

The Fire of Adventure

An Adventure Toolkit for Primal Guides

The myths of the past, the words of the wise, the courage of the brave, and the sacrifice of the heroes. All part of the primal tales told around the fires of our people for generations. Are you prepared to ignite your own fire of adventure?

Welcome to The Fire of Adventures, a supplement for weird stone and sorcery adventure games aimed at providing tools, resources, and guidance to help you craft memorable adventures! With this book you will be able to create simple adventures with just the essential elements you need to play right away, as well as more complex situations, composed with an intricate web of elements that would need several sessions if not an entire campaign to resolve. The choice of what, and how to make it is yours, but we will provide all the help we can along the way.

In these pages you will find an extensive set of random tables, tips, guidance, procedures and examples that will help you and your group create adventures, NPCs, locations, complications, rewards, and a lot more. You will learn how to combine them in a meaningful and interesting way, including how to do that collaboratively, so the whole group can be a part of the process, and thus become even more involved with it.

Although designed with both Primal Quest and Fire & Fangs (the weird stone and sorcery supplement and setting for Old-School Essentials), the contents of this book are easily usable with other games with similar prehistoric fantasy trappings. They rely more on imagination, creativity and the serendipitous powers of oracles to guide you through the creative process, than on any sort of rules or mechanics.

So let's gather around the fire and tell our tales of adventure!

Using This Book

This book is meant to be used as you would use a tool or instrument. You can pick it up and read it all the way through to have a good idea of all its content and how it all relates to each part, following the prescribed procedures exactly and using all the resources just the way they are presented. Or you can open the book just to look something up, search for any bit of inspiration or detail, and close it again. Or you can use a section while ignoring another, or

anything in between this. There is no right or wrong way to use this book, only your way to use it.

Chapter 1: The Adventure Idea Generator contains the core of the content of the zine. It provides a series of extensive random tables, accompanied by a brief explanation of the role of each of them, to generate 6 types of elements that compose an adventure situation: Goal, Antagonist, Location, Supporting Cast, Complication, and Reward.

Then, Chapter 2: How to Create an Adventure brings a simple method to use these tools to make adventures. The method is also meant to be used as a tool and is customizable, allowing the creation of both very simple and straightforward adventures, to much more complex ones, with multiple objectives, antagonists, locations, and a network that connects it all.

Finally, Chapter 3: Creating an Adventure brings a detailed example of a Referee putting together an adventure just a few hours before play. With a few dice rolls and a few minutes to think it through, we will set up an adventure with multiple goals, antagonists, locations, supporting cast, and much more.

Combining all that, making Primal Quest adventures, or just improvising everything you need while you play, is going to be a lot easier and faster. Are you ready to stare into The Fire of Adventure?

Chapter 1: The Adventure Idea Generator

Adventures are the building block of any adventure game, and that's not different with **Primal Quest** or **Fire & Fangs**. They essentially present a set of circumstances involving characters, places and events that if engaged by the PCs can generate hours of gaming, and will eventually result in consequences both for them and the setting (whether good or bad).

This set of tools consist of six d66 tables that will give you inspiring answers for a few questions about the adventure, such as what's the adventure goal, where is the action happening, who are the main antagonists of the situation and so on. You will use these answers and interpret them according to your campaign and your own vision of Thaia, building from there.

Each result will offer a more general idea of each element accompanied by a sub-table with 1d6 more specific results. These provide names of creatures, places, or even ideas that are more detailed than the general entry. Not all of them will be specified in this book, as these are provided as sources of inspiration rather than predetermined elements. Interpret them, change them, make up your own. These are your tools now.

Goals

What will the characters try to accomplish? The goal (or goals, there can be more than one) can determine some of the possible objectives to be reached. Some of them might be complementary (such as Slay the Demonsaur, and Save the Tribe), some might be unrelated (such as Find the Heartstone and Save the Elders), and there can be even some that might conflict with one another (such as Save the Fire Shaman and Slay the Fire Shaman). Interpret them as you see fit to your group and campaign.

d66 Goals	
11	Save/Slay a Leader of People (roll a d6: (1) The Elder Mother; (2) The Fire King; (3) The Horned One; (4) The Tusked Warlord; (5) The Night Witch; (6) The Crusher).
12	Help/Hinder a Influential Group (roll a d6: (1) The Blood Skulls; (2) The Scaled Ones; (3) The Blood Shamans; (4) The Night Howlers; (5) The Star Bringers; (6) The Cult of the Dinosaur God).
13	Restore/Destroy a Important Location (roll a d6: (1) The Ancestors' Stones; (2) The Caves of Eternity; (3) The Night Ziggurat; (4) Mound of the Wolf King; (5) The Pit of Secrets; (6) The Heart of the Weirdwoods).
14	Save/Slay a Terrifying Dinosaur (roll a d6: (1) Maktar, the Death Maw; (2) Hartur, the Horned King; (3) Raddik, the Winged Terror; (4) Clavur, The Claw in the Dark; (5) Urak, the Golden Flail; (6) Ogulam, the Neck in the Sky).
15	Restore/Destroy a Weird Artifact (roll a d6: (1) the Sky Dodecahedron; (2) the Lantern of Truthfulness; (3) the Map of Lights; (4) the Moon Mirror; (5) the Sphere of Memories; (6) the Lenses of the Multiverse).
16	Release/Imprison a Supernatural Being (roll a d6: (1) the Wildmother; (2) the Sun's Son; (3) the Whisperer in the Wind; (4) the Star Hunter; (5) the Prophet Beyond the Veil; (6) the Children of the Moon).
21	Find/Hide a Wise Elder (roll a d6: (1) Brikla, the Mother of Many; (2) Gurav, the Star Talker; (3) Etrus, the Dream Hunter; (4) Bharuk, the Father Bear; (5) Idura, Speaker to the Spirits; (6) Makiko, the Tree Friend).
22	Gather/Plant a Rare Plant (roll a d6: (1) Sun Flower; (2) Fire Roots; (3) Dream Weed; (4) Spirit Lotus; (5) Death Orchid; (6) Fruit of Life).

23	Reveal/Hide a Hard Truth (roll a d6: (1) about the Moon Ruins; (2) about the Cave of Our People; (3) about the Ancient Ones; (4) about the Winged People; (5) about the Cult of Living Sun; (6) about the End of Times).
24	Contact/Banish a Primal Spirit (roll a d6: Chamalak, the First Flame; (2) Boikala, the Ancient Serpent; (3) Inarya, the River Mother; (4) Hadur, the Stone Heart; (5) Vanara, the Wind Maker; (6) Fariak, the Sand Lord).
25	Recover/Steal a Sorcerous Stone (roll a d6: (1) which controls the Volcano of Chaos; (2) which consumes Vitality to manifest dreams; (3) which can control the Terrosaur; (4) which can summon the Star Lord to answer questions; (5) which lets the yielder morph into any other being that touched it; (6) which contains the essence of Ykur, the Jungle Primordial).
26	Locate/Hide a Rare Specimen (roll a d6: (1) Yabara Tree, which has a sap capable of healing diseases; (2) Ghost, an Albino Tyrannosaurus Rex; (3) a Crystal Lotus; (4) Tarahara, a 3 headed Brontosaurus with shamanic powers; (5) Barghu, the Heirs to the Simian Empire, or what remains of it; (6) Zarvon, the Thunderraptor).
31	Recover/Steal a Religious Relic (roll a d6: (1) the Stone Skull of the Blood God; (2) The Drums of Past Warriors; (3) the Staff of the Elder Mother; (4) the Petrified Seed of the First Fruit; (5) the Bow of Reflections; (6) the Totem of the Father Lizard).
32	Empower/Weaken a Magical Artifact (roll a d6: (1) the Helm of the Ancestral Warrior; (2) the Heart of the Wild; (3) the Obsidian Skull; (4) the Door to the Unknown; (5) the Whispering Sphere; (6) the Stone of the Seven).
33	Perform/Stop a Complex Ritual (roll a d6: (1) to restore the spiritual balance; (2) to stop the Red Fury volcano to erupt; (3) to communicate with the Mother Tree; (4) to see what happened in the past; (5) to see what will happen in the future; (6) to cure a deadly disease).
34	Open/Close a Important Passage (roll d6: (1) to the ruins of the Museum of Time; (2) to a underground citadel of the Molekin; (3) to the Caverns of Eternity; (4) to the Hidden World Above; (5) To the Weird World Below; (6) to the real Thaia).
35	Release/Imprison a Primal Beast (roll a d6: (1) Fangor, the Sabertooth King; (2) Lorvag, the Magmammoth; (3) Fharir, the First Wolf; (4) Chamaz, the Firedactyl; (5) Hursu, the Father of all Bears; (6) the Terrorsaur).
36	Paint/Eraser a Magical Drawing (roll a d6: (1) which binds a powerful spirit; (2) which changes over time; (3) linked to the life force of a supernatural being; (4) which protects a location; (5) which gives power to whoever bears it on their skin; (6) which bears a

	powerful curse).
41	Reach/Flee from a Perilous Location (roll a d6: (1) the Endless Pit; (2) the Catacombs of the Ancient Ones; (3) the Labyrinth of Many Hues; (4) the Blood Forest; (5) the Valley of Past Kings; (6) the Monster Mountain).
42	Discover/Revel a Well Guarded Secret (roll a d6: (1) about the Mother Tree; (2) about the Ancient Ones; (3) about the forgotten past; (4) about the inevitable future; (5) about an ancestral spirit; (6) about the Visiting Stars).
43	Fulfill/Defeat a Ancient Prophecy (roll a d6: (1) about a promised land; (2) about the awakening of the Dinosaur God; (3) about the end of the world; (4) about the return of the Forces of Khaos; (5) about the Dark Star Fever; (6) about the Mother Tree).
44	Summon/Banish a Otherworldly Entity (d6: (1) Amaraf, the spirit of the first shaman; (2) Xvorlex, the Great Slumbering Megatherium; (3) Gharya, the Deep Green jungle spirit guardian; (4) Fhamir, the Great Devourer; (5) Areha, the Sand Hag; (6) Yarah, a River Spirit).
45	Befriend/Trick a Powerful Being (roll a d6: (1) Jharar, chieftain of the Scaled People; (2) Mukaki, the Pekik Necromancer; (3) Ghost, the Albino Tyrannosaurus Rex; (4) Gharabu, the Frog God's Chosen Shaman; (5) Perahz, the Mammoth Patriarch; (6) Mahugar, the Magma Lord).
46	Discover/Escape a Mythical Place (roll d6: (1) the Eternal Gardens; (2) the Golden Tipped Mountain; (3) the Obsidian Temple; (4) the Cliff of the Ancestors; (5) the Moon Catacombs; (6) the Valley of Death).
51	Survive/Prevent a Primal Disaster (roll a d6: (1) the Eruption of the Volcano God; (2) the Great Purple Drought; (3) the Fire Rain; (4) the Winds of Spiritual Fury; (5) the Shattering Quakes; (6) the Dark Flood).
52	Plan/Foil a Important Strategy (roll a d6: (1) to defeat a larger incoming army; (2) to steal the fruit of the Mother Tree; (3) to imprison a reckless and raging spirit; (4) to drive a terrible beast away; (5) to assassinate the tribe's elder shaman; (6) to take over a mysterious set of ruins).
53	Collect/Disperse Ritualistic Plants (roll a d6: (1) Dream Flowers; (2) Roots of True Seeing; (3) Fire Leaves; (4) Seeds of Rage; (5) Petals of Death Wind; (6) Flower of True Breath).
54	Send/Intercept an Important Message (roll a d6: (1) about a rival community; (2) about a forgotten prophecy; (3) about the future of your people; (4) to the Purple Desert

	Hermit; (5) to a future ancestor; (6) to another world).
55	Forge/Disrupt a Vital Alliance (roll a d6: (1) to overcome a common enemy; (2) to save ourselves; (3) to stop an incoming disaster; (4) to reach an important location; (5) to resist the power of a otherworldly being; (6) with the dead).
56	Prevent/Cause a Supernatural Cataclysm (roll a d6: (1) to prevent an even greater disaster; (2) to end this world for a new one to begin; (3) with a powerful arcane ritual; (4) with the aid of the old technology of the Ancient Ones; (5) which will awaken a slumbering god; (6) severing Thaia from the other worlds forever).
61	Lift/Cast a Powerful Spell (roll a d6: (1) to save a loved one; (2) to avenge a loved one; (3) to prevent a prophecy to come true; (4) to make sure a something never happens again; (5) to protect a location; (6) to protect an artifact).
62	Protect/Restore a Natural Wonder (roll a d6: (1) the Neverending Falls; (2) the Upside Down Mountain; (3) the Mirror Lakes; (4) the Mother Tree; (5) the Moon Hills; (6) the Blood Red Falls).
63	Protect/Slay an Alien Being (roll a d6: (1) Uk-Thila, the Star Forger; (2) Zsas, Exiled from Orion; (3) Vazzir, of the Purple Eyes; (4) Uh-Won, the Vibrating Energy; (5) Prae, the Sentient Colors; (6) Pharu, the Three Eyed Cat Being).
64	Awake/Put to Sleep a Forgotten God (roll a d6: (1) Lhavra, the Mother of Volcanoes; (2) Tharpan, the Lightning Rider; (3) Skhura, the Devouring Darkness; (4) Dhardun, the God from the Depths; (5) Ghahuru, the One in All Caverns; (6) Ogh'Oid, the Thousand Eyed God).
65	Learn/Forget an Advanced Knowledge (roll a d6: (1) about writing; (2) about electricity; (3) about smelting; (4) about an oldtech artifact's operation; (5) about an alien's lost ship; (6) about the Time-Cycle).
66	Travel to/Return from an Otherworldly Location (roll a d6: (1) the Shadow World; (2) The Abyss; (3) the Spirit World; (4) the Khaos Labyrinth; (5) the Primordial Jungle; (6) the Eternal Mountains).

Locations

Where will the main encounter of the adventure happen? Locations are a very important element in an adventure, as they can inspire the imagination of everyone playing the game, and can very well inform what they can or cannot do in a given situation. The weird primordial world

of Primal Quest offers many different vistas and places for epic adventure. From primordial jungles teeming with wildlife and ancient ruins hiding powerful treasures, to crashed spaceships with mysterious aliens and otherworldly volcanoes with sentient minds.

d66 Locations	
11	Ruins of an Ancient City (roll a d6: (1) Nuil Il'Ork, great metropolis of the past, buried under rock as sea; (2) Messa Thaia, that stood in the center of the world; (3) Atal-Anthes, of the sea people; (4) Maegra Thon, of the Star Metal Ones; (5) Doimhar, the Dwarven Home; (6) Ahavor, the Tree City).
12	Ruins of an Arcane Site (roll a d6: (1) the Pit to the Abyss; (2) the Stone of the Elements; (3) the River of Starlight; (4) the Moon Pillars; (5) the Heart of the Mountain; (6) the Roots of the Mother Tree).
13	Ruins of a Fortification (roll a d6: (1) built by the forgotten Crustacean Republic; (2) still defended by bronze automatons with alien intelligence; (3) now haunted by the deathless remains of past soldiers; (4) guarding something that should not not be freed; (5) built with alien technology; (6) over a gate to another world).
14	Ruins of a Great Tomb (roll a d6: (1) marked with painted stones; (2) of the First King; (3) of the Great Bear Warriors; (4) of the Sisters of the Night; (5) of the Necrosaur; (6) of the Star Shaman).
15	Ruins of a Settlement (roll a d6: (1) recently attacked by the Death Siblings; (2) destroyed by a meteor shower; (3) of a rival people; (4) of an allied people; (5) now inhabited by scavengers; (6) which was swallowed by an earthquake).
16	Ruins of a Religious Site (roll a d6: (1) A geometric Temple of Time made by the Ancient Ones; (2) the Circles of the Fey Lords; (3) the Caverns of Eternity; (4) the Stone of the First People; (5) the Cave of the Ancestors; (6) the Valley of the Primal Spirits).
21	Isolated Strange Island (roll a d6: (1) in the shape of a giant skull; (2) entirely made of crystals; (3) on which rest a single imposing obsidian obelisk with weird alien symbols; (4) which rests on top of a primordial sea turtle with great wisdom; (5) where time passes differently; (6) that exists in multiple planes of existence all at once).
22	Land Marked by Death (roll a d6: (1) where a great and terrible battle was fought; (2) stained with the blood of a Khaos Lord; (3) where Death comes to rest; (4) where old mammoths travel to die; (5) where a cannibalistic rituals are performed; (6) haunted by

	the spirits of those betrayed).
23	Forbidden Valley (roll a d6: (1) where a community of fanatic cultists live; (2) where an ancient alien ship was buried beneath a hill; (3) where a deadly and powerful artifact was hidden; (4) where a powerful otherworldly being sought isolation; (5) where a citadel of an advanced civilization still survives; (6) where the sun never dawns).
24	Dark Frozen Land (roll a d6: (1) ruled by the Blue And Empress; (2) engulfed by a spirit of Eternal Frost; (3) where terrible beast lie frozen in blocks of ice; (4) where the sun seems like a dying star even in the midday; (5) where the dead never rest; (6) that is getting even darker and even colder).
25	Towering Mountains (roll a d6: (1) protected by the Mak'Tuk, the mammoth people; (2) which is actually a dormant volcano; (3) which is actually an ancient dormant rocket ship; (4) whose spirit is being corrupted by the Forces of Khaos; (5) which has been shattered in two by an unknown force; (6) riddled with hundreds of caves and tunnels).
26	Deep Caverns (roll a d6: (1) from where no one has returned; (2) that echoes with alien music; (3) rich in coal and other minerals; (4) reaching into the hollow of Thaia; (5) that change over time; (6) that are actually the inwards of a primal beast).
31	Taboo Site (roll a d6: (1) where an evil sorcerer has been buried; (2) where people were sacrificed to the Khaos Lords; (3) marked by dark obsidian statues; (4) where the moon demon still holds court; (5) where the Frog People perform rituals on moonless nights; (6) believed to be cursed by the Deathless Mother).
32	Beast's Lair (roll a d6: (1) Bloody Caves of Ghost, the albino tyrannosaurus rex; (2) Dark Cliffs of Fangor, the Sabertooth King; (3) Rotting Fen of the Terrorsaur; (4) Hungry Lake, of the Terror in the Deep; (5) Bloodlands, territory of the Raptormind; (6) Star Glade, abode of the Wise Horns).
33	Hermit's Territory (roll a d6: (1) guarded by faithful dire wolves; (2) hidden by powerful magic; (3) infused with an eerie aura; (4) rotting from inside out; (5) being attacked by the deathless; (6) riddled with deadly traps).
34	Ancient Battlefield (roll a d6: (1) where the Forces of Khaos slaughtered many children of Thaia; (2) where strange powerful weapons are sometimes found; (3) haunted by the deathless soldiers; (4) where a great weapon who killed all in the battle still lies hidden beneath the corpses; (5) where a colossal skeleton lies under the rocky sand; (6) where bloody battles keep happening).
35	Crash Site (roll a d6: (1) of a strange oval red meteor, oh wait... it's cracking...; (2) of an ancient crystal ship made by the Ancient Ones; (3) of a gigantic obsidian icosahedron that fell from the sky; (4) of a small moon that opened a crater in Thaia; (5)

	of something that isn't there anymore, but it left tracks; (6) now venerated as a religious site by the Cult of Star Gods).
36	Imposing Monument (roll a d6: (1) six huge and weird polyhedral shapes that float in the air in different patterns; (2) six huge crystal statues of Ancient One emperors in a hidden vale; (3) a gigantic obsidian cube with wave patterns overgrown in the jungle; (4) A inverter pyramid made of bones at the top of a mountain; (5) 6 concentric stone circles that can be rotated around; (6) a colossal vine covered statue of a faceless mother).
41	Camp Site (roll a d6: (1) with many more footprints than it would be expected for such a small camp; (2) covered in a strange alien polen-like dust; (3) burnt to the ground but extremely cold to the touch; (4) completely deserted and with no sign of occupants; (5) that stands between two otherworldly dimensions; (6) that seem identical to the party's camp).
42	Small Village (roll a d6: (1) lead by a child with supernatural abilities; (2) recently sacked by raiders; (3) erected upon a hill above the tomb of an past empire's emperor; (4) cursed by a wild spirit due to a past wrong; (5) inhabited by mutants and other outsiders; (6) in a hidden vale below the mountains).
43	Rugged Hills (roll a d6: (1) where the Devouring Spirit kill without warning; (2) where the sacred river is born; (3) where the eyes in the sky fell; (4) inhabited by a cannibal tribe; (5) which are actually the ribs of a colossal being; (6) where the ruins of a futuristic city lies beneath the rocks).
44	Majestic Forest (roll a d6: (1) protected by the Saurian Guardians; (2) haunted by the spirit of The Wronged; (3) tainted by the spilled blood of a Khaos Lords; (4) where the Shadowsaur hunts; (5) where the last remaining city of the Simian Empire lies; (6) which is rotting from inside due to an alien parasite)
45	Enemy's Chieftom (roll a d6: (1) in the Bone Dust Deserts; (2) who sent a messenger with a plea for help; (3) who was once an allied people; (4) who is being threatened by a much greater evil; (5) who is amassing a great army; (6) who has taken someone important as prisoner).
46	Meeting Place (roll a d6: (1) where the elders of many different people meet to discuss spiritual matters; (2) between the Frog People and the Drowned Ones; (3) where the Bear Warriors wrestle until a new leader is chosen; (4) hidden in the depths of Monster Mountain; (5) in the ruins of an Ancient One's city; (6) where both moons shine full).
51	Primordial Jungle (roll a d6: (1) which is alive and conscious by itself; (2) where the Great Predator hunts; (3) where the First Speaker still lingers; (4) infused with life energy; (5) where bloodthirsty flora devour many incautious travelers; (6) the domain of

	a simian druid who hates humanity).
52	Blistering Desert (roll a d6: (1) where a great science machine is hidden beneath the dunes; (2) infused with the spirit of Furious Fire; (3) the domain of the Scorpion Principalities; (4) where the ruins of hundreds of ivory towers are now occupied by aberrant beasts; (5) where the Dark Sun Nomads are on an eternal pilgrimage; (6) dotted by bloody shrines of alien gods).
53	Fetid Swamp (roll a d6: (1) the domain of many different Frog People's tribes; (2) where the Terrosaur is laying eggs; (3) home to a cabal of ominous witches; (4) where the dream flowers grow stronger; (5) territory of Blade, a ferocious spinosaurus known for its barbed tail; (6) where the deathless comes to in moonless nights).
54	Winding Canyons (roll a d6: (1) where a ferocious group of valociraptors is being controlled by a sorcerous hermit; (2) the territory of the Terror Wing, a colossal pterodactyl with ravenous appetite; (3) where petroglyphs tell the story of an ancient civilization; (4) which produce an hypnotic eerie sound; (5) which hide gates to other parts of Thaia; (6) the home of the First Lizard).
55	Treacherous Sea (roll a d6: (1) the forgotten ruins of Atha'Lantis; (2) a weird hidden cave beneath the waves; (3) where a terrible megalodon has eaten many individuals of the Waves tribe; (4) where an ancient magical ship sank; (5) where an alien sea god sleeps; (6) an archipelago inhabited by sea going religious fanatics).
56	Haunted Clearing (roll a d6: (1) where youth was sacrificed in ominous rituals; (2) where the soul of a misunderstood witch was imprisoned; (3) cursed by an alien sorcerer-prince; (4) where a Khaos Relic was buried to never be found; (5) that must be purified with a sacred ritual; (6) that changes place every night of full moon).
61	Billowing Volcano (roll a d6: (1) which has just awakened again; (2) the last temple of the Magma God; (3) where a local tribe throw sacrifices to a false god; (4) where a sword of star metal was melted; (5) atop a gate to the Abyss; (6) which is spilling magma monsters).
62	Crystal Formation (roll a d6: (1) the Labyrinth of Crystal Caves; (2) the Prismatic Gardens of Illusions; (3) in the shape of humanoids, and they move in the dark; (4) aligned with a constellation that has just appeared in the sky; (5) that shines with lights in a pattern that suggest intelligence; (6) which projects holograms from the future).
63	Sorcerer's Home (roll a d6: (1) In the carcass of a colossal tyrannosaurus rex; (2) in the ruins of an Ancient One's Moon Tower; (3) atop of a mutated giant fruit tree; (4) in the depths of the Dream Caves; (5) made with the bones of hundreds of dinosaurs; (6) which is invisible in this plane of existence).

64	Alien Structure (roll a d6: (1) which resembles a colossal spider of dark glass; (2) which is repeating a distress signal to the stars; (3) which is only a part of it and seeks its other pieces; (4) infused with an egomaniacal AI; (5) which is actually a planet killing weapon; (6) which is actually a spaceship).
65	Otherworldly Being's Domain (roll a d6: (1) inside a giant cyclopean skull; (2) Inside an colossal cube of star metal; (3) inside the rotting remains of the last Tree of Life; (4) in the constellation above the Tallest Tree of All; (5) in the tiny world inside the only flower blooming in the Bone Garden; (6) inside the moon).
66	Extraplanar Realm (roll a d6: (1) the Spirit World, inhabited by the spiritual essence of everything; (2) the Shadow World, a dark reflection of Thaia created by necromancy; (3) the Night Sky, the ethereal world of stars and planets essences; (4) the Abyss, the realm of the Khaos Lords and their demonic soldiers; (5) in the Evergreen world beyond the waterfall the falls upward; (6) the Prismatic Mind, the world inside the hive mind of the Shroom People).

Antagonists

Who is responsible for the threat? Who will oppose the brave ones trying to do what they have to? The Antagonists are possibly the main aspect of this generator, as it helps determine an active force which will shape what happens, and can be used to change the situation according to their goals. Additionally, everyone loves to hate a great villain, and sometimes they become the most memorable character of a story. Make sure the ones you create have a real impact, and a strong personality.

d66 Antagonist	
11	Feared Sorcerer (roll a d6: (1) Akhana, the Bone Witch, who wants to bring her lover back; (2) Furgar, the Red Fury, who wants to become one with the Primal Spirit of Hunting; (3) Jhar, the Dark Flame, who wants to absorb all the energy of a volcano; (4) Makat, the Sand Mage, who seeks the secrets of the Ancient Ones; (5) Xhaz, the Dream Stealer, who wants to rule over others; (6) Nibal, of the Obsidian Staff, who wants to build something not even they understand).
12	Cruel Warrior (roll a d6: (1) Dak, Skull Splitter, seeking to avenge past wrongs; (2) the Death Siblings, siblings bent on conquering everywhere the growing snow touches; (3) Ghurar, the heir to the Simian Empire, bent on reclaiming their territory; (4) Gatriel, an Ancient One Warrior-Queen, wanting to avenge the fall of her empire; (5) Ughart, a Bear Warrior possessed by a Khaos Demon; (6) Tuja'lak, Chosen by Death, who

	believes to be destined for a great doom).
13	Fanatical Shaman (roll a d6: (1) Hakit, the Blood Shaman, who wants to command the Spirit in the Blood; (2) Assat, the Twilight Bringer, who seeks to cover the world with the Eternal Night; (3) Wakit Sharpthorn; a power hungry Pekik shaman seeking a powerful relic; (4) Varak, the Weird Light, who listen to the Spirit in the Stars; (5) Ropak, the Fetid One, who believes in amphibian superiority; (6) Bubak, the Angered One, guided by the spirit of a revengeful simian shaman).
14	Bloodthirsty Hunter (roll a d6: (1) Eruk Kin Hunter, who hunts the most able hunters he finds; (2) Gahara, the Beast Killer, attracting dangerous beasts to inhabited places; (3) Lukat, the Odious, who hunts down anyone he deems impure; (4) Szzzar Venon-Eyes, a snakefolk hunter who despise warm blooded beings; (5) Xuntra, the Black Panther, of the unseen face; (6) Pargh Red-Wing, who hunts from the skies.
15	Egomaniacal Warchief (roll a d6: (1) Kluak, the Red Skull, who bathes in the enemies' blood; (2) Mikale, the Death Mother, who births deathless children; (3) Jhurval Darksword, who cleaves enemy leaders' heads with their obsidian greatsword; (4) Uh-Ahka, the Ape General, still fighting the wars of a fallen empire; (5) Tapok Rotten Teeth, who feast on the flesh of their most fearsome opponents; (6) Bunta, the Red Lion, whose roar drives fear into enemies' heats).
16	Secretive Trickster (roll a d6: (1) Igrut Gleaning Eyes, whose hypnotic eyes has mislead many; (2) Edrur, the Gifter, whose presents always hide a sinister secret; (3) Garamur, the Wicked and Wise, who often exchange wisdom for lies; (4) Lirand, the Golden, a cunning Ancient One who trades fake Oldtech artifacts for what they want; (5) Brurble, the Green, a druid who corrupts the seeds of wherever they pass; (6) Chah, the shape taker, who assumes the identity of their victims).
21	Revengeful Druid (roll a d6: (1) Xham Red Flame, who was seduced by the spirit of the Hungering Flame; (2) Eelaim Crying-Eyes, whose protected glade was set ablaze by raiders; (3) Humar, the Betrayed, who has turned to Khaos to bend nature to their will; (4) Vourar, the Tree Druid, whose skin is as hard as their heart; (5) Okrut, the Wolf, leader of a pack of hungry werewolves; (6) Razorclaw, the Raptor Druid, who commands other dinosaurs with its strange rituals).
22	Awakened Construct (roll a d6: (1) Iron Mammoth, whose original order don't make sense anymore; (2) Bronze Champion, tasked with the defense of its master's tomb; (3) Obsidian Scorpion, created with the intelligence of the three grand priests of the Serpent God; (4) Serpent of Chains, created to imprison a powerful spirit; (5) Golden Homunculus, which can assume any shape or form it has encountered; (6) Light Hunter, a physical holographic construct with a powerful AI sent from the future to alter the past).

23	Sentient Primal Stone (roll a d6: (1) Ikkit, corrupted by the energies of the Abyss and with the power to control fire; (2) Skur, the Shadow Obsidia, which can turn shadows into solid objects; (3) Ghenra, the Rotting Green, who controls nature but rots it slowly; (4) Vazzri, the Star Stone, which has the power of a cold star; (5) Athalas, the Burning Sun, which has the elemental power of a flaming star; (6) Fhark; the Flying Stone, which can create the greatest and most devastating tornadoes).
24	Spirit Possessed Weapon (roll a d6: (1) the Skull Crusher, a great maul possessed by the spirit of a bloodthirsty general of character he fallen Simian Empire; (2) the Dark Lightning, a obsidian tipped spear possessed by a spirit of Khaos; (3) Windfury, a darkwood bow possessed by the spirit of a Wingar Raider; (4) Bloodstick, an obsidian staff possessed by the spirit of Simian Void Monk; (5) Vampiric Dagger, possessed by the spirit of the Blood King, a powerful Khaos Lord; (6) Rooting Spear, a rugged wood spear possessed by the spirit of the Devouring Tree).
25	Alien Device (roll a d6: (1) the Red Death, a metallic sphere with a bright red light that shoots burning fire; (2) the Moon Destroyer; a gigantic helm that controls whoever wears it and is obsessed with destroying the moon; (3) the Life Eraser; an rogue AI moving computer determined to terraform Thaia for their master who is coming there soon; (4) the Demon Maker, a giant morphing machine created by an Ancient One scientist to shape lafe to their whim; (5) the Spirit Stealer, an consciousness stealing robot which wants to collect all knowledge of Thaia; (6) the Corruptor, which captures native beings and modify it genetically to make it like the life in the alien's planets).
26	Elder One's Artifact (roll a d6: (1) the Warring Drums, which when sounded drive others into a killing frenzy; (2) the Hypnotic Flute; which when played brings the forbidden desires to the heart; (3) the Totem of Authority, which empowers shamanic powers but makes the user a tyrant; (4) the Bowl of Pestilence, which turns every meal into a disease spreading curse; (5) the Bestial Necklace, who makes the wearer powerful and vigorous like a powerful beast, but slowly turns them feral; (6) the Shadow Mantle, made of black fathers of a demon bird, allowing the user to control flying creatures).
31	Warring Tribe (roll a d6: (1) the Black Hands, whose warriors paint their hands and forearms with dark paint; (2) the Red Fangs, who file their teeth to make them sharp and perfect for bite attacks; (3) the Flesh Eaters, who devour their enemies to acquire their strength and powers; (4) the Flying Devils, who mastered wind gliding attacks; (5) the False Saurians, who disguise themselves as raptors to instill fear in their enemies; (6) the Frozen Skull, who came from the cold north to finally take the place they deserve).
32	Khaos Cult (roll a d6: (1) the Devouring Cult, who eats other people in a ritual dedicated to the Great Devourer; (2) the Eye Collectors, who gauge victim's eyes ti offer to Ogh'Oid, the All Seeing; (3) the Khaos Kreators, who merge the savagery of dinosaurs with the powers of Khaos magic; (4) the Many Hands of Doom, who sew severed arms and hands of enemies in their own body; (5) the Sounds of Death, a

	fanatical group of assassins that makes no sound and hate noise; (6) the Children of Deathsaur, who turn dinosaurs into deathless gods of death).
33	Audacious Raiders (roll a d6: (1) the Crimson Storm, who are led by the Blood Witch; (2) the Frostburns, who freeze their enemies alive and feed on them later; (3) the Wing Raiders, who attack from above and hide in the clouds; (4) the Green Fury, who ingest a green poultice that gives them extraordinary strength and poor judgment; (5) the Manbeasts, who wear bestial costumes and act as savagely as they imagine beasts do; (6) the Skeletal Warriors, cursed with deathless eternity and endless hunger for flesh.
34	Sorcerous Cabal (roll a d6: (1) the Green Crushers, who hate the world outside their woods and use nature to stamp on their enemies; (2) the Claw, a group of sorcerers who take the powers of the primal beasts of the world; (3) the Purple Scions, a fanatical sect of warlocks who made a pact with an Elder Being from the depths of the Purple Moon; (4) the Red Siblings, all blessed with the power to control and survive fire; (5) the Benevolent, who attract the unwary with promises of an easier life to a beautiful trap; (6) the Invisible Hand, who manipulates every people, everywhere, everywhen).
35	Secret Society (roll a d6: (1) the Kara-Gar, crustacean people who live in a island veiled by ancient technology; (2) the Aemare, amoeban people who once ruled the world and now hide in bunker deep beneath the surface; (3) the Paex'Their, the last surviving clan of the once powerful empire of the fish people; (4) the Zsantiss, the last Serpent King, and his court of assassins; (5) the Lost Children, who have been cursed with eternal youth and hate the Elders; (6) the Forever Elders, whose powers have given them extended life at the cost of never been able to change).
36	Brave Adventurers (roll a d6: (1) the Wolves of the Mountains, a group of hunters hunting the killers of their tribe; (2) the Seekers of Lost Glories, who sacrifice everything in search of legendary artifacts; (3) the Shields of Stone, who protect a location with sturdy stone shields; (4) from Red Cliff, forced to search for Ancient One's Oldtech; (5) From Lakit, banished years ago for worshiping a Khaos Lord; (6) led by the Ashen Druid, corrupted by the spirit of an Alien Tree they purged years ago).
41	Ferocious Dinosaur (roll a d6: (1) the Red Thunder, a gigantic red spinosaurus which each step sounds like thunder; (2) the Great One, a colossal argentinosaurs that doesn't stop for anything; (3) the Death that Falls from the Sky, a incredible ingenious and cruel pterosaur with teeth the size of swords; (4) the Claw King; a dark scaled deinonychus extraordinary intelligence and leadership capabilities; (5) the Scarlet Trident, an ancient and hardened triceratops driven mad with revenge after their companion was slain by hunters; (6) the Unstoppable; rumored to be the first diplodocus to ever walk the world, colossal, and stomping over everything and everyone).
42	Awakened Primordial (roll a d6: (1) Avakor, a Mountain Primordial looking for those who stole their precious gems, which are their memories ; (2) Oandalus, a Sea

	<p>Primordial, who will send a tsunami to kill those who dare defy them; (3)Vintalis, a Wind Primordial who believes in the superiority of the realms above over all others; (4) Xhamatz, a Flame Primordial whose hunger for power burns stronger than the fires they start to entrap their enemies; (5) Kheina, a River Primordial, who delights in seeing land beings drawn; (6) Lhavaour, a Magma Primordial who wants to reshape the world in their image).</p>
43	<p>Mutated Beast (roll a d6: (1) the Raptor Mind, a band of velociraptors who share a hive mind thanks to an alien symbiont infecting them; (2) the End of All Things, a gigantic three headed dinosaur, formed when a tyrannosaurus and a spinosaurus were fighting for the right to eat the dying triceratops when a eerie light from the sky fell on them and merged them together in a enraged and confused beast; (3) the Death in Frost, a colossal mammoth with extraordinary strength, resilience and intelligence, mutated by the nuclear waste of the Past-Future civilizations; (4) the Centiperaptor, a weird dinosaur created by a Ancient One scientist, mixing the essence of a primordial centipede and a Velociraptor; (5) the Lightning Spears, a primal hedgehog the size of a triceratops and which produces high voltage electricity it discharges through the spikes; (6) the Changeosaurus, a failed experiment by ancient genemancers who created an intelligent dinosaur who can assume the shape of any other dinosaur).</p>
44	<p>Khaos Monster (roll a d6: (1) the Whispering Devouuer, a monster drawn from the Abyss and who can charm those who listen to its voice and devour them afterwards; (2) the Rage Beast, who possesses the powers of the most ferocious beasts all at once; (3) the Face Stealer, who wear the skin of their victims after they peel it off; (4) the Spitter, whose 3 noses spit acid slugs; (5) the Stinger, a seven tailed scorpion with a demonic human face that hypnotized those who look at its eyes; (6) the Stomper, a ten legged brute that can cause an earthquake).</p>
45	<p>Colossal Beast (roll a d6: (1) the Mountain, a colossal mammoth which destroyed an entire village in burst of rage; (2) the Eater of All Things, a gigantic bull frog worshiped as a god by tribes of the Rotten Land; (3) the Great Guardian, a enormous cave bear rumored to protect the land around Father Mountain from Khaos influence; (4) the Impaler, a primordial wooly rhinoceros with the skeleton of its many victims still clinging to its many horns; (5) the Speaker in Dreams, an ancient and wise megatherium rumored to be able to impart wisdom in the dreams of others who honor them; (6) Fangs, a red and white muscular sabertooth tiger that often appears in the direst of situations, as if it can sense danger).</p>
46	<p>Horde of Primal Insects (roll d6: (1) the Crawling Devourers, a mass of worms, centipes, beetles and other crawling insects who devour flesh in mere instants; (2) the Flesh Cutters, a nomad tribe of mantis people who hunt non-insect beings; (3) the Green Leaves, a fanatical cult of insect people determined to end all civilizations and cover the world with nature; (4) the Red Cloud, a horde of red hued hornets, wasps, bees and other flying insects led by a Sorceress-Queen bee; (5) the Insatiable, a great cloud of giant locusts the size of large dogs who devastate the areas where they pass by; (6) the Flesh Inhabitants, a great hive mind of crawling arachnids that colonize the</p>

	insides of their victims).
51	Warring Beast Person (roll a d6: (1) the Violet Heart, a fanatical group of Frog People which eats the hearts of their victims; (2) the Grinning Death, a band of hyena people raiders with a cruel sense of humor; (3) the Winged Kings, a growing community of xenophobic avian people who despise non fathered individuals; (4) the Horned Ones, a clan of rhino people who believe they must fight to live; (5) the Great Raptors, a band of saurians who believe to be the next step in raptors evolution; (6) the Scions of the Sea, a ragtag band of exiled individuals from the many people who love in the seas who want to carve their own domain).
52	Horrifying Undead (roll a d6: (1) the Dead Claws, an horde of deathless velociraptors created by an ancient spell; (2) the Ghost Batrachian Chief, the ghost of a warrior-priest frogkin obsessed in restoring the temple of its Dead God; (3) the Necrosaur, an deathless tyrannosaurus who became a lich after swallowing a obsidian phylactery with a single rune on it; (4) the Tree of Death, the first Tree of Life was corrupted by Khaos and became a spreader of famine, disease, and even worse things; (5) the Death Legion, an entire legion of skeletal simian warriors, the remains of the army Ghuklak, the Necro-Emperor of the fallen Simian Empire; (6) the Eyes in the Dark, a colossal primordial snake lich, guardian of the secrets of the Szzasri, the Serpent-Queen).
53	Haughty Khaos Lord (roll a d6: (1) the Whisperer in the Dark, who entices individuals with their darkest desires and means to reach them; (2) the Desire Liege, a Khaos Lord who draws to the surface the primal desires of survival and reproduction; (3) the Impaler of Souls, whose spikes can pierce not only flesh but spirit as well; (4) the Drainer of Will, whose mere presence makes everyone give up all hope in their hearts; (5) the Death Commander, whose voice can command anyone or anything from which life left; (6) the Flame in the Dark, an ancient and immaterial being of shadow and flame, whose fuel is the fear and terror of others).
54	Mysterious Alien (roll a d6: (1) the Faceless One, whose head is a shiny reflective mirror who reflects distorted images back to the observer; (2) the Living Light, who feeds on the living force of other beings; (3) the Thing that Eats, a large translucent mass that projects dozen of pseudopods at once and can't stop eating; (4) the Star Solids, weird shape changing sentient flying geometric solids who wants to mold everything in their image; (5) the Corpse Flowers, parasitic flowers that feed on the decomposing body of others and reanimate them to reach new places; (6) the Metal Gods of the Stars, being of living metal seeking to build their ideal society, free of flesh parasites).
55	Calculating Ancient One (roll a d6: (1) Gaelarandis, the former Prime Minister of the forgotten Great Republic, who abhors having lost their power; (2) Oeleric, the last Knight of the Drowned Kingdom, who wished to bring his home back to the surface; (3) Lhaerghoul, the deathless archer who hunts the living; (4) Makalia, a botanist who decided that planta should rule the world; (5) Aerandel, who dreams of rebuilding the

	Great Republic no matter the costs; (6) the Nameless One, an Ancient One who despises their people and wants to erase themselves from existence).
56	Ancestral Spirit (roll a d6: (1) Akula, the Grandfather, who cannot accept others taking over the spiritual guidance of their people; (2) Klukak, the Red Hand, whose cruel tactics have been forgotten by their tribe; (3) Urghar, the Purifier, whose fanaticism still corrupts the hearts of their descendants; (4) Lagtu, the One in the Depths, tricked and killed in frozen lake, now seeks revenge by frozen the descendants of their enemies; (5) X'Tor, the Slumbering Flame, who dreams of awakening the Great Mountain of Flames; (6) Khurpir, the Mischievous Strider, a forest spirit with a wicked sense of humor and a cruel sense of justice).
61	Forgotten God (roll a d6: (1) Aristhael, Goddess of Beauty, who wants to destroy everything that they think it is ugly; (2) Baestatt, the Feline God of mysteries and cunning, planning an overtake; (3) Helmet, the True God, an egomaniac who believes to be the only true god; (4) Vaetel, God of Living Blood, who accepts sacrifice of its creation so to make new ones; (5) Jhaea, Goddess of Peace, who wants one last war to end all wars and peace to reign; (6) Nhar'Louil, God of Dream, who want to extend their domain into the world of the awaken).
62	Primal Disaster (roll a d6: (1) the First Magma Mountain, which is in eruption again after eons, determined to clean out everything in its vicinity; (2) the Last Storm, rumored to have come to turn land into sea; (3) the Devouring Wave, who wants to swallow the land beings for disrespecting the sea; (4) the Swallowing Earth, who hunts down the descendants of its enemies to drag them to its depths and crush them; (5) the Fury of the Fallen, a devastating hurricane formed by the winds that left the dead killed in the great Khaos War of the past age; (6) the Eternal Flame, a fire that is never quenched and just keeps burning until it devours everything).
63	Immortal Being (roll a d6: (1) the Hungry Father, cursed with eternity for a heinous crime, pretends to be a caring old druid but devours those who sleep near him; (2) the Bearded Cannonball Tree, whose magical fruits have effects according to their humor; (3) the Everywhere, an immortal fungi who live simultaneously everything one of its ancient spores grew; (4) the Great Weaver, the first ever spider, the size of a great baobab tree, who guards the threads of fate, and sometimes manipulates them; (5) the Wise Green One, a primordial turtle who lives in a secret island and trade secrets for magic; (6) the Sun's Child, a being of immortal light obsessed with having a "mortal" experience).
64	Force of Nature (roll a d6: (1) the Desire, a corrupted manifestation of the reproductive imperative who manipulates others; (2) the Growing Mire, who is slowly rotting and swallowing the lands in the vicinity; (3) the Rage, who drives others in to bursts of violence and is ever hungry for blood; (4) the Dread, who makes other fear for their safety, and is turning people into cowards; (5) the Wanting, who makes those with an empty space in their heart want to fill it with every whim; (6) the Burning, a manifestation of the sun in its most intense moments).

65	Time Traveler (roll a d6: (1) the First King, who reigned the Ancient Ones for thousands of years and disappeared into the future, finally arrived; (2) Melon Fusk, who wants to kill all the animals in the region to bury it under the land that one day will be theirs; (3) Zark Muckezerg, who is collecting ferocious beast and experimenting in them with cybernetic implants to let being from another time play games; (4) Merdir Acedo, a fanatical religious leader who wants to forcibly convert everyone to their faith so in the future they will have control of the entire world; (5) Riaj Orano, who is building their own empire with the weapons and technology they brought from the Future-Past; (6) the Robot Empire, who is collecting large beings to use as batteries for their colonization of the Past-Future).
66	Elder One (roll a d6: (1) the Appoclatheri, an alien flesh tree being which create flesh fruit people; (2) the Kullinath, or the Light in the Dark, who drains the light of people's eyes; (3) the Sserand'kthuh, a ancient being who lives in a rotting island and makes it appear as a paradise to attract victims and worshippers; (4) the Nharamgotah, and elder being from beyond time who likes to experiment with paradoxes; (5) the Ragstharath, who spawned all the crawling things and have an special appetite for eyes; (6) Kthulhu, who sleeps deep beneath the forgotten city-state of Raileygh, which sunk into the seas with Atha'Lantis).

Supporting Cast

Who else is entangled in the situation? Who might be at risk? Who might be able to help? Who might come in the way? Supporting Cast are other individuals that might have an influence in the development of the events. They are normally neither in favor of or opposed to the characters in the beginning, but depending on how the situation develops, and how the characters interact with them, this can change dramatically. They can either become great allies, useful informants, or another stone in the group's path.

d66 Supporting Cast	
11	Traveling Storyteller (roll a d6: (1) Pikta Black Eyes, who loves telling scary stories; (2) Old Mom Elle, who mixes the stories of the their tribe with legends of a forgotten civilization; (3) Brupki Green Mouth, a frogkin singer who travels around telling others of their people's plight; (4) Karrah Red Claw, a hunter who is accompanied by a dire wolf he healed years ago and loves to tell stories of their exploits; (5) Vramdun the Horn, a rhinokin who sings legends of their people with rhythmic drums; (6) Yazig, who always exaggerates the tale little more each time they tell it).
12	Cheerful Thief (roll a d6: (1) Ridik Flash-HANDS, a young trickster that has swindled more than a few settlements with its wild tales of exploits in their travels; (2) Thabit of the Many Faces, who always wears disguises; (3) Ukati Flying-Hands, a Pekik acrobat

	that steals from above; (4) Gulig Long-Tongue, a frogkin who steals with its long tongue; (5) Venel “Can’t Help It”, who can’t even notice they are stealing things; (6) Jhunik Good-Hands, who steals what others need).
13	Honored Warrior (roll a d6: (1) Rhurm the Repentant, exiled for a mistake they vowed to correct; (2) Ferric Claw-Hands, who fights like a cave lion; (3) Khelit Hurricane, whose skill with the spear is unmatched; (4) Quallak Death-Song, a wingar who sings while they fight; (5) Ennad Stone-Hand, who has had their left arm turned into stone by a Khaos Beast; (6) Millaket Star-Fangs, whose daggers from the stars bite deep).
14	Pious Pilgrim (roll a d6: (1) Yhavik Wet-Eyes, who travels the world to offer rituals and tears to the deceased; (2) Ghalav the Seeker of Paradise, who seeks the paradise on Thaia as their goddess promised; (3) Epoth Spirit Healer, who seeks to untangle the threads that keep spirits from following their path to the Everbeyond; (4) Zinaz Moon Head, who only speaks during moonlit nights; (5) Ulalah the Daughter of the Sun, who travels to seek the place where her father rises from the earth; (6) Khatum, an elder Mak’Tuk warrior in their way to the Last Gathering, where their people go to meet their ancestors).
15	Wary Shaman (roll a d6: (1) Talara Deep-Eyes, whose nightmares keep them awake at night; (2) Yuhfi Mother of Spirits, who seeks to help the spirits of younglings who lost their lives unexpectedly; (3) Unarah Tree-Heart, who is in love with the spirit of an ancient papaya tree; (4) Ifar Fire Guardian, former protector of the First Flame searching for its spark; (5) Ojab of the Night, a moon shaman who changes with their patron; (6) Papok Wind Rider, a Pekik who learned how to fly with kite).
16	Cautious Hunter (roll a d6: (1) Adora, who had their companion killed by raiders from the north; (2) Sassat the Ever Seeking, who never saw what happened to their tribe; (3) Duxa the Hammer, who travels mounting a ankylosaur that basically raised them; (4) Fethat the Lonesome, a young hunter who lost their master a few days ago; (5) Humba Heavy Spear, a Durah hunter who carries a great stone spear; (6) Lupak Bird Catcher, who hunts and releases birds to collect beautiful feathers).
21	Secretive Sorcerer (roll a d6: (1) Zardos of the Purple Fingers, whose experiments with herbs and oil stained their arms; (2) Xaxa, a young sorcerer who hides their identity due to past mistakes; (3) Cucaio the Green Sorcerer, who is conversing with an alien tree whose seed feel from a meteorite; (4) Varfu the Burned, whose experiments with fire magic left them with many scars they now cover under wraps; (5) Bejuk, who experiments with the forbidden arts of heart sorcery; (6) Nhunak Ice Staff, a Mak’Tuk ice sorcerer who is accompanied by the cold winds of the north).
22	Daring Youngling (roll a d6: (1) Fah, who is doing their best to hide their fear; (2) Riu, who seeks the legendary city of of the Ancient Ones, Meazhia; (3) Vukti, who follows the spirit of their older brother; (4) Opuk, a young simian who got adopted by a secretive Hermit; (5) Itukh, a Mak’tuk youngling who fled their village to become a hero, like in the legends; (6) Ugabbi, a young shaman apprentice who hears spirits from ages

	past in their dreams).
23	Determined Elder (roll a d6: (1) Purda of the Thousand Stories, who is determined to learn about all the peoples of Thaia; (2) Quettak Bird-Fried, who prefers the company of feathered beings than of other people; (3) Ekilo the Gray Bear, known for their silvery hairy muscular body; (4) Uxassi Tree-Beard, who carries bird nests in their mangy facial hair; (5) Wudi of the Stone Face, who covers their scarred face with a painted stone mask; (6) Lakla Who Speaks with the Stars, who lost their legs thanks to a tyrannosaurus attack and now travels on top of their giant child).
24	Curious Trader (roll a d6: (1) Tuliko Stone-Teeth, who has replaced some of their lost teeth with a primitive stone denture; (2) Onug the Animal Maker, who makes clay animals they sell as avatars; (3) Amhok Good-Hand, who trades healing secrets for stories; (4) Essai the Maker, who creates elaborate and beautiful jewelry with the bones, feathers and other parts a hunter give them; (5) Dretu of the Raibow Wings, a wingar trader who keeps news flowing from the ground to the high mesas where their people dwell; (6) Ydah Toy-Maker, a pekik who creates miniatures of people they meet).
25	Mysterious Hermit (roll a d6: (1) Nujjib of the Dark Cave, a blind oracle who lives in a unlit cave and is older than anyone can remember; (2) Butuk the Drummer, whose drums can be heard all over the region, but who hut cannot be found; (3) Athoé of the Moving Hut, whose abode sits atop a giant Archelon; (4) Hunatis the Silent, who never speaks and is assisted by 7 robbed figures; (5) Knorn Three-Horn, who unlocked the ancient secrets of dinomorphosis; (6) Ikalat of the Howling Hills, who vowed to imprison the spirit of the Great Hunger once again).
26	Exiled Sage (roll a d6: (1) Yrae the Equal, who questioned their peers on why their daughter couldn't marry the chieftain's daughter if we are all children of the great Mother Tree; (2) Rugrh the Fallen, a former warchief who witnessed the suffering of their enemies and fought against ancient enmity; (3) Lopar, a young one who knows a lot about Future-Past relics and scared their elders; (4) Obiru of the Tall Hill, who would travel far to watch the skies and dared to question the views of their people; (5) Wati of the Disrespectful, who dared to travel to taboo lands; (6) Yukiti Dark-Eyes, a Durah an experienced miner who opposed their elders who wanted to keep digging, no matter the consequences).
31	Charismatic Envoy (roll a d6: (1) Wabud who Always Smiles, who has an unbashing positivity; (1) Furq Magic-Hands, who is great with children and do small prestidigitation tricks; (3) Rugtar the Forgetful, who cannot remember the way back home; (4) Ilavir Star-Eyes, whose bright eyes have a way to calm other down; (5) Bosuk of the Many Friends, who have made connections with many peoples of Thaia; (6) Obgrub Sweet-Tongue, a Frogkin envoy who seeks allies to rid their people of an evil cult).
32	Remorseful Chieftain (roll a d6: (1) Tronk the Bloodied, whose thirsty for victory lead to the death of their child; (2) Araril the Avenger, whose revenge made everything

	worse; (3) Utaalil of the Forbidden Box, who dared open the Chest of Lost Souls in an ancient ruin; (4) Khavlar the Peaceful, whose peace offerings were met with cruel attacks; (5) Morla Rock-Gloves, a Durah leader who dug too deep and uncovered something they wish they did not; (6) Bukit the Trusty, who was tricked by an enemy leader and led their warriors into a trap).
33	Lonely Outcast (roll a d6: (1) Qwarrak of the Many Voices, who speaks with different voices when stressed; (2) Agurah the Shadowless, who had their shadow stolen by an Khaos Spirit; (3) Nkhula the One Who Speaks Future, accused of sentencing their people to their doom; (4) Darah Poison-Hands, the worst healer their people ever had; (5) Surrd the Mooner, who cannot help but talk to the moon as if it was responding; (6) Curdo the Ungrateful, a Pekik explorer exiled from his people for going too deep into the Deep Green Jungle).
34	Pious Religious Figure (roll a d6: (1) Gughahi Father of Fathers, an elder shaman who cannot break tradition; (2) Effur of the Black Clouds, who insists on offering sacrifices to keep the Rain Spirit in balance; (3) Mubango, Herald of the First, who is traveling to the place where the ship of the first one will arrive, or so they believe; (4) Vorher of the Trees, who won't allow any harm to befall to their forest; (5) Ugwat the Singer, devoted shaman of the Singing Frog Spirit; (6) Huggar River-Child, protector of the Emerald River).
35	Brave Adventurer (roll a d6: (1) Rhanyak of the High Mountains, who seeks the Lost Valley of the Sun, where their people will be safer; (2) Tubha Monster-Hand, who has been exiled due to their mutation; (3) Uthami of the Eagle Eye, who can see far off in the distance and fires arrows that hit flies from afar; (4) Jakameh the Crocodile, an expert in camouflage who wears the skin of a giant crocodile; (5) Eoop of the Many Tales, who tells anyone who will listen about their allegedly exploits; (6) Xarg the Living Shield, a Glyptodonkin guardian sworn to protect those in need).
36	Cheerful Fisher (roll a d6: (1) Watup Quick-Hands, who dreams of catching the Dream Fish one day and eat it; (2) Alab the Fish Rider, who once got their hook on a megalodon and rode on its back until they tired the beast; (3) Mitanei the Fish Farmer, who constructed small built ponds where the fish get stuck in when the river tides lower; (4) Ytape Long-Feet, whose steps cover a lot of ground but scares fish; (5) Ussof the Piranha Bait, who has lost a hand a couple of toes and their noose to piranhas; (6) Gurtap Who Caught the Monster, who just recently fished a weird corpse of a mutated two headed fish).
41	Fearful Mutant (roll a d6: (1) Qthalil Lizard-Hands, feared for their claws, but seeking a home; (2) Buzz of the Frog Tongue, whose prehensile tongue can catch a fruit in a tall tree; (3) Ykar Bug-Eyes, who gained the eyes of a fly when they touched a meteorite that is now gone; (4) Oipalil of the Many Eyes, who has gained detachable eyes throughout his body after witnessing an eclipse in a lost valley; (5) Bklu the Bear, who became twice as large and three times as hairy once they saved his companion bear from drowning in a lake of weird green goo; (6) Thaniel and Niamen, the Mute, Ancient

	One scientists who had their bodies merged in an terrible accident, but which gave them strong psionic powers).
42	Curious Dinosaur (roll a d6: (1) Hohra Red-Nose, an intelligent tyrannosaurs who has been cooperating with a small village to obtain food and offer protection; (2) Batuk the Gentle, an ankylosaur who is surprisingly gentle around young people; (3) Pruksa and Ruruh, a pair of velociraptors that possess weird moving symbols in their scales; (4) Yvarum the Giant Wing, who helps the people of the Blood Mesas to move between their settlements after they helped save its offsprings; (5) Ruruh Purple-Fangs, whose appetite for the taint of Khaos on flesh has unwittingly helped the local inhabitants; (6) Mnak the Great Hunter, an ancient and cunning pycnonemosaurus believed to be a representation of the great Spirit of Hunting).
43	Intelligent Beast (roll a d6: (1) Wid the Joker, an elder Telicomys who became highly intelligent after witnessing the eclipse of the Twin Moons of Thaia in an ancient stone circle; (2) Thurk Long-Fangs, an incredibly old sabertooth tiger who became intelligent after eating the brain of an alien being and now protects the remains of the beings ship; (3) Chapub the Cooker, an eccentric deinosaurs with an iron dome on its head who is quite apt at cooking, and prepare great means in a small swamp; (4) Marsa the Sleepy, a great megatherium whose knowledge of dreams is unparalleled; (5) Thatuk the Enraged, a glyptodon who has yet to trust a humanoid after too many bad encounters; (6) Phard the Woolly Wall, a muscular toxodon who is guided by the spirit of a lone druid).
44	Mythological Creature (roll a d6: (1) the Mapinguari, the Ever Hungry Mouth, a mythical being who is always hungry and can stretch its mouth open to incredible sizes; (2) Iara, guardian of the rivers, who occasionally enact vengeance against harm done to the river and its inhabitants; (3) the Jarjacha the Hunter of Broken Words, a fierce nocturnal predator with bright yellow eyes and who hunts those who have broken their word; (4) Jurupari, the Dream Eater, who devours the spirit of its victims in their dreams but retain knowledge of many oneiric myths; (5) the Caapora, a humanoid made of plants and on eternal fire, protecting the jungle and traveling in a whirlwind; (6) Tupã, the Father of Thunder, seeking his children who feel from the skies).
45	Inquiring Alien (roll a d6: (1) Etuh'Peh, an emerald hued humanoid insect from the desert world of Bharassom; (2) Miranah Dream-Catcher, a psychic spider from the Blue Moon of Thaia, seeking new dreams; (3) Anthanil the White, made entirely of bright new light, seeking a new vessel; (4) Bhuccaxhom the Great Bear, a muscular furry hunter from the stars, looking for their companion; (5) We-Wah-Tah, a slender and tall humanoid mushroom, who speaks with a thousand voices; (6) the Puhari, a colony of tiny purple humanoids that speak with the same voice, fleeing from authorities).
46	Questing Ancient One (roll a d6: (1) Irilil Sun-Eyes, who had their eyes infused with the energy of the sun but became blind; (2) Fhindar of the Moon Blade, who still guards one of the legendary blades made with the light of the Twin Moons of Thaia; (3) Minasgai of the Star Maps, whose body is covered in intricate tattoos depicting the star

	maps of a distant galaxy; (4) Mairhabel the Alchemist, seeking a functioning Ancient One laboratory; (5) Oinerilia the Lady in Dreams, who can travel between dreams and uses their powers to trick others; (6) Ghindari the Inventor, who is obsessed with creating things, often with disastrous consequences).
51	Cursed Deathless (roll a d6: (1) Yurv Blank-Eyes, whose empty eye sockets can see into the Spirit World; (2) Ramah who Lives in the Tree, the spirit of a youngling who died falling from a tree and now warns others of the perils of height; (3) Kukulak the Head, whose body was discarded years ago; (4) Xutuhla the Detachable, whose body parts come off and still function from a distance; (5) Atud the Restless, who travels the world looking for the grave mound of their people to finally rest; (6) Drauivir the Deathless Tree, a cursed Treekin who withers endlessly but cannot bring their own existence to an end).
52	Young Simian (roll a d6: (1) Tatunk the Defier, exiled from their people for challenging old traditions; (2) Uhbadu Gray Beard, an hermit shaman who is slowly becoming senile; (3) Uhur Red-Face, a daring warrior who paints their face red and takes offense easily; (4) Yaki Quick-Fingers, an adept thief who carries trinkets of past civilizations; (5) Dubuh the Hope Bringer, a young priest of a new religion with a lot of promises; (6) Ehraruh the Repenter, heir to the throne of the fallen empire, seeking to redeem their legacy).
53	Ancestral Spirit (roll a d6: (1) Arual the Blue Macaw, a druid who could turn into a blue macaw; (2) Yvaili the Pathfinder, who guided their people through the jungle to escape the Simian Empire's chains; (3) Aehduk the Teacher, who made the Teaching Tablets used to pass the teachings of the Mother Tree; (4) Edya of the Blessed Hearth, who created the most loved recipes of your people; (5) Tupip Song-Lips, known for their incredible talent for the flute; (6) Gihra Stone-Feet, a stout Durah who guided a group of human through underground tunnels to escape imprisonment by the Simian Empire).
54	Living Crystal (roll a d6: Unania Purple Star, who is fascinated by the feeling of love; (2) Onundi of the Pulsing Heart, always seeking relics of their lost home; (3) Enuin Dark Light, who studies necromancy to one day revive the love they lost; (4) Nhahun With all the Questions, who possesses a unquenchable curiosity; (5) Rewarun Star Dreamer, who dreams of one day returning to their legendary home planet; (6) Awani the Bright, whose light possesses a healing warmth).
55	Primal Force (roll a d6: (1) Bharve, the Storm Spirit, always upset about something; (2) Quen'Thuru, the Lava Spirit, whose hunger is only surpassed by its curiosity; (3) Suphar, the Wind Spirit, who traveled through all the lands carrying stories; (4) Bhulanm, the Wave Spirit, who often takes seafarers to unexpected places; (5) Phaing, the Rain Spirit, who is sometimes fall softly and other hits like a hammer; (6) Dhantum, the Drum Spirit, who get stronger the longer the rhythm is sustained).
56	Time Traveler (roll a d6: (1) Uh, the First Human, who travels the time to observe and, rarely, intervene; (2) Ecarus of the Twin Orbs, who found time magic in the stars in

	imbued the stones with it; (3) Kharus, the Fire Warrior, who travels the ages within the flames of conflict; (4) Pablo, an eight year old who travels to other times while sleeping; (5) Will the Stoner, who travels through time when they get really high; (6) Melon Fusk, an egotistical billionaire with another get richer scheme).
61	Neanderthal Tribe (roll a d6: (1) the Dark Eyes, who paint sinister visages in their face with dark ink; (2) the Bone Collectors, who create elaborate sculptures of mythical beasts of their stories; (3) the Cavers, who live in a complex maze of tunnels and caves; (4) the Burning Hand, who set lands they considered tainted by Khaos on fire to purify it from the evil influences; (5) the Green Hands, who lives deep in the jungles, managing to blend the mythical power of Thaia in their day to day life; (6) the Children of the Moon, who are lead by a mysterious being who claims to come from the moon).
62	Rival Community (roll a d6: (1) the People of the Claw, who believe to be people with the heart of velociraptors; (2) the River Walters, who live along a great river, traveling through its course throughout the seasons; (3) the Winged People, who learned from the Wingars how to harness the power of the wind with leather wings and now hunt from above; (4) the People in the Dark, who changed their lives to wake up when the sun goes down; (5) the People of the Sacred Mud, who lives in the Rotten Land and protect the magical Mud Pits of Vitality; (6) the Silent Ones, a secretive tribe who lives in the mountains and are always seen in the distance, observing other people).
63	Religious Cult (roll a d6: (1) the Cult of the Sacred Horns, who worship the Heptaratops, the dinosaur god of seven horns, protector of the land; (3) the Sisters of the Flowers, a group of women druids who protect a secret vale where rare and magical flowers often blossom; (4) the Scion of the Waves, who worship the Sea as capricious god who gives and takes according to uncrustable rules; (5) the Keepers of Geometry, who discovered the sacred symbols on a smooth cold wall of a cave and now guard the knowledge with their lives; (6) the Exiled, who believed to be descendants from a people that came to Thaia eons ago in a Crystal Vessel and now wants to go back to their home planet).
64	Sorcerous Cabal (roll a d6: (1) the Order of the Eight, whose numbers are limited, but their rules seem infinite; (2) the Cabal of the Stones, who seek Primal Stones all over Thaia to make sure they don't fall on the wrong hands; (3) the Unseen Tribe, whose members are part of other communities from where they collect sorcerous knowledge; (4) the Shadow Shapers, who are fascinated by Shadow sorcery but sre slowly being corrupted by Khaos magic; (5) the Star Sublings, who learn their magic through careful observation of the cosmos; (6) the Khaotics, who harness the powers of Khaos in the hopes of understanding and controlling them).
65	Lost Survivor (roll a d6: (1) Yakut the Fox, a red-haired young one who survived an attack on their village thanks to the help of their pet fox; (2) Onukli Tree-Killer, who accidentally set fire to a large patch of wood, killing most of their people; (3) Wati and Dati, the Wolf Brothers, who survived in the woods being raised by wolves; (4) Hatur, the Old One, who is older than anyone alive but can't seem to die; (5) Ekluk, the

	Scarred, who escaped the prisons of Khaos, but who never really forget what they suffered; (6) Klinka Red-Scales, a Lizardkin huntress who is determined to hunt down the humans who killed her family).
66	Otherworldly Crew (roll a d6: (1) the Centurian Eagles, a band of smugglers from a war torn galaxy with a broken ship; (2) the Malorians, who travel through the universe in search of their lost captain; (3) the Gheday, a religious knightly order who keeps the peace in the universe; (4) the Metal Harpers, a alliance of intergalactic bards who spreads epic tales throughout the worlds; (5) the Vhyakarys, who sail through rivers of stars to bring back riches and resources for their people; (6) the Kosmosaurs, a group of dinosaur space rangers from another dimension).

Complications

What is making the situation even more dangerous? What unexpected event could change the course of events in undesirable ways? Complications are situations that make everything which is already going on even more dire. The stakes get higher. Innocent people can get hurt now. What was believed to be true turns out to be a lie. Many times, these complications will not have a direct connection to the main elements of the adventure, and that's okay. The world of Primal Quest is alive and wild. Things happen independently, and the brave adventurers of the world need to learn to deal with it.

d66 Complications	
11	Scarcity of Food (roll a d6: (1) the last winter was harsher than usual; (2) the people grew in number they were not expecting; (3) the food was stolen by a small group of robbed figures that escaped to the hills; (4) recently shared with people in greater need; (5) animals are vanishing and there's nothing to hunt; (6) a terrible disease is spreading through the food).
12	Scarcity of Water (roll a d6: (1) rain hasn't fallen for months and the river is almost dry; (2) the reserves were contaminated by a unknown toxin or disease; (3) the heat has been too intense and the reserves are going fast; (4) the river was cursed by a Khaos sorcerer; (5) a rival group has bern stealing the supply; (6) raiders have been collecting theit cut ever more greedily).

13	Low on Other Resources (roll a d6: (1) fruits in the region are rotting in a accelerated rate; (2) the elders cannot seem to find healing herbs as they used to; (3) the magic mushrooms required for the sacred rituals are not growing anymore; (4) cannot find wood, stone and bones enough to make tools and weapons; (5) most people are wounded and sick thanks to a recent conflict; (6) the offerings to their ancestors are missing).
14	Community Divided (roll a d6: (1) because of a spiritual disagreement about a miracle; (2) some want to resort to violence to solve their problems but others oppose; (3) as a new belief system is introduced by a enigmatic newcomer; (4) thanks to the influence of a corrupted Primal Stone hidden somewhere; (5) between trying to build a wall to protect the village or a great religious monument; (6) accepting the mysterious newcomer or sending them away).
15	Broken Relic (roll a d6: (1) the Headdress of the Elder Yarquen, which had its feathers burn in a mysterious fire; (2) the Censer of Revelations, cracked after a youngling carelessly played with it; (3) the Drums of Union, as the skin was found torn after an attack by a rival community; (4) the Mother's Hands, a bowl of wood made with a fallen branch of the mother tree, rotted inexplicably; (5) the Star Stone, shattered in half when hit by a lightning bolt; (6) the Finger of the Old Ones. an old brush made with the bones and hair of the first ancestor to paint the stone walls, broken in half when a giant beast stepped onto it).
16	Antagonist with Abundant Resources (roll a d6: (1) which they took from other communities; (2) who found a tomb of an ancient general of the Simian Empire with bronze weapons; (3) thanks to the aid of a rival community; (4) who have been forcing artificers to work non stop for them; (5) as they made a secret alliance with another faction; (6) as they just learned how to operate a new piece of technology).
21	Attacks are Ineffective (roll a d6: (1) as the antagonist has forced spirits to protect them; (2) as the antagonist wear a powerful magical armor; (3) as the antagonist is already dead and weapons can't harm them; (4) as each wound gives the antagonist more strength; (5) as a curse makes the characters unable to cause their enemies harm; (6) as the characters are attacking an illusion).
22	Spreading Disease (roll a d6: (1) the Melting Flesh, caused by a Khaos Demon insect, rotting the skin of those affected; (2) the Sun Terrors, caused by a alien fungus, making those infected see terrible visions under the sun; (3) the Red Fever, transmitted through fluids, which causes burns, red spots and a burning fever; (4) the Spiritual Rot, caused by a curse and transmitted by tears, blocking the infected from contacting the Spirit World; (5) the Green Death, which is transmitted by swallowing infected fruit, makes a blood drinking plant sprout in the diseased entrails, killing them; (6) the Stoneflesh, caused by an weird rock fungi with sharp thorns, slowly turning the skin of the infected into inflexible stone).

23	Missing Object (roll a d6: (1) the Fruit of Life, has vanished from its sacred bowl, tracks leading to the jungle; (2) the Mother's Pot, where the people's food was prepared every night, is mysteriously gone; (3) the people's weapons are mostly gone, somehow transformed back to their original materials; (4) an arcane focus from the community is stolen by a rival group; (5) the Memory Skin, where the people painted their stories was taken after the last conflict; (6) trinkets and small objects from many individuals are being stolen during the night by small dark furred critters).
24	Dire Message (roll a d6: (1) from the characters' ancestors about a great change that is about to come; (2) from what appears to be the characters themselves but from the future, begging them to change their minds; (3) from a known enemy, asking for help against a bigger threat; (4) that came in a dream, of the Mother Tree, being devoured by liquid dark fire; (5) that keeps being repeated in the wind, asking for help in a desperate whisper; (6) the Voice in the Stone, which repeats the same unintelligible alien message ever more often in an increasingly volume).
25	Innocents Affected (roll a d6: (1) taken as prisoners by the antagonist; (2) primal spirits start to manifest due to an unbalance; (3) many start to leave the region in search of a safer place but face perils on their way; (4) who can't truly understand what is going on and are making bad choices; (5) the situation is scaring animals, making hunting parties come back empty handed; (6) as factions vie for their resources).
26	Innocents Mislead (roll a d6: (1) making them suspicious of the characters' involvement; (2) believing they are cursed and unable to change the situation; (3) being led by a charlatan who is exploiting them; (4) into believing a supernatural entity is guiding them to do something; (5) driven into conflict with another nearby community; (6) into believing in a false hero who is in fact in league with the antagonist).
31	Rival Endangered (roll a d6: (1) cursed with a wasting disease, they beg for aid; (2) the antagonist hit them hard and they need help if they are to survive; (3) being hunted by a pair of shadowy assassins; (4) hunted by a mutant dinosaurs with 2 heads and dark eyes; (5) poisoned by a former ally who is now in league with the antagonist; (6) whose resources have been taken).
32	Enraged Beast (roll a d6: (1) a great deinonychus, enraged with a burning fever; (2) a colossal giant ape, bent on destruction after a local tribe killed their youngling; (3) a delirious and frenzied battle scarred woolly rhinoceros high on mushrooms; (4) a flight of argentavis attacks the characters as they are being dominated by spirits of their enemies; (5) a streak of sabertooth tigers who are increasingly more aggressive as the situation is making prey scarce; (6) a pack of terror birds infected by an alien gray synthetic ooze that wants to take over the world).
33	Dinosaur Threat (roll a d6: (1) a colossal dying tyrannosaurus rex, on their way to their dying grounds, stepping on everything on its path; (2) a great herd of herbivores migrating from a disaster somewhere is coming this way, eating everything in its path; (3) a family of arctosaurus in dire hunger as their territory was taken by a larger

	predator; (4) a flight of pterodactyls have recently moved to a nearby mountain and is hunting in the area and testing their limits; (5) a great herd of stegosaurus is gathering information near the location for mating season and things are getting agitated; (6) a huge gigantosaurus had its eggs stolen and now is furiously looking for them).
34	Furious Storm (roll a d6: (1) causing flash floods at the worst possible moments and places; (2) with raging lightning bolts charged with primal energy that is setting the vegetation on fire; (3) with winds strong enough to lift a strong human off the floor; (4) a never stopping rain that makes visibility quite a problem; (5) transforming the ground in a great sea of slippery mud; (6) raining boiling water and scorched gravel).
35	Roaming Monsters (roll a d6: (1) Shadowsaurs, taking advantage of a astronomical event making shadows deeper; (2) a pack of Jhakars, two headed sabertooth tigers, who just arrived to claim this as their turf; (3) Lava elemental corrupted by a rune of Khaos carved in its core; (4) Rotting Flies, spawned from the corpse of a Khaos beast found in a deep cavern; (5) Thunderhorn, a great triceratops infused with the primal power of lightning bolts; (6) Firesaur Rex, a great flaming tyrannosaurus which swallowed a primal stone of fire).
36	Active Volcano (roll a d6: (1) awakened by a Lavassaur that dug too deep; (2) blowing toxic smoke that burns the skin; (3) which draws the Cult to the Lava Lord to perform their wicked rituals; (4) with fast flowing rivers of lava going in all directions; (5) where a powerful thermal generator gets activated again; (6) which is actually possessed by the essence of a Khaos lord of destruction).
41	Weird Meteor (roll a d6: (1) that shattered in 9 pieces and anyone who holds one is compelled to find the others and reassemble it; (2) that seems to change direction in the sky as if choosing where to crash; (3) that never really crashed but stopped mid air and now floats atop of a frozen lake; (4) heralded as the vessel of the savior by a fanatic and charismatic shaman; (5) which contain bright purple plants that are quickly spreading throughout the region; (6) on which a sword, made of stone that is warm to the touch, is suck into).
42	Cruel Raiders (roll a d6: (1) who are setting poor travelers ablaze with a dark stick oil; (2) charging tribute on anyone who uses the old roads; (3) lead by a deathless warchief who knows the territory; (4) taking prisoners to be feed to dinosaurs in their path; (5) who are following a weird tall and slender pilgrim to their sacred home in exchange for magical trinkets; (6) addicted to a rage flower they snort in a powder).
43	Traveling Pilgrims (roll a d6: (1) arriving from all over, bringing their own issues to the location; (2) who interfere with the events due to their religious beliefs; (3) who are traveling to a perilous location affected by the situation; (4) who are being led to a trap by a cunning and ambitious cult leader; (5) who are inadvertently aiding the antagonist; (6) who will perform a ritual that will change day into night and night into day for 7 days).

44	Nomad Tribe (roll a d6: (1) with a great herd of ankylosaurs upon which they erect their houses; (2) who travels the world looking for a fallen star which they believe to be a vessel that will take them to paradise; (3) in which each member has a mask and a character they must assume, no matter who they are without it; (4) whose members are forbidden to talk to strangers; (5) whose healers are famous for their abilities and knowledge; (6) who are currently settled near a perilous location).
45	Brave Adventurers (roll a d6: (1) seeking a fellow companion who vanished during the night; (2) who are seriously wounded after an encounter with a Khaos Beast; (3) protecting an elder shaman who is trying to reach a sacred site; (4) feeling from a pair of hungry megaraptors; (5) in a dire battle for their alive against what appears to be themselves; (6) from a rival tribe but with similar goals, and they could use some help).
46	Escaping Fugitives (roll a d6: (1) who were kept as prisoners by a small band of raiders who live in deep caves in nearby hills; (2) who are being followed by a skillful and dangerous predator; (3) let go by their captors so to lead them to their hideout; (4) who are taking a valuable relic from their captors with them; (5) one of them is poisoned and will perish soon if an antidote is not administered; (6) who are completely lost and don't know how to find their home).
51	Warring Party (roll a d6: (1) preparing to ambush their enemies with a quick and deadly attack; (2) who only see others as either allies or enemies; (3) performing a ritual before battle, to boost their spirits and to quench the thirst of Otuna, the Death Snake; (4) performing rituals to honor the dead after a battle, whether they are allies or enemies; (5) preparing to face an opponent they know they cannot win; (6) carrying banners with symbols that resemble the runes of Khaos).
52	Conservative Leader (roll a d6: (1) who forbids anyone from interfering with the "will of the ancestors; (2) who has banished from the community anyone who challenges their decisions; (3) who secretly despises every non human in the community; (4) who won't admit change in the social structure of their people; (5) who demands to know everything that's is going on and requires that all decisions are run through them; (6) who sees the characters are troublemakers).
53	Unexpected Trap (roll a d6: (1) set by a rival the characters haven't seen for a while; (2) that can imprison the characters in a deep cave; (3) putting the characters face to face with a Khaos Beast; (4) sprung in the worst possible moment, possibly putting everything in jeopardy; (5) which releases a powerful curse upon the characters; (6) using something the characters desire a bait).
54	Surprising Treachery (roll a d6: (1) from one of the characters' trusted allies; (2) from one of the antagonist's main allies; (3) leaving the players lost in a unknown location; (4) the antagonist betrays themselves in a surprising way; (5) happening right after things seem resolved; (6) as the local spirits change allegiance thanks to sinister pacts).

55	Khaos Released (roll a d6: (1) by an unwary hunter who stumbled into the Tomb of the Oppressing Eye, and accidentally broke the seal which kept it secured; (2) when a earthquake open deep ravines on the hills surrounding Monster Mountain; (3) when the ancient prison designed by the Ancient Ones fails due to running out of energy crystals; (4) by a young shaman, tricked by their corrupted ancestor, whose pain never healed; (5) when the rare two moon eclipse occurs and the veil between worlds becomes thinner; (6) when a meteor falls, shattering its core and releasing a powerful Khaos Spirit).
56	Taboo Location (roll a d6: (1) a local community protects the location and believes that anyone who enters it risk disturbing ancient evil spirits; (2) protected by very old but mostly functional traps guarding a treasure of an ancient civilization; (3) where a great tragedy happened thousands of year ago, completely changing the spiritual balance of the region, thinning the veil between worlds; (4) due to a great beast slumbering deep beneath the earth, bound by rusty chains and failing sorcery; (5) where anyone who is seen entering is marked for killing by a sect of fanatics who live in the area; (6) the area's boundaries are marked by horrific drawings made with blood on trees, stones, and ruins nearby,.
61	Simultaneous Conflict (roll a d6: (1) between a great herd of triceratops, mysteriously rallying against a couple of Tyrannosaurus Rex; (2) between two local communities that until a failed union have descent into war; (3) as different versions of reality is repeating over the repeating stream of time, and the same events keep happening over and over, a little bit different every time; (4) as Khaos spirits have opened a portal in the Spiritual World, slowly corrupting and warring against the guardian spirits of the region; (5) happening deep below the surface, as the Shroom People battle the invading Insectoid Army coming from the tunnels to the north).
62	Primal Catastrophe (roll a d6: (1) As a colossal volcano rises taller everyday, billowing dark clouds of ash, while the boiling lava forms ever more vigorous rivers; (2) a terrible heatwave is causing raging fires to sprout everywhere, putting thousands of animals and people in danger; (3) the longest drought you can remember continues, as animals, people and the world dies slowly under the unrelenting burning sun; (4) a colossal meteor fell in the Blood Sea, and now a titanic tidal wave is coming towards the coast; (5) a disastrous earthquake ravaged the region, killing hundreds of people and animals, changing the landscape in unexpected and dangerous ways; (6) immense hurricanes are forming all over the region, and they seem to me moving towards one another to merge into a colossal primal hurricane).
63	Spiritual Intervention (roll a d6: (1) as an ancient local spirit resents the arrival of newcomers; (2) as the antagonist has accidentally released evil spirits who were imprisoned thousands of years ago; (3) as the spirit of a past enemy is using all their power to hinder the characters; (4) as an alien artifact causes a great disturbance in the Spirit World; (5) as the ancestors of a long gone people realize this might be the last chance to save their legacy; (6) as the great guardian spirit of the region disappears, and now others try to take their place).

64	Repent Enemy (roll a d6: (1) a shaman whose spirits abandoned them and now they seek redemption; (2) a hunter who killed for the pleasure of the killing, after their loved one was hunted by their enemies; (3) a warchief, whose army abandoned them for their egotistical leadership; (4) a once corrupted spirit who has found its place again in the universe; (5) a Time Traveler who lost their loved ones after trying to alter the Future-Past to better suit their ego; (6) an Ancient One warlock, now finally free from the shackles of greed and obsession Khaos had put on them).
65	Astonishing Revelation (roll a d6: (1) a trusted ally reveals themselves to be aligned with the antagonist; (2) a scorned enemy reveals itself a unexpected ally; (3) a mundane location is revealed to be connected to the weird and supernatural; (4) a supposedly supernatural creature is revealed to be fictitious or mundane; (5) strange and unexplained events are revealed to be linked to a powerful spirit; (6) a magical relic reveals itself powerless against a threat).
66	Changing Environment (roll a d6: (1) as tremors and earthquakes alter the landscape; (2) as the location's guardian spirit creates tricks for the eyes; (3) as the location is touched by the Primal World and is actually alive; (4) as someone possesses a magical relic linked to the location and allowing to control its environment; (5) as time and space works weirdly at the location and reality gets distorted in there; (6) as the presence of an alien entity is altering the very fabric of the universe).

Rewards

What can the adventurers gain from getting involved? What impact can they leave in the world and the people around them? Will the people involved reward the heroes for their help? Rewards are tangible or intangible things the characters may acquire or receive during the course of the adventure. These can be given to them, found in secrated locations, or even taken from enemies. Sometimes a reward will be one of the main reasons one or more characters are going on the adventure, as they either seek them for themselves or even to bring it to someone else, such as an elder or guardian spirit that needs it.

d66 Rewards	
11	Large Quantities of Resources (roll a d6: (1) large quantities of dried meats and fruits stores for preservation; (2) the seedling of a magical tree which gives fruit all year round; (3) access to a magical spring of pure water accessible anywhere through a ritual; (4) an ever growing mushroom that can feed an individual indefinitely if it's not eaten entirely; (5) a great bowl of Lifeblood Soup, of which a single spoon keeps an individual fed for a whole week; (6) a cavern where a snow spirit keeps a large store of food frozen and fresh).

12	Powerful Primal Stone (roll a d6: (1) with the power to commune with a powerful Guardian Spirit; (2) which has saved the People of the Mother in the Past-Future; (3) which allows the individual using to assume the form of Legendary Animal; (4) which allows the control of a primal element; (5) which e grants glimpses from the Future-Past; (6) that can be crushed to bring someone back from the Spirit World).
13	Rare Materials (roll a d6: (1) rare herbs necessary for a healing concoction; (2) the sacred bones of Legendary Animal needed craft a Sacred Ancestral Relic; (3) a rare translucent crystal known for its properties that help contacting spirits; (4) a log of living wood, needed to create a Magical Artifact; (5) a piece of Starmetal that feel from the sky; (6) a vial of the pure water of the first rain).
14	Spiritual Relic (roll a d6: (1) the Headdress of the Elder Crone, which allows the wearer to commune with nearby spirits; (2) the Necklace of the Shadow Panther, which allow the wearer to assume the form of a shadow panther; (4) the Cloak of the Owl Oracle, who helps the wearer to see the hidden truths; (5) the Drums of the Great Bear, capable of lending e strenght of a cave bear to those listening to the rhythm; (6) the Figurine of Maka Luh, the spirit of the dying tree, wise in the waxing of life).
15	Magical Artifact (roll a d6: (1) the Starclaw, a dark obsidian dagger capable of cutting darkness to reach the stars; (2) the Bowl of Dream, which can reveal the strongest desires of someone with a drop of their blood; (3) the Spirit Veil, a cloak made of a fine gray fiber of a dying tree, capable of hiding the wearer from the Spiritual World and its beings; (4) the Sphere of Thossego, allowing the user to magically teleport to where it was thrown over; (5) the Fireblood, a magically lit torch that keep burning as ling as it is feed with a few drops of blood every hour; (6) the Lense of the Past-Future, which allows the user to see the place they are looking at as it were eons ago in the past that shall be).
16	Technological Findings (roll a d6: (1) drawings showing agricultural techniques and secrets which will help keep the people fed; (2) the techniques necessary to prepare parchment; (3) the magical secrets of mathematics; (4) tablets with star maps and corresponding tablets with regional maps; (5) a medicinal recipe from the Future-Past; (6) the schematics for the first metal smelter, and the broken remains of a forge).
21	Sacred Object (roll a d6: (1) the Bloody Ax of Xar, a dark stone ax used to kill the Simian Emperor and freed the People of the Mother; (2) the Boat of the Ancestors, which was used to arrive in the Mother's Vale hundreds of years ago; (3) the Gift of the Father, a weirdly shaped iron lantern claimed to be naturally made by the Father Mountain; (4) the Elder's Staff, passed through every generation of Elders, believed to hold the combined wisdom of all of them; (5) the Mother's Calling, a ragged banner made centuries ago with the image of a great tree composed of dozens printed of hands; (6) the Broken Spear of Fate, carried by Xhatum, the Father Hunter, which broke before he could meet Yexa, the Lost Witch, and was immediately mended by her powers).

22	<p>Enchanted Weapon (roll a d6: (1) the Crusher of Bones, a great maul made with the hard skull of a mastodon, and imbued with its strength; (2) The Bleeder, a ax made with the claw of a great deinonychus, and enchanted with its bloodlust; (3) the Lightning Bolt, a stone tipped spear blessed by Thupan, the Thunder Father; (4) the Spirit Destroyer, a great obsidian sword which destroys the spirits of those it slains; (5) the Windmaker, a long staff of hardwood imbued with Pojo, the spirit of the wind, and capable of creating great currents; (6) the Sharkbite, an ax made with the teeth of a great megalodon, and each cut feels like a thousand teeth gnawing at you).</p>
23	<p>Ancient Recordings (roll a d6: (1) the Tablets of Doom, stone tablets showing images of an impending cataclysmic event which can still be prevented; (2) the Tale of the Deep, great seashells with glyphs that impart images of the sinking of a great crystal island beneath the seas; (3) the Pains of Humanity, a set of 7 preserved and scarred skins with markings telling the tale of humanity's escape from the Simian Empire; (4) access to the Walls of the Star Gazer, a mythical hermit who draws the visions they receive from the Voices in the Stars; (5) the Star of the Ancients, a weird spherical crystal that project images under the star night of the Ancient One's past; (6) the Crown of Sorrows, a blood stained stone crown that imparts all human knowledge on the wearer and with all the sorrow accumulated by its use).</p>
24	<p>Alien Gadget (roll a d6: (1) the Soul Projector, a smooth circular necklace made of shiny stone thar when worn create a mirror images of the wearer from where they can interact with the world remotely; (2) the Wind Shoes, a pair of leather boots the color of moon light that allows the wearer to walk on the air; (3) the Ring of Many Faces, this dark rough cold stone ring somehow storages the faces of its users and allows the current one to change their appearance with the stored ones; (4) the Invisible Hand, this small light disk resembles a round beetle, can be attached to objects and it can change its density a you press it, becoming either more or less dense as you press it lighter or heavier; (5) the Chameleon's Skin, a silvery moon cape of very smooth and lightweight material that camouflages the wearer no matter where they are; (6) the Time Crown, a thin circlet of heavy cold and smooth stone with weird symbols that allows the wearer to manipulate time, but everytime the user does this, the time passes extremely fast for them).</p>
25	<p>Masterwork Object (roll a d6: (1) a perfect clay lantern that keeps the light burning for twice as long; (2) a pack of dried fruits prepared by wise Elders and blessed by the Mother Tree, capable of feeding a dozen people for a dozen days; (3) a long and thin rope made from the fibers of the vines that grow on the Mother Tree, and as strong as 3 mammoths; (4) a perfectly tuned flute made with the antlers of a great dark stag, killed with the proper rites under the full moons; (5) a perfectly made leather tunic, decorated with the ancestral symbols of protection, and hardened for 3 moons; (6) great tents, made by the nomads of the Blood Land, light to carry and easily accommodates 3 people).</p>
26	<p>Magical Preparation (roll a d6: (1) the Tears of the Mother, made with rainwater that fell from the Mother's Tree, and blessed by the 7 shamans of the 7 tribes, which can heal any ailments; (2) the Blood of Nahagan; prepared with the blood of a powerful predator,</p>

	<p>this preparation infuses the drinker with a Rage Spirit that will give them the ferocity they need; (3) the Wisdom Bread, prepared with Dream Herb, allows the eater to enter a state of deep focus and stillness; (4) the Invisible Mud, collected from the mud pits of the Rotten Land and mixed with the blood of a Legendary Chameleon; (5) the Tea of Many Worlds, prepared with Starshrooms, which allows the drinker to see into other realities; (6) the Meat of the Father, the ribs of a great auroch cooked in the deep fires of the Father Mountain, which ensures health, virility and strength for the whole year).</p>
31	<p>Primal Fruit (roll a d6: (1) the Fire Grapes, which gives the eater the power to breathe fire; (2) the Shadow Orange, a purple hues orange which allows the eater to merge with the shadows; (3) the Littleberry, a small purple fruit which grows in wetlands and makes the wearer 10 times smaller for a brief period; (4) the Ghost Papaya, a pale blue papaya that if cooked with herbs and eaten make the eater invisible; (5) the Purifying Lemon, of a dark golden color and with a sweet odor, the juice of which can purify body, mind and spirit; (6) the Green Star, a rare fruit that only appears in the deepest parts of the green forest, which when eaten gives the power to understand any language heard and written).</p>
32	<p>Powerful Ritual (roll a d6: (1) to finally cleanse a location from the spiritual corruption it is carrying; (2) that will bind the characters and their ancestral spirits even closer, making their bond much stronger; (3) to summon a wise and ancient spirit to pass on much needed information; (4) to send the participants to another plane of existence; (5) to grant the participants the powers and abilities of animal or creature; (6) to protect a location against a coming catastrophe).</p>
33	<p>Weird Crystal (roll a d6: (1) containing raw Khaos energy that can be harnessed; (2) which contains a whole universe inside, with all its own secrets, treasures, threats, but in which answers to questions in this universe lies; (3) which is the container of a incredibly intelligent alien consciousness with infinite curiosity for new experiences; (4) a set that allows individuals holding its parts to communicate with their minds as if it was one; (5) which can change its shape according to the wielder's will, becoming a sword, a shield and even a magical wand of fire; (6) small figurines of creatures that once activated becomes gigantic an act as guardians).</p>
34	<p>Beastial Magic (roll a d6: (1) the Resilience of the Warrior Bear, which gives people the endurance and vigor of 10 individuals; (2) the Eyes of the Owl, a gift that will allow the individual to see under the moonlight; (3) the Soul of the Leopard, which allows the individual to turn into a humanoid leopard of great agility and ferocity; (4) the Claws of the Cave Lion, which grants the ability to turn the individual's hands into mighty clawed paws; (5) the Tail of the Monkey, allowing the characters individual to climb and move through tree and other climbable surfaces as fast as an agile monkey; (6) the Nose of the Fish, which grants the ability to hold one's breath for a long period of time).</p>
35	<p>Spiritual Gift (roll a d6: (1) the Kiss of the Mother, which cleans all ailments of body, mind and spirit, but makes one sleeps for an entire week; (2) the Passage Through the Worlds, allowing quick passage between world as long as the gatekeepers receive a</p>

	gift; (3) the Voice of the Macaw, which allows one to speak in any voice they want to; (4) the Horns of the Myotragus, giving one real powerful and imposing ram's horns; (5) the Wings of the Great Falcon, allowing one to slowly glide when falling with their arms open; (6) the Wisdom of the Mammoth, which allows one to better communicate with animals).
36	Sorcerous Power (roll a d6: (1) Unnatural Regeneration, allowing them to even regrow lost limbs; (2) Eyes of Nightmares, which turn the eyes completely dark and makes people staring at them to see their worst nightmare; (3) Unbeating Heart of Immortality, which allows one to come back from the dead if they are feed at least 2 Vitality points of fresh human blood; (4) Living Stone Skin, which makes one's skin as hard and as heavy as stone; (5) Breath of the Gorgon, which makes one capable of petrifying their enemies with their breath; (6) Body of Tar, turning one's body into living tar, allowing them to enter tight spaces and burn their enemies).
41	Khaos Mutation (roll a d6: (1) Khaos Twin, a twin head grows on one's back, increasing their Mind by +1 but adding another "Problem" Tag related to it; (2) Elastic Limbs, allowing one to reach things and targets within Far distance; (3) Demonic Fangs, giving one a horrifying smile and the ability to drink blood to heal themselves; (4) Khaos Gifter, the ability to grant minor Khaos powers to individuals in exchange for favors; (5) Rotting Touch, which can decompose organic life in matter of minutes but it is hard to control properly; (6) Mouth of the Harbinger, which makes two small wicked mouth appear on the character's hands that can pronounce weird incantations of Khaos).
42	Favors from an Individual (roll a d6: (1) from Fakut, a Pekik shaman, who lives a walking tree house in the Deep Green Jungle; (2) from Eduk, an Elder and storyteller, keeper of secrets and mysteries of the Red Bear tribe; (3) from Yamuk, the Stone Trader, as they travel between communities carrying weirdly shaped stones they claim to have supernatural properties; (4) from Bakut Wolf-Head, whose head was transformed into a wolf's one as a curse due their past deeds; (5) from Wanuk of the Three-Eyes, whose vision reaches other worlds mortals cannot even glimpse; (6) from Ughura, a Simian sorcerer who channels the powers of life itself).
43	Reputation with a Community (roll a d6: (1) as the Voices of the Mother, with the Ghost Elk people which live in treehouses scattered around the forest; (2) as the Maw of the Great Saur, by the Children of Saur, a Dinosaur God worshiping tribe of Saurians; (3) as the Envoys from the Stars, with the Stargazers tribe who live in the tallest cliffs to better look at their ancestors' hearts shining in the night sky; (4) as the Bringers of Life, with the Flowers of the Forest, a people of herbivorous people who live in perfect harmony with the environment; (5) as the Sculptors of Fate, by the Red Stone people, living in the Blood Red Mountains in a constant state of conflict; (6) as the Heralds of the Sun, by the Golden Scions, who worship the warmth bringing life of the sun).
44	Influence over a Creature (roll a d6: (1) Yuvo, the Headless Auroch, guardian of the Green Waves Plains; (2) Makula, the Prismatic Serpent, whose scales reflect infinity realities; (3) Uriri, the Old One, a wise, ancient and colossal capybara who lives in the

	depths of the Deep Green Jungle; (4) Zurat Flash Hooves, a primal zebra who can run as fast as the sun; (5) Ghuba, the Pathfinder, a observant giant frog who can find the path to any place, even with the thickest of fogs; (6) Cheetah Dark Eyes, a primal bat who achieved enlightenment and now see in total darkness, and hears in absolute silence).
45	Blessings from a Mythical Being (roll a d6: (1) the Grace of the Mother, which embraces the heart against fear and loathing; (2) the Endurance of the Father, which grants the resistance of the stone, and the stability of the mountain; (3) the Eyes of the Owl Sage, which grant the ability to see far, to see clearly, and to pierce the veils that hides other realities; (4) the Arms of the Bear, which grants furious strength and mystical brawling capabilities; (5) the River's Kiss, which can heal maladies, wounds, and broken hearts; (6) the Lion's Crown, which grants natural leadership and a powerful and heart trembling roar).
46	Truth about a Legend (roll a d6: (1) the whereabouts of the Star Children, who climbed the tallest trees of all Thaia and never managed to climbed back down, becoming the stars that observe us from the sky; (2) the identity real inhabitants of the Paradise Islands, where the Elders of the Children of Akala go when their time arrives; (3) the truth about what really is burning inside the heart of the sun; (4) the causes that made the legendary city of Atha Lantis sink to the depths of the Infinity Blue ocean; (5) how to seal the Chest of Khaos Gifts again, after it was opened by the Dzalay, an Ancient One prince; (6) the true identity of the Star Child, adopted by the Wakalu people as a godling).
51	Location of a Legendary Place (roll a d6: (1) the Life Giving Spring, whose waters are rumored to bring back to life those who were taken to the ancestral plains before they fulfilled their destiny; (2) the Sunken Atha Lantis, where the Ancient Ones created both wonderful and horrendous works of art and technology; (3) the Inverted Mountain, deep inside the wombs of Thaia, where an ancient and wise society lives in the dark; (4) the Caves of Infinite Eons, where each passage may open into other periods, places, and universes; (5) the Circle of Fangs, a set of weird looking standing stones that resemble a great clawed hand reaching to the night sky, rumored to be the meeting place of ancestral predators; (6) the Sun Mountain, entirely made of gold, the abode of the gods who created the world).
52	Knowledge of the Past-Future (roll a d6: (1) the location of all the major citadels of the fallen Simian Empire, where humanity suffered for centuries; (2) the secret knowledge of the Ancient-Ones on how to craft seafaring vessels; (3) the knowledge of how the Ancient One's Great Republic came to an end, when the needs of the few outweighs the needs of the many; (4) the Children's Accord terms which established the peace between all the people of Thaia; (5) the exact location where Zarat shattered her Ancestral Ax of Lava, dealing the last blow that killed the Khaos King in the War for Thaia; (6) the location where the rings of the Primal Rangers were sent to be hidden after that last of them died).

53	Knowledge of the Future-Past (roll a d6: (1) the location of the site where the Red Star Warriors will arrive with their World Tearing Weapon; (2) the day in which the People of the Mother will leave their sacred (3) the name of the warlord from the Blood Lands who will unite the warring tribes to conquer all the lands their army can reach; (4) the night in which the Scion from Yavin will arrive from the star in a meteor of diamonds; (5) the location of the mythical spear that will slay the Khaos King in the Battle of the Last Hope; (6) how each of the seven Mother Trees will be poisoned and Thaia will cease to be).
54	Allegiance of an Alien Entity (roll a d6: (1) the Knowledge Guardian, an holographic AI created with the memories of all the Ancient Ones Grand Librarians; (2) the Orange Spider, a sentient arachnoid from a distant planet with incredible engineering capabilities; (3) the Wise Tree, a being from the distant planet of Gha Yan, the living planet; (4) the Star Eyes, a psychic alien feline with powerful psionic abilities from the destroyed planet of Kxazum; (5) Yavk, the Crystal Mage, who arrived here through a portal in a deep cave they cannot find anymore; (6) Xsiplappet, the Moonshroom, who has covered the entirety of the moon meteor and now seeks other fertile ground to grow).
55	Technological Knowledge (roll a d6: (1) on how to melt minerals into metals; (2) how to follow and predict the movement of the stars; (3) on how to harness the utility of the wheel; (4) how to properly build roads, bridges and other ways to geographically connect communities; (5) of rudimentary printing processes; (6) on irrigation and agriculture to better feed their people).
56	Influence over Destiny (roll a d6: (1) changing the day that you will die, buying you a little more time; (2) changing the identity of the one who will betray the People of the Mother for the Lords of Khaos; (3) to slightly change the trajectory of a weird object that will fall from the stars in a couple of months; (4) allowing you to save someone but at the cost of a great sacrifice; (5) Allowing you to change one core detail of yourself but at what cost?; (6) Erasing your name from the Wall of Fate, essentially becoming immortal, outside of time).
61	Renown Among Their People (roll a d6: (1) the Spirit Ambassadors, known for being able to make peace with spirits and other supernatural beings; (2) the Spearheads, known for always being in the forefront, whether it is out there exploring the world, or in the battlefields to defend their kin; (3) the Eyes and Ears, known for bringing news and tidings from all over the region, keeping their people safe; (4) the Fruit Bringers, known for quenching the hunger of many with their gifts; (5) the Bringers of Freedom, known for liberating an entire tribe under the oppressive rule of the Death Siblings; (6) the Dino Friends, known for their incredible capacity to calm down and befriend the giant reptiles).
62	Honor Among Ancestors (roll a d6: (1) for finding the lost bones of the Lost Shaman, finally allowing their spirit to rest; (2) for finally finishing the ritual an ancient and wise ancestor began thousands of years ago; (3) for saving the ancestors' spiritual animals

	over and over again; (4) for surviving a great challenge proposed by the ancestors to prove their valor; (5) for guiding their people through difficult times, no matter the personal sacrifices; (6) for helping unite the Children of the Mother once more, so they can finally overcome the Khaos Lords).
63	Reputation Among Other People (roll a d6: (1) the Good Others, as the first and so far only outside friends of a formerly isolated community; (2) the Khaos Cleansers, known for purifying a location from the corruptions of Khaos forces; (3) the Wings of the Gods, as they swear they saw the characters flying in the sky; (4) the Treasure Finders, known for always finding ancient a valuable relics; (5) The Ones that Never Give Up, as they saw the group being put down over and over and always coming back to try again; (6) the Hands of Aghun, as the people see them characters as the warriors of their god, the good of strength and valor).
64	Respect from Otherworldly Beings (roll a d6: (1) from Kull Pirah, the mischievous boyish spirit with hair of fire that protects the isolated forests, and prey on hunters; (2) from Bhaunthat, the ancient serpent who has been alive since the birth of Thaia and knows its many secrets; (3) from Kuhkula, a wise and wicked alligatorkin witch who speaks in riddles, and had a lot of weird goals; (4) from Yareah, a river spirit thsr often appears as young people with long dark hair and melodic voices; (5) from Khami Kari, a hair spirit that cura the beautiful hair from others to compose their own; (6) from Raijin, the lightning spirit, who can run from the sky to the ground in a mere glimpse).
65	Forgiveness of Past Deeds (roll a d6: (1) as they proved they can learn from their mistake; (2) as they fixed what they broke with much effort and sacrifice; (3) as they perform the right rituals to appease the spirits; (4) as they make it right by those affected by their ancestors; (5) as they return a long lost relic, taken by an ancestor, to the people it belongs to; (6) as they stop their own versions of the Future-Past from making a huge mistake).
66	Friendship of a Powerful Individual (roll a d6: (1) Maheluf, Keeper of Lore of the White Stag people, who unified their rival tribes with inspiring words of hope; (2) Ukalah the Red, a fierce and strong renowned monster huntress, known for often appearing covered in blood and guts; (3) Aghi Athu, the Wind Shaman of the Sand People, known for controlling the sandstorms of the Blood Lands; (4) Ophong, a Molekin treasure hunter, who knows the locations and paths of many caverns and caves of the region; (5) Xhurr Ice-Stone, a Stonekin warrior who leads a resistance against the Death Siblings; (6) Yandolein, one of the last living Ancient Ones engineers, who recently established their workshop).

Chapter 2: How to Create an Adventure

This set of tables are intended to be used primarily as a source of inspiration for when you need ideas to create your own adventures. Thus, there are no real rules to follow when using them. But if you need some guidance and tips to make the best use of them, we are here to help.

Basic Procedure

This is a basic procedure for how to use these tables in a straightforward way to give you an adventure structure. With that in your hands, all you will need to do is fill the blanks with your imagination and the context of the campaign.

1. The State of the Game

Consider who the characters are, what are their goals, who they are allied with, who they are rivals/ enemies with, the locations they know or heard about, and the current state of the game. All of this information is vital to tie in the adventure elements generated in these tables with what is going on in the game.

If one of the results generated mentions an Elder, consider making that Elder one the characters already know for example. If the dice dictate the adventure happens in a ruined temple, maybe it is that same ruins they saw from the mountain when they were seeking the Bear Hermit in the last adventure.

2. Determine the Adventure's Complexity

Some adventures can be very straightforward and simple: go to that place, do that thing, come back. Others can be a lot more complex, requiring the party to accomplish many different tasks, sometimes even at the same time, at different crucial locations, involving different factions and characters. And of course, there's middle ground, in which there's some added complexity in some areas but not all of them.

One way to make an adventure more complex is to generate multiple instances of these elements and try to combine them in the adventure. That way you might have multiple goals, related to multiple adventures, occupied by different villains, and so on. You don't need to use more than one instance of all the elements, in fact we suggest you begin with just a few and increase as you feel comfortable. But avoid generating multiple instances of all elements of an adventure. It can become too fractured and hard to follow. When this happens, try to combine different elements in a single one.

Normally the Primal Guide will simply decide to generate 1, 2 or 3 of the elements they want to have multiple instances of, but they can also use the oracular power of dice to choose for them. To do so, roll a d6 on the table below to determine the Complexity of each element. That is the number of instances of that element you will generate.

d6	Complexity
1-3	1
4-5	2
6	3

3. Roll d6s and Use the Tables as You Prefer

There are many ways to use those tables to generate your adventure elements. Here are a few suggestions (but we are sure you will come up with your own).

- Roll a pair of d6s to form a d66, and consult each table in order, successively, until you have all the elements. You can use either of the d6s as units or tens to have an “option” to choose from on each result. This results in a completely random set of elements that can really surprise you in interesting ways.
- Roll a pair d6s for each element you want to generate (according to the Complexity of each of them). All the dice should be rolled together in a large area or tray. Now pick pairs as you wish to choose the elements you want for each table. In the beginning you will have lots of options, but as you pick your favorites early on, the other elements will be defined by your lack of options as well. This combines freedom with randomness in a playful way.
- Finally, you can simply choose the entries in the tables that really speak to you, and roll dice using any of the systems above for the elements you don’t want to choose yourself. Sometimes being surprised can really inspire you.

4. Start Connecting the Dots

Now, to properly have an adventure structure you can use in the game, you need to look at all the elements you generated and connect them in some way. Create relationships with them,

and build a web or network of relationships. Don't leave any element compelling isolated, but do not connect all elements to each other.

To give you some ideas on how to create these connections and form a network, we present below a list of some of the most common relationships you can establish to connect the elements of an adventure. Start with them and explore other patterns as you get more comfortable with this system.

- **Goal - Antagonist:** How is the Antagonist making it harder for the characters to achieve their goal? What will happen to the Antagonist if the characters achieve their goal? What would be the Antagonist's Anti-Goal? Think about interesting ways that the Antagonist and the Goal of the adventure work against each other. And considering the adventure's Goal, create an opposite objective for the Antagonist, an anti-goal to guide you during the game.
- **Goal - Location:** Where do the characters need to go to achieve their goals? What do they have to do there that they can't do somewhere else? How does this location affect the goal in a unique way? Think about what the characters can do or need to do in that location that will allow or make it easier for them to accomplish their goals. Think of Location as a play-set for the characters to play with and interact, making it dynamic and vital for achieving Goal.
- **Goal - Supporting Cast:** How the Supporting Cast can make achieving the Goal easier or harder for the characters? What ability, object, information or resources do they have that can make achieving the Goal easier or harder for the characters? What to these people want and how can the characters facilitate or hinder their objectives? A Supporting Cast, even though not essential to the main events of an adventure, can provide alternative paths, assistance, and help them see the situation through a different perspective.
- **Goal - Reward:** What will the characters get when they achieve their Goal? Is someone gifting them something? Is the Reward something that comes naturally from achieving the Goal? Create a connection between those two elements to help you determine how to obtain those sought after rewards. A lot of times, the real reason some of the characters will attempt to reach their goal is to get the reward. Thus it's important to think about how those two relate.
- **Antagonist - Location:** Does the Antagonist have a hide out, base of operations, abode? How does this Location reflect the Antagonist themes and personality? What the characters can obtain in this Location they can use against the Antagonist? As said previously, think of the Location connected to the Antagonist as a play-set to be played with, and explored. The Location should reflect the Antagonist in some way, showcasing their background, deeds, motivations, objectives, and abilities. Let one affect the other.
- **Antagonist - Supporting Cast:** Do the Antagonist know about the Supporting Cast? How does the Antagonist's plans affect the Supporting Cast? What does the Supporting

Cast think about the Antagonist? Even though the Supporting Cast isn't directly related to the Antagonist, it is useful to create some form of connection that can be explored by the characters to modify the situation in the adventure, making it easier or harder to deal with the Antagonist.

- **Antagonist - Reward:** What can the characters get by defeating the Antagonist? Does the Antagonist possess something valuable the characters can acquire after dealing with them? What can the characters recover from the Antagonist? How can the characters get the Reward from the Antagonist? Many times, Antagonists pose such a threat because they are in possession of a powerful object they can use to further their objectives, or because the thing the characters need to resolve a situation is in their possession and they won't share it. Try to think of ways they can acquire the Reward without necessarily having to resort to fighting the Antagonist.
- **Location - Supporting Cast:** Where is the Supporting Cast found? Do they live in the region or are passing by? How is the Supporting Cast using this Location to their advantage? Knowing where the Supporting Cast is, and how useful or important this place can be in the game, will help you create it in a way to make it more interesting for the players to interact with. Additionally, it allows the players to come back to the place they found the Supporting Cast after they learn more about the overall situation.
- **Location - Complication:** How is the Complication affecting the Location? Is the Complication source in the Location? What can be done in the Location to deal with the Complication? Complications can make an adventure more complex and varied by simply altering the circumstances in which everything is happening. Attaching the Complication to a Location already connected to some other element will change it, so make sure to make that change significant.
- **Location - Reward:** Is the Reward hidden in some special Location? Is the Rewards locked away in some secret Location inside another Location? Special Rewards are found, given, or obtained in special Locations as well. Think of what the Location tells about the Reward, and how the exploration of it will not only tell the characters more about it, but will challenge them in some way to obtain it.
- **Complication - Reward:** How does the Complication make obtaining the Reward harder or more inconvenient? Is the Complication something directly related to the Reward? Can this connection between the Complication and the Reward be broken? And if so, how to communicate this possibility? Sometimes the great Reward the characters are seeking comes with a cost. Something that makes the characters think twice about making use of the Reward, and want to do something to remedy the situation. The Location will be your tool to give information to the characters.

5. Start the Adventure with a Problem to Solve

Now that we have a map with all the main elements of the adventure, their relationships, and all the connections between them, you should be able to guide the players through it with some ease and flexibility. But how to start the actual game? Where does the game start and what are the characters doing at that moment?

A good way to begin is to set the initial scene in a situation where a problem is presented to the characters and they are “forced” to deal with it in some way. Maybe it’s affecting people they care about, maybe it’s coming straight for them, maybe it’s happening in a sacred place of their people. The idea is to put something important to them at risk and see how they deal with it.

Look for the conflicts in the relationships you have established with the adventure’s elements. Is there a complication affecting a Supporting Cast character? Maybe the characters were sent by their tribe’s elders to talk to the Supporting Cast and when they arrived the Complication is just hitting them hard. Or maybe they are arriving back from a hunting trip and the Antagonist’s minions attack at that same time. Or maybe they arrive and everyone is missing and they have to figure out why (did the Antagonist scared them away? Did the Complication force them to move somewhere else?)

6. Play to See What Happens

Now with this structured map of the adventure’s elements you have a better understanding of everything that is going on and can happen without the characters interference. Combine that with an initial incident that propels the characters into the adventure with action, all you need to do now is play to see what happens.

Once the starting situation is dealt with, you can look at your notes and take it from there. What elements presented that initial event? What can the characters discover about them? To what other elements are these connected to and how can you show signs of those connections going forward? Sometimes just a small detail or two pointing somewhere else, or to someone else, is just enough for players and the adventure almost plays itself from it.

The goal is to literally play the adventure together with the players and to let you be surprised by how the events develop. Keeping in mind some of the principles presented in this book (see pages XXX), having the network of adventure elements in reach to consult, and making sure your NPCs and factions do have a goal, motivation and way they act, will help you keep the game going with very little need for preparations and long detailed notes.

All that is needed will come naturally through play.

Some Tips

This simple procedure is enough away to help you and your group start playing right with very little need for prep. However, there are some tips that can help you take the most of this and other generators when creating things for your game.

- You can always read the d66 dice roll with one dice or the other as the “tens” and as the “units”. So a dice roll of “3” and “5” can be read as both “35” and “53”. Check out both results at the table. Use one or the other, or combine both. There are no rules.
- Create the adventure’s elements collaboratively. Roll all the dice needed at the center at the table and start picking the elements up as a group. Start with an element everyone is excited to create together (maybe an Antagonist, the Rewards, a really cool Location), choose one with the dice that really sparks everyone creativity, and take it from there. You can even ask each participant to choose one of the elements separately and then work together to weave everything with the connections and relationships we talked about. You can treat this part as another part of play.
- Do not take the “word” of the dice in these generators and an absolute truth that cannot be contested. The dice are used here to generate surprise. The unexpected results, normally things you wouldn’t come up with yourself without stimulus, help your brain kickstart work and put your creativity in action. However, if a result does the exact opposite and works against the creative flow, ignore it. Change it. Interpret it in a way it fits the flow of what’s being created, or simply roll again or choose another set of dice to define that element.
- Remember you don’t have to use all the generated elements to have a satisfying game session. One of the biggest advantages of this way of setting up adventures is that there is no “story” being told. There is no “path” that needs to be followed. By following the sixth step outlined above (6. Play to See What Happens), the story will develop as the result of play. Make sure not to get too hung over an specific element you liked, so you don’t try to force this element into play.

Chapter 3: Creating an Adventure

Rachel, Daniel, and Yvonne sit down to generate the elements of their group’s next adventure. Since they will only have 2-3 hours to play, they decide to keep things simple and generate 1 or 2 of each element tops to keep things manageable and get the game going as fast as they can.

1. The State of the Game

The first step according to the procedures described to assess “The State of the Game.” They talk a little bit about what they know about their campaign so far. They barely started, as they

just played through the introductory adventure “The Cave of Our People”, and are really curious to find out about the weird visions they saw in the cave. What was that strange dark ooze consuming the Tree of Life? Who were those warriors with crystal shards embedded on their chest? What messages were their ancestors sending to them when they had to take the Life Fruit to another place? Everyone has some ideas for all of these, but they wanted to discover the truth while they play, so they would use the future adventures to answer these questions.

But besides that, they discussed what kind of adventure they would like to play now, and what themes and types of challenges they would like to face next. Since they just played an adventure exploring a cave, they decide they want something more open, maybe an adventure that could take place outdoors, involving traveling. And possibly encounters that would require roleplay and negotiation with other characters and factions of the setting, as this is a facet of the game they are really interested in.

2. Determine the Adventure's Complexity

Now that they are on the same page about the kind of adventure they want to play, they move on to the next step, which is determining the complexity of the adventure. They already decided they don't want anything too complicated nor something overly simplified. Maybe a couple of entries for Goals, Locations, Antagonists and Rewards to offer more options and possibilities to explore, but keeping just one Complication and one Supporting Cast not to spend too much time tying it all together. They could have rolled dice to determine the number of entries for each of these, but since they already had an idea of the number and level of complexity they wanted to play with, they didn't need to.

3. Roll d6s and Use the Tables as You Prefer

Now it was time to roll a bunch of dice and use the random tables to generate these Adventure Elements and see where they could go from there. Rachel, who took the time to carefully read the procedure and who took a look at the rest of the zine, suggests that the group could try rolling all the d6s they would need for all the entries they want at once, and pick the combinations as they go. This allows for a more collaborative and playful way, as they not only deal with randomness, but with choices. Each entry uses two six-sided dice to generate a two digit number, the famous d66 roll. That means they will need 20d6s total (2 Goals, 2 Locations, 2 Antagonists, 2 Rewards, 1 Supporting Cast, 1 Reward). The group, then, grabs all the 20 dice, distributes them among themselves, and rolls it all at once in the middle of the table. They don't organize in any way, to let the randomness do its part as well. The results they got were 3, 2, 2, 4, 1, 6, 6, 3, 4, 2, 2, 1, 4, 6, 5, 1, 1, 5, 3, and another 6.

And then it was time to start picking the entries from the Adventure Elements they wanted. With these results they can basically choose any result they want with their first picks, but as they use the dice, their options will become more limited. Thus, they should pick the results they want to have more influence on first, and for them, it would be picking at least a Goal, Location, Antagonist and Reward first.

To begin, Daniel looks at the Goals table and asks “what do you think of... Banish an Otherworldly Entity as one of our goals?”, as he eyes the result 44 on the Goals table on page XXX. He explains that this could be cool as an objective for the adventure as it establishes that they should not try to simply kill something, but they would need to figure out how to banish it. The group agrees, and they grab two dice showing 4s as results from the table and set them aside. On a piece of paper they write “**Goal: Banish an Otherworldly Entity**” and circle it.

SHOW PAPER

Daniel, then, asks who wants to go next, and both Rachel and Yvonne look at the dice and peruse the tables for a while until Yvonne says “what if we pick something unusual as Antagonist too? If we pick this 2 and this 3 we can choose Sentient Primal Stone as the Adventure’s Antagonist. Well, at least one of them. Maybe this Primal Stone corrupted an Otherworldly Entity and that’s why we need to banish it?”

The groups discuss the idea briefly and they do like it, but prefer to keep things still open and not so defined yet. Maybe once they pick more results they can form a more clear idea what the adventure will be about. They grab two dice from the table, one showing a 2 and one showing a 3, pick up the sheet of paper, and write “**Antagonist: Sentient Primal Stone**” next to “Goal: Banish an Otherworldly Entity”, but don’t link them yet.

“I think it would be a good time to pick a Location now.” And Rachel opens the book in the Locations section while perusing the dice. “Hummm, maybe 31, Taboo Site. That would lead to some interesting decisions and possibly interactions with other people who will oppose us going there. This could be cool, right? Or at least interesting?” The group agrees. It would be fun to come up with a cool and weird reason why the place is Taboo too. They grab a dice with a 1 and a 3, set them aside, and write on the sheet of paper “**Location: Taboo Site**”.

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After this, they decide it’s time to pick a Reward, as this could be a nice motivator for their characters, especially if they can be aware of it. They flip the book to page XXX and look at the Rewards table. There’s a lot of attractive rewards in there, but they look for something that sparks their creativity.

Daniel suggests the result 54, Allegiance of an Alien Entity. He says this could be very different and also inserts another character in the situation: the Alien Entity. The group agrees, but wants to take another look just to be sure. That’s when Yvonne spots “Forgiveness for Past Deeds” at 65, and reminds them of the consequences of the group’s last adventure, when they unwittingly released a Khaos Beast from its ancient imprisonment. Their tribe’s elders weren’t the happiest with them, and if the dice were any reflection of their ancestors’ will, they were pretty unhappy too. Maybe doing this could balance things out?

After a quick discussion, they decide to go with the “Forgiveness for Past Deeds”, as it would easily tie in with previous events of the game, making it easier for them to draw from those circumstances, places, and characters while they create this new adventure. So they grab two

more dice, one with a 6 and one with a 5, set these aside, and write "**Reward: Forgiving for Past Deeds**" on the sheet of paper.

With that, they have 4 elements of the adventure already defined, and 6 more to go. But now, after hand picking these entries to fit their preferences more directly, the rest of the elements will be determined by the increasingly reduced options, as they run out of dice.

SHOW PAPER

To continue, they agree they should first get a Supporting Cast and Complication element for each, and then work on additional entries for the previous ones and try to link it all together.

So for the Supporting Cast, they have all numbers available, but a few don't have repeats (like the 4, and 5, which means no 44 or 55 results can be chosen for example). Taking a look at their options, Rachel spotted a couple that got her attention: the "Fearful Mutant" at 41, and "Neanderthal Tribe" at 61. Both of them insert new characters into the adventure, offering new opportunities for roleplay, discovery, and different agents acting on the same issues. They even talk about how both the mutant and the tribe could be guardians or be living in the taboo location. It would be up to the group to figure out how to deal with the situation.

As the group thought it through, Daniel says "well, I think both are really interesting as Supporting Cast, but the fact that it's one Fearful Mutant only, makes them vulnerable to threat, so that could be an easy way to deal with them. So maybe the Neanderthal Tribe would make a better Supporting Cast? Maybe we can even combine both, even if we don't use the numbers. Like a Neanderthal Tribe whose leader is a Fearful Mutant!"

"That's actually a great idea!" said Yvonne. "And we don't have to tell the book we did that by the way," said Rachel laughing. They pick up the last die with a "4" and one with a "1", set them aside, and write "**Supporting Cast: Neanderthal Tribe (Mutant Leader)**" on the sheet of paper. "This is looking quite good, I can see an adventure forming already!"

"Okay, my favorite time folks! Time we get our Complication!" says Raquel, remembering the last time she guided the group through a Primal Quest session and she had lots of fun with an "Active Volcano" she rolled for Complication. "Oh, no! Not a volcano again!" says Daniel, "let me pick the Complication this time". He takes a look at the table and at the few dice they still have available. Their choices are more limited now, as if destiny was shaping their next adventure with them.

"You know what? The Changing Environment at 66, and the Dinosaur Threat on 33 both sound great. But since it's Rachel who is going to be the Primal Guide, maybe we get the Dinosaur Threat one? I think she can do less damage to us with that... I think..." said Daniel, pensative.

"You never know." Answered Rachel with a playful grim. "Actually, I think the Dinosaur Threat is a perfect one. This is Primal Quest, after all, a prehistoric fantasy RPG. The more dinosaurs the better!" They all agree. You can never go wrong with more dinosaurs!

They then take two dice showing "3" from the table and set them aside with the others. Afterwards, they write **"Complication: Dinosaur Threat"** on the paper. "I am gonna enjoy coming up with details for that one!" said Rachel.

Well, they now had all 6 core elements, with room for an additional Goal, Location, Antagonist, and Reward each. And to have a little more flexibility about what they want to do, they decide to pick the second goal next.

They have way fewer options now with only 8 dice left in the middle of the table now, but they could still pick something they would find cool to pursue as a Goal. Looking at the tables on pages XXX, Rachel suggests the "Release/Imprison a Supernatural Being" as the second objective, result 16. So they could have two options of dealing with the entity causing them problems, either banish it, or imprison it, each requiring different procedures and maybe attending to different factions or NPCs' interests. Yvonne offers another suggestion, maybe using the result 21 of "Find/Hide a Wise Elder". "This could be a side quest of sorts, maybe we don't need to find the Elder, but if we did, we would get some benefit, even if it's just better information about the entity", she says. They agree it sounds pretty cool. And there's no reason they can incorporate the other idea in that one. Maybe the Wise Elder will offer the secrets of another way of dealing with the entity, a way that might please or displease factions affected by the whole situation.

The group agrees this is a great idea, pick up a "2" and a "1" from the table and write **"Goal: Find the Lost Elder"** on the sheet of paper. "I thought we would change the name to Lost Elder. What do you think? They can be like a weird hermit living deep in the wilderness, in his own weird domain," says Yvonne. Everyone agrees this is even better and move on to the next step.

"Let's pick a Location next? What do you think? I like thinking about weird and wild scenes and places we can explore and play with..." says Daniel. "Yeah, okay. Let's do that. That way I can think where I can put some devious traps and perils for you both to deal with."

They turn to the Location tables (page XX) and look at their dice again. Daniel goes: "Honestly, even looking at the few options we have with six dice, there are still lots of options, and with all that we have now, the elements we established, I can see connections and story threads we could build with almost any result. Like... 12, Arcane Site, could be the place we would need to go to really learn the ritual we discover exists when we talk to the Lost Elder. It could be the ruined tower from a sorcerer from a lost civilization from the Past-Future or something. And... I don't know... 62, Crystal Formation, we talk to the Lost Elder and he says that to counter the powers of the evil Primal Stone we will need a rare alien crystal that only grows in this remote underground cave. And..."

"Wait, I actually really like the first one. Where we would need to go to an ancient wizard tower from a lost age. Let's do that one." says Yvonne. Lost civilizations and opportunities to reference this kind of stories are always one of their favorite themes. "Yeah, feels very sword and sorcery, those things we would read about in the Appendix N books and such!" said Daniel while grabbing a pair of dice showing "1" and "2" from the middle, and setting them aside. Then he wrote **"Location: Ancient Ruined Wizard Tower"** on the paper.

SHOW PAPER

Rachel says she wants to pick another Antagonist now. This will give her some more options to choose nasty things to throw at the group when the time is right, and she looks at her options, considering they only have 4 dice left on the table. She sees her options and spots one that immediately caught her attention “oh, I want to pick 65, Time Traveler, as the new Antagonist! Maybe they are the ancient sorcerer from the tower now coming back after ages of traveling the universe!”

“Oh, that would tie in very well! And who knows? He might have other plans for the stone and the region? Two villains against one another?” The possibilities leave them quite excited, and they pick up the “6” and the “5” dice from the table while writing “**Antagonist: Time Traveler - Sorcerer from the Past-Future**” on the paper.

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Finally, they only had two dice left, a “2” and a “6”, giving them the Reward of either “Magical Preparation” at 26, or “Honor Among Ancestors” at 62. “I vote for the Magical Preparation, as a reward. The other one is already something intangible, the forgiveness, so I want a chance to get something cool for our character!” Yvonne made their preferences clear. “Yeah, that makes sense. Let’s go with that!”

So they grabbed the last two dice on the table and wrote “**Rewards: Magical Preparation**” on the sheet of paper, and prepared themselves for the fun part! Connecting it all out and making an adventure of all those loose threads!

SHOW PAPER

3, 2, 2, 4, 1, 6, 6, 3, 4, 2, 2, 1, 4, 6, 5, 1, 1, 5, 3, and another 3.

4. Start Connecting the Dots

“Ok, now it’s time we put it all together, folks” says Rachel, as she grabs some pencils, a couple of erasers, and the paper on the table. “Let’s see what we got so far...”

SHOW PAPER AND HANDS

“Ok, for Goals we have both **Goal: Banish Otherworldly Entity** and **Goal: Find Lost Elder**, what do we want to connect with these? I would say we look for Antagonists, Locations, and Rewards first?” says Rachel, already assuming her role of Primal Guide, and helping the other players with the process.

"I have an idea. We are on bad terms with our Elders, right? And we have **Goal: Find the Lost Elder** on the paper. So I say that's like the quest our Elders passed on to us for redemption. A very wise and adventurous Elder left the tribe maybe months ago, and now they want us to go after them, and that place he Elder went to is the **Location: Taboo Site**. And we will have problems going into it!"

"That's good! I like it! But what about the second goal? Is the Otherworldly Entity we need to banish on the Taboo Site too?" asks Rachel, while she draws a line connecting **Goal: Find the Lost Elder** and **Location: Taboo Site** on the paper with a "lives there" tag over it.

"I don't think so... Maybe it is in the other location? The **Ancient Ruined Wizard Tower**? I know! The tower is obviously the tower of one of our Antagonists, the **Sorcerer from the Past-Future**! The sorcerer somehow summoned this entity, imprisoned it there, but now it's loose and causing havoc. What do you think?" says Yvonne, in a flash of creativity.

"I think I will have you both here to make adventures with me more often, that's what I think! I love it! And I say more, the *Otherworldly Entity* is in the **Ancient Primal Stone** we picked as Antagonist. It was put there by the **Sorcerer of the Past-Future**, in an attempt to corrupt the powers of the stone for their own nefarious reasons? And, and..." Rachel hesitated for a second.

"And the Lost Elder traveled there to purify the Primal Stone in the first place, but it's slowly being corrupted by the Entity inside it?" - Interrupts Yvonne, excited for the idea.

"Hummm... I like it! And obviously the only way to discover how to banish the Entity inside the Ancient Primal Stone is registered somehow in the Ancient Ruined Wizard Tower." - Daniel said, his eyes showed a spark of creativity beginning to burn.

"Ohhhh... I had a great idea! The Elder is using all his power and wisdom containing the corrupting influence of the stone and needs the help of the group to travel to the **Wizard Tower**. So he will need to be protected, and he won't be able to help much because his attention and focus is on containing the energies from the Ancient Primal Stone." Says Rachel.

"Yeah, and.. what if the Primal Stone was corrupting the Elder too? We would need to act fast if we wanted to save him?" - Asked Daniel, still riffing on the idea.

"Love it, but before we continue... Let's note this all down before we forget this!" - Rachel says, grabbing a pencil and connecting the dots on the paper. Behind each line she also adds a few notes to remind everyone of the relationships between each Adventure Element.

SHOW PAPER WITH NOTES

Okay... Should we recap what we have so far? I think we should. We spun quite a complex web here. I love it, but having all figured out will help us keep this going!" - Raquel continues while holding the notes.

"Basically, are gonna be sent away by the Elders of our tribe to Goal: Find the Lost Elder. This Lost Elder went away quite some time ago to a far away Location: Taboo Site to find a lost and

powerful artifact, but what they found was the Antagonist: Sentient Primal Stone, corrupted by the powers of the Antagonist: Sorcerer from the Past-Future. Now, the Lost Elder is being slowly corrupted by the Primal Stone, but believes it can be purified if the group helps with Goal: Banish Otherworldly Entity, and the ritual must be performed at the Location: Ancient Ruined Wizard Tower. That's it, right?" - Concludes Rachel.

"I think so. And I have an idea... What if sometimes the Elder was good and under control, and sometimes he was under the domain of the corrupted Primal Stone?" - Yvonne chimea in.

"Stop feeding her ideas! Do you hate us?" - Daniel says laughing.

"Well, I appreciate the contribution, Y! I have a few ideas for that..." - Rachel says while showing a grinning smile while raising her eyebrows. She does make some notes on her notebook though.

Primal Guide Notes

Often, Primal Guides will have private notes about the adventure and campaign being played, or even created collaboratively. That's normal. The Primal Guide is responsible for coming up with obstacles, challenges, and details about the world that enhance and details those created by the book, and even by those instances in which the whole group creates in collaboration. The Primal Guide can add detail to what the group establishes, but I cannot contradict, or transform an element in such a way as to betray the intention of what was established as a group. They do this so there can still be a sense of discovery and surprise for the players, as they explore in greater depth the truths they help establish in the creative process.

Obviously, when the Primal Guide is creating the adventure by themselves, all of this will be his private notes in a way. They can share some of the main elements to hint of what's to come and give a small taste of the adventure. But the details? These can remain in the domain of the Primal Guide if they so prefer:

"I have a bad feeling about this." - Continues, Daniel. "OK! We did talk about having the Supporting Cast: Neanderthal Tribe (Mutant Leader) as a faction guarding a location, right? Maybe they defend the Wizard Tower as their sacred territory? We should use that." - Finished Daniel.

"I agree. Maybe the Complication: Dinosaur Threat drove them all the way there, and the Dinosaurs stay away from that part of the region? The Wizard Tower, somehow, keeps them at bay?" - Adds Yvonne.

"I like that! Let's add those in!" - Says Rachel. She traces a line from Supporting Cast: Neanderthal Tribe (Mutant Leader) to Location: Ancient Ruined Wizard Tower, and writes "sacred location - protect" on the line.

"Maybe the weird time-traveling sorcerous vibes of the place don't match with their primal wild nature." - Continuea Daniel. "So, maybe the Complication: Dinosaur Threat is more connected to the path between the Location: Taboo Site than to the Location: Ancient Ruined Wizard Tower?".

"I would say the Dinosaurs run wild, but it does make sense for them to be scared of the weird wizard tower. I am just wondering what we connect them with, exactly. My first instinct would be to make it a problem of the Taboo Site. In addition to the taboo, of course." - Raquel says, pointing to the sheet of paper. "Maybe it's their mating season and they are a bit more hectic because of that? You know what, they are acting stranger than usual, more aggressive, and you are not sure why. But let's connect them to the Taboo Site as well."

SHOW PAPER

They spend a few second working on all the Adventure Elements, lines connecting them, the notes they added.

"Ah, of course. Reward: Forgiveness for Past Deeds Is connected to Goal: Find the Lost Elder. Our tribe sent us on this quest because of that." - Daniel adds while quickly tracing a line between the two, and writing "sent by the other Elders".

"Good catch." Say Yvonne. - "Looks like the only Element we still have not connected to anything is Reward: Magical Preparation. Where do you think we could put that? The Lost Elder might promise us something in exchange for help with Goal: Banish Otherworldly Entity".

"Hummm... I don't know. You were already sent there to find the Lost Elder, possibly bringing them back to your people. They won't want to leave without finishing their business with the Sentient Primal Stone, so offering a Reward there might be two rewards on top of a single thing. I would say maybe this Magical Preparation is something you will find in Location: Ancient Ruined Wizard Tower." - Rachel chimes in.

"I see. This way we also have another excuse to further explore the Wizard Tower. We have to find the stuff for the banishing ritual and we might also find some weird fantastical preparation there that can help us. That way even if we fail to get one reward for the adventure, we might get the other one." - Adds Daniel.

"Perfect! Options! Choices and possibilities. I love it!" Says Yvonne while tracing a line from "Reward: Magical Preparation" to "Location: Ancient Ruined Wizard Tower." They also note (some weird magical thing left behind).

SHOW PAPER

"Ok! I think we have everything connected to at least one other thing. That's great. We could already start with this, and I think I have enough ideas to get the game started. But let's recap everything and then take a last look to see where we can create a couple of additional connections to tie everything together. - Says Rachel as she takes a look at the sheet of paper, now with all sorts of notes, arrows, and schematics.

"We know we screwed up in the past and we want Reward: Forgiveness from Past Deeds. Our people, then, send us to Goal: Find the Lost Elder in the Location: Taboo Site. To get there, however, we must deal with Complication: Dinosaur Threat, which is making dinosaurs act strangely in the region. Once we find the Lost Elder at the Taboo Site, we discover they want to Goal: Banish Otherworldly Entities, which is corrupting the Antagonist: Sentient Primal Stone. They are themselves being corrupted, right? Almost forgot this note. And... They need to go to Location: Ancient Ruined Wizard Tower to perform the ritual to purify the Primal Stone. The Wizard Tower is the abode of Antagonist: Sorcerer of the Past-Future, and it is also a sacred location, guarded by Supporting Cast: Neanderthal Tribe (Mutant Leader). Also, in the weird Tower, the characters might find Reward: Magical Preparation, something extra that might make their lives easier. What else can we connect?" - Rachel finishes reviewing the situation so far.

"I have an idea. What if the Sentient Primal Stone is one of those big standing stone and it is located inside the Taboo site? Maybe we have to go to the Wizard Tower to get an artifact to do the Banishing. The Magical Preparation could be something else we find there that can help us in our quest? Or something unrelated that changes us?" - Daniel says.

"Oh, the image of a hermit elder obsessing over a huge standing stone covered in tiny symbols, slowly losing their mind is quite cool! I like it. Since he is being corrupted by Entity in the stone, he might also get glimpses of information to use against it. Like a double agent, for both sides really. - Yvonne adds.

"Nice, I like this idea. I could come up with a mechanic to determine when he is in allegiance with you or the Entity at any specific time. When he touched the cursed Stone part of the Entities spirit went inside him and is slowly taking over." - Says Rachel, and traces a few more lines on the sheet of paper. One connecting Antagonist: Sentient Primal Stone to Location: Taboo Site, noting "standing stone" above it; and another one from Antagonist: Sentient Primal Stone to Goal: Find the Lost Elder, but this one they made it dotted with the note "slowly corrupting". - Anything else we can think of? Any Element with just one connection?

"I think Supporting Cast: Neanderthal Tribe (Mutant Leader) is only connected to Location: Ancient Ruined Wizard Tower. We could connect it to Antagonist: Sorcerer from the Past-Future and say they are the Sorcerer's Minions? Better! They are being manipulated, tricked by the Sorcerer." - Says Yvonne.

"Really, Y? Again working with the enemy?" - Daniel says with a chuckle.

"Don't worry, Daniel. The Supporting Cast should be neutral in the conflict. At least initially, but having someone in the tribe possibly under the influence of the Sorcerer is not a bad idea. This could make the situation more complicated if you don't intervene." - Interjects Rachel. "Let's put another dotted line from the Neanderthal Tribe to the Sorcerer from the Past-Future, and write Someone Under Influence."

"Are we done? Can we play already?" - Yvonne asks, with her eyes wide open and energy in her voice.

“The Reward: Magical Preparation is only linked to Location: Ancient Ruined Wizard Tower. I say we connect it with Supporting Cast: Neanderthal Tribe (Mutant Leader) and say it’s the Mutant Leader who can make the Magical Preparation with something from the Wizard Tower. They will give the Magical Preparation if the group gets rid of the Dinosaur Threat!” - Daniel completes the circle, tying everything together.

“Wow, nice work, my friends!” - Exclaims Rachel. “We have enough to start! Let’s go!” - She says while grabbing the Primal Screen and the dice bag.

Reorganizing the Adventure Elements

As you use this process to generate adventure ideas, you will be taking notes, drawing connections, and building a network of Adventure’s Elements that can become quite complex. So complex that, after all is said and done, the sheet of paper with all the notes might look quite confusing, not being a very useful tool for play.

Thus, you might find it useful to grab another sheet of paper and remake the network of Adventure Elements. Now, knowing how the whole scenario is structured, you can set the Elements on the paper in a more organized and easy to follow way. This will make running the adventure quite easy and with very little prep. It will also facilitate your work if you plan on writing the adventure for publication. See The Evil in the Stone on page XXX.

5. Start the Adventure with a Problem to Solve

“Ok! Let’s start this party!” - Rachel says as both Daniel and Yvonne were sitting on the table where they laid out their gaming gear: character sheets, dice, pencil, sheets of paper, and everything else.

She looks at the sheet of paper they just spent an hour or so preparing together. Everything starts with them being sent in a quest to find the Lost Elder, who they know went to the Taboo Location.

“You’ve traveled for a couple of days, following the river south of your home until it descended into a dark vale covered by a thick jungle with dark red trees. You heard of this place. The Scarlet Jungle, or Blood Jungle as it’s more commonly referred. A cursed place they say. You’re here because the Elders from your People sent you on a quest to redeem yourselves before your ancestors. You must find their oldest member, the Lost Elder, Ugurah, who came here months ago in an attempt to purify the legendary Primal Stone who they believe to be located here. The river you’re following quickly widens as it enters the redwoods, until you suddenly hear the growing sound of a giant waterfall. However, another sound was hidden behind the noise. The clicks and clacks of great claws hitting the ground. In the darkness around you, a

dozen or so pair of small eyes appear as if bright red twin stars in the dark night. A low growling sound can be heard between the constant sound of the waterfall. The sound does not appear friendly. The river is a dozen or so yards away. What do you want to do?" - Rachel introduces the group to the adventure setting, presents a goal, a complication, and creates the initial situation with a problem, forcing the players to take action or make a tough decision.

6. Play to See What Happens

Finally, it was time to play it and see where the adventure will lead you and your group! With a situation set up with these tools, you can quickly create an adventure with as many different elements as you want, and as complex or simple as you prefer.

As you went through the process and established connections, relationships, and made notes related to all the Adventure Elements, you got a pretty good idea about everything that is going on. You might not have a script or plot to follow, but that's exactly the point.

You are here to play. To take all of these things and pretend they are toys. Narrative toys. The story, plot, or narrative will be born out of play, as your group interacts with your toys, using their characters (their own toys in a way). This approach favors emergent play, which can be much more rewarding for everyone involved.

Using The Fire of Adventure for Publication

Can you use this Adventure Toolkit and process to create adventures for publication? Absolutely! I made this to use it myself and the very adventure created in the example is going to be published as well.

Additionally, Primal Quest and Fire & Fangs (and Old-School Essentials as well) both have free licenses that allow 3rd Party Publishers to release material for those games and settings. You can use this book and be certain the adventure you create with it will fit them both perfectly! You will still need to refer to both systems to create statistics and specific mechanics for the elements of the game, but both of them are simple and straightforward enough to allow you to do this with little work.

Other releases for Primal Quest will also specifically deal with creating monster, running games as a Primal Guide, crafting adventure locations, and much more. Stay tuned for those if you are looking for specific guidance on these areas.

Need to Improvise? Feral Can Help!

The tools presented in this book can be quite useful to generate ideas, structures, situations, and anything you need to imagine to create an adventure. But what if you need to use this to improvise an adventure on the spot? Or if you want to play collaboratively with your friends, without a Primal Guide? Feral will help you do exactly that.

Feral is a Solo, GMLess and Improvisation toolkit for Primal Quest! It provides tools, guidance, tips and techniques to create scenes, situations, Opponents, and even maps to help you build lay Primal Quest with little to no prep! Get Feral wherever you got this book, or at Exalted Funeral (XXX).

QR CODE

Final Words

The fire can give and the fire can take as well. It all depends on what you feed it, and how you use the flames.

The Fire of Adventure is a complete Adventure Toolkit to help you create weird stone and sorcery adventures in a mythic prehistoric world with lost civilizations, ancient people, ferocious dinosaurs, primordial spirits, otherworldly aliens, Elder Gods and a lot more!

The tables, procedures, guidance, tips and even the examples here are meant as tools for you to use as you prefer and deem necessary. You can follow everything to the letter in this book and you will have a great adventure, or you can use the tools provided here any way you want it, the moment you need it. And to be honest, you will only find your style and way you prefer to create by doing the work.

So go on, stoke The Fire of Adventure and create your own! Adventures await!