate if the players are escorting a non-player character.

OVERVIEW

The players can be just about anywhere when this adventure starts. They find themselves in the middle of an earthquake that opens up a crevice – some may fall in. The crevice leads to an underground cave that is the lair of a band of Troglodytes. The Troggs worship the skeleton of an Ahs wearing Dino Armor. The skeleton comes to life if it is disturbed.

SCENE I: WHOLE LOTTA SHAKIN' GOIN' ON

Read the following to the players:

Suddenly, the ground begins to tremble. It is almost imperceptible at first, but quickly grows in intensity. Before you know it, the surrounding area is shaking violently – make Agility rolls. [Rolls must be made at -2; if failed, the character falls prone.]

Without warning, the ground beneath you begins to split open, and dirt and rocks tumble into the widening crevice. As the hole widens, you begin to slip down the side as well. [Characters must make Climbing rolls at -4 or they fall into the crevice! If any non-player characters are present, try to make sure at least one falls in.]

Those of you who hold on manage to pull yourselves up and out of danger. Dust is pouring out of the crevice, obscuring your vision and making it hard to breathe. You are forced to close your eyes and hold on until the shaking finally slows and stops.

If anyone falls in, read the following:

You lose your grip and tumble backward. It feels like you are being swallowed whole by the Earth Mother Spirit herself! You are surrounded by choking dust and falling dirt and rocks.

If player characters fall in the crevice:

Any player characters who have fallen in take 3d6 + 3 damage (halved with an Agility roll at -2) and are automatically Shaken. If they make Notice rolls, they hear faint noises coming from the dark passage. Try to entice them to explore further rather than just being rescued from above.

If only non-player characters fall in the crevice:

they are grabbed by the Troggs and taken into their lair; the player characters hear screams coming from below. The screams quickly trail off, followed by an eerie silence.

If no one falls in the crevice:

you obviously need to work on fudging your rolls more! Seriously, after the dust cloud clears, have the players notice the crevice obviously leads to a cave, and there may even be a pretty rock or two glinting on the floor. Try to get them to climb down to explore. If they don't, then this will be a short encounter!

SCENE II: GOING UNDERGROUND

If anyone has fallen into the crevice, they fall some 30 feet (taking 3d6+3 points of damage, halved if they make an Agility roll at -2), and end up on the floor of a cave.

There is a roughly four foot diameter hole in one wall leading to a dark cave passage. The floor (and any characters who have fallen) is covered with dirt and rocks; underneath them are Trog tracks, but it is doubtful they will be discovered.

The crevice leads to a cave roughly as wide as two Mammoths, and one Mammoth across. It looks natural. There is a dark passage leading out of the cave.

SCENE III – THE LAIR OF THE TROGLODYTES

Have those present make Notice rolls. A successful roll reveals evidence of scratches on the walls; a raise suggests they are claw marks.

Once the characters enter the passage, they are in complete darkness; a light source is definitely in order!

The dark passage twists and turns for the length of many (three) good-sized dinosaurs, and opens into a roughly circular, larger cave many (three) Mammoths in diameter.

There are four Troggs in this cave; two are hiding and waiting in ambush on either side of the entrance. They attack when the cave is entered, and likely gain the element of surprise.

Troglodytes

Use the profile from the Bestiary in Chapter Seven.

After the players have defeated the Troggs, read the following:

Three passages lead out of this cave. Which would you like to follow?

One passage leads to a well-concealed exit to the surface. A second ends in the “sleeping cave,” which contains bones of small creatures, two Trog children, and a Trog female who uses the standard Trog profile. The female fights to defend herself and her children. There is actually a small crevice extending out the back of this cave; the

children can fit in it (and escape out of sight if they can). This crevice is only around 2½ feet wide, and only a Florz or Lesser *Dino sapiens* could fit in it.

The third passage leads to a roughly circular cave around one large dinosaur in diameter. If the group takes this passage, read the following:

There is a crude, makeshift altar here, consisting of piled up bones. An Ahs skeleton wearing armor made of dinosaur plates and a helmet made of a dinosaur skull is propped up against the wall on top of the altar. What are you doing?

The Troggs worship this skeleton, and it is actually the remains of a once-powerful Shaman. The Shaman uttered a curse before he died that he would seek revenge on anyone who disturbed his bones. Since he rather enjoys being worshipped by the Troggs, he has not taken revenge on them. However, he certainly will take revenge on the players! The skeleton animates suddenly if it is touched or disturbed in any way by the players and attacks them.



Shaman Skeleton

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d4

Pace: 1 Hand; **Parry:** 6; **Toughness:** 10 (3)

Gear: Dino Armor and helmet (+3 to Toughness; covers torso and head). The Dino Armor is in good condition (at least before the fight), and can be worn by an average-sized fully-grown Ahs.

Special Abilities (the Shaman can no longer use powers)

- **Bony Claws:** Strength +d6 damage.
- **Cause Fear:** (-1 to Fear check)
- **Fearless:** The Shaman Skeleton is immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows and other piercing attacks do half-damage.



LAND OF THE REALLY LOST

This adventure begins in the Ahs settlement of Gy-Gun, and then moves into *Dino sapiens* territory (and back and forth again). Ideally, one or more of the characters should be from Gy-Gun, but that isn't necessary as long as the players have "proven" themselves as capable warriors to the people of Gy-Gun.

BACKGROUND

Three suns ago you discovered a large object washed up on the shore of the Ni-Al River where the people of Gy-Gun normally go to get water for cooking and drinking. You have no idea what it is, but it didn't sink in the river and is the same color as the fruit enjoyed by the local Ahs.

There were many strange objects inside – things you have never seen before. You rushed back to the Clan's caves and told Gog, the aged Shaman of Gy-Gun, of your discovery. Gog consulted the bones before gathering helpers and heading to the river.

At the river, Gog and his helpers examined the object more closely. He lit the sacred fire of Hott and consulted the bones once again. His helpers danced a dance pleasing to the Raptor Spirit in the hopes of gaining His favor. This continued into the darkness. Finally, the grizzled Shaman returned to the caves. He consulted for a moment with Gax – chieftain and greatest warrior of the Clan. Then Gax blew the sacred horn to assemble the members of the Clan.

Gog proclaimed the object to be a sign from the Raptor Spirit that the Clan would soon be delivered from their enemies – the *Dino sapiens* of Lowshh. Gax then "announced" that he, and this many (holds up both hands with fingers outstretched) of his best warriors would set out for Lowshh when the light first entered their cave.

At first light, you are awakened – first by his smell, then by Gax's rough shaking. "We go," he says. You gather your things and head out to the clearing just outside Gax's cave to wait for the others . . .

SCENE I: THE ADVENTURE BEGINS

A total of 10 Ahs – including Gax and the players – set out for Lowshh (fill in the remaining slots with Ahs warriors). Lowshh is a day's journey to the south; the Ni-Al River must be crossed, but the Clan knows of a ford.

Ahs Warriors

Use the "Typical Ahs" stats from the Bestiary – they are armed with daggers and spears and are wearing thick hides (adding +1 to Toughness).



Gax

Gax is a Seasoned Wild Card. Use the Ahs Warrior Archetype from Chapter One and apply four level-ups. He carries a hollowed out coconut that contains Ug's Smelly Liquid (described in Chapter Five).

Since the players are moving through enemy territory, Gax insists on silence for the majority of the journey. The journey takes approximately 12 hours – the group should arrive on the outskirts of Lowshh just as the sun is getting low on the horizon. They head directly south of Gy-Gun to the ford, then travel west along the Ni-Al to the Ra-Pidz River, and follow the Ra-Pidz south to Lowshh.

The surrounding land is a mix of low rolling hills and thick jungle. The banks of the rivers are dotted with many small bushes, ferns, flowers, and overhanging trees. The Ni-Al is very wide; at its widest, your best warrior cannot throw a spear and hit the other bank. The Ra-Pidz is much smaller (but swifter flowing); its average depth is eight feet, although the shallows average three to four feet.

Roll a d6 every three hours. On a result of 5+ an encounter occurs. Each creature can only be encountered once during the journey. If a duplicate result occurs, simply roll again.

d6 roll Result

1-3	A Dino sapiens raiding party from Lowshh (5 strong)
4	1-3 Champsosaurs (prehistoric Crocodiles)
5	1-2 Saber-Tooth Tigers
6	1-2 Dilophosaurus

Dino sapiens Warriors

Use the profile from the Bestiary in Chapter Seven.

Champsosaurus

Use the Alligator/Crocodile stats from the Savage Worlds Deluxe Edition rulebook.

**Saber-Tooth Tigers**

Use the profile from Chapter Seven.

Dilophosaurus

Use the profile from Chapter Seven.

Once the group arrives at the outskirts of Lowshh the real adventure begins!

**SCENE II: DINO SAPIENS
AT 12 O'CLOCK!**

Read the following to your players:

You are at the edge of the jungle that surrounds Lowshh. You can see a small group of *Dino sapiens* walking toward a large nest in the center of a clearing about three spear throws in front of the main settlement. The sides of the nest are piled high with sticks, blocking your view of what is inside.

The clearing's boundaries are marked by tall wooden totems that have been crudely carved into the likeness of a Raptor. Gax takes this as a good sign, since the Clan holds the Raptor as sacred.

Five *Dino sapiens* enter the nest and emerge a few moments later with three other figures. Your jaw drops as you stare in wonder at these figures. They almost look like you but they are dressed in strange furs like nothing you have ever seen before.

There is one older Ahs man, one younger Ahs man, and one Ahs girl. Their hands are bound behind their backs, and they are roughly led by the *Dino sapiens* to a smaller nest less than a spear's throw away from the larger nest from which they just emerged.

Two guards are left on either side of the smaller nest's entrance. The others return to the larger nest. Smoke, most likely from a cooking fire, exits from the top of the larger nest. Kon-Da turns to you and pulls something from within his fur cloak. He shows the group. It looks like a small piece of hide with strange marks on the back – "KODAK." You all stare in wonder at what lies before you. It's an exact likeness of the three figures you just saw – and they're standing in front of the object that washed up yesterday morning!

Kon-Da points at you and then the small nest. He then points to the jungle – apparently you'll be attempting to rescue the strange Ahs!

There are three guards and one Shaman inside the large nest (actually a *Dino sapiens* temple to the Raptor Spirit). Two other warriors guard the small nest.



Oshosh

Oshosh is a *Dino sapiens* Shaman. Use the Shaman of the Sun archetype from Chapter One.

Dino sapiens Temple Guards

Use the typical *Dino sapiens* profile from Chapter Seven – they are armed with spears and hand axes.

If the strange Ahs (their stats are given at the end of this Savage Tale) are rescued, Kon-Da leads everyone off into the jungle. A tracking party (consisting of at least two Velociraptors and three *Dino sapiens* warriors - adjust to challenge your party) is sent out after the Ahs within minutes of the rescue. Before starting Scene Three, stage a fight between the party and the trackers.

Dino sapiens Trackers

Use the typical *Dino sapiens* profile from Chapter Seven – they are armed with spears.

Velociraptor

Use the Velociraptor stats from the Bestiary in Chapter Seven.

SCENE III: YOU'RE NOT FROM AROUND HERE . . .

Read the following to your players:

Having defeated the *Dino sapiens* sent after you, you manage to find a safe place to spend the night. The newcomers seem awed by you, but apparently are not all that afraid. The oldest of them keeps trying to communicate with you while the others mostly look on. When the girl speaks, it is in a strange, whiny tone.

These attempts at communication should be role-played to the fullest. You may use opposed Smarts rolls to handle the interplay. New words may be learned during the course of play.

The newcomers – named Dad, Wil, and Ha-Lee – are trying to find out where their raft (the thing that washed up near the Gy-Gun clan caves) has ended up. They tell a wild tale (that the players will not fully understand) of having been on an ordinary white water rafting vacation when there was an earthquake, and they were washed over a waterfall. They woke up on the banks of a river, but their raft with all of their gear was gone. They need the raft and their remaining gear to get home. Soon after they woke up, the *Dino sapiens* arrived and took them prisoner. They gathered from their captors that they were to be sacrificed at a nearby ancient holy place.

If the Ahs can communicate the raft's whereabouts to the newcomers, then Dad pleads that they return to the Clan's settlement to retrieve their gear. In return, he promises to help the Ahs defeat their enemies once and for all.

The return to the Clan's settlement is uneventful; they arrive late the following day. Once they arrive, read the following:

Upon returning to the caves the remaining members of the clan are awed and frightened by the appearance of these newcomers. There is much poking, prodding, and grunting. Gax grunts something to Gog who hurries off to his cave. He soon returns with his helpers and the newcomer's raft.

Looking pleased, the newcomers start to pull things out of the raft and show them to Gax, Gog, and the others.

The raft contains the following items:

- Shotgun (with 24 rounds)
- .38 Revolver (with 3 quick loads)
- Backpacks x3
- An assortment of ordinary camping equipment
- A propane stove
- Flares x6
- Three days worth of trail rations
- A five gallon water jug (nearly full)
- Paddles x2

Gog and Gax take the newcomers to Gax's cave. Before entering the cave, Gax declares a

great feast be prepared to welcome the newcomers and announces that the Spirits have sent your clan assistance to defeat the *Dino sapiens*.

Have fun with the feast! Before turning in for the night, Gax reveals his plan for defeating the *Dino sapiens*. If all goes as planned, the Ahs then assist the newcomers in returning home in any manner possible.

In the middle of the night, a *Dino sapiens* raiding party (use standard stats; they are armed with axes and spears) sneaks in and kidnaps Ha-Lee to take her to a sacred cave to be sacrificed! The Cave Master should make sure this happens somehow; use as many *Dino sapiens* as needed (and toss in some Raptors for good measure), and fudge rolls if you have to. Have Dad get wounded in the leg so that he can't go with the characters to retrieve Ha-Lee. It's a race against the clock (whatever that means) from this point on! However, Gax will not leave at night; he and 10 of his finest Clansmen (including the players, of course) head out at first light to help the newcomers recover their lost member. If the players insist on leaving immediately, they are on their own (though Wil insists on going with them).

SCENE IV: BACK TO LOWSHH

Assuming the players wait until morning to leave, read the following:

Gax gathers his warriors and the newcomers at first light and prepares to head back to Lowshh. You leave to the cheering (and grunting) of the clan. Gog is present to cast the bones (for which he predicts a favorable outcome) and grant the Raptor Spirit's blessing.

Before setting out, the Clan's Cave N.E.R.D. (named Gas-Tun) hands each member of the warband a Coconut Bomb – five contain stinging insects and the others a strong sleeping powder. He also gives three of the players what appear to be crude suits made of dinosaur skin.

The party consists of Gax, the player characters, Wil, and any of the remaining Ahs warriors who were involved in the initial trek.

The stats for the Coconut Bombs can be found in Chapter Three, as can the stats for the Scaly Ahs suits. Wil brings the shotgun, the revolver, and some flares. Use the stats previously given for Gax and the Ahs warriors.

Handle the journey to Lowshh in the same manner as before, except that an encounter now occurs on a 4+. The group moves very rapidly, arriving late in the afternoon (have the players make two Fatigue rolls along the way). Upon arriving on the outskirts of Lowshh, proceed to Scene Five.

If the players go on their own that night:

an encounter occurs on a d6 roll of 3+. The players arrive sometime in the middle of the next day. Proceed to Scene V.

SCENE V: THE RESCUE

Read the following:

Upon arriving at Lowshh, you see a large group of *Dino sapiens* – led by what appears to be their Shaman – heading out of the village and into the jungle to the west. In the center of the group is Ha-Lee. Her hands and feet are bound to a long stick that is carried between two large *Dino sapiens* warriors. It doesn't appear as if she's been harmed; however, she looks quite afraid and is struggling to break free of her bonds. She is also whining furiously in her incomprehensible language.

There are at least 12 *Dino sapiens* in addition to the Shaman, as well as six Velociraptors (use the stats previously noted). Add more if needed.

The journey to the sacred caves takes about three minutes. Make sure the *Dino sapiens* make it to the next scene with Ha-Lee!

Make an opposed group Stealth roll every minute. With a success the players and their companions are undetected. With a failure, two of the *Dino sapiens* think they hear something in the jungle and break off to investigate. If the *Dino sapiens* get a raise, someone in the group is spotted! If this occurs, at least six *Dino sapiens* and two of the Raptors attack while the Shaman, the remaining *Dino sapiens* and the other Raptors speed off to the cave. Make sure to send enough creatures to allow the remaining *Dino sapiens* to make it to the next scene.

SCENE VI: THE GRAND FINALE

Read the following:

A great pile of rocks stands before you. It appears to have once been a shrine of some sort, but now it is nothing more than an impressive ruin. The ruins abut a large hill; there is a cave entrance on this side. It is into this cave that the remaining *Dino sapiens* now pass.

The warriors carrying Ha-Lee untie her from the pole and escort her in. Two of the warriors remain at the cave entrance with the Raptors while the others disappear into the darkness.

If the group defeats these guards, read the following:

Once inside the cave, it will be necessary to light a torch (or the flares) in order to see. The passage opening is wide enough for three to walk abreast, but after proceeding about the length of a Triceratops it narrows down so that you must proceed single file. After you travel a bit farther, the passage opens into a large cave, perhaps the height of three Ahs and wide enough in all directions so that many (10) warriors could stand abreast. A fire burns in the center of the deserted cave, its smoke rising upward to a small hole in the cave roof. There are two passages directly in front of you.

The passages both lead to the same place; however, the party won't know this. Characters taking different passages arrive on opposite sides of the sacrificial chamber.

The passages are wide enough for two to walk abreast. As you descend, the walls become slick with moisture. A light flickers on the passage wall ahead. It is getting noticeably warmer.

The group descends for perhaps a minute. Have everyone make Stealth rolls (at +2). If a character fails, he is spotted as he peers out into

the cavern in which the sacrificial ceremony is to occur; otherwise:

As you peer out from the passage you see a large cave before you. A river of red liquid, with fire and steam erupting from it, runs behind a large circular stone table. Tied to the table with vines is the Ahs girl named Ha-Lee!

Oshosh and his warriors stand in a semicircle in front of the table. Oshosh seems to be growling and screeching in a sort of a chant. As his chanting reaches a fevered pitch it suddenly stops. As the *Dino sapiens* fall to their knees, many (four) large shapes leap from the darkness across the burning red liquid to stand before the table.

Never have you seen such large walking lizards! Their maws are filled with razor sharp teeth and their arms end in dreadful claws. They move toward the table with an evil glint in their eyes . . .

If the players' warband hasn't acted yet then now is the time! They must defeat Oshosh, the remaining *Dino sapiens* warriors, and four Dino Ogres in order to save Ha-Lee.

Dino Ogres

Use the stats from the Bestiary in Chapter Seven.

EPILOGUE: AFTERMATH

If the warband is victorious they return to Gy-Gun as heroes. If not, well, that's better left unsaid – let it suffice to say that Dino Ogres love the taste of Ahs flesh ...

The newcomers stock up on provisions and head down river in their raft in the hopes of finding a way home. Gax gives each of them several Coconut Bombs as well as various packets of herbs, two bows and arrows, two spears, a large axe, and enough food and water for five days. He also tries to send a guide with them, but they politely refuse. Gax also "tells" them they should consider going to the village of Iz-Kud and consult the wise women Nif and Vrona as to how best to return to their own land.

Dad (Rick)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Fighting d6, Healing d6, Notice d6, Repair d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

Charisma: 0; **Pace:** 1 Hand

Parry: 5; **Toughness:** 5

Hindrance: Loyal

Edges: Woodsman, 20th century intelligence and common sense

Gear: Compass, Pocket Knife, Pump Shotgun loaded with 6 rounds (8 pounds)

Description: A park ranger by profession, "Dad" is clean shaven, has brown curly hair, and is wearing a khaki shirt, khaki pants, and brown shoes.

Encumbrance: 8 pounds; Limit: 30 pounds; Penalty: 0

Wil

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d8, Notice d6, Repair d8, Shooting d8, Stealth d6, Survival d6

Charisma: 0; **Pace:** 1 Hand

Parry: 6; **Toughness:** 5

Hindrance: Loyal

Edge: 20th century intelligence and common sense

Gear: Compass, Pocket Knife, revolver (4 pounds) loaded with 6 rounds

Description: A 17-year-old who looks something like his father, Wil is clean shaven, has fairly long, curly brown hair, and is wearing a blue shirt, brown pants, and black shoes.

Encumbrance: 4 pounds; Limit: 30 pounds; Penalty: 0

Ha-Lee

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Boating d6, Notice d8, Shooting d4, Stealth d8, Survival d4

Charisma: +2; **Pace:** 1 Hand; **Parry:** 2

Toughness: 4

Hindrances: Curious, Loyal, Pacifist, Whiney (you get the ideal!), Young

Edge: Attractive (to cavemen, anyway), Luck (gets a Shiny Rock even though she isn't a Wild Card)

Gear: Compass, Pocket Knife

Description: Cute when she isn't whining, Ha-Lee is a 13-year-old girl with blonde pigtails. She is wearing a pink & white plaid shirt, blue jeans, and white tennis shoes.

Encumbrance 1 pound; Limit 20 pounds; Penalty: 0

The Raft

Acceleration/Top Speed: 1 Finger/1 Hand (using pole or paddles)

Toughness: 4

Crew: 1 + 5

Notes: May not make Maneuvers. Not subject to Malfunction.

Weapons: Crew/passenger weapons



MAAS NEEDS WOMEN

The settlement of Maas has trouble. With a capital 'T' and that rhymes with 'V' and that stands for Volcano: a big one that the settlement is right at the base of. And worse yet, it is getting ready to erupt. Maas' Shaman has figured out that the volcano needs a sacrifice to appease it. Not willing to give up one of the women in their settlement, the clever Shaman has decided to send out a party to capture a woman from another Clan to sacrifice.

SCENE I: STRANGE VISITORS

Strange visitors arrive at the characters' home settlement. As peacefully as possible, five strange Ahs males approach, led by a Cave N.E.R.D. in a vehicle pushed by a Troglodyte. They are wearing strange jewelry made from volcanic rocks. The Cave N.E.R.D. is named Ick, and he tries to arrange a trade for one of the females in the settlement for some rather cool looking volcanic rock jewelry.

The negotiations should be fun as Ick has no problem pantomiming that they intend to sacrifice her to the volcano. He is surprised if the characters object. Hopefully the players do object! If not, have her mate or father do so. However, ironically, the woman herself seems strangely attracted to the pretty rock jewelry.



Ick (Cave N.E.R.D.)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Weird Prehistoric Science d6, Cavewise d4, Driving d6, Fighting d4, Finger Counting d6, Fire Starting d4, Knowledge (Prehistoric Physics) d6, Notice d4, Pictogram d4, Repair d6, Stealth d4

Charisma: -2; **Pace:** 1 Hand; **Parry:** 5 (+1 due to spear); **Toughness:** 5

Hindrances: Bad Eyes (Minor), Barely Verbal, Cave Geek, Curious, Yellow (-2 to Spirit checks)

Edges: Arcane Background – Weird Prehistoric Science, Blabbermouth

Gear: Fur clothing, water skin, Cave N.E.R.D. tool kit, spear

Encumbrance: 20 pounds; **Limit:** 20 pounds; **Penalty:** 0

Language: Ick, Go, Stop, Take

Weird Prehistoric Science Item:

“Tro-Puh” (Troglodyte Powered Roller):

The Tro-Puh consists of two hollowed out logs joined together with two axles and four wooden wheels attached. Ick sits in the logs, and the Troglodyte pushes.

Acceleration/Top Speed: 1 Finger/1 Hand + d6 Knuckles

Toughness: 8 (2)

Crew: 1 (Ick)

Additional Equipment (stored in the Tro-Puh): 12 feet of vine, three torches

Troglodyte Crewman (Paak):

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidate d8, Notice d6, Stealth d6, Throwing d6

Pace: 1 Hand; **Parry:** 5; **Toughness:** 7

Special Ability: Size +1



Maas Warriors (5)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Notice d6 (+2 due to Alertness), Stealth d8, Survival d4, Throwing d4, Tracking d6

Charisma: 0; **Pace:** 1 Hand; **Parry:** 6 (+1 due to spear); **Toughness:** 5

Racial Abilities: None

Hindrances: Bad Luck, Barely Verbal

Edges: Alertness, Quick

Gear: Fur clothing, water skin, animal skin bag, flint and rock with tinder, many (three) torches, spear

SCENE II: RUDE AWAKENING

The characters awake the next morning to discover the woman in question from Scene I has been taken away in the night. If one of the characters has Tracking, a success shows she got up from where she slept and headed outside (she was lured away with a pretty necklace), then several people seemed to have jumped her and dragged her off to a wheeled vehicle (several stayed on foot).

If none of the characters has Tracking or fail the roll, have another person in the settlement read the tracks, and pantomime the above events. They find the necklace Ick used to lure her away at the place where they grabbed her. Obviously they have to rush off to save her from being thrown into the volcano. From the spot where she was taken, it should be relatively easy for the characters to follow the Tro-Puh tracks (+2 to Tracking rolls).

SCENE III: RAPTOR ATTACK!

While following the tracks of the Tro-Puh, the characters come upon the scene of a battle. One of the Maas Clansmen lays dead, as well as Paak the Trog, and the Tro-Puh lies overturned near some rocks. Five Velociraptors are busy trying to get at something hiding under the Tro-Puh. A very feminine scream can be heard from under the vehicle.

Unfortunately the characters discover the screaming comes from Ick, who survived the

crash of his vehicle when the raptors attacked. As for his screaming, well, he isn't the manliest of cavemen the characters have ever seen anyway.

Apparently the other Clansmen picked up the woman from the character's Clan and ran, and the Raptors were content with what they had already caught and didn't pursue them. The good news, assuming Ick survives, is he can lead the characters to his settlement, and as he isn't very brave, he can be easily "encouraged" to do so.

SCENE IV: MAAS GO BOOM

Either led by Ick, or through tracking the kidnappers, the characters arrive at Maas in the shadow of a great volcano. Drums can be heard and it appears there is some sort of ceremony going on. The sacrifice is underway!

It is easy for the characters to approach undetected; the entire Clan is at the sacrifice. If they sneak up, they can get in sight of the Clan gathered at the lip of a great crack in the ground. (Unless the characters botch a roll, no one notices them, as they are all focused on their Shaman Skorcha.)



Steam rises from the crack and there is a red glow lighting the area around it. A strong sulfur smell covers the whole area. The Maas Shaman Skorcha is doing some sort of ritual dance and they can see the woman from their Clan tied to a log perched near the crack. Four Maas Clansmen stand near her; these are Skorcha's personal guards.

Just as the characters ready themselves to attack (or just after they are spotted) there is a great rumbling and the ground begins to shake. The volcano is starting to erupt!!!

The villagers scatter, completely ignoring the characters. Only the Shaman and his guard stand their ground. If the characters appear to be moving to rescue the girl, Skorcha sends his men to stop them, grabs an axe, and starts cutting the vines holding the log. Not being very strong, it takes him five actions to get the vines cut. During the battle, everyone is at a -2 to all actions involving Agility due to the shaking of the ground.



Skorcha

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Fire Starting d4, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 1 Hand; **Parry:** 5 (+1 with spear); **Toughness:** 6 (1)

Hindrances: Barely Verbal, Vow (Major: to Volcano Spirit)

Edges: Arcane Background – Shamanic Magic, Quick, Hard to Kill

Power Points: Many (10) - Regain 1 every hour; Powers: many (three; see below)

Powers:

- **Armor**
- **Bolt**
- **Healing**

Gear: Fur clothing, thick hide armor (torso), water skin (full), animal skin bag, flint and rock with tinder, spear, skull totem (2 lbs.)

Language: Skorcha, Go, Fight, Magic, Fire, No

Skorcha's Guards (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Fire Starting d4, Intimidation d4, Notice d4, Shooting d4, Stealth d8, Survival d4, Throwing d6

Charisma: 0; **Pace:** 1 Hand; **Parry:** 6 (5 with Axe); **Toughness:** 6

Hindrances: Barely Verbal, Greedy, Loyal, Overconfident

Edges: First Strike, Quick, Sweep

Gear: Fur clothing, water skin (full), animal skin bag, 3 Knuckles of vine, flint and rock with tinder, Big Axe (Parry -1, AP 1)

Encumbrance: 21 pounds; Limit: 40 pounds; Penalty: 0

Language: Skorcha, Go, Fight

Hopefully the characters can fight their way through the guards to save their Clanswoman. If there are less than four characters, reduce the number of guards, or raise the number if you have a larger or more experienced group.

When the party defeats Skorcha, have him dramatically plummet into the crack (Or use Ick if it is more appropriate). At that moment, the rumbling stops and the volcano seems to go dormant again (yes, he was a virgin). Any guards left alive give up at that point, and the characters should easily get away.



VALLEY OF THE WALKING PLANTS

The Valley of the Walking Plants is a tropical valley inhabited by a Shaman named Koo-Mi and his "army" of sentient and mobile plants. Koo-Mi was banished from his settlement for getting too deep into sorcery, and vowed revenge on his Clan. He has since gained control of a variety of Bah Ju plants and other flora that live in the valley. The plants have started moving out of the valley and capturing cavemen.



BACKGROUND

Koo-Mi has now captured nearly a dozen members of his former Clan. Several tend to the plants (and are prevented from escaping by vines that stay fastened around their ankles); those who don't cooperate are sacrificed or held in a "living cage" of thorny plants.

There are a number of walking plants in the valley. They are mainly Bah Ju plants; use the Bah Ju stats for the others as well, since they are functionally similar. There should be at least two plants per Wild Card, and one for each non-Wild Card accompanying the players. Adjust this number depending on your characters' skills and expertise.

In the center of the valley is a huge hollow tree where Koo-Mi lives. Nearby is the living cage made of thorny plants where the prisoners are kept.

It is up to the Cave Master as to how your players get involved in this adventure. For example, they might discover someone being transported back to the valley by a walking plant (perhaps the victim has been paralyzed), or they might be asked or ordered to travel to the valley to free someone.

Living Cage

The Living Cage is made up of a number of sentient thorny vines that have woven themselves together into a cage around 20 feet in diameter. The Cage can open and close a "doorway" on Koo-Mi's mental command. It defends itself with a number of thorny tendrils (generally at least two per attacker) that can reach anywhere in the cage, and up to one Finger outside of it.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8

Pace: none; **Parry:** 5; **Toughness:** 6

Charisma: 0

Special Abilities:

- **Thorny tendrils:** these tendrils do Strength + d6 damage.

Walking Plants

Use the Bah Ju plant stats in the Bestiary.



Koo-Mi

Koo-Mi worships the Lesser Spirit of the Bah Ju. He is short, pudgy and bald.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Fire Starting d4, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 1 Hand; **Parry:** 5 (6 with spear); **Toughness:** 5

Hindrances: Barely Verbal, Vengeful (Major)

Edges: Arcane Background – Shamanic Magic, New Power, Plant Master (allows him to control

the Living Cage and Bah Ju plants in the Valley), Power Points

Power Points: Many (15) - Regain 1 every hour;
Powers: many (four; see below)

Powers:

- **Armor**
- **Blast**
- **Control plant:** Don't worry about the particulars of this power; Koo-Mi uses it to get and maintain control of his plant army along with the Plant Master ability.
- **Jungle boogie:** Costs 1 Power Point/1 per hour to maintain; allows Koo-Mi to move through the outdoors quietly (+1 to Stealth rolls) and without leaving a trace.

Gear: Fur clothing, water skin (full), animal skin bag, flint and rock with tinder, spear

Language: Koo-Mi, Bah Ju, Get, Fight, Come, Yes, No



INTO THE GREAT SWAMP

This adventure can begin in any settlement, including the players' home settlement. The Chieftain's daughter is very ill, and no medicine is able to save her. The Clan's Shaman gets a vision that there is a white, fuzzy, glowing moss that lies deep in the Great Swamp. The group must retrieve the moss to save her. If desired, she can be offered as a mate (to a male of the same species) as an incentive. Otherwise, a reward may be offered.

THE BRIEFING

The Shaman gathers the players together, and "tells" the story of his vision. He relates that he saw a path of stones leading to a huge tree deep in the Great Swamp. At the base of the tree, a

white, fuzzy, glowing moss was growing. The players must take the path of stones into the Great Swamp, find the tree, and retrieve some of the moss.

The Shaman is convinced that the tree itself is sacred, and should not be harmed. However, it may have some evil guardians that must be dealt with . . .

SCENE I: INTO THE SWAMP

The Great Swamp is very lush and fertile, and is home to many types of flora and fauna. The group should hear many things moving in the vegetation, and hear a variety of strange noises. Sweet smells mix with the stench of decay. Most of these things in the swamp do not bother the characters; the main encounters are detailed below.

It is not too difficult to find the ancient path of stones leading into the Swamp. It is at the confluence of the Miz-Ip and Ba-Sploosh Rivers. Getting across one of the rivers may be a challenge, however.

The path of stones has been partially overgrown, but is still fairly clear. A jungle canopy grows together overhead at around six feet, so taller characters may have trouble getting through without stooping over. Once the characters enter, they hear a constant chatter of insects, birds, and other animals.

SCENE II: ALL THAT SLITHERS . . .

Keep the characters on their toes as they continue through the swampy jungle, asking them to make frequent Notice rolls, and frequently acting like you are rolling, making notes, etc. Then, at a good point when someone fails a Notice roll, read the following:

You pause for a moment, studying the swamp and jungle around you. Suddenly you feel something starting to twist around your ankle! You look down in horror to see a giant green snake wrapping itself around you! What are you doing?

The snake is a very large Constrictor Snake that attempts to move up the character's body and suffocate him or her. Another snake is on a nearby tree branch, and attacks a second character by dropping down on them after a round or two has passed.

Snakes

Use the Constrictor Snake stats from the Savage Worlds Deluxe Edition book.

SCENE III: WHAT NICE FANGS YOU HAVE, GRANDMA!

After defeating the snakes, the jungle is quiet for a few moments, and then the background noise starts up again. Read the following:

As you continue down the path, you feel your feet getting wet. Soon you start to wade into murky water. It starts out ankle deep, but gradually it deepens to your knees and lower thighs. You can still feel the stones on the bottom, but they are largely covered with mud, so it is slow going. There does not seem to be a dry area in sight.

Have the players make Notice rolls at -2. Those who succeed get to draw an initiative card and react as three very hungry prehistoric Crocodiles are coming toward them to eat them for lunch!

Prehistoric Crocs (Champsosaurus)

Use the Alligator/Crocodile profile from the Savage Worlds Deluxe Edition book for the creatures in this encounter.

SCENE IV: SUNSET AND VINES

After they defeat the prehistoric Crocodiles, read the following:

The path begins to gradually slope upward, and you find yourselves on dry ground once again. You can almost feel that you are getting close to the Great Tree and the moss that you seek.

[And after a moment:] Sure enough, you abruptly enter a clearing, and the path ends. In the center of the clearing is a huge, gnarled tree with branches going in every direction, and many reddish vines hanging down. At the base, you can see some fuzzy white moss growing from an exposed root. What are you doing?

When a member of the group gets within around eight feet of the moss, they are attacked by two of the vines hanging from the tree. The Shaman was correct that the tree itself is not evil, but the vines that have grown on it are!

Evil Vines

There are around 12 of these vines growing on the tree; plan on about two per character.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8

Pace: none; **Parry:** 6; **Toughness:** 5

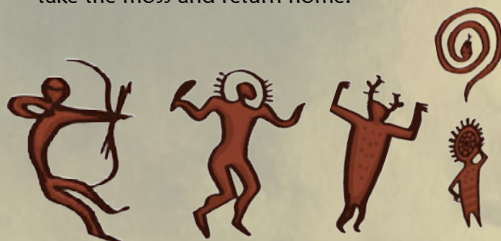
Charisma: 0

Special Abilities:

- **Improved Constriction:** these vines entangle on a successful Fighting roll. On the round they entangle and each round thereafter, they cause damage equal to Strength +d8. Their victim may attempt to escape on her action by getting a raise on an opposed Strength roll.

SCENE VII: HOMEWARD BOUND

After they have defeated the vines, the characters get a strange feeling from the tree, almost like it is thanking them. They may now take the moss and return home.



MAGIC FROM THE SKY

Long ago a flaming meteor crashed in the hills near the characters' home. We recommend a mountain that can be seen from Eez-Oop, Mor-Keen, or even Doh-Bray (see the "Magic From Sky" location on the Cave Master's map). However, you can place this occurrence elsewhere if it better fits your campaign. This event was recorded in a cave painting, and knowledge of the event has been passed down through the years from each Shaman to his successor. "Theories" as to the origin of this event vary, but the Clan's current Shaman thinks this was a piece of the Moon Spirit that was broken off in a struggle with the Sun Spirit. He feels that possession of such a thing would be a mighty boon to his powers.

SCENE I: THE SUMMONS

The characters are awakened very early one morning. It is still dark, the full moon riding low in the west as She steals Her last few minutes of dominance in the sky before Her brother reclaims His rightful place.

The Clan's Shaman leads the party to his dwelling. The characters are shown a cave painting depicting a great struggle between the sun and moon. [Cave Master, this is an excellent opportunity to show off your artistic skills (or lack thereof). Feel free to draw out this painting and let your players puzzle out the meaning of the Shaman's story for themselves.] He gestures to the rapidly disappearing moon, and mimics a struggle, ending when the sun peeks over the eastern horizon. Then he grabs one of the character's weapons and throws it to the ground. He points to the mountains to the north, and draws the outline of a distinctive mountain's silhouette. He then mimes walking a long way to the weapon, picks it up, and "travels" back. Hopefully the characters get the idea - find the Moon Spirit's flesh that fell to Lur long ago.

SCENE II: THE JOURNEY

Depending on the destination, the journey probably takes several days. This trip can be as



easy or as hard as the Cave Master wishes to make it. At least one roll should be made on the Hill & Mountain Encounter Table before the characters reach the next scene.

SCENE III: GUARDIANS OF THE MOON

As the party reaches the mountains, the distinctive jagged peak that their Shaman drew comes into view. Unfortunately for our intrepid meteor hunters, their Clan is not the only group to have noted its arrival many years ago. A Clan of Neanderthals, the Moo-Neez, has taken up residence near the crater, having made a pilgrimage to the site of the impact generations ago. Believing the Moon Spirit has descended to Lur, they guard the site with religious fanaticism.

The main body of the Neanderthal Clan lives higher up the mountain and does not take part in the defense of the Moon Spirit's flesh. (The rest of the Clan consists of eight additional males, 10 females, and nine children; use standard Neanderthal statistics from Chapter Seven if needed).

As the party climbs the rocky slope toward the spire serving as their guidepost, check for surprise (see *Savage Worlds Deluxe* page 65). The guards on the crest above are on Hold, and greet the party with a shower of boulders (see boulders description under Neanderthal Guards below).

The group has to make it up three Hands of steep ground (moving at half Pace) before they can engage the guards in melee combat. The characters have at least light cover against ranged attacks due to plentiful debris littering the slope.

11 Neanderthal Guards

These brutes act as the first line of defense for the Neanderthals' holy site, and attack anyone not of their Clan as they climb toward the distinctive spire that marks the landing spot of the Moon Spirit's flesh. They roll boulders down at the intruders, requiring an Agility roll to avoid. If not avoided the victim suffers 2d8 damage.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Throwing d6, Intimidation d4, Notice d4

Pace: 1 Hand; **Parry:** 5 (6 with spear)

Toughness: 7, **Charisma:** -2

Edges: Brawny, Low-light vision

Hindrances: Evolutionary Dead End, Nonverbal, Outsider (non-Neanderthals)

Gear: Spear (Strength +d6 damage, Parry +1, Reach +1) or club (Strength +d6 damage)

SCENE IV: THE IMPACT SITE

Nestled in a valley below the jagged peak is a gouge in the ground where the stone has been furrowed by an unimaginable force. No plants grow anywhere near the trench, which is actually composed of vitrified rock. This glassy surface is extremely smooth. Anyone fighting here must make an Agility roll or fall Prone. Anyone trying to walk through the area must make an Agility roll to move at half speed. Failure allows them to move at one-quarter speed.

The only people the Neanderthals allow into the resting place of the Moon Spirit's flesh are Sum-Yn - the Neanderthal Clan's Shaman - and his elite guards.



Sum-Yn

The Shaman of the Moo-Neez guards this shrine of the Moon Spirit with fanatical devotion. He is the latest in a long line of Moon Shamans, and draws power from this holiest of holy sites.

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d6, Healing d6, Sneak d6, Notice d10, Taunt d10, Intimidation d8, Spellcasting d8

Pace: 1 Hand; **Parry:** 5; **Toughness:** 9 (1), **Charisma:** -2

Edges: Brawny, Low-Light Vision, Arcane Background: Shaman, Command, Fervor

Hindrances: Evolutionary Dead End, Nonverbal, Outsider (non-Neanderthals)

Gear: Heavy furs (+1 armor), Tear of the Moon Dagger (Strength +d8, AP 2), sap coated shoes (negate movement penalties in the impact site)

Special Abilities: Powers (Power Points 10)

- **Armor:** The Shaman can call upon the power of the night to cloak him in a shifting mass of darkness, giving him 2 points of armor (4 with a raise).
- **Bolt**
- **Moonblind (new power):** This power causes the target to be struck blind for 1d4 rounds unless an opposed Spirit roll is made. If the Shaman wins, the unfortunate victim is at -6 to all actions requiring sight, including Fighting, Shooting, and Throwing for three rounds. This power costs 2 Power Points, and has a range of Spirit x2 Knuckles.

6 Elite Neanderthal Guards

These brutes have been specially chosen by Sum-Yn as guards of the Moon Spirit. He has gathered the largest, fiercest Neanderthals from his Clan to accompany him on his holy mission. They are fanatical in their devotion to their Spirit and Her servant.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d6, Throwing d6, Intimidation d8, Notice d4, Sneak d6

Pace: 1 Hand; **Parry:** 5 (6 with spear)

Toughness: 10 (1), **Charisma:** -2

Edges: Brawny, Low-light vision

Hindrances: Evolutionary Dead End, Nonverbal, Outsider (non-Neanderthals), Mean

Gear: Tear of the Moon Spear (Strength +d10, Parry +1, Reach +1, AP 2), heavy furs (+1 Armor), sap coated shoes (negate movement penalties in the impact site);

SCENE V: THE TEARS OF THE MOON

Contained within the gouge of the earth are the objects of the party's quest. The remains of the meteor that crashed to Lur many moons ago rests at the end of the furrow. The party, no matter how ingenious, will never be able to move this huge chunk of scarred metal, and may think they have failed in their mission. Their real goal, however, is actually the shards of molten metal thrown off from the meteor as it plowed along the rock after its superheated passage through the atmosphere of Lur. These molten droplets solidified into spikes of a greenish, iron-like metal as they landed in the surrounding soil.

These "Tears of the Moon" lie along the length of the gouge. Being made of metal, a substance far superior to anything likely known to the players, they are incredibly useful in war and peace. While they are unworkable due to their hardness, the jagged, spike-like nature makes them ideal as daggers, spearheads, skinning knives, and similar devices.

The Tears of the Moon: If these are used as heads of weapons or daggers, they add two steps to a weapon's normal damage (e.g., d4 becomes d8), and give AP 2. If used in the light of the full moon, the bearer's Strength and Spirit are increased by one die type (and the Tears shed a soft greenish glow).



DINOSAUR RUMBLE

The Shaman of the settlement where the players are currently located (perhaps their home settlement) has a number of fetishes and relics that she or he reveres. Little does anyone know, but one is actually a powerful artifact, even though it appears to be just a simple baby Carnosaur skull etched with designs.

BACKGROUND

The skull mentioned above is part of a matched set of four that were spread throughout Lur many years ago. They were imbued with powerful magic by a Shaman of the Dilophosaurus Animal Spirit. After he did this, he went insane and turned against his Clan. They finally captured him, and before he was killed by them he uttered a curse that appeared to mean that harm would come to anyone who destroyed the skulls. His Chieftain ordered four warriors to head in different directions and hide the skulls far away from the settlement. They did so, and the Land of Lur was safe from them for many years.

In recent years, however, the skulls have started to surface again. To make matters worse, an evil Shaman and his companion have recently recovered two of the skulls, and have learned of the powers contained within them. They are now bent on getting them all.

By itself, a single skull would mostly be just a nice looking totem. However, when two or more skulls are brought together their teeth start chattering, their eyes give off an unearthly glow, and they allow access to magical powers – but also cause a rather disturbing side effect (described below)! By trial and error, this evil Shaman named Glak has learned how to use the skulls to increase his powers and those of his Beast Master henchman Monch. They believe that having more skulls will increase their power even further. This is not actually the case, but Glak will probably never find this out!

SCENE I: THE SHAMAN COMETH

The adventure opens with a scream. Cave Master, let loose with your best terror-filled screech. A bloody Ahs male stumbles into the village clutching a skull, and collapses on the

ground, causing the cry from a villager that alerts the players. The players recognize Ma-Ga-Fin, a Shaman from a settlement two days' travel away. The local Shaman and Ma-Ga-Fin are on good relations, and periodically visit each other.



Ma-Ga-Fin

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Fire Starting d6, Intimidation d6, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: 0; **Pace:** 1 hand; **Parry:** 5

Toughness: 5

Hindrances: Barely Verbal, Vow (Major: choose an appropriate Spirit)

Edges: Arcane Background – Shamanic Magic, Quick

Power Points: Many (10) - Regain one every hour (currently at 1)

Powers:

- Light
- Bolt
- Healing

Gear: Fur clothing, skull totem (3 lbs.)

Language: Spirits, Go, Skull, Magic, Yes, No

Ma-Ga-Fin has three wounds, and appears to be on death's door. He babbles incoherently (but doesn't everyone?) for a few minutes, but in the process mimics a Dilophosaurus roar and makes biting motions with his arms extended, then clutches the skull to his chest. With a successful Notice roll, a character may realize that the skull looks like the one the local Shaman has (if they are familiar with it, of course). They may then think that Ma-Ga-Fin has somehow gotten hold of it.

In any case, the local Shaman directs the characters to carry Ma-Ga-Fin to his cave or lean-to. Ma-Ga-Fin refuses to let go of the skull, and the local Shaman indicates that he can keep it.

SCENE II: THE "HEALING" OF MA-GA-FIN

When the characters get Ma-Ga-Fin to the Shaman's dwelling, something remarkable happens. The moment they enter, they hear a

strange chattering noise. A Notice roll indicates that it is coming from Ma-Ga-Fin and from among the relics that the Shaman has stacked along a wall. The source soon becomes obvious, as Ma-Ga-Fin's skull and the skull amidst the Shaman's gear chatter more loudly and begin to glow from within the eye sockets. This surprises even the local Shaman, but before anyone can react, there is a bright flash, and Ma-Ga-Fin is partially healed. Then, the skulls stop chattering and glowing as quickly as they started. Ma-Ga-Fin suddenly lets out a shriek, however – his hand and wrist have turned into a claw resembling a dinosaur's!

SCENE III: MA-GA-FIN'S TALE

After he calms down (and finishes healing himself), Ma-Ga-Fin relates the following tale through mime and the few words he knows. (Adventurous Cave Masters can act this out for the players to help set the tone.)

Ma-Ga-Fin was going about his daily routine two days ago when he heard screams from outside his hut. He ran to the door just as a Dilophosaurus broke the tree line. Many (three) others rapidly followed it, and they all rampaged into the settlement. Two creatures who looked like part Ahs and part Dilophosaurus followed after the dinosaurs, each holding a skull like the one Ma-Ga-Fin carried here. The first held his aloft, and both skulls began to chatter and glow.

Then Ma-Ga-Fin saw light coming from his cave, and heard chattering from within. Realizing what the creature was looking for, he ran into his cave and picked up his skull. Then the other creature held his skull aloft; the Dilophosauruses quickly stopped mauling villagers and looked at him. The second creature concentrated briefly and the dinosaurs headed for Ma-Ga-Fin.

Ma-Ga-Fin ran off, hoping to draw them away to spare some of his Clansmen. The dinosaurs chased him and he only escaped by jumping off a cliff into a pool and swimming away. Injured, he headed to your settlement – the only place he could think of – not realizing there was a skull here as well.

Now it is up to the players, their Shaman and Ma-Ga-Fin to decide what to do. They find the skulls quite impossible to destroy (at least until a dramatically appropriate point later); no amount of force or fire even scratches the skulls. Ma-Ga-Fin has no idea who these strange men are or where they came from, but it should be obvious that they seem to be able to track the skulls, so sooner or later, they come to this settlement if the skulls remain here.

The players can wait and face the creatures and Dilophosauruses here, or take the skulls out away from the settlement. Ma-Ga-Fin has no problem with giving up his skull; he wants nothing more to do with them.

POWERS OF THE SKULLS

The players may want to figure out what the skulls can do. Any character who tries to use them must make a Spirit roll at -4, and they can only make one attempt per day. If no one succeeds, you may want to have Ma-Ga-Fin assist the characters in the battle.

If a character succeeds, they should be able to determine that with the two skulls the following powers are available: (the skulls must be within three Knuckles of each other to work; all powers use the wielder's Spirit to determine success; and the per day restrictions apply to both skulls, but the powers can be drawn from either; for example, Healing can only be used once per day from either skull, not once per skull per day.)

- **Detect / Conceal arcana:** Unlimited uses per day.
- **Dispel:** As the power in the Savage Worlds Deluxe Edition rule-book, but with a range of two Hands, usable twice per day.

(If the players don't think of it, have Ma-Ga-Fin prod them that they might be able to eliminate the Beast Master's control of the Dilophosauruses using this power.)

- **Healing:** Usable once per day.
- **Control beast:** As the power described earlier in Sticks & Stones, but only Dilophosauruses are controlled.

However, there is a downside to using the skulls: each time someone uses the powers of the skulls, a body part becomes Dilophosaurus-like (the Cave Master may decide which body part).

SCENE IV: SHOWDOWN

Let the players determine the place for the final showdown; if they are terribly indecisive, then just have the pair and their dinosaurs attack the settlement. Glak and Monch don't really have much of a plan; they let the dinosaurs do most of the work. It has worked up to this point, because what the Dilophosauruses don't kill outright usually runs away.

So, they will wander right into any trap the players set for them, overconfident in their power. However, there is something that Glak has not figured out about the skulls, and that should prove his downfall.

The skulls cannot operate in contention with each other directly or they are ALL destroyed – in a spectacular explosion at that! If the players try to use their skulls against the skulls held by Glak and Monch directly (or vice-versa), all the skulls explode, dealing 2d6 damage (+1 d6 per skull held) to anyone within a Medium Burst Template centered on each skull.



Any remaining Dilophosaurus become uncontrolled and attack the nearest victim. You can have them attack Monch and/or Glak if the battle is going poorly for the players. Otherwise, the players have to finish the very perturbed duo off themselves. Glak and Monch should hopefully be wounded and much less powerful without the skulls.



Glak

Glak is an evil Shaman who worships the Spirit of Darkness.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Fire Starting d6, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6, Throwing d4

Charisma: -4; **Pace:** 1 Hand; **Parry:** 5 (6 with spear); **Toughness:** 5

Hindrances: Barely Verbal, Vow (Major: to Spirit of Darkness), Overconfident, Hideous Appearance (mostly Dilophosaurus-like in appearance)

Edges: Arcane Background – Shamanic Magic, Sidekick (Monch), Power Points

Power Points: Many (15), Regain one every hour

Powers:

- Blast
- Bolt
- Fear

Gear: Fur clothing, animal skin bag, flint and rock with tinder, spear, skull totem (3 lbs.)

Magic Skull: With the magic skull in his possession, Glak can use the skull powers noted earlier.

Language: Sneak, Fear, Skull, Magic, Yes, No



Monch

Monch is an evil Beast Master who worships the Spirit of Darkness. He is Glak's loyal sidekick.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Fire Starting d4, Intimidation d4, Notice d4, Shooting d6, Stealth d4, Survival d4, Throwing d4, Tracking d4

Charisma: -4; **Pace:** 1 Hand; **Parry:** 5

Toughness: 5

Hindrances: Barely Verbal, Vow (Major: to Spirit of Darkness), Overconfident, Hideous Appearance (mostly a Raptor)

Edges: Beast Master, Improved Beast Master

Gear: Fur clothing, animal skin bag, flint and rock with tinder, one-handed club

Magic Skull: With the magic skull in his possession, Monch can control the Dilophosaurus.

Language: Sneak, Run, Kill, Go, Yes, No

Note: As a Beast Master, Monch may have a beast companion or two (probably dinosaurs), if the Cave Master thinks it is necessary. Depending on your players, extra combatants might make the battle more interesting.



EPILOGUE: THE END?

The skulls should be destroyed in the final battle to prevent the players from making off with such powerful artifacts. If the players don't set the skulls against each other, the Cave Master can have Glak or Monch desperately try to destroy the players' skulls. If the players do end up with the skulls, they will hopefully be dissuaded from using them since they slowly turn the users into Dilophosaurus Men!

VALLEY OF THE SHARPTTEETH

A renegade Tribe of *Dino sapiens* who are closely related to *Tyrannosaurus Rex* have moved into this valley, and have joined with several T. Rex. The T. Rex are terrorizing anyone passing nearby.



BACKGROUND

The Lorsh Tribe – a renegade Tribe of *Tyrannosaurus sapiens* – made its way north from *Dino sapiens* territory; even their fellow *Dino sapiens* found them too aggressive. The Lorsh traveled to a valley situated in the middle of Ahs territory (see the Cave Master's map for the "Valley of the Sharpteeth" location). Along the way, they managed to befriend a couple of actual T. Rex.

They are now claiming this entire area as their own, and have killed several groups of Ahs who unsuspectingly traveled through the area. To make matters worse, they are starting to attract more T. Rex; there are now three adults and two young T. Rex living with the Lorsh. Members of the Lorsh sometimes even ride the T. Rex into battle!

Word has gotten to the surrounding Ahs Clans about this menace. The Chieftain of one of the Clans (Cave Master's choice) has twins – a son and daughter – who have both recently come of age. They are considered quite good looking. He is offering either of the twins in "marriage" as a

reward to whoever gets rid of the Lorsh and their T. Rex sidekicks.

The players may "hear" about this menace (and opportunity) in several of the settlements near the Valley.

The Lorsh live in a crude settlement with nests on the tops of several hills. There are around 40 Lorsh; up to 20 will fight (use the stats below).

Tyrannosaurus sapiens

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d4, Fighting d8, Intimidation d10, Notice d4, Ride d6, Stealth d4, Survival d4

Charisma: -2; **Pace:** 1 Hand; **Parry:** 6; **Toughness:** 7

Racial Abilities:

- **T. Rex Affinity:** *T. sapiens* have an affinity with T. Rex. T. Rex do not attack *T. sapiens* unless they feel threatened by them.
- **Bite Attack:** *T. sapiens* have a bite attack that gives them a standard Fighting attack without a weapon for Strength +d6 damage.
- **Saurian Senses:** *T. sapiens* retain the unique reptilian senses of their ancestors. They automatically have the Saurian Senses natural ability (gain +2 to Notice rolls and always considered "Active" when others are sneaking up on them; see the Savage Worlds Deluxe Edition rules for more information on what it means to be "Active").

Hindrances:

- **Evolutionary Dead End**
- **Outsider:** *T. sapiens* automatically have the Outsider Hindrance when dealing with anyone except other *T. sapiens* (-2 Charisma).
- **Nonverbal:** Like their larger relatives, these lizardmen do not speak beyond roars, screeches, and other noises for the most part. *T. sapiens* automatically have the Nonverbal Hindrance.

Gear: Club or spear.



Tyrannosaurus Rex

Use the standard profile in the Bestiary for the adult T. Rex (note they are Wild Cards).

Young Tyrannosaurus Rex

Use the following profile for the young T. Rex:

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Tracking d4

Pace: 1 Hand; **Parry:** 6; **Toughness:** 9 (1)

Special Abilities:

- **Bite:** Strength +d6 damage.
- **Cause Fear:** (-1 to Fear checks)
- **Sense of Smell:** T. Rex have a keen sense of smell that gives them +2 to their Tracking rolls.
- **Size +2**
- **Thick Hide:** A tough, scaly hide gives the young T. Rex +1 Armor all over.



OH WATA FEELING!

This Savage Tale can begin in any Ahs settlement, though Mor-Keen might be the most likely starting location. It is best suited to occur in a settlement relatively near the Wata Volcano where the Shaman is highly respected and powerful, and one or more of the players belongs to the Clan. After the Shaman has a vision that the Clan must move to the Wata Volcano and take up residence there, the players are chosen to find a safe path to the Volcano and clear the Volcano of any dangers to allow the Clan to move in.

BACKGROUND

The Wata Volcano is dormant. The volcano's basin is filled partway with warm water (heated by magma that is well crusted over). Plants grow inside on a ridge around the water. Pteranodon *Dino sapiens* live around the top of the volcano. The inside of the volcano contains cooled lava passages accessible from the inner ridge, one of which leads to a concealed entrance at the volcano's base. There are Troglydites living in the

caves, along with some Lesser Trog, Trogres and Cave Trolls.

A Clan's Shaman has a vision that the Clan must move to the Wata Volcano. The players are "ordered" to travel to the volcano to scout the area, encountering hazards along the way. They must then clear out the Trog and either make a deal with or fight the Pteranodon men. All the Pteranodon men really want is to be allowed to stay and nest on the volcano, and to hunt animals around it. The group must then help get the Clan to the volcano, potentially encountering dangers on the trip.

SCENE I: THE VISION

The Shaman of a players' Clan has a visionary dream. The Shaman summons the players to a meeting place (e.g., the Clan's main firepit); the rest of the Clan gathers to watch. There is great excitement, as this is obviously something important. (As you act this out for the players, go for the flavor of the scene from "Monty Python and the Holy Grail" where Sir Bedevere is "proving" that the woman is a witch to the local peasants.)

The Shaman makes a "model" of a volcano with two mountains next to it out of dirt to represent the Wata Volcano and The Teef Mountains. After some silence and a great deal of intense concentration, a murmur of recognition begins to rise from some of the cavemen, and several say "Wata" and point to their middle lower teeth to indicate The Teef Mountains. The crowd gets very excited about the fact that they understand this until the Shaman quiets them.

The Shaman then takes something representing this settlement (e.g., something he or she is wearing) and places it on the ground. He/she acts out that this represents the settlement until the players understand. As the locals begin to understand, they get excited once again. The Shaman then attempts to communicate the following (act this out with your players):

- The Shaman had a dream last night.
- In the dream, the Clan's patron Spirit appeared.
- The patron Spirit picked up the Shaman, and carried (or flew) him/her from the settlement to the Wata Volcano.

- The Shaman then saw all of the residents of the settlement gather and pack up their belongings and move to the Volcano. (This idea may take awhile to communicate; some locals may start heading there now, and the Shaman must stop them.)
- The Shaman saw dinosaurs and monsters – including Pteranodons and Cave Trolls – at the Volcano.
- The players (pointed out individually) were chosen by the Clan’s patron Spirit to scout out a safe route to the Volcano, and clear out any dangers at the Volcano so the Clan can safely move there.

The locals work themselves into an excited frenzy when the Shaman is finished. Then they become silent as all eyes fall on the Chieftain, who is obviously somewhat skeptical and deep in thought. The Chieftain thinks for a bit longer, and then puts his arm around the Shaman, smiles, and says “Wata! Wata!” The others quickly join in the chant, and march around chanting “Wata!” for awhile.

SCENE II: THE FEAST

That night, there is a great feast, with a variety of meats, fruits and nuts served. The players are given places of honor in the circle around the firepit (next to the Chieftain, Shaman, and Elders). For “dessert,” live frogs are served (a local delicacy), along with fermented fruit – not the best tasting, but quite intoxicating. This results in a raucous celebration that lasts well into the night.

SCENE III: THE MORNING AFTER

The players are prodded awake early the next morning by several cavemen under the direction of the Shaman. The Shaman “suggests” the players get started on their journey early. The players may obtain any prehistoric gear that would normally be available to the Clan.

The Shaman points the players in the right direction, and the people gather to see them off. Many of the locals are hung over and much more subdued than they were last night. Some are still sleeping it off.



SCENE IV: JOURNEY TO THE WATA VOLCANO

Depending on where their home settlement is located and how eventful you want their journey to be, this can go relatively quickly or entail significant obstacles and hazards. The Cave Master should feel free to roll on the appropriate Encounter Tables. Alternatively, the “Earthquake!” Savage Tale would be a good diversion at this point.

SCENE V: OH WATA SIGHT!

Assuming good visibility, the players can see the Wata Volcano and The Teef from a number of miles away. They gradually seem to grow bigger as the characters approach, until they tower over the characters. As the group nears the volcano (within about a half mile), have them make Notice rolls. Those who succeed see *Pteranodon sapiens* flying around the top of the volcano. If it is relatively cool outside, those who got a raise notice there is white smoke coming from the top of the volcano (this is steam from the warm water inside).

If the players get within about 500 yards of the volcano, two *Pteranodon sapiens* scouts fly down to them. Those who make successful Notice rolls realize they don’t have any weapons (they could obviously still be dangerous, however). The “bird-men” land and attempt to discern the players’ intentions.

If the players let it be known that they do not intend to harm the *Pteranodon sapiens*, the scouts appear satisfied and fly back to the volcano; their Clan will not attack the players.

If the players indicate they are planning to clear the nasties out of the volcano, the scouts appear very pleased, and may even offer help (e.g., they might send a warrior with the players, or at least offer information – they have a good idea about who inhabits the caves). Only if the players are hostile to them do they retreat and return with more warriors to attack.

Pteranodon sapiens

Use the *Dino sapiens* profile from the Bestiary with the Flight ability (as a Pteranodon). There are 23 *Pteranodon sapiens* living in nests on and around the rim of the volcano (15 are mature enough to fight). Their High Elder is named Caww. Their Shaman is named Praak. The Troglodytes and their kin have been harassing and stealing eggs from the *Pteranodon sapiens* for some time, so they are happy to cooperate with the players to eliminate this menace.

If the players continue forward to 100 yards from the volcano, have them make Notice rolls again (this time opposed to the Stealth of the

Lesser Troggs guarding the entrance; the entrance happens to be on whichever side the characters are closest to). If a character beats them with a success, they catch a glimpse of something green outside the volcano hiding in some plants. If they get a raise, they see several small humanoids hiding in the vegetation on the side of the volcano near the base, and what appears to be a cave entrance into the volcano itself.

If the characters get within two hands of the Lesser Troggs, pretend to roll. The Lesser Troggs (there are five) shriek and run back into the side of the volcano.

A few moments later, the players hear a roar. Something is coming out of the cave!

SCENE VI: THEY'VE GOT A TROLL!

A Cave Troll comes out of the side of the volcano. It lets out another roar and (assuming it sees the characters) charges.

Cave Troll

Use the Troll profile from the Savage Worlds Deluxe Edition rulebook. Add a second Cave Troll if your characters are powerful enough.



SCENE VII: WATA BUNCHA CHICKENS!

The players will probably head into the volcano after they defeat the Troll(s). See the map at the end of the adventure to get more information about the tunnels and caves inside. Note that once inside the volcano, it is very dark; the characters generally need a light source to be able to see until they reach the center.

The first cave the characters enter ("Lesser Trog Cave" on the map) is where the Lesser Trogs live. It extends around roughly half of the volcano. It is very filthy and smelly, and scattered with bones and Lesser Trog dung. There are 13 Lesser Trogs that live here (both sexes and some young are included). These Lesser Trogs are cowards, and only fight if cornered. They shriek if the players enter their cave, and run up to the "Troglodyte Cave" (see map).

Lesser Trog

Use the Trog profile from Chapter Seven, but change Size to -1 and add the Yellow Hindrance.

SCENE VIII: WE'VE GOT COMPANY!

There are 15 Troglodytes living in the Troglodyte Cave, along with three Trogres. It is a bit less squalid than the cave where the Lesser Trogs live, but not much! This cave stretches roughly two-thirds of the way around the volcano, and has three exits: one leads to the Lesser Trog cave, one leads to the Troglodyte shrine (see map), and one leads up to the inner ledge (see map).

There is a ledge that goes all the way around the inside shaft of the volcano. The volcano itself has been dormant for long enough that the magma in the center is crusted over, and the center of the volcano is filled partway with water. The water is warmed from the heat of the magma deep underground.

The Lesser Trogs run and cower in the back of the Troglodyte cave. The Trogs and Trogres, on the other hand, attack as soon as they become aware of the players.

Troglodyte

Use the Trog profile from Chapter Seven.

Trogre

Use the Ogre profile from the Savage Worlds Deluxe Edition rulebook.

SCENE IX: SHAMAN YOU!

The leader of all of these vile creatures is a Troglodyte Shaman named Urch who lives in the shrine. The shrine is in a separate cave. There is a crude altar made of bones and dinosaur plates with a number of skulls on top of it. It is the only relatively clean and uncluttered part of the caves.

Urch stays in the shrine with his personal bodyguard: a Dino Ogre whose life he saved long ago, and who is very loyal to him. He uses powers to help the Troglodytes and to attack if the players come near.

Dino Ogre

Use the Dino Ogre profile from the Bestiary in Chapter Seven.



Urch

Urch is an evil Troglodyte Shaman who worships the Spirit of Darkness.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6, Fire Starting d6, Intimidation d10, Notice d4, Spellcasting d8, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 1 Hand; **Parry:** 5 (6 with spear); **Toughness:** 8

Hindrances: Greedy (Minor), Nonverbal, Outsider (to cavemen), Vow (Major: to Spirit of Darkness)

Edges: Arcane Background – Shamanic Magic, Power Points, Sidekick (Dino Ogre)

Power Points: Many (15), Regain one every hour; **Powers:** many (3)

Powers:

- **Blast**
- **Bolt**
- **Fear**

Gear: Fur clothing, animal skin bag, spear, totem with a skull on the end (3 lbs.)

Size +1

EPILOGUE: THE REST OF THE STORY

If the players defeat or drive off all of the creatures living in the Wata Volcano, the *Pteranodon sapiens* are very pleased. In fact, if any Lesser Trog or Troglodyte stragglers come out on the inner ledge, the *Pteranodon sapiens* attack them.

After the enemy are defeated, the *Pteranodon sapiens* bring down several half eggshells (already hatched, of course) full of pretty rocks and dead lizards (to eat – yum!). They are open to forming a loose alliance with the players.

Now, the players must return to their settlement and escort their Clansmen back. This can be a relatively quick process, or you can throw encounters at them along the way. Note that since the Wata Volcano is sacred to several Tribes of Neanderthals, the adventure may not be entirely over after the players' Clan moves in . . .

Alternatively – if you don't want the players' Clan to move – have the following occur: when the players return, the Shaman, looking a bit sheepish, informs them he had another vision. This vision convinced him the Clan should stay put. However, it was very nice that the players cleared out the volcano!



THE TEEF

As noted in the "Locations" section in Chapter Four, the Teef are two large mountains next to the Wata Volcano. Many Ahs and Neanderthals consider them sacred. (They don't really have a good reason for considering them sacred, but hey, we're talking about cavemen here!)

ADVENTURE IDEAS

Pteranodon Dino sapiens live in nests on the upper crags of The Teef. There are networks of caves inside both mountains, and they are connected deep underground. Troglodytes, Cave Trolls, and other horrors dwell in the caves.

There are a variety of reasons the players may visit these caves. For example, they may be "ordered" to retrieve something from the caves, or may just decide to go exploring there.

We have left the particulars of The Teef for the Cave Master to develop. You might want to make this an old-fashioned "prehistoric dungeon crawl" for your players, complete with passages, caverns, crude traps, and a variety of lairs with creatures guarding pretty rocks and even Relics. We recommend having something big, powerful, and scary lurking somewhere in the depths . . .

UP-TIME GIRLS

This scenario introduces concepts such as time travel to your campaign. If this is just too far out for your group to accept (such as groups for whom *Dino sapiens* are pushing the reality envelope), feel free to ignore this adventure!

OVERVIEW

In the far future, time travel has been perfected. Under the watchful eyes of the Temporal Rangers, expeditions are sent back to the distant past for a variety of reasons. Some go back to obtain unpolluted Ahs DNA for the failing genes of a dying human race. Others are sponsored by the decadently rich, who engage in exciting hunts of the great lizards that rule Lur. Some travelers, through exorbitant bribes to the future authorities, bring back Ahs and their Neanderthal cousins as slaves and playthings.



THE BRIEFING

The set-up of this adventure is left to the Cave Master's discretion. Whatever the story, you basically need to get the players out and away from their Clan. An easy set-up involves sending them out to get another Pteranodon egg after the mishap recounted in "Egg Hunt."

THE ADVENTURE

As the players move along to whatever task the Cave Master has assigned them, they are suddenly and without warning plunged into darkness. They awake to find themselves the captives of strangely dressed Ahs women wielding very strange clubs!

These three ladies are tourists from the future who have traveled back in time to hunt and collect trophies. They have captured the party with a sonic stun mine, and are trying to decide what to do with the characters. Since human DNA in the far future has become damaged by environmental degradation, samples are collected from the strongest male and female Ahs and placed in stasis containers for the trip up-time.

Any interesting *Dino sapiens* may be killed and skinned for mounting back home since the time capsule can only take so much mass back. Finally, one or two of the more intelligent characters (especially Cave N.E.R.D.s) may be taken back to be used as household slaves.

Of course, the party won't understand any of what the women are talking about, but seeing the first Ahs get stunned and experimented on might give them some impetus to escape!

The players must escape the time travelers' clutches, maybe getting some payback in the process. Thinking the party is little better than big chimps, the women might not be as on guard as they would normally be. Plus, they're rich dilettantes who don't know much about prisoner handling.

SCENE I: THE ENCAMPMENT

The characters awake around dusk, finding themselves in pens segregated according to their race and sex. The portable pens (now securely in place) are made of bars of a strange substance (steel) on all sides, and locked with an electronic lock that is disengaged by the trio's bracelets. The trio talk soothingly to their captives, although they treat *Dino sapiens* as animals, seeing them as perhaps pets of the Ahs. Food is given to the group, and the ladies retire to a brightly colored tent several hours into the night.

They leave a fire burning brightly in the center of camp, and unbeknownst to the characters, set up perimeter surveillance monitors to warn them of the approach of hostile life forms. The party's gear is stacked on the far side of the camp.

SCENE II: TONIGHT THERE'S GONNA BE A JAILBREAK

Bending the bars requires a Strength check at -12 to get them open enough for a small member to slip through. The locks are impossible to pick, but if wetted (by urine, for example) they short out, requiring a Strength check at -4 to open. The ladies can also be tricked into opening the cages by especially clever means. After all, we want to get the players out somehow . . .

If the characters manage to free themselves and simply run for it, the perimeter alarms sound, and two rounds later the ladies emerge from their tent, stunners ready to recapture their prisoners. If the escapees charge the tent it takes a round to figure out how to get in, but the women are caught without their jumpsuits on or weapons ready.

EPILOGUE: AFTERMATH

If the characters manage to defeat the women they find themselves in possession of a host of strange, “magical” items. Trying to figure out how to use these requires a Smarts check at -8 (-4 for Cave N.E.R.D.s). Fortunately for the Cave Master, all the weapons operate on battery packs, which must be docked back home to recharge. The girls didn’t bring a recharging device!

The time capsule appears the day after the women are defeated, but without their bracelets’ code to open the door, it fades away after two hours. If you’re feeling particularly adventurous, the Cave Master can allow the characters to open it and hitch a ride to the far future—but that is beyond the scope of this book!



Kelly, Sabrina, and Jill (all Wild Cards)

These three future women look similar to Ahs females, but are very clean and devoid of hair (except on the tops of their heads). They wear very strange skins covering much of their bodies, leaving only their heads and hands exposed. The texture and color of the skins they wear is unlike

anything the characters have seen, although if they live near the sea it may remind them of some of the more brightly colored fish along the reefs. Their skin seems unnaturally clean, they smell strange, and they seem to speak an awful lot. Obviously they are Spirits of some sort!

Attributes: Agility d8, Smarts d6 (effectively d12+4 in Sticks & Stones terms), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Shooting d8, Sneak d6, Notice d6, Persuasion d8, Swimming d6

Pace: 1 Hand; Parry: 4; Toughness: 10 (4) (when wearing equipment), Charisma: +2 (+4 Jill)

Edges: Very Attractive (all), Charismatic (Jill), Hard to Kill (Sabrina), Nerves of Steel (Kelly)

Hindrances: Loyal (to each other), Outsider (to inhabitants of Lur), Overconfident

Gear/Special Abilities:

- **Ultra thin Kevlar jumpsuits** (+2 Armor; only an Ahs female could wear them)
- **Personal bracelets:** force field (+2 Armor), communicator (two kilometer range), serves as PDA, opens electronic locks in camps; opens time capsule
- **Sonic stunner pistols** (1/2/4 Fingers, 8 shots, RoF 1, Damage: Vigor roll at -4 or Shaken)
- **Blaster Rifle** (5/10/20 Hands, AP 4, RoF 3, Damage: 3d6, 12 shots): the girls only have one of these weapons; it is for use in case of an emergency.
- **Tranquilizer dart gun:** (1/2/4 Fingers, RoF 1, Damage: Vigor roll at -4 or unconscious for 3d6 minutes (a success means you are just Shaken), 12 darts.
- **Molecular survival knife** (Strength +d8, AP 2, cannot be thrown)





HAL-AN OF TRO

Your Clan's Chieftain spies the most beautiful Ahs woman in Lur, and **MUST** have her! The players are sent to steal her (unharmed). They may encounter rival Clans bent on the same mission, and must ward off the attacks of Hal-An's people as they race back to their Clan. This might even start the fabled Tro-Ja War!

THE BRIEFING

The Clan's Chieftain is meeting with the heads of a number of other Clans. The "Big Big Tribe" is held every year in a fairly central location (see below). As mighty adventurers of their Clan, the players' presence is requested to escort their Chief to this important gathering.

SCENE I: THE GATHERING

The meeting is held on a flat plateau known as Flat Rock that is more or less centrally located in Ahs territory (also see the map and the brief description in Chapter Four). Several Clans have sent representatives, and if they haven't done so yet, this is a good chance for the players to meet some of the other folks who inhabit Lur. Contests such as spear throwing, wrestling, and other primitive pastimes are held among the Chiefs' entourages, and the characters are encouraged to participate.

It is during this time that the characters and their Chief see the most beautiful Ahs women they have ever laid eyes upon. Hal-An is the jealously guarded daughter of Aga-Mom, the

Chieftain of the Tro Clan, and is considered by all the Ahs and Neanderthal males who see her as the most beautiful and desirable creature in Lur. Not only is the Chief of the character's Clan smitten, but also the Chiefs of several of the Clans in attendance. Despite the best efforts of any potential suitors, Hal-An's father refuses to consider any proposals by the time the meeting ends and everyone heads for home.

SCENE II: TROUBLE WITH A CAPITAL "H"

As the characters head for home, their Chief calls them together and directs them to abduct Hal-An, and bring her to him. How the party accomplishes this is up to them. The Tro-jas snuck out before dawn, so you are hours behind them. If they move quickly and succeed at a Tracking Roll, the group catches up the following day; with a raise, they catch up the same day. The group of Tro-Jas consists of Aga-Mom, ten of his best warriors, Hal-An, and several other "maidens."

The characters can shadow the group, waiting for an opportune moment to try to steal Hal-An away. The Cave Master should roll an encounter or two for the group, which may end up delaying them.

SCENE III: TRO

This Ahs settlement consists of tents, lean-tos and earthen mounds on a peninsula near the coast of the Big Water. Steep cliffs, whose only easy path is guarded by five Tro-Ja warriors at all times, make this part of the peninsula fairly safe from large predators and enemies. The path is only three Knuckles across, making a rush up it by large groups impossible. The cliffs can be scaled if the players can get to the base (-2 to each of three Climbing checks).

Hal-An lives with her father in the largest mound, which is guarded by three warriors at all times. Hal-An is tired of living with her Clan, and desires adventure in her life, so if the characters prove themselves worthy (by defeating her guards, for example), she accompanies them willingly, making their escape that much easier. If you need stats for her, use the Typical Ahs stats (add the Extremely Attractive Edge, which gives her +8 Charisma to male Ahs and Neanderthals).

SCENE IV: FLIGHT

Once the group has managed to abduct Hal-An, all they need to do is get her back to their Chief. This is easier said than done, however. Their leader wasn't the only one to be smitten with her beauty. During the flight back to their Clan, at least two other groups of suitors attack the kidnappers with the intent of taking her to their Chieftain. Use the Typical Ahs stats for the Ahs warriors, in groups one and a half times the size of the characters. Throw in a Shaman if the group seems to have it too easy. Things can get even more interesting if one or more of the players is smitten with her . . .

SCENE V: THE TRO-JA WAR?

If the Cave Master desires, this adventure can be the catalyst for the Tro-Ja War, as Hal-An's father (or uncle, if Chief Aga-Mom was killed) attempts to take her back by force. You can resolve this battle using the Sticks & Stones Showdown! rules or the Mass Battle rules from the Savage Worlds Deluxe Edition rulebook. Aga-Mom brings 30 warriors to the battle, along with Neanderthal allies totaling an additional 25 warriors. Count this as six tokens; their opponents generally get one token for 10 "regular" troops. Ten of the Tro-Jas have bows, giving them a +1 for artillery.



Chief Aga-Mom

The Chief of the Tro Clan is a wily fighter who has seen his share of combat in Lur, both against dinosaurs and other humanoid races. His

primary motivating force is his love for his only daughter.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d10, Shooting d6, Knowledge (battle) d8, Taunt d10, Intimidation d8

Pace: 1 Hand; **Parry:** 7 (6 with Big Axe)

Toughness: 10 (3) (Head = 9 (2))

Charisma: 0

Edges: Quick, Level-headed, Sweep, Command, Hold the Line!

Hindrances: Barely Verbal, Quirk (obsessive devotion to Hal-An), Vengeful

Gear: Giant tortoise helmet (+2) and dinosaur breast plate (+3), Big Axe (Strength +d8, AP 1), Bow of Might (Relic; does 3d6 damage; see Chapter Five for a full description)

Tro-Ja Warriors

These highly trained (for Lur) warriors are excused from the typical Clan duties to allow them to hone their skills in defending the Tro settlement and enforcing the Chieftain's will.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Throwing d6, Notice d8

Pace: 1 Hand; **Parry:** 6 (7 with spear); **Toughness:** 9 (3) (Head = 8 (2)), **Charisma:** 0

Edges: Brawny

Hindrances: Barely verbal, Loyal, Overconfident

Gear: Tortoise helmet (+2) and dinosaur breastplate (+3), Spear (Strength +d6, Parry +1, Reach 1) or club (Strength +d6)



INVASION FROM BEYOND

If you are running a campaign, this adventure is best played after the *Magic from the Sky* adventure. This way the players might be lulled into a false sense of security, and their Shaman has a greater incentive to send another party out if they successfully returned with the Tears of the Moon. This adventure is also best played when the group has developed ties within their Clan. The changes caused by the alien spores makes it all the more poignant if the Cave Master has developed the characters of some of the members of the Clan.



OVERVIEW

A meteor crashes to Lur, bringing with it strange spores from beyond (perhaps from the home of the Spirit of Darkness Itself!). Soon, beautiful and otherworldly flowers grow around the crash site. The pollen of these flowers causes those who inhale it to become one with the mind of the plants, becoming the slave of their Overmind. The players discover upon returning from a hunt or other adventure that their Clan has been infected, and is now bent on spreading the plants far and wide as this alien life form tries to gain domination over Lur.

THE BRIEFING

Read the following to your players:

Several nights ago, the Spirits warred in the sky above. While the Moon hid her face and the Sun slept, lights filled the heavens as their minions battled across the night. Waves of streaking lights swept across the sky, while the Clan cowered in their caves.

One particularly large light fell to the earth with a tremendous roar in the rugged land to the (insert direction) of the Clan's home.

Having proven themselves before, your group expected to be called on to investigate this latest wonder. To your disappointment, however, your Shaman chose others from the youth of the Clan to investigate this skyfall, and is sending your group off on another mission.

At this point the Cave Master should assign an adventure to the characters. It can be something from your own devilish imagination, or something else from the *Savage Tales* section. The "real" adventure happens once the party returns home . . .

SCENE I: HOMECOMING

Once the party returns to their Clan from their adventure, have each member make a Notice roll at -2 initially. Those who succeed notice something seems wrong. Any Clan members left behind who had animal friends (such as *Beast Masters*) find the animals are missing. Any other "domesticated" animals are also gone. Those who get a Raise notice many members of the Clan seem to be "off." They seem a little distracted, although in a non-verbal society this can be difficult to determine!

The alien plant infected the members of the party sent to investigate the crash of the meteor just before the players left on their own adventure. Under the control of the alien, the other group brought back plants and spores and have infected most of the Clan. A few hunters

and gatherers who have returned since the alien arrived are still unaffected, but the great majority of the Clan is under the plant's control at this point. Any spouses or significant others of the characters should be under the plant's control, as well as the Chieftain.

SCENE II: CURIUSER AND CURIUSER

The Shaman (who is not yet under the plant's control) invites the characters to his cave to "debrief" them on their adventure. While he is "talking" to them, a scream echoes across the Clan's settlement. A member of the Clan is attacking his wife. The Shaman "tells" the party to help the woman out.

The caveman attacking his wife (Gam) has just resisted the effects of the spores. His wife tried to infect him, and he struck out at her and wounded her. This caused an uproar as other plant "drones" race to subdue him. The characters may end up helping to further the plant's goals at this time by subduing him. Use the typical Ahs statistics for the "insane" hunter and his mate. As he is being subdued, the caveman keeps shaking his head and saying "No Lusha!" (Lusha is his wife's name). The Clan members quickly take him away and infect him when he is out of sight.

While this is going on, or whenever the players leave him alone, the Clan's Shaman is approached by several of the plant's minions and exposed to the spores, becoming one with the Overmind. It is now up to the characters to save their Clan, and perhaps Lur itself!

This is a good opportunity to play up the "Stepford"-like quality the Clan takes on as more and more are exposed to the spores and fall under the influence of the alien Overmind. The main plant housing the Overmind is now kept in the Chieftain's dwelling place, with two guards outside his dwelling at all times. There are typically another 2-12 "drones" standing around, staring at the Overmind.

SCENE III: ONE BY ONE

The Overmind's minions attempt to separate the characters one by one and expose them to the spores. If Helg was rescued in the "Egg Hunt" adventure and is still around, she may attempt to lure a male character into her cave, where she gives him a flower to smell. The Clan's Shaman might invite part of the group into his cave for an ambush, where possessed Clansmen attempt to grapple them into submission. Spores are then dumped into the prisoner's faces.

If the characters resist and attempt to warn each other, the Clan attacks them, with the intent of subduing them. Characters who flee might find neighboring Clans are beginning to fall under the influence of this alien plant life.

In order to end this menace, the players must destroy the Overmind (see below). Note that if the Overmind is killed, those subjugated by it return to normal. They have no recollection of what happened to them after they were taken over by it, and it might be difficult for the players to convince anyone that anything unusual actually occurred if they succeed!

ALIEN PLANT OVERMIND

This alien intelligence takes the form of a beautiful plant. Vines extend from a central root bundle, and along the length of each are bluish green leaves and beautiful rich purple flowers. Its flowering vines can be broken off at the root bundle and used to spread its influence, because even separated they remain a part of the whole through a telepathic link. In this way, the Overmind has conquered several planets in the millennia of its existence.



The Overmind

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d12

Skills: Fighting d8, Shooting d6

Pace: 1 Knuckle; **Parry:** 6; **Toughness:** 10, **Charisma:** 0

Special Abilities:

- **Fibrous Form:** +2 Toughness
- **Lash Vines:** Strength +d6 damage
- **Hive Mind:** The Overmind can sense the surroundings around any of its far-flung

parts, as well as creatures currently under its influence. It coordinates the efforts of all its parts, both plant and animal, to dominate its environment.

- **Hearts and Minds:** The Overmind conquers its victims through mind-controlling spores. In more advanced cultures this has taken the form of spore-filled packages, contamination of ventilation systems, and even crop-dusters. On Lur, however, the Overmind is much more limited in its options. Creatures inhaling the spores directly from a flower must make a Vigor roll at -4. Having a handful of spores thrown in the face is a Vigor roll -2. The flowers can also shoot a puff of spores with their Shooting skill (of d6); they may only shoot up to 1 Knuckle. Victims of this form of attack make a standard Vigor check. Those who fail the Vigor roll become slaves of the Overmind. Their only goal in life to spread the influence of their alien master.

Note that those who suffer a Shaken result in combat can make an opposed Spirit roll versus the Overmind's Spirit. Those who succeed manage to break free of the influence of the plant.

If the Overmind is killed, those subjugated by it return to normal. However, they have no recollection of the time they were under the Overmind's control.



INVASION OF THE MAMMOTH CLAN

The Invasion of the Mammoth Clan was designed to threaten the Neanderthal settlement of Mee Kuh, but can take place just about anywhere in the northern part of Lur.

BACKGROUND

This Clan of heavily armored Ahs originally resided in the far northern lands outside of Lur. The encroaching Ice Age was foretold by one of their Shamans, and the Clan began a journey toward warmer climes. In their homeland, these cavemen, using several Beast Masters, have learned to tame and ride Woolly Mammoths.

Recently, the Mammoth Clan began to travel down the Ba-Sploosh river valley (that runs past Mee Kuh). The leader of the Mammoth Clan, a brute by the name of Hee-Tla, is a racist (and species-ist). Hee-Tla plans to enslave other Ahs his Clan runs across. Neanderthals and *Dino sapiens* are killed outright.

The Mammoth Clan is now threatening the settlement of Mee Kuh (or another settlement of your choosing), and the players must stop them. The particulars of this encounter are left to the Cave Master. Here, we provide you with a bit more information about Hee-Tla and his Clan.



Chief Hee-Tla

The Chief of the Mammoth Clan is a wily and ruthless fighter who has seen his share of combat. He is a fairly small Ahs with a funny moustache. Hee-Tla rides on a Howdah atop a Mammoth along with a Beast Master and two bodyguards.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Shooting d6, Knowledge (battle) d8, Persuasion d10, Taunt d10, Intimidation d8, Throwing d8

Pace: 1 Hand; **Parry:** 7; **Toughness:** 10 (3), **Charisma:** +2

Edges: Charismatic, Command, Hold the Line!, Level-Headed

Hindrances: Barely Verbal, Delusional, Overconfident, Stubborn

Gear: Dinosaur breastplate and Helm (+3), Axe, Bow & Arrows, Coconut Bombs

Language: Hee-Tla, Mammoth, Attack, Go, Stop

Ahs Warriors

These highly trained (for Lur) warriors are fiercely loyal to their Chieftain. Two are assigned as Hee-Tla's personal bodyguards. There should be around four per player (adjust as needed). They are riding in Howdahs atop Mammoths.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Throwing d8, Notice d6, Shooting d8

Pace: 1 Hand; **Parry:** 6 (7 with Spear); **Toughness:** 9 (3), **Charisma:** 0

Edges: Frenzy

Hindrances: Barely Verbal, Loyal, Overconfident

Gear: Dinosaur Breastplate and Helm (+3), Spear (Strength +d6, Parry +1, Reach 1), Bow & Arrows

Woolly Mammoths

There should be one Mammoth per Wild Card in the players' group. All but Hee-Tla's have either a Giant Bow or Giant Slingshot mounted on their Howdahs. These Howdahs hold one Beast Master (use the Dinosaur Hunter archetype) and five passengers. Use the Woolly Mammoth stats from the Bestiary in Chapter Seven for the Mammoths.

SEVENTY-FIVE THOUSAND B.C.: A PREHISTORIC SPACE ODDITY

This adventure is set in a couple of settlements – Duh and Rek – that we have not described with the other settlements or placed on the map. This way you can place them to best suit your campaign. Duh should be placed in Neanderthal territory; Rek should be an Ahs settlement.

75,000 B.C. also introduces some advanced technology that the Cave Master should be prepared to deal with, as players will undoubtedly try to figure out ways to take it home with them!

OVERVIEW

The Duh Neanderthal Clan has always been a few pebbles short of a rockslide. They were considered slow even by Neanderthal standards. They have never been well-liked by their neighbors, since they made periodic attacks on nearby settlements.

But one day, the Duh changed. A large black monolith appeared near the Clan's settlement, and things started . . . evolving! The Neanderthals began walking completely upright and even speaking words! Some changed into Cave N.E.R.D.s, and others even became something . . . more!

Soon the Duh Clan became much more advanced than their simpler neighboring Clans. Unfortunately, the more advanced they became, the more they desired to conquer their neighbors! A rash of recent attacks has caused the neighboring Clans to panic – they've been attacked by the Duh Clan before, but the Duhs have never been so effective!

The players have heard of the recent attacks from the Duh Clan. Most cavepersons believe that the Duhs have found some very powerful magic to use against their enemies.

THE BRIEFING

The players' Chieftain has called them together for a single purpose – find the source of the Duh Clan's power and smash it with something heavy!

A scout tells the heroes the way to find the Duh Clan's settlement. This involves following a river to the Rek Clan's settlement, crossing a plain, and then traveling into some hills where the Duh settlement lies. (Of course, this can be modified depending on where you locate the settlements.)

SCENE I: THE REK TRIBE

The trip to the Rek Clan is uneventful, but as they approach the settlement the players see plumes of smoke rising from it. The Duh Clan's rampage has reached the Rek's settlement, and has left it in ruins!

Most of the tents and lean-tos have been knocked down or set aflame, and many bodies are scattered all over the place, some crushed and many terribly burned.

With a successful Tracking roll, the heroes find many footprints and something that a Cave N.E.R.D. may believe are some sort of Tro-Puh tracks. The Tro-Puh tracks seem to leave from and return to the plains beyond the settlement (toward the Duh Clan).

If the heroes search the settlement, they find a lone survivor hiding under a burned-out shell of a lean-to; he is badly wounded. He "explains" (in caveman terms):

They came riding Tro-puhs and threw nets and small fiery fruits that exploded. Some of the villagers were tied up and taken with the attackers when they left.

After relating this, the unfortunate caveman expires dramatically.

SCENE II: ROAD WARRIORS

Leaving the settlement, the heroes must make their way across the plain between the Rek Clan and the foothills of the mountains. The way is very long (about two days on foot), and

(assuming it is summer) the plains are dry and hot. If the characters move across the plains in the daytime they should make Vigor rolls or gain a level of Fatigue from the extreme heat and dryness. Survival rolls can be made to stave off Fatigue as normal.

Early on the second day of travel they see a large cloud of dust moving across the plains, roughly in their direction. This is part of the Duh's new "mechanized infantry," which is heading to find another settlement to plunder. If the players decided to look for cover, have them make a Notice roll at -2; success means they are able to find a few rocks and a couple of trees to hide behind.

Unless they hide very well, the Duh war party notices the characters, and moves to intercept them. There are two "Hoo-Puhs" (Hot Ooze Powered Rollers, see below), each with a driver, a "netter," and a "gunner" on the back. The occupants in the vehicles look like Neanderthals but are wearing crude black leather armor and have slicked-back hair.

As the Duh "Hoo-Puh-sters" attack, the heroes notice that there don't seem to be any Troglodytes or other creatures pushing the vehicles – they are self-propelled! The heroes might think there is some sort of magic involved with the loud growling they are making and the amount of thick black smoke that's coming out of the tubes on the sides of the Tro-puhs!



6 Duh “Hoo-Puh-sters”

There are three Duh Hoo-Puh-sters per vehicle – one driver, one netter, and one gunner. The drivers attempt to drive by to allow the netter to capture one of the players; if successful the player is dragged behind the vehicle. Dragged characters must make a Vigor check every round or take a level of Fatigue from bumps and bruises (this will make them fall unconscious, but won't kill them).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d4, Driving d6, Fighting d8, Intimidation d8, Notice d4, Shooting d6, Stealth d4, Survival d4, Throwing d4, Tracking d4

Pace: 1 Hand; **Parry:** 6; **Toughness:** 8 (1); **Charisma:** -2

Racial Abilities:

- **Brawny**
- **Evolutionary Leap:** Improved Smarts; can take Ahs and Cave N.E.R.D. Skills and Edges
- **Low Light Vision**

Edges: Ace (driver), Blabbermouth, Steady Hands (netter, gunner)

Hindrances: Barely Verbal, Outsider

Attacks: Use Gear noted below.

Gear: Knife (Strength +d4), net (netter only), 2 “Budda-Booms”* (Thrown Range: 1 Finger / 1 Hand/ 2 Hands; Damage: 2d6; see Giant Slingshot info under “Hoo-Puh” below for shooting range), leather armor (+1 Toughness), goggles (eye protection), water skin, flint and rock

* **Budda-Boom:** These are Coconut Bombs filled with refined petroleum and fitted with a fuse. They do 2d6 damage to everyone within a Small Burst Template and have a 1 in 6 chance of starting the victim on fire! The Budda-Booms require an action to light the fuse.

2 “Hoo-Puhs” (Hot-Ooze Powered Roller)

Hoo-Puhs are a new Duh invention that came about after the Black Monolith evolved the Duh Clan. They are completely “kitted out” Tro-puhs that are run on “ooz,” a petroleum-based product that the Duhs burn to power the vehicles.

Acceleration/ Top Speed: one Hand / three Hands

Toughness: 10 (4)

Crew: Driver, Netter, Gunner

Weapons: Giant Slingshot (Range: 1 hand/2 hands/4 hands; Damage: see “Budda-Boom” Coconut Bombs above; 5 Bombs); ram plate (set of ram's horns placed on front of vehicle, collision damage +d6, vehicle takes half damage in frontal collisions)

If there is a Cave N.E.R.D. in the party they may want to try to use one of the Hoo-Puhs. However, the technology behind them seems to be beyond regular Weird Prehistoric Science, and is quite confusing to even the most enlightened Cave N.E.R.D. A Weird Prehistoric Science roll (at -2) is required to understand how to work the controls (which involves moving some levers to engage the drive mechanism and control the heat of the engine). Failure means the fire goes out and must be restarted with the Fire Starting skill. Botching (rolling two 1s) means the engine explodes, resulting in 3d6 damage to everyone touching a Medium Burst Template centered on the engine.

There's enough fuel in each Hoo-Puh to get to the Duh settlement in the foothills, after which they sputter and die out. If the heroes cannot get the Hoo-Puhs going or decide not to use them, they should make Fatigue rolls again if they are traveling during the daytime.

SCENE III: WORKIN' IN A COAL MINE

As the players make their way toward the foothills, they begin to see more signs of the Duh's advancements. Right by the foothills they see a tar pit with a large “snake” coming out of it and going into the foothills (this is actually a crude petroleum pipeline). In the foothills themselves they see big huts with moving “wings” (windmills), as well as signs of digging (coal and ore mining), with the miners being captured members of the Rek Clan.

The players may try to free some of the captured Rek Clansmen. There are four guards watching over 11 miners. The Reks have one level of Fatigue (-1 to all rolls) because of the strenuous work that the Duh guardsman have had them doing.

4 Duh Guards

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d8, Notice d4, Stealth d4, Survival d4, Throwing d4, Tracking d4

Pace: 1 Hand; **Parry:** 6 (7 with Spear);

Toughness: 8 (1); **Charisma:** -2

Racial Abilities:

- **Brawny:** +1 Toughness, carry 8x Strength
- **Evolutionary Leap:** Improved Smarts; can take Ahs and Cave N.E.R.D. Skills and Edges
- **Low Light Vision:** Neanderthals have developed superior night vision, and automatically have the Monstrous Ability of Low Light Vision (no lighting penalties unless pitch black).

Edge: Blabbermouth

Hindrances: Barely Verbal, Outsider

Attacks: Use Gear noted below.

Gear: Spear (Strength +d6, Parry +1, Reach 1), 2 “Budda-Booms” (see description above, leather armor (+1 Toughness), giant tortoise shell helmet (+1 Toughness head)

Rek Clansmen (Ahs)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Fire Starting d4, Healing d4, Notice d6, Shooting d6, Stealth d6, Survival d6, Throwing d6

Pace: 1 Hand; **Parry:** 5 (4 with Pick)

Toughness: 5

Hindrances: Barely Verbal; currently 1 Fatigue level.

Gear: Mining pick (Strength +d8; 2 hands; Parry -1)

The Rek tribesmen are glad to go with the players if they are rescued. They would like to get home as quickly as possible.

SCENE IV: DUH-OPOLIS

Deeper in the foothills is the settlement of the Duh Clan. There seems to be a frenzy of activity

happening in the settlement as you see Duhs building all sorts of wondrous items. Smoke rises from large fires as Duh Cave N.E.R.D.s refine petroleum to use in their Hoo-Puhs and Budda-Booms. Workers are busy building Hoo-Puhs and other vehicular contraptions, such as a Thwoppa (ornithopter) and a Blub (submersible). Some of the tribesmen are building a gigantic bow (ballista) while others are building a strange, gigantic slingshot (catapult). One Duh is filling coconut shells with black ooze to make Budda-Booms, while several are filling a large hollowed-out tree to make a Big Budda-Boom!



In the center of the settlement on a hill is a tall black monolith (like polished obsidian) that almost seems to be sucking light into itself – this must surely be the source of the Duh’s new magic! Nearby is an elderly Duh Clansman with a walking stick; he seems to be giving orders to the rest of the Clan, particularly to the ones constructing the Big Budda-Boom. If the players continue to watch, they see that the Big Budda-Boom is given a fuse (the heroes have seen the Hoo-Puh-sters lighting fuses on the Budda-Booms) and placed onto the gigantic bow.

Each work site has one Neanderthal “Cave N.E.R.D.” leading a group of Ahs workers. The leader is standing by the monolith flanked by two guards, while four more guards wander about the work sites. The rest of the settlement has mobilized to attack the surrounding settlements.

A straight fight may be risky, since the players are probably greatly outnumbered and the Duhs have superior firepower. The best bet is to go straight for the monolith in an attempt to destroy it. Part of the problem with this plan is that the monolith is VERY tough, with Toughness 15 and requiring a Blunt or Piercing attack (see Breaking Things in the Savage Worlds Deluxe Edition rulebook). Ramming it with a Hoo-Puh or firing the Big Budda-Boom at it may be the best way to destroy it (anyone who rides the lit Big Budda-Boom into the monolith should get at LEAST one Shiny Rock)!

The monolith is a “gift” from the Spirit of Darkness. It is inspiring the Duhs to invent more powerful weapons to further its evil plans to destroy Lur.



Strang-Luv

Strang-Luv is the Duh’s leader. He has a grand vision to have the Duh rule over all of Lur, and believes this is possible now that the Duh Clan has the Big Budda-Boom. He has been corrupted by the Spirit of Darkness; he “tells” his Tribe that they are doing this in the name of the Moon Spirit.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Finger-Counting d8, Fire-Starting d6, Knowledge (Prehistoric Physics) d10, Notice d8, Shooting d6, Throwing d6, Weird Prehistoric Science d12

Charisma: -2; **Pace:** 1 Hand – 2 Knuckles (run d4 Knuckles); **Parry:** 5; **Toughness:** 4

Racial Abilities: Evolutionary Leap (can take Ahs and Cave N.E.R.D. Edges)

Hindrances: Delusional, Lame

Edges: Blabbermouth, Command, Inspire

Gear: Walking stick (Strength +d4)

Language: Any words within reason

3 Neanderthal Cave N.E.R.D.s

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Driving d6, Fighting d4, Knowledge -

(Prehistoric Physics) d6, Notice d4, Stealth d4, Weird Science d6, Cavewise d4, Finger Counting d6, Fire Starting d4, Pictogram d4, Repair d6, Shooting d6, Throwing d6

Pace: 1 Hand; **Parry:** 4; **Toughness:** 5

Hindrances: Barely Verbal, Cave Geek, Curious, Habit (Minor); choose something appropriate for each)

Edges: Ace: +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2, Arcane Background – Weird Prehistoric Science

Gear: Cave N.E.R.D. One (at the refinery) has a Prehistoric Flamethrower with an effectively limitless supply (but cannot move away from the refinery; Cave N.E.R.D. Two (at the vehicle workshop) has a Hoo-Puh (two of the workers jump on to act as crew); Cave N.E.R.D. Three has a half-dozen Budda-Booms and one Big Budda-Boom* on a Gigantic Bow** (see below).

* **Big Budda-Boom:** These are hollowed out trees filled with refined petroleum that do 3d6 damage to everyone within a Large Burst Template and have a 1 in 6 chance in starting the victim on fire! The Big Budda-Booms require an action to light the fuse.

** **Gigantic Bows:** These are the next evolution in Bows, and fire a very large projectile. The Duhs use them to fire Big Budda-Booms with sharpened points that have Range: 3 Hands/6 Hands/12 Hands and do 4d6 damage with AP 4.

“Hoo-Puh” (Hot-Ooze Powered Roller)

See earlier description.

6 Duh Guards

See earlier description.

Ahs Slaves

Use the Rek Clansman profile presented earlier.

If the heroes manage to destroy the monolith, all of its power is lost. The Duh Clan is stunned and confused as they slowly revert back into Neanderthals. Any attacks on them cause them to flee back to their caves nearby.

AFTERMATH

The heroes can take whatever Duh technology remains, including any Budda-Booms, the Gigantic Bow and the Hoo-Puhs. The Hoo-Puhs are powered by the refined black ooze and only have enough fuel to get the heroes back home. Unfortunately, refining the black ooze into fuel for the Hoo-Puh is beyond even the Weird Prehistoric Science of the Cave N.E.R.D.s. A generous Cave Master may allow an industrious Cave N.E.R.D. to fill containers with the refined black ooze from the refinery.

However, any high-tech items taken back home are likely to be seen as the work of evil Spirits and destroyed by the players' Clan. And since they are - in a sense - the work of evil Spirits, the players really shouldn't be too disappointed . . .



SWARM!

The encroaching Ice Age has caused a swarm of giant ants, bound together in a hive mind by their queen, to begin migrating south. The Clan must fend off an invasion of these creatures. This is an opportunity for a Cave N.E.R.D. to shine, or the party could be sent on a commando-style raid to destroy the queen being borne south by her subjects. If she is killed, the swarm loses its

impetus and breaks up into smaller groups that go to ground wherever they are. This can sow the seeds for further encounters with the giant ants as they scatter into smaller, leaderless groups.

PROLOGUE: THE SET-UP

Over the last week, many more animals than normal have been moving through the hunting grounds of the Clan. Prehistoric Deer, Cave Bears, herbivorous dinosaurs, and even a Mammoth have been seen going south. Hunting has been good, and last night the Shaman held a feast of thanksgiving for the plentiful bounty the Clan has been bestowed with. This morning, however, most of the Clan awoke to the angry stings of ants, perhaps attracted to all the food left half-eaten around the campsite. The Clan's Shaman takes this as a sign, and decides to send a group to investigate.

THE BRIEFING

The Shaman gathers the party of characters together at his dwelling. As the party members are awakened and brought to the Shaman's quarters, they notice normal ants crawling over everything in their settlement. A successful Notice roll at this point allows the character to realize they are all moving in the same general direction (as the swarm).

The Shaman has a feeling that the good hunting presages some calamity to come to the Clan, and has gathered his best (or most expendable) heroes to investigate. He indicates to the players that he wants them to investigate to the north and find out what is causing these migrations. How he conveys this is up to the acting skills of the Cave Master, but he may imitate various animals moving south, and mimic the party moving in the opposite direction.

SCENE I: THE JOURNEY

As the heroes travel north, they notice a distinct absence of animal life larger than insects (ants, to be specific) after about a day's travel. They cross valleys, dales, and perhaps a raging river (which is conveniently fordable due to a huge fallen tree trunk). Characters who make Notice rolls realize some of the foliage looks slightly chewed, and this becomes more prominent as they travel another day north.

SCENE II: REVELATION

Two days north of their Clan the characters crest a slope and see the following:

The valley below you seems to have a river of black flowing slowly across its floor, threading its way around clumps of trees. As you watch, the head of the “river” flows around some bushes, which promptly collapse. You suddenly realize this river is actually a swarm of ants!

This is the leading wave of a huge migration of ants. The lead elements are made up of slightly larger than normal ants. The river of ants moves slowly southward at a Pace of one Knuckle per round, devouring anything organic in their path. The mass of insects is nearly a quarter-mile wide and stretches northward as far as the eye can see. The ants do not bother the characters as long as they stay out of the way.

“Normal” Ant Swarm

This mass of slightly larger than normal ants move away from the main body and attack anything disturbing their migration.

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 7, **Charisma:** 0

Special Abilities:

- **Bite:** Swarms inflict hundreds of tiny bites every round to those caught within the swarm. They cause 2d4 damage to anyone in a Medium Burst Template (the d4s do not ace).
- **Swarm:** Because the swarm is composed of thousands of ants, cutting and piercing weapons do no damage. Crushing weapons such as clubs do half damage, and area effect weapons work normally. A character who rolls on the ground does his Strength in damage, and *Dino sapiens* who have the Thick Skin edge are immune to the ants' attacks.
- **Wall Walker:** The ant swarm can traverse vertical surfaces as easily as flat ground.

SCENE III: ROYAL DECREE

If the party of heroes moves along the side of the column and leaves the ants alone, they eventually find the source of the migration.

The swarm is directed by a queen, who is borne southward on the backs of a royal guard. The queen can be found nearly a mile from the head of the swarm, in the center of the mass, with three Hands of ants to either side of her. If the queen can be destroyed, the loss of her guiding intelligence causes the swarm to disperse, and the southward migration stops. How the party accomplishes this is up to their ingenuity. Direct attacks against her means the attackers must fight their way across three Hands of giant ant swarms who do not take kindly to the presence of intruders.

Giant Ant Swarm

These masses of large ants (three to four inches long) move away from the main body and attack anything that disturbs the safety of the queen.

Attributes: Agility d8, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 1 Hand + 2 Knuckles; **Parry:** 6; **Toughness:** 7, **Charisma:** 0

Special Abilities:

- **Bite:** Swarms inflict hundreds of bites every round to those caught within the swarm. They cause 2d6 damage to everyone in a Medium Burst Template (these dice may ace).
- **Giant Ant Swarm:** Because the swarm is composed of thousands of ants, cutting and piercing weapons do no damage. Crushing weapons such as clubs do half damage, and area effect weapons work normally. Because of the size of these ants, characters who roll on the ground do not do any damage to the ants. *Dino sapiens*' Thick Skin edge is not proof against their attacks.
- **Wall walker:** the ant swarm can traverse vertical surfaces as easily as flat ground.

Royal Ant Guard

These ants are roughly three feet long, and have a direct telepathic link to the hive mind formed by their queen, giving them an intelligence greater than that expected from mere insects. They attack anything the queen perceives to be a threat to the migration. Include at least three per player.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d10, Notice d6

Pace: 1 Hand + 4 Knuckles; **Parry:** 7; **Toughness:** 10 (2); **Charisma:** 0

Special Abilities:

- **Chitinous Armor:** +3 to Toughness.
- **Size +1**
- **Bite:** 2d8 damage (may ace)
- **Wall Walker:** The Royal Ant Guard can traverse vertical surfaces as easily as flat ground.



Ant Queen

This large pale bloated ant has legs too small to move it any distance, and is borne aloft by its minions. The head and antennae of this creature are grossly swollen, and an alien intelligence gleams in her multi-faceted eyes.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Notice d6, Shooting d8 (for bolt power)

Pace: 0 (by itself); **Parry:** 2; **Toughness:** 7; **Charisma:** 0

Special Ability:

- **Hive Mind:** The queen's highly developed nervous system not only allows her to control the myriad ants in her colony, but can also deliver a bolt of psychic energy to her enemies. She can automatically "cast" one bolt each round with no Power Point cost; otherwise treat as the bolt power (2d6 damage; range 1/2/4 Hands). She has no attack otherwise.

SCENE IV: EXTERMINATORS!

How the party stops this mass migration of insects is up to their ingenuity. There is effectively

a limitless number of ant swarms from a tactical combat perspective, so engaging them in melee with the expectation of killing them all is foolhardy. The swarm can be delayed at the river the party crossed if they manage to drop the log that acts as a bridge. Some swarms try to cross the water, only to be swept away.

After a day, huge numbers link themselves together to form a bridge of bodies, which the party can destroy in several ways. Eventually, if the party tries to fight them at the river, the queen directs that several logs are brought to the river and a more substantial bridge is formed. At best the heroes delay the ants for several days, but play up the suspense as the ants almost make it across several times.

Once the river is bridged, there is fairly open ground between the swarm and the Clan's home. The effectiveness of the plans made by the players to divert or destroy the column have to be judged by the Cave Master. Maybe they lure a Tyrannosaurus or other large, aggressive dinosaur into the path of the ants, hoping that it smashes large numbers of them. Maybe they try to dig a trench and fill it with oil from the tar pits, creating a flaming barrier across the migration's path. Just remember the queen is the key to stopping this force of nature. Her subjects are basically limitless, but are merely her pawns, and scatter if she is killed.



CHAPTER SEVEN

THE BESTIARY

The Sticks & Stones Bestiary contains more creatures than even the smartest Cave N.E.R.D. can count. That's because we wanted to provide you with brief descriptions of the prehistoric ancestors of some of the Savage Worlds creatures, give you a few new monsters, and provide stats for a whole slew of dinosaurs. There are many creatures that enjoy having cavemen for breakfast – and we're not talking about inviting them to Denny's!

MONSTROUS ABILITIES

The following Monstrous Ability has been added to Sticks & Stones:

PEA BRAINED

Many prehistoric creatures are very slow to act. They discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless. Pea Brained can also be a Major Hindrance as described in Chapter One.

A NOTE ON THE FEAR SPECIAL ABILITY

You may notice that a number of creatures in the Sticks & Stones Bestiary cause Fear. So your characters don't spend too much of their careers running away or soiling their loincloths, we have noted under individual creature descriptions that in most cases, creatures only cause Fear the first time they are encountered. Characters may want to keep a running list of the creatures they encounter to help keep track of this. After all, what doesn't kill you makes you stronger!

CREATURES OF LUR

EXISTING SAVAGE WORLDS CREATURES USED IN STICKS & STONES

Note the "Cave" version of these creatures essentially means they are even dumber than the typical version of the creature; in general, **Smarts rolls are at -1.**

DESCRIPTIONS OF EXISTING CREATURES

PREHISTORIC CROCODILE

Crocodiles haven't changed a whole lot in the past 75,000 years, so there is not much to say here except that some of the prehistoric crocs got VERY big by today's standards. A Champsosaurus is a prehistoric creature that looks and acts an awful lot like a crocodile.

CAVE BEAR

These creatures look like modern bears, though they tend toward the really large and shaggy side.

CAVE DOG

Cave Dogs look funny by today's standards. They are relatively large, and take several forms; most look a lot like hyenas. They are fiercely loyal to their owners, particularly when treated well.

LESSER TROG

Lesser Trogs look just like their "modern" descendents (Goblins), though they are often dirtier and smellier if that is possible. They live in caves and utilize crude weapons. Lesser Trogs can make excellent "pets" if raised from a young age.

TROGRE

Trogres also look a lot like their Ogre descendents. They tend to be very stupid.

ICHTHYOSAUR

Fish-like reptiles that could reach 30 feet or more in length. While their primary diet was prehistoric squid, these creatures have been known to attack cavemen on occasion.



MEGALODON

HUGE, hungry sharks – need we say more?

CAVE TROLL

These are even dumber versions of the "classic" fantasy troll, but are otherwise basically the same.

Creature	Use As:	Pace (+Running Bonus):
Alligator/ Crocodile	Prehistoric Crocodile (also Champsosaurus)	On land: 1 Finger (+ d3 Knuckles) In water: Swim 1 Hand (no Running)
Bear, Large	Cave Bear	1 Hand + 1 Finger (+ d6 Knuckles)
Dire Wolf	Dire Wolf	1 Hand + 1 Finger (+ d10 Knuckles)
Dog/Wolf	Cave Dog/Wolf	1 Hand + 1 Finger (+ d10 Knuckles)
Goblin	Lesser Trog	1 Hand (+ d6 Knuckles)
Ogre	Trogre	1 Hand (+ d6 Knuckles)
Shark, Grt. White	Ichthyosaur, Megalodon	Swim 2 Hands (+ "Run" d10 Knuckles)
Skeleton	Cave Skeleton	1 Hand (+ d6 Knuckles)
Snake, Constrictor	Prehistoric Snake	1 Finger (+ d3 Knuckles)
Snake, Venomous	Prehistoric Snake	1 Hand (+ d6 Knuckles)
Spider, Giant	Spider, Giant	1 Hand (+ d6 Knuckles)
Swarm	Prehistoric Swarm	1 Hand (no "Running")
Troll	Cave Troll	1 Hand (+ d6 Knuckles)
Zombie	Cave Zombie	1 Hand (+ d6 Knuckles)

NEW CREATURES

Ahs

Ankylosaurus (and other large members of the Ankylosauria Suborder)

Ape-Men

Carnivorous Plants (Bah Ju Plant)

Deer, Prehistoric

Dilophosaurus (and other similar, very large carnivorous dinosaurs)

Dino Ogre

Dino sapiens

Diplodocus (and other huge long-necked plant-eating dinosaurs)

Dragonasaurus

- **Baby Dragonasaurus**

Florz

Iguanodon (and other relatively large plant-eating dinosaurs)

Megalosaurus

Neanderthal

Plesio sapiens

Pliosaur

Pteranodon

Quetzalcoatlus

Saber-Tooth Tiger

Sarcosaurus (and other medium carnivores)

Skeleton, Greater

Spirit Folk

Stegosaurus

Syntarsus

Terror Bird (Diatryma)

Tortoise, Giant

Triceratops (and other members of the Ceratopsia Infraorder of dinosaurs)

Troglodyte

Tyrannosaurus Rex (and other huge carnivorous dinosaurs of the Carnosauria Infraorder)

Utahraptor (and other large carnivores)

Velociraptor (and other small but aggressive carnivorous dinosaurs, mainly of the Deinonychosauria Infraorder)

Woolly Mammoth (includes Mastodons and prehistoric elephants like Deinotherium)

Woolly Rhino (and similar horned animals like Arsinoitherium, Avaceratops, and Brontotherium)

Yeti

Zombie, Greater

Descriptions of New Creatures

(The  symbol denotes Wild Cards)

Ahs (short for Archaic Homo sapiens)

The profile presented here can be used for a typical female or male of the Ahs race. There will, of course, be some variance in stat levels, skills and Edges/Hindrances, so feel free to adjust as needed.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Fire Starting d4, Healing d4, Notice d6, Stealth d6, Survival d6, Throwing d4

Charisma: 0

Pace: 1 Hand; Parry: 5; Toughness: 5

Racial Abilities: None

Edges: None

Hindrance:

- **Barely Verbal:** What's to talk about anyway?

Attack: Usually with a club (Strength +d6).

Ankylosaurus

A fearsome looking dinosaur, the Ankylosaurus typically avoids fights unless it is defending itself. The torso and head of an Ankylosaurus are protected by spines and bone plates; these are prized as armor and weapons. The tail has a club at the end.

Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 18 (3)

Special Abilities:

- **Armor +3:** Armored head and torso
- **Cause Fear:** (-2 to Fear checks)
- **Huge:** +4 to be hit.
- **Pea Brained:** Discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless.
- **Size +7:** Ankylosaurus are massive creatures; they grow to be over 30 feet long, and can weigh four tons. They are sometimes ridden by Beast Masters, and Cave N.E.R.D.s sometimes build Howdahs on their backs.
- **Tail Lash:** The Ankylosaurus can sweep attack all opponents in its rear facing. Place the base of your index finger (where it connects to your hand) at the base of the dinosaur's tail, stretch out your finger, and move it in a 180° arc from one side to the other. Anything in its path is subject to a standard Fighting Sweep attack at -2 to hit, with damage equal to the Ankylosaurus' Strength.

Using this profile for other dinosaurs: Also use this profile for the larger members of the Ankylosauria Suborder of dinosaurs; these include a variety of plant-eating dinosaurs that have armored backs, sometimes with spines or spikes. Several – including the Ankylosaurus—have a large bony club at the end of their tail that they use to defend themselves. Examples of this Suborder are Acanthopholis, Dyoplosaurus, Hyulaeosaurus, Nodosaurus, Panoplosaurus, and Pinacosaurus. Most of these are actually smaller than the Ankylosaurus, being closer to 20 feet long, so you may want to lower the size accordingly if you are using other subspecies.

Ape-Man

Ape-Men look a lot like big gorillas, but they walk more upright. Their fur is often a bit shaggier, and varies in color from red to brown to black. As Ape-Men age, their fur tends to whiten.



The Ape-Men are ironically the most advanced culture in the Land of Lur. They are at a Bronze Age level; they have advanced to a state where they have learned to work soft metals like bronze into tools and weapons. They have not only mastered a spoken language, but some are capable of writing as well. They actually construct crude adobe-like buildings and live in a "town" in the valley east of Likshh (in *Dino sapiens* territory), though their settlement can be placed elsewhere as desired by the Cave Master.

The Ape-Men are known to lead raiding parties out to take members of the more primitive races as slaves.

The Ape-Men had a terrible plague sweep through their settlement recently, wiping out much of the population. Their standards of living have subsequently declined drastically. They are becoming more animalistic and frequently battle among themselves.

Cave Master Note: Although they have a full range of character types, Ape-Men are not

provided as a race for players. We think players should stick with playing the more primitive races. The example below is an Ape-Man Warrior/Slave-Gatherer, the type most likely for the players to encounter. It should also be noted that Ape-Man heroes and special Ape-man characters may be Wild Cards at the Cave Master's discretion.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+2, Vigor d8

Skills: Climbing d8, Fighting d8, Fire Starting d6, Healing d4, Notice d6, Stealth d6, Survival d6, Throwing d4

Pace: 1 Hand; **Parry:** 6; **Toughness:** 12 (3) (9 if Armor isn't worn)

Special Abilities:

- **Advanced Culture:** Ape-Men in general know how to speak, count and use simple tools.
- **Special Equipment:** Slave gathering parties typically wear bronze armor (Armor Value of 3), and carry swords or spears, and nets.
- **Brawny:** All Ape-Men have the Brawny Edge (+1 Toughness; carry 8x Strength in pounds).
- **Size +2:** Ape-Men are even larger than most modern day gorillas. They grow to be eight feet tall, and can weigh in excess of 700 pounds.

Attack: With weapons noted above.

Bah Ju (Carnivorous Plant)

Not only do a number of dinosaurs enjoy eating cavemen for breakfast, but so do some of the plants! The Bah Ju has two bulbs on eight-foot stalks; the bulbs are about a foot in diameter and two feet long. The bulbs open to expose rows of teeth. In between the two stalks are what appears to be a bunch of luscious-looking red fruit. The plant lures prey in with the "fruit," but in actuality the "fruit" contains a mild poison to temporarily paralyze a potential meal. After paralyzing its prey, the plant strikes with the pair of bulbs. These plants are also able to uproot themselves and move at a slow pace.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 1 Finger (cannot run); **Parry:** 5

Toughness: 6

Special Abilities:

- **Bulb Attack:** A standard Fighting attack with damage equal to the plant's Strength +d6.
- **Poison Fruit:** Anyone who eats the fruit of this plant must make a Vigor roll at -1 or be Shaken and unable to move; they can begin to move again when they recover from being Shaken.

Deer, Prehistoric

These prehistoric ancestors of modern deer are more aggressive than their descendents, and can grow larger as well. Prehistoric Deer usually run if threatened, but attack if wounded or cornered.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8

Pace: 1 Hand + 1 Finger; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Fleet-Footed:** d10 Knuckle running bonus.
- **Kick with Hooves:** A standard Fighting attack with damage equal to the deer's Strength +d6.

Dilophosaurus



Dilophosaurus is a carnivorous dinosaur that has two large, parallel crests running along the top of its head. They try to avoid fights with other dinosaurs, preferring to dine on more tender prey like cavemen.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d8

Pace: 1 Hand; Parry: 6; Toughness: 15 (1)

Special Abilities:

- **Bite:** Strength +d8
- **Cause Fear:** (-2 to Fear checks)
- **Large:** +2 to be hit
- **Size +6:** Dilophosaurus are around 20 feet long when fully grown, and weigh around 1000 pounds. They stand around 12 feet tall.
- **Thick Hide:** The Dilophosaurus' tough hide adds +1 Armor all over.

Using this profile for other dinosaurs: Use this profile for other relatively large carnivorous dinosaurs as well (around 20-25' long). Examples include Albertosaurus, Alioramus, Baryonyx, Ceratosaurus, Dryptosaurus, and Teratosaurus. The really huge members of this order are listed under Tyrannosaurus Rex.

Dino Ogre

Dino Ogres are very large cousins of *Dino sapiens*. They are bipedal and look like humanoid dinosaurs. Dino Ogres are very strong, but generally even less intelligent than *Dino sapiens*. They are still able to use weapons (typically clubs).

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 12 (1)

Gear: Giant Club (Strength + d10) (or no weapon at Strength +d6)

Special Abilities:

- **Cause Fear:** (-2 to Fear checks)
- **Large:** +2 to be hit
- **Pea Brained:** Discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless.

- **Size +3:** Dino Ogres are BIG (around 12 feet tall and very broad).
- **Sweep** (must have a weapon to sweep): May attack all adjacent foes at -2.
- **Thick Hide:** adds +1 all over to Toughness

Attack: Dino Ogres sometimes use very primitive weapons and sometimes do not. Either way, their attack is at Strength +d8.



Dino sapiens

Dino sapiens are generally not something you want to run into in a . . . well, anywhere really. There is some variance in stat levels, Skills, Edges, and Hindrances (depending on subspecies), so please feel free to adjust as needed. Examples of subspecies include Triceratops men, Ankylosaurus men, Raptor Men, and Pteranodon Men. Here are stats for an average male or female adult.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d8, Notice d4, Stealth d4, Survival d4

Charisma: -2

Pace: 1 Hand; Parry: 6; Toughness: 6

Racial Abilities:

- **Dinosaur Affinity:** *Dino sapiens* have an affinity with dinosaurs closely related to them. Dinosaurs do not attack *Dino sapiens* of their type unless they feel threatened by them.

- **Natural Weapons:** *Dino sapiens* have kept some of the best parts of their larger brethren—the sharp, pointy parts (or sometimes the big, blunt, smashy parts). Depending on their subtype, they have claws, teeth, horns, or a tail that gives them a standard Fighting attack without a weapon for Strength +d6 damage.
- **Saurian Senses:** *Dino sapiens* retain the unique reptilian senses of their ancestors. They automatically have the Saurian Senses natural ability (gain +2 to Notice rolls and always considered “Active” when others are sneaking up on them; see the Savage Worlds Deluxe Edition rules for more information on what it means to be “Active”).

Hindrances:

- **Evolutionary Dead End:** Don't worry about doing anything your descendants might be embarrassed about. You won't have too many.
- **Outsider:** The softer-skinned races, as well as other sub-species of *Dino sapiens*, tend not to trust these creatures. *Dino sapiens* automatically have the Outsider Hindrance when dealing with anyone except other *Dino sapiens* of the same sub-species (-2 Charisma).
- **Nonverbal:** Like their larger relatives, these lizardmen do not speak beyond roars, screeches, and other noises for the most part. *Dino sapiens* automatically have the Nonverbal Hindrance.

Attack: Weapon (usually a club) or natural weapons (see above).

Diplodocus (often called Brontosaurus)

Diplodocus and their kin are the biggest dinosaurs around. They are huge, long-necked, plant-eaters. These peaceful creatures do not attack unless they or their young are directly threatened. The main danger these behemoths pose is they may accidentally step on the characters or smack them with their tails.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d12, Vigor d12

Skills: Fighting d6, Notice d8

Pace: 1 Hand; **Parry:** 5; **Toughness:** 18

Special Abilities:

- **Gargantuan:** Dinosaurs of this type can make it to around 85 feet long when fully grown, and weigh around 12 tons (though some Sauropods like Ultrasauruses may be well over 100 feet long and weigh more than 80 tons!). Don't let them step on you if you can avoid it! See the Gargantuan rules in the Savage Worlds Deluxe Edition for guidelines on how to handle these monstrosities.
- **Huge:** +4 to be hit.
- **Pea Brained:** Discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless.
- **Size +10**
- **Tail Sweep:** Don't stand behind these giants either! The Diplodocus can sweep all opponents in its rear facing. Place your index finger at the base of the dinosaur's tail, stretch out your hand, and move your thumb in a 180° arc from one side to the other. Anything in its path is subject to a standard Fighting Sweep attack at -2 to hit, with damage equal to the Diplodocus' Strength.

Using this profile for other dinosaurs: Also use these stats for other giant, long-necked “browsing” dinosaurs. Examples include (adjust stats accordingly):

Size +8 (50'-60' long): Barapasaurus, Cetiosaurus, Camarasaurus, and Euhelopus

Size +9 (70'-75' long): Brachiosaurus, Alamosaurus, Apatosaurus, Barosaurus, Mamenchisaurus, and Pelosaurus.



Dragonasaurus

This horror is the ancient ancestor of the legendary dragon. Much like the prehistoric men in *Sticks & Stones*, a Dragonasaurus lacks the intelligence of its later descendants. It exists to kill and eat. Basically, a Dragonasaurus has all the power and ferocity of a dragon, minus the style and subtlety.

A Dragonasaurus can grow to about 50 feet long with an 80-foot wingspan. It has a long neck and tail, four powerful legs, and long wings connected at its shoulders. It is covered by a thick hide that protects its body. The Dragonasaurus'

eggs are highly prized; if raised from hatchlings, baby Dragonasauruses can be tamed (see below).

Attributes: Agility d4, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d8

Pace: Ground = 1 Hand; See Flight Special Ability

Parry: 6; **Toughness:** 19 (3)

Special Abilities:

- **Bite:** Strength +d10
- **Claw:** Strength +d8
- **Cause Fear:** (-5 to Fear checks)
- **Flame Breath:** The Dragonasaurus can belch a cone of flame to destroy anything in front of it. This flame does 2d10 damage using the Cone Template; targets taking damage must also roll to see if they have caught fire (5-6 on a d6). Every target in the cone can make an Agility roll at -2 to avoid the attack if they see it coming. The Dragonasaurus cannot attack with a claw or bite in the round it uses its flame breath.
- **Flight:** A Dragonasaurus has a Flying Pace of two Hands with a Climb of 0 (one Hand on the tabletop).
- **Hardy:** If the Dragonasaurus is Shaken, further Shaken results have no effect. They do not cause a Wound.
- **Huge:** +4 to be hit.
- **Improved Frenzy:** Can make two Fighting attacks with no penalty if it does not make a Flame Breath attack.

- **Size +8:** The Dragonasaurus is a massive creature; they grow to be around 50 feet long.

- **Tail Lash:** The Dragonasaurus can sweep attack all opponents in its rear facing. Place the base of your index finger (where it connects to your hand) at the base of the creature's tail, stretch out your finger, and move it in a 180° arc from one side to the other. Anything you can touch is subject to a standard Fighting Sweep attack at -2 to hit, with damage equal to the Dragonasaurus' Strength.

- **Thick Hide:** Thick Hide all over adds +3 Armor.

Dragonasaurus, Baby

The Baby Dragonasaurus is included for use as the Prehistoric Flamethrower gadget. See Chapter Three for details on the Prehistoric Flamethrower.

The Baby is a smaller, cuter, and slightly less lethal version of the adult Dragonasaurus. The baby Dragonasaurus quickly grows to about eight feet long (including its tail), and at this point can be taken on adventures with its trainer. However, the Baby Dragonasaurus is not capable of flight until it matures, usually at two to three years old. Like the adult, the Baby Dragonasaurus is covered by a thick hide that protects its body.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d4, Intimidation d6, Notice d6



Pace: 1 Hand; **Parry:** 4; **Toughness:** 11 (2)

Special Abilities:

- **Bite:** Strength + d8
- **Claw:** Strength + d6
- **Flame Breath:** The Baby Dragonasaurus can belch a cone of flame to destroy anything in front of the beast. This flame does 2d8 damage using the Cone Template. Every target touched by the cone can make an Agility roll at -2 to see if they avoid the attack. However, the Baby Dragonasaurus cannot attack with a claw or bite in the round it uses its flame breath.
- **Improved Frenzy:** Can make two Fighting attacks with no penalty if it does not make a Flame Breath attack.
- **Hardy:** If the Baby is Shaken (shame on you - never shake a baby!), further Shaken results have no effect. They do not cause a Wound.
- **Size +2 (can vary):** while much smaller than their parents, these "babies" grow quickly! They are always hungry.
- **Tail Lash:** The Baby Dragonasaurus can attack a single opponent in its rear facing (at Strength +d4)
- **Thick Hide:** Thick Hide all over adds +2 Armor

Florz (Homo floresiensis)

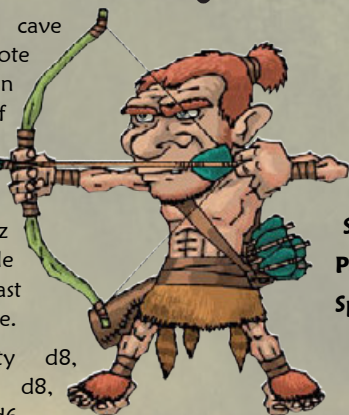
These miniature cave people live in a remote area in the hills in the central part of western Lur. They only grow to a height of around 3 to 4 feet. Florz tend to be nimble and surprisingly fast considering their size.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Shooting d8, Throwing d8, Taunt d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 4

Special Abilities:



- **Barely Verbal:** Like the Ahs, verbal language is just beginning to emerge. Florz automatically have the Barely Verbal Hindrance; this does not entitle them to any additional points to be spent during character generation. See the Hindrances section for more information on this Hindrance.
- **Marksman:** Florz are naturally good shots. If they don't move, they can fire a ranged weapon at +2 to hit.
- **Size -1:** Florz are -1 to be hit due to their small stature.
- **Small:** Florz' Toughness is reduced by 1.

Iguanodon



These herbivores can walk on their hind legs or on all fours. They are around 30' long. They generally do not attack unless they or their young are threatened.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d12

Skills: Fighting d6, Notice d8

Pace: 1 Hand; **Parry:** 5; **Toughness:** 14

Special Abilities:

- **Large:** +2 to be hit.
- **Pea Brained:** see description at the beginning of this chapter.
- **Size +6:** These dinosaurs are quite large, growing 30 feet long from head to tail, and standing about 16 feet tall. They weigh around four tons.

- **Spiked Thumb:** Iguanodons have a spiked thumb on their forelegs they can use for self defense for Strength +d6 damage

Using this profile for other dinosaurs:

Use this profile for other relatively large plant eaters (generally without an effective attack). Examples include Anatosaurus, Camptosaurus, Edmontosaurus, Hadrosaurus, Maiasaura, Saurolophus, Shantungosaurus, and Tsintaosaurus. Some of these – like Anatosaurus – have duck-like bills.

Mammoth, Woolly

Mammoths can grow to be over 15 feet tall and weigh six to eight tons. Mammoths generally do not attack unless they are trained or feel threatened, but defend themselves with their tusks if attacked.



Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 15 (1)

Special Abilities:

- **Large:** +2 to be hit.
- **Size +6:** Mammoths are very large creatures. They are sometimes ridden by Beast Masters, and may have Howdahs on their backs.
- **Thick Hide:** +1 to Toughness all over.
- **Attack:** Tusks for Strength damage.

Using this profile for other creatures: You can also use this profile for Mastodons and prehistoric elephants like Deinotherium.

Megalosaurus (and other very large carnivorous dinosaurs)

The Megalosaurus looks similar to a smaller version of a T. Rex, though their forelegs are proportionately larger. They can grow to over 30' in length.



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8, Tracking d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 14 (1)

Special Abilities:

- **Armor +1:** A tough, scaly hide gives the Megalosaurus +1 Armor all over.
- **Cause Fear:** (-3 to Fear checks)
- **Bite:** Strength +d8 damage.
- **Size +6:** These creatures are around 30-35 feet long from head to tail when fully grown.

Using this profile for other dinosaurs: Use this profile for other very large carnivores (30'-40' long). Examples include Allosaurus, Acrocanthosaurus, Daspletosaurus, and Yangchuanosaurus.

Neanderthal

Here's the profile for a typical Neanderthal. There is, of course, some variance in Attributes, Skills and Edges/Hindrances. Feel free to adjust as needed.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d8, Notice d4, Stealth d4, Survival d4, Throwing d4, Tracking d4

Charisma: -2

Pace: 1 Hand; **Parry:** 6; **Toughness:** 7



Racial Abilities:

- **Brawny:** Nature may have slighted you in the Smarts area, but Neanderthals are all kinds of tough. All Neanderthals automatically get the Brawny Edge at character creation (+1 to Toughness; carry 8x Strength in gear).
- **Low Light Vision:** Not bright enough to know not to walk into walls or off cliffs in the dark, Neanderthals have developed superior night vision, and automatically have the Monstrous Ability of Low Light Vision (ignore lighting penalties except in total darkness).

Hindrances

- **Evolutionary Dead End:** Fated to be the last branches in their family tree, all Neanderthals have the Evolutionary Dead End Hindrance.
- **Nonverbal:** Neanderthals have even less to talk about than their Ahs cousins, and have not bothered to invent verbal language. In

fact, their brains and vocal apparatus don't seem particularly well suited to language anyway. Neanderthals use gestures, grunts, and noises to communicate for the most part. Neanderthals automatically have the Nonverbal Hindrance.

- **Outsider:** The Ahs shun their bigger and less developed cousins, and even *Dino sapiens* think their hairy skin is disgusting. Neanderthals automatically have the Outsider Hindrance when dealing with anyone except other Neanderthals (-2 Charisma).

Attacks: Usually with a club or similar weapon.

Plesio sapiens

These creatures have elongated heads with powerful jaws filled with sharp teeth. Their yellow, pupil-less eyes have all the soullessness of a Megalodon's. Their bodies are squat and powerful, and they are covered with a slick, tough skin. They have a short, stubby tail protruding from their lower back, with which they help propel themselves through the water. Note that some *Plesio sapiens* are Wild Cards.



Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Swim d8, Stealth d8

Pace: (land) 1 Hand + 1 Finger, (water) 1 Hand + 2 Fingers; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- **Aquatic:** These creatures have webbed feet and hands, and use their tail to swim (see water Pace above).
- **Armor +1:** The thick reptilian hide of *Plesio sapiens* gives them a +1 to Toughness.
- **Bite:** Strength +d8 damage. Note these creatures may also use weapons.
- **Low light vision:** These creatures are adapted to see in murky water, and see as well on a moonless night as an Ahs does in the daytime.
- **Size +1:** *Plesio sapiens* stand over seven feet tall and weigh over 300 pounds, giving them a +1 to their Toughness.

Pliosaur

Pliosaurus are aquatic reptiles that look something like the way the Loch Ness monster is often depicted. They are the nastier of two types of Plesiosaurs. Pliosaurus are larger-headed and have shorter necks than the other Plesiosaurs; both types have four flippers and a short tail. Pliosaurus are ferocious predators, and the biggest are over 40 feet long. They have huge, dagger-like teeth, and feed on just about anything they can get their teeth into.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Notice d8, Swimming d8

Pace: (water only) 2 Hands

Parry: 6; **Toughness:** 16 (1)

Special Abilities:

- **Aquatic:** These creatures may not go on land (see Water Pace above).
- **Armor +1:** The thick reptilian hide of Pliosaurus gives them a +1 to Toughness.
- **Bite:** Strength +d8 damage.
- **Huge:** +4 to be hit.
- **Low light vision:** These creatures are adapted to see in murky water.
- **Size +7:** Fully grown Pliosaurus are huge, giving them a +7 to their Toughness.

Pteranodon

Pteranodons are large, flying pterosaurs. Their wingspan is around 24 feet. They typically eat small animals, but have been known to attack cavemen. Large Pteranodons (and similar animals) are sometimes ridden by Beast Masters.



Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 1 Finger on ground/see Flight; **Parry:** 6;

Toughness: 9 (1)

Special Abilities:

- **Bite:** Strength +d4 damage.
- **Flight:** Pteranodons have a Flying Pace of 2 Hands (4 Hands if diving) with a Climb of +1 (2 Hands on the tabletop).
- **Size +2:** Small, light body but big wings.
- **Thick Hide:** Adds +1 Armor all over

Quetzalcoatlus

These are the biggest known flying animals short of Dragonasaurus. Their wingspan is around 40 feet. They are carnivores, and sometimes attack cavemen. Quetzalcoatlus may be ridden by Beast Masters.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8

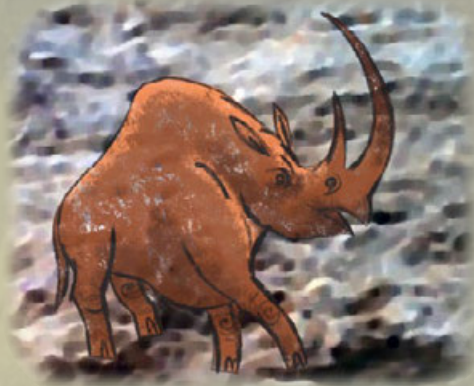
Pace: 1 Finger on ground/see Flight; **Parry:** 6;
Toughness: 11 (1)

Special Abilities:

- **Bite:** Strength +d6 damage.
- **Flight:** Quetzalcoatlus have a Flying Pace of 2 Hands (4 Hands if diving) with a Climb of 0 (1 Hand on the tabletop).
- **Size +3:** These creatures only weigh around 350 pounds, but have BIG wings!
- **Thick Hide:** Adds +1 Armor all over

Rhino, Woolly

Woolly Rhinos can grow to be around 15 feet long. Rhinos generally do not attack unless they feel threatened.



Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 14 (1)

Special Abilities:

- **Horn Attack:** Strength +d4 damage.
- **Charge with Horn:** Woolly Rhinos do Strength + d8 damage if they charge at least 1 Hand in a straight line.
- **Large:** +2 to be hit.
- **Size +5:** Woolly Rhinos are sometimes ridden by Beast Masters, and may have Howdahs on their backs.
- **Thick Hide:** +1 to Toughness all over.

Using this profile for other creatures: You can also use this profile for similar sized, horned creatures like Arsinoitherium and Brontotherium.

Saber-Tooth Tiger (or Smilodon)

These big prehistoric cats are fierce predators, particularly in open grassland where their prey cannot seek refuge.



Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 1 Hand + 1 Finger **Parry:** 6 **Toughness:** 8

Special Abilities:

- **Bite or Claw:** Strength +d8 damage.
- **Fleet-Footed:** Despite their size, Saber-Tooths get a d8 running bonus.
- **Improved Frenzy:** Saber-Tooth Tigers may make 2 Fighting attacks each action at no penalty.
- **Pounce:** Saber-Tooth Tigers often pounce on their prey to best bring their mass and claws to bear. When charging at least 1 Hand they can leap on their prey to gain +2 to their attack and +d6 damage. Their Parry is reduced by -2 until their next action when performing this maneuver.
- **Size +2:** Male Saber-Tooths are around the size of lions, and can weigh over 500 pounds.

Using this profile for other creatures: You can use this profile for similar prehistoric predators like Barbouroufelis.

Sarcosaurus (and other medium carnivorous dinosaurs)

Sarcosaurus is a medium meat-eating predator that grows up to around 12 feet long, though it is fairly slight of build. It typically runs upright on its hind legs, and uses its strong forepaws to help catch its prey.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8

Pace: 1 Hand; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- **Size +1**
- **Bite:** Strength + d8
- **Thick Hide:** These dinosaurs' thick skin gives them +1 Toughness.

Using this profile for other dinosaurs: Use this profile for medium-sized (10'-16' long) meat-eating predators (mostly Ornithopods and Theropods) that typically ran upright on their hind legs and used their strong forepaws to help catch prey. Examples include Coelurus, Coelophysus, Deinonychus, Dromiceiomimus, Elaphrosaurus, Gallimimus, Hapticosaurus, Herrerasaurus, Ornithomimus, Oviraptors, Protoceratops, Psittacosaurus, Staurikosaurus, Struthiomimus, and Zupaysaurus.

Skeleton, Greater

Greater Skeletons are the animated skeletal remains of dinosaurs, Mammoths, or other very large creatures.



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d4

Pace: 1 Hand; **Parry:** 7; **Toughness:** 14

Special Abilities:

- **Bony Claws:** Strength +d8 damage.
- **Cause Fear:** (-2 to Fear checks)
- **Fearless:** Greater Skeletons are immune to Fear and Intimidation.
- **Large:** +2 to be hit.
- **Size +5:** Greater Skeletons are very large.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows and other piercing attacks do half damage.



Spirit Folk

Spirit Folk are the embodiments of the Mother Earth, Sun, Water, and Fire Spirits. Being mischievous little creatures, they often lure unsuspecting creatures to their doom. They seem to exist largely to cause trouble (though at times they may be helpful). Luckily they don't seem to like each other either; rarely is more than one encountered (except at Spirit Temples). Once in awhile, if a Shaman has greatly pleased their Spirit, they are rewarded with the companionship of a Spirit Folk, but this is a very rare event, and generally reserved for players of Legendary status.

The appearance of Spirit Folk can vary at their will, but in general they appear like tiny humanoids (usually ranging from six inches to about one foot tall) and resemble the Spirit they represent in some way. They all have the following abilities:

- **Mimic:** Spirit Folk have the natural ability to mimic any sound they have heard
- **Shapechange:** All Spirit Folk can change their shape at will, but maintain their basic coloring. They do not need to roll Spellcasting or use Power Points to activate or maintain this ability.

Earth Mother Spirit Folk

These creatures often appear as dwarvish looking humanoids and are brown or gray in color. These Spirit Folk are quite strong despite their size and thus like dropping things on unsuspecting creatures.



Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Notice d10

Pace: 1 Hand; **Parry:** 6; **Toughness:** 10 (4)

Special Abilities:

- **Burrow:** Just when you think you have one of these creatures cornered, it sinks into the ground and disappears. These Spirit Folk may burrow up to 1 Hand in an action.
- **Rock Skin:** Earth Mother Spirit Folk have extremely tough skin that adds +4 Armor.
- **Size -2** (-2 Toughness)
- **Very Small:** -2 to be hit.

Fire Spirit Folk

Fire Spirit Folk can erupt in flames at will, and love to give “hot feet” to anyone close by.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10

Pace: 1 Hand; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Ignite:** Fire Spirit Folk can spontaneously ignite any flammable material. See the section on fire in the Savage Worlds Deluxe Edition for the potential effects of this ability.
- **Immunity to Fire:** Fire and fire-based attacks do not harm these creatures.
- **Size -2** (-2 Toughness)
- **Small:** -2 to be hit.

Sun Spirit Folk

These creatures usually appear as tiny gnomish looking humanoids with insect wings, and are translucent and difficult to spot or hit in the air. Their favorite tactic is to buzz around creatures’ heads and lure them into walking off cliffs, into Raptor nests or other such ‘fun.’ These creatures emit a soft yellowish glow which they can suppress at will.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d4, Notice d10

Pace: 1 Hand (see Flight); **Parry:** 4; **Toughness:** 3

Special Abilities:

- **Flight:** Sun Spirit Folk can fly at a Pace of 2 Hands (dive at 4 Hands), and Climb at +1 (2 Hands on the tabletop)
- **Size -2** (-2 Toughness)
- **Small:** -2 to be hit.
- **Translucent body:** These buggers are difficult to spot when they want to be. Anyone trying to find one must make a Notice check at -4 (there is no penalty if they are not suppressing their glow).

Water Spirit Folk

Water Spirit Folk are bluish in color and usually resemble tiny mermaids or mermen. They are very quick in the water, and like the sirens of legend they often try to lure creatures deeper and deeper into water until they drown.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10

Pace: (land) 1 Hand, (water) 1 Hand + 2 Fingers;

Parry: 5; **Toughness:** 4

Special Abilities:

- **Aquatic:** Water Spirit Folk can breathe underwater, unlike most of their victims. See Aquatic Pace above.
- **Size -2** (-2 Toughness)
- **Small:** -2 to be hit.

Stegosaurus

All Stegosaurus are plant eaters who have armored plates, spikes or both on their backs, and sometimes on their tails. They grow to be 30 feet long. Stegosaurus is the most common Stegosaur in Lur, with plates on its back and spikes on its tail.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d6, Notice d10

Pace: 1 Hand; **Parry:** 5; **Toughness:** 17 (3)

Special Abilities:

- **Armored body +3:** Plates along the Stegosaurus' spine add +3 armor to its torso
- **Cause Fear:** (-1 to Fear checks)
- **Huge:** +4 to be hit.
- **Pea Brained:** See description at the beginning of this chapter.
- **Size +6:** These dinosaurs are around 10 feet tall and weigh over three tons.
- **Tail Spikes:** When attacked, the Stegosaurus lashes out with its powerful spiked tail for Strength +d10 damage (one target only; target must be at the side or rear).

Using this profile for other dinosaurs:

Use these stats for other dinosaurs of the Suborder Stegosauria, including Dravidosaurus, Kentrosaurus, and Lexovisaurus.

Syntarsus (and other small carnivorous dinosaurs: use Velociraptor stats)

Terror Bird (Diatryma)

Terror Birds are large, flightless birds. They are bigger than ostriches, and some reach eight or more feet in height. They typically eat small animals, but have been known to attack cavemen. Lesser Trogs and a few Beast Masters have domesticated these birds and ride them.



Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 1 Hand; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** Strength +d6 damage.
- **Size +1**

Tortoise, Giant (example: Archelon)

These prehistoric ancestors of modern tortoises are similar to the current ones but are larger, growing up to around 12 feet long. Prehistoric Tortoises usually withdraw into their shell if danger is present, but bite if wounded or their nest is threatened.

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 1 Finger; **Parry:** 5; **Toughness:** 11 (3)

Special Abilities:

- **Armor +3:** The Giant Tortoise's armored shell adds +3 to its torso armor; further, the tortoise can withdraw into its

shell, giving it +3 armor against all attacks (regardless of location).

- **Bite:** Strength +d6 damage.
- **Pea Brained:** Discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless.
- **Size +1 or +2**
- **Slowpoke:** d4 Running die

Triceratops

Triceratops grow to be up to 30 feet long. Triceratops have three horns and a bony plate on their heads. They do not eat meat, but defend themselves with their horns if attacked.



Attributes: Agility d4, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 15/18 Head

Special Abilities:

- **Armored Head:** Bony plates give Triceratops +3 Armor to its head
- **Cause Fear:** (-2 to Fear checks)
- **Gore:** The Triceratops can gore with its horns. If it hits after a charge (running at least 1 Hand in a straight line), the Triceratops does Strength +d10 damage.
- **Horn:** When attacking with horns without charging, the Triceratops does Strength +d6 damage.

- **Huge:** +4 to be hit.
- **Pea Brained:** Discard action cards of Jack, Queen, King or Ace and draw another. The new card is kept regardless.
- **Size +7:** Triceratops are massive creatures, standing more than 10 feet tall and weighing six or more tons. They are sometimes ridden by Beast Masters. Howdahs are sometimes built on their backs by Cave N.E.R.D.s.

Using this profile for other dinosaurs:

These stats can also be used for other very large members of the Ceratopsia Infraorder, who are all horned dinosaurs. Examples include Avaceratops, Pentaceratops, Styracosaurus, and Torosaurus.

Troglodyte (Trog)

Trogs are large, usually blue or green, scary-looking humanoids. Perhaps sensing the encroaching Ice Age, they have adapted to a life in the volcanically heated underground caverns that honeycomb the crust of Lur. While they can be cunning, Trogs are somewhat less intelligent than most of their aboveground cousins. Trogs love the taste of Ahs flesh, and frequently raid surface settlements. Note that Trog heroes and special Trog characters may be Wild Cards at the Cave Master's discretion. Also, Trogs make good beasts of burden, and are loyal if raised from a young age.



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities:

- **Claws:** Strength +d6 damage
- **Improved Frenzy:** Trog's attack with both their claws and teeth, giving them a total of 2 melee attacks per round at no penalty.
- **Nocturnal:** Having adapted to the lightless conditions of their subterranean homes, Trog's can see as well in low light levels as normal Ahs see in full daylight. However, they suffer a -1 penalty to all actions taken in bright light.
- **Size +1:** Trog's are often over six feet tall and very large, weighing 250-300 pounds.
- **Tough Hide:** Armor +2 all over.



Tyrannosaurus Rex

The "King of the Dinosaurs," T. Rex are fierce predators. They eat just about any animal large enough to get their attention. T. Rex and their cousins are Wild Cards.

Attributes: Agility d8, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d12

Skills: Fighting d12, Intimidation d12, Notice d6, Tracking d6

Pace: 1 Hand + 1 Finger; **Parry:** 8; **Toughness:** 18 (2)

Special Abilities:

- **Bite:** Strength +d10 damage.
- **Cause Fear:** (-4 to Fear checks) Even a T. Rex roar can cause Fear. Everyone within 6 Hands of a T. Rex when it roars must make a Fear check even if they cannot see it (once this check is successful, a character does not have to check again during THIS encounter).
- **Fleet Footed:** T. Rex get a d8 running roll.
- **Huge:** +4 to be hit.
- **Size +8:** T. Rex are enormous creatures, growing to nearly 50 feet in length and 20 feet in height. Fully grown T. Rex can weigh more than seven tons. (Note that the Savage Worlds rules list T. Rex as Size +7. In Lur, just like Texas, everything grows bigger!)

- **Smell:** The Rex has a keen sense of smell; it gets +2 to Tracking rolls.

- **Swallow Whole:** If the Rex gets 2 raises on its attack when biting, it has swallowed the target whole (assuming it's caveman-sized or smaller). While you're in its gullet, you automatically take 2d6 damage/round until you're digested. If you are conscious and Unshaken and have a cutting weapon (e.g., a dagger), you can try to free yourself. Roll for damage (no Fighting roll needed, since you can't miss). If you can do at least 1 wound, you're free!

- **Thick Hide:** +2 to Toughness all over.

Using this profile for other dinosaurs: You can use this profile for other huge (40'-50' long) carnivorous dinosaurs as well, including Acrocanthosaurus, Giganotosaurus, Spinosaurus, and Tarbosaurus.

Utahraptor

Utahraptors are larger versions of Velociraptors (their more famous cousins). Like Velociraptors, they have a large, sickle-like claw on each foot, and their other claws are sharp as well. They are relatively intelligent, aggressive carnivores. Utahraptors are sometimes tamed and ridden by Beast Masters, or used to pull Ben-Huhs.



Attributes: Agility d8, Smarts d10 (A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Notice d8 (+2), Tracking d6 (+2)

Pace: 1 Hand; **Parry:** 6; **Toughness:** 12 (1)

Special Abilities:

- **Armor +1:** A tough, scaly hide gives the Utahraptor +1 Armor all over.

- **Cause Fear:** (-2 to Fear checks)
- **Claw/Bite:** Strength +d8 damage.
- **Fleet Footed:** Utahraptors get a d8 running roll.
- **Rake:** Utahraptors have a particularly brutal bite/claw combination, by digging in with their teeth and then kicking with their sickle-like claws. If the Utahraptor gets a raise on its Bite attack, it can follow up immediately with a free Claw attack with no multi-action penalty.
- **Scent:** Utahraptors have a keen sense of smell (+2 to Notice and Tracking rolls).
- **Size +4:** These creatures are around 20 feet long from head to tail, and weigh around one ton.

Velociraptor (and other small carnivorous dinosaurs)

Commonly called Raptors nowadays, these fierce creatures often have a large, scythe like toe on each foot, and their other claws are sharp as well. They are aggressive carnivores who often hunt in packs of 2-12.



Attributes: Agility d10, Smarts d10(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8 (+2), Tracking d6 (+2)

Pace: 1 Hand + 1 Finger; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Armor +1:** A tough, scaly hide gives the Velociraptor +1 Armor all over.

- **Claw/Bite:** Strength +d6 damage.
- **Fleet Footed:** Raptors are incredibly fast runners, able to sprint at very fast speeds. They roll a d10 for Running.
- **Quick:** If a Raptor draws a five or less for initiative, it can draw again.
- **Rake:** Raptors have a particularly brutal bite/claw combination, by digging in with their teeth and then kicking with their sickle-like claws. If the raptor gets a raise on its Bite attack, it can follow up immediately with a free Claw attack with no multi-action penalty.
- **Scent:** Raptors have a keen sense of smell that gives them +2 to their Notice and Tracking rolls.

Using this profile for other dinosaurs: Use this profile for other relatively small – around six to eight feet long (including tail) – carnivorous dinosaurs, mainly of the Deinonychosauria Infraorder. Examples include Dromaeosaurus, Itemirus, Nanotyrannus, Noasaurus, Syntarsus, and Troodon.

Yeti

These feral, hairy humanoids live mainly in the northern forests and mountains of Lur, and have worse personal habits than even the crudest Neanderthals. The long hair covering their bodies is matted and filthy. They have long arms ending in razor sharp claws, and a disposition that sends them after anything that moves and looks particularly edible . . . and they aren't picky eaters.



However, they are not very brave. Unless starving, they usually do not attack anything that isn't smaller than they are, or that they don't outnumber.

Attributes: Agility d8 Smarts d8 (A), Spirit d4, Strength d10, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 11 (1)

Special Abilities:

- **Cause Fear:** (-1 to Fear checks)
- **Claws:** Yeti have sharp claws at the end of their arms that they use for attacks at Strength +d8 damage
- **Size +2:** Yeti are about eight feet tall and very broad.
- **Thick Hide:** +1 to Toughness all over.

Zombie, Greater

Greater Zombies are the animated remains of big dinosaurs, Mammoths, or other very large creatures.

Attributes: Agility d4, Smarts d4 (A), Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 15

Special Abilities:

- **Attacks:** Greater Zombies can use natural weapons (Bite, Claw, Tusk, etc.) at Strength +d8.
- **Cause Fear:** (-1 to Fear checks)
- **Fearless:** Greater Zombies are immune to Fear and Intimidation
- **Large:** +2 to be hit.
- **Size +5:** Greater Zombies are the remains of some very large prehistoric animals!
- **Undead:** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, piercing attacks do half damage.
- **Weakness:** Hits to a Greater Zombie's head do +2 damage, and piercing attacks to the head do normal damage.



Useful Information

SKILLS

Boating ¹	Repair ¹
Cave (Street) wise	Riding
Climbing	Shooting ¹
Driving ¹	Spellcasting ⁵
Fighting	Stealth
Finger Counting ¹	Survival
Fire Starting	Swimming
Healing	Taunt ¹
Intimidation	Throwing
Knowledge ²	Tracking
Notice	Weapon Making
Persuasion ¹	Weird Prehistoric
Pictogram ³	Science ⁴
Piloting ⁴	

¹Not allowed if you have the Evolutionary Dead End Hindrance (Exception: Lesser *Dino sapiens* may take the Shooting skill).

²Knowledge subtypes must be relatively simple and approved by the Cave Master.

³Cave N.E.R.D.s and Shamans only.

⁴Cave N.E.R.D.s only.

⁵Shamans only.

FAILING SKILL ROLLS BASED ON SMARTS (OR “CAVEMEN ARE STUPID” RULE)

Failed skill rolls (for skills based on Smarts) may mean the character has momentarily forgotten the skill.

If a player rolls “snake eyes” (double ones) on skill rolls based on Smarts, they have forgotten how to use the skill, and may not attempt it again until 2-12 minutes of game time have passed (roll 2d6) or they spend a Shiny Rock to remember. Skills based on other traits are not affected in this way.

SHAMANISTIC MISHAP TABLE

Card	Result
Spades	No effect. You can breathe normally again – this time! You are not even Shaken!
Hearts	You are simply Shaken as if you had rolled a one on your Spellcasting die.
Diamonds	Roll on the Wild Magic Mishap Table
Clubs	The surge of uncontained mystical energy is too much for you to handle. You are incapacitated for 2d6 rounds, and must roll on the Wild Magic Mishap Table (page 29).

GIZMO MALFUNCTIONS

Unless otherwise stated under the device, Weird Prehistoric Science devices are subject to Malfunction when a skill roll of any sort is used to operate them (regardless of whom is operating the device). **If a 1 is rolled on the skill die (even if the Wild Die is not a 1), the device has malfunctioned.**

Draw a card - the suit determines the result (you get to pick the suit if you draw a Joker):

- **Clubs—Catastrophic Malfunction:** The device is ruined, and cannot be repaired. Items that can explode do so; they typically explode for 2d6 damage in a Large Burst Template.

- **Hearts—Major Malfunction:** The device breaks down. The Cave N.E.R.D. may not use it again until it's repaired, which requires a Repair roll and 2d6 hours of work.

- **Diamonds—Minor Malfunction:** The device suffers a minor hang-up. It can be fixed in 2d6 minutes with a Repair roll at -2.

- **Spades—Glitch:** The gizmo activates but does the opposite of the user's intent. Stealth Boots amplify noises, a weapon fires at a friendly target, and so on. If a reverse effect makes no sense, treat it as a Major Malfunction instead.

TERRAIN TYPE	MOVEMENT RATE (Miles Per Hour)	MOVEMENT RATE (Hours/Knuckle)
Flat, open	Four Miles per Hour	Five Hours per Knuckle
Forest, Light Jungle, Hills	Two Miles per Hour	10 Hours per Knuckle
Thick Jungle, Swamp, Mountains	One Mile per Hour*	20 Hours per Knuckle

*Roll for Fatigue every hour unless you take hourly breaks of at least 10 minutes

ARMOR	ARMOR BONUS	WT (LBs.)	NOTES
Hide, Thick	+1	10	Covers torso; +2 lbs. arms, +3 legs
Shield, Small	--	5	+1 Parry
Shield, Medium	See Notes	8	+1 Parry, +2 Armor vs. ranged
Helm, Coconut	+1	2	50% chance protects vs. head shot
Helm, Tortoise Shell	+2	3	50% chance protects vs. head shot
Helm, Dinosaur Skull	+3	5	Covers head
Dinosaur Plate Armor			
Torso/Arms/Legs	+3	20/6/9	

HAND WPN.	DAMAGE	WT. (LBs.)	MIN. STR.	NOTES
Dagger	Str+d4	1	--	
Axe	Str+d6	4	d6	Armor Piercing 1
Big Axe	Str+d8	8	d8	Armor Piercing 1, Parry -1, Requires 2 hands
Club	Str+d6	3	d6	Spiked Clubs do +1 damage
Big Club	Str+d8	6	d8	Parry -1, Requires 2 hands
Pole Arm	Str+d8	15	d8	Reach = 1 Knuckle; requires 2 hands
Rock	Str+d4	2	--	
Spear	Str+d6	5	d6	Parry +1; Requires 2 Hands; Reach = 1 Knuckle

RANGED WEAPONS	RANGE	DAMAGE	RATE OF FIRE	WT. (LBs.)	MIN. STRENGTH
Axe, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	4	d6
Bow	1 Hand/2 Hands/4 Hands	2d6	1	3	d6
Coconut Bomb	1 Finger/1 Hand/2 Hands	Special	1	2	--
Dagger, Thrown	2 Knuckles/4 Knuckles/ 8 Knuckles	Strength +d4	1	1	--
Net	2 Knuckles/4 Knuckles/ 8 Knuckles	Special	1	8	d6
Rock, Thrown	1 Finger/1 Hand/2 Hands	Strength +d4	1	1/4	--
Sling	1 Hand/2 Hands/3 Hands	Strength +d4	1	1	--
Spear, Thrown	1 Finger/1 Hand/2 Hands	Strength +d6	1	5	d6



Index

Armor & Weapons

Armor	55-56
Armor Summary Table	58, 183
Hand Weapons	56
Hand Weapons Table	58, 183
Ranged Weapons	56-57
Ranged Weapons Table	58, 183

Characters

Character Creation	10-11
Characters - Archetypes	36-45
Character Sheet	188

Creatures of Lur

Creatures: Cave Versions	8, 162-163
Existing Creatures Chart	163
Existing Creature Conversions	
Prehistoric Crocodile	162
Cave Bear	162
Cave Dog	163
Lesser Trog	163
Trogre	163
Ichthyosaurus	163
Megalodon	163
Cave Troll	163

New Creatures

Ahs	164
Ankylosaurus	165
Ape-Man	165-166
Bah Ju (Carnivorous Plant)	166
Deer, Prehistoric	166
Dilophosaurus	166-167
Dino Ogre	167
Dino sapiens	167-168
Diplodocus	168
Dragonasaurus	168-169
Dragonasaurus, Baby	169-170
Florz	170
Iguanodon	170-171
Mammoth, Woolly	171
Megalosaurus	171
Neanderthal	171-172

Plesio sapiens	172-173
Pliosaur	173
Pteranodon	173
Quetzalcoatlus	173-174
Rhino, Woolly	174
Saber-Tooth Tiger	174
Sarcosaurus	175
Skeleton, Greater	175
Spirit Folk: Earth Mother	175-176
Spirit Folk: Fire	176
Spirit Folk: Sun	176
Spirit Folk: Water	176-177
Stegosaurus	177
Syntarsus	177
Terror Bird	177
Tortoise, Giant	177-178
Triceratops	178
Troglodyte	178-179
Tyrannosaurus Rex	179
Utahraptor	179-180
Velociraptor	180
Yeti	180-181
Zombie, Greater	181

Edges

Edges, Eliminated	28
Edges, Existing	31-32

Edges List

Edges List	27
Arcane Background: Shamanism	28
Arcane Background: Weird	
Prehistoric Science	30
Attractive	31
Beast Master	31
Blabbermouth	31
Champion	31
Improved Beast Master	31
Lord of the Beasts	31
Quick Draw	32
Rich	32
Thief	32
Edges, New	9, 28-31

Index

Gear & Currency

Currency 57

Gear, Miscellaneous 59-60

Misc. Gear Chart 60

Gear, Starting 11

Hindrances

Hindrances List 23

Barely Verbal 24

Cave Geek 24

Code of Honor 25-26

Death Wish 26

Doubting Tu Mos 26

Dumb 24

Elderly 26

Evolutionary Dead End 24

Habit 26

Lame 26

Nonverbal 25

Pacifist 26

Pea Brained 25

Poverty 26

Wanted 26

Hindrances, New 9, 24-25

Land of Lur

Geography of Lur 46

Climate 46

Fauna 48

Flora 46-47

Plant Locating Table 47

Plants, Special 47

Religion 50, 85-86

Rivers of Lur 48-49

Map of Lur, Cave Master's 71

Map of Lur, Player's 5

Locations

Locations (Player's Guide) 48-49

Big Water 48, 72

Dee Va Reef 48, 72

Flat Rock 48, 72

Great Crater 48, 72

Great Sticky Pit 48, 73

Great Swamp 48, 73

Lake of Eyes 48, 73

Shivering Cave 49, 73

Spirit Rock 49, 73

Spirit Temples (6 Locations) 49, 73-74

Teef, The 49, 74

Valley of the Mammoths 49, 74-75

Valley of the Sharpteeth 49, 75

Valley of the Walking Plants 49, 75

Wata Volcano 49, 75

Magic & Powers

Magic in Lur 32-35

Beast Friend (Power) 32

Blast, Bolt, and Stun Powers: Ranges 32

Jungle Boogie (new Power) 9, 33

Speak Language (Power) 32

Zombie (Power) 33

Powers, Existing 32-33

Powers, Spirits of the Beasts 34

Powers, Spirit of Darkness 86

Powers, Spirit of the Earth Mother 34

Powers, Spirit of Fire 34

Powers, Spirit of the Moon 35

Powers, Spirit of the Sun 35

Powers, Spirit of Water 35

Powers, Lesser Spirits 35

Shamanistic Mishap Table 28, 182

Wild Magic Mishap Table 29

Misc. Rules & Terms

Cave Master 7

Cavemen Are Stupid Rule 8, 20, 182

Darwinian Measurement & Movement 7-8

Fear Special Ability 162

Language (and the lack thereof) 9

Pea Brained Monstrous Ability 162

Relics 87-92

Shiny Rocks 7

Vehicles 60-64

Index

Races & Settlements

Races, Overview	12
Ahs	12-13, 164
Ahs Settlements	51-53, 77-82
Cave N.E.R.D.	15-16
Dino sapiens	18-19, 167-168
Dino sapiens Settlements	53, 83-85
Florz	14, 170
Florz Settlements	53, 82-83
Neanderthal	16-17, 171-172
Neanderthal Settlements	51, 75-77

Savage Tales: Plot Point Campaign

Plot Point Campaign: Overview	97-99
-------------------------------	-------

Plot Point Adventures List 100

Them Bones Gonna Rise!	101-102
Mystery of Spirit Rock, The	102-104
Beeg Burd	104-106
Dee Va Reef	106-107
Shivering Cave, The	108-109
Stuck in the Great Sticky Pit	109-110
Dragonasaurus Hunt	111-113
Bang! Zoom! To the Moon!	113-116
When Darkness Falls	116-118

Savage Tales: One-Shots

Generic Situations for Savage Tales	97
-------------------------------------	----

List of non-Plot Point Adventures 118

Seventy-Five Thousand B.C.:	
A Prehistoric Space Oddity	154-159
Dinosaur Rumble	137-140
Earthquake!	121-122
Egg Hunt/Sunny Side Up	119-120
Hal-An of Tro	149-150
Into the Great Swamp	133-134
Invasion From Beyond	151-153
Invasion of the Mammoth Clan	153-154
Land of the REALLY Lost	123-128
Maas Needs Women	129-131
Magic from the Sky	135-137
Oh Wata Feeling!	142-146
Swarm!	159-161

Teef, The	146
Up-Time Girls	146-148
Valley of the Sharpteeth	141-142
Valley of the Walking Plants	132-133

Skills

Skills, Existing	21-22
Skills List	20, 182
Boating	21
Cavewise/Streetwise	22
Driving	21
Finger Counting	20
Fire Starting	21
Knowledge	22
Persuasion	22
Pictogram	21
Piloting	22
Healing	22
Repair	22
Smarts: Failing Smarts-Based Skill Rolls	20
Streetwise/Cavewise	22
Weapon Making	21
Skills, New	9, 20-21, 32

Travel & Encounters

Encounters, Hill/Mountain	94-95
Encounters, Forest	95
Encounters, Jungle	95-96
Encounters, Plains	96
Encounters, Deep Water	96
Travel in Lur	54
Travel Table	54, 183

Weird Prehistoric Science

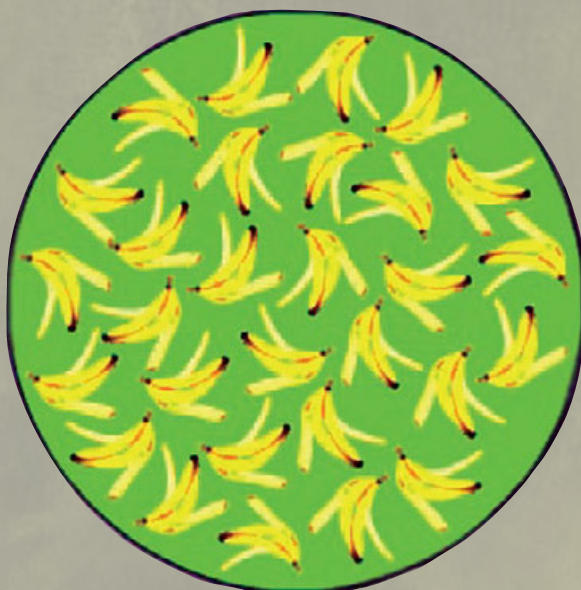
Bum Breaker Templates	187
Gadgets	60-69
Malfunctions	30, 182
Vehicles	60-64
Vehicle Malfunctions	60
Weapons	65-68
Weird Prehistoric Science Skill	21



Bum Breaker Templates



Small Bum Breaker



Large Bum Breaker

PRINT AT ACTUAL SIZE TO GET CORRECT DIMENSIONS



STICKS & STONES

A Prehistoric-ish Role-Playing Game

Charisma

Pace

Parry

Toughness

Attributes

- Agility**
Smarts
Spirit
Strength
Vigor

Name: _____

Race: _____

Home: _____

Words Spoken: _____

Hindrances

Edges

Skills

-

-

N

5

10

15

S

25

30

35

V

45

50

55

H

65

70

75

L

90

100

110

Wounds

-1

-2

-3

Permanent Injuries

Inc

-2

-1

Fatigue

Armor

Wt.

Equipment

Weight

Head

Torso

Arms

Legs

Shield

Total Wt. Carried

Weight Limit

Penalty

Power

Cost

Range

Damage/Effect

Duration

Weapon

Range

ROF

Damage

AP Weight

Notes



STICKS & STONES

A Prehistoric-ish Role-Playing Setting
Powered by the Savage Worlds System

Sticks & Stones is a romp through a prehistory that time forgot. Players choose from among a variety of races struggling for survival and dominance at the dawn of humanity. To stay alive, you'll have to use everything you've got: shamanic powers, mighty beasts, brutal weapons, cunning inventions, shiny rocks, diplomatic grunts, threatening stares, and more!

Just remember—no talking while you are in character!

This is not a complete game! You also need the Savage Worlds Deluxe Edition Rules to play Sticks & Stones.

