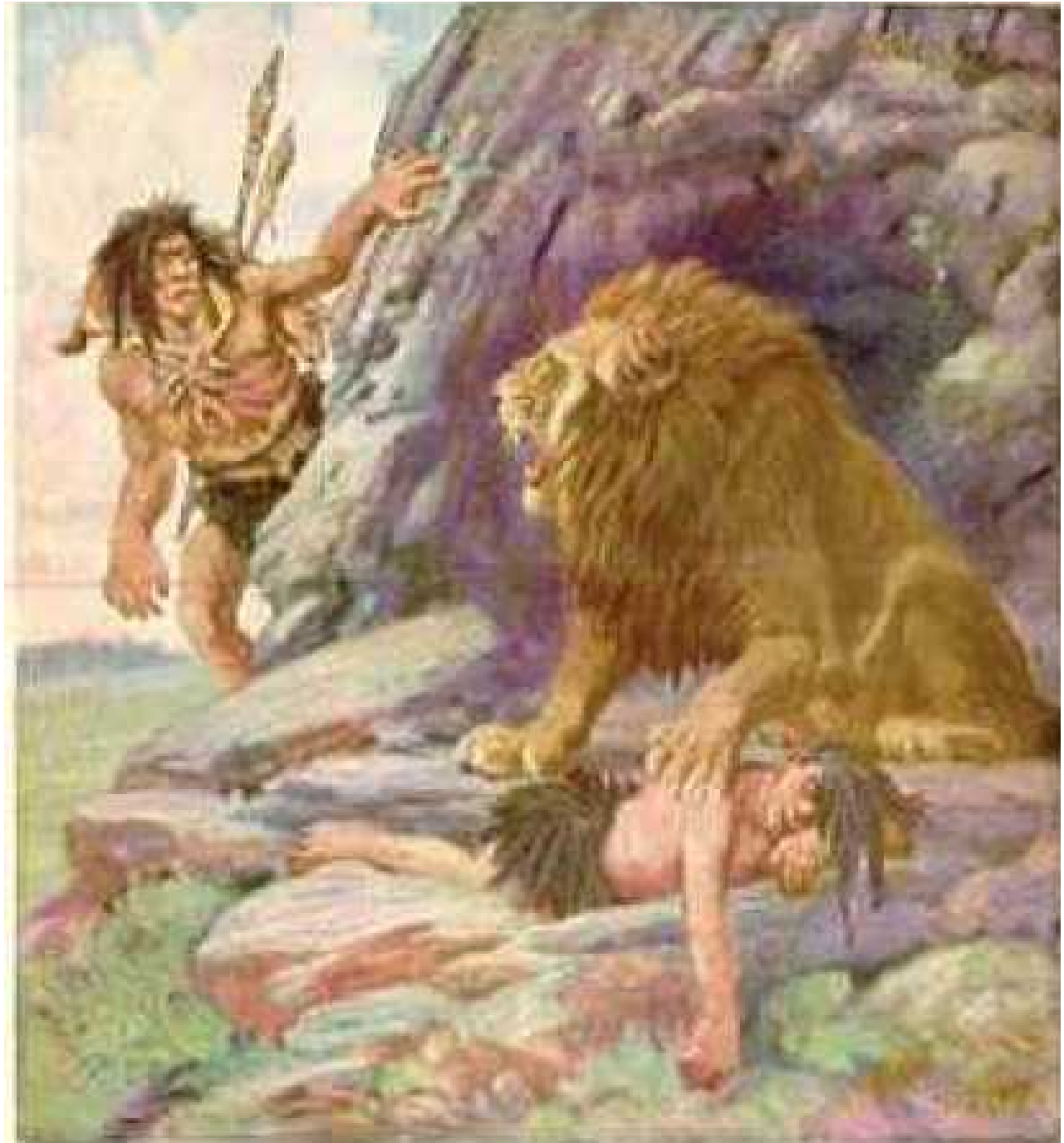


CAVESLAYERS

A STONE AGE ROLEPLAYING GAME



IMPRINT

Author (Caveslayers):

Luca Volpino

Author (Dungeonslayers):

Christian Kennig

Cover Illustration:

Charles R. Knight

Interior Illustrations:

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English Translation:

Kelly Davis

Special Thanks:

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Text

Luke Volpino

Layout

Wild Boar

Visit us online:

<http://www.dungeonslayers.it>

<http://www.wildboar.it>



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WELCOME TO THE STONE AGE!

Night is falling. Keeper of the Fire comes out of his cave holding a branch. Your brother, Runs-Fast, defender of the tribe, spear in hand, stands guard on a rock along with a couple of other warriors. The chief and his two younger daughters are preparing the meat of two deer that hunters killed this afternoon. Tonight...There will be plenty of food for everyone!

Leaping Hare, the chief's old wife, eats a little of the meat - a couple of years ago she discovered a way to make it last longer: preparing it with herbs and salt and then slowly smoking it. An entire quarter deer is now resting in the smoking hut; no matter, two deer are plenty.

Now the day is almost over. Water Buffalo, the shaman, comes out and sits between you and Spittle, his other apprentice, and nods. You, Spittle and the shaman start to chant a prayer for the sun to return and rise tomorrow morning. After the song, the chief's daughters bring the meat to the fire. Someone starts to dance. In the distance, a hungry wolf howls but you know that the bonfire will keep it away all night.

THE STONE AGE

Playing a RPG set in the Stone Age is different from playing in more civilized era. The Stone Age is a very difficult period, and no humanoid can survive it alone outside of a tribe. The tribe is the primary social unit, often more important than family (actually they are often comprised of family) and - in the particular period of the Stone Age in which we were inspired - it mainly consists of relatives. In a tribe you're always a brother, cousin, uncle or father of someone else. Rarely, one or two strangers are adopted from another tribe (probably destroyed by some disaster) or two smaller tribes merge to form a bigger one (especially if one has just lost its chief).

Tribes range from about 15 (very small) to more than 100 (very large) individuals. Tribes with less than 15 individuals are usually absorbed by or merged with another small group; while those with more than 100 people are splintered in the spring when a group of young men are sent, along with their mates, to found their own tribes. In addition, each tribe has a totem (a sacred animal). This is very important for various reasons and must be chosen during character creation. For more details see The Tribe (pg. 9).

In the Stone Age, adventures consist mainly in survival-focused activities like hunting for big game (in which the group hunts large animals like aurochs or, at higher levels, a mammoth!), finding resources, exploration and raids against other tribes. As this is also fantasy, adventures may also include sacred missions in the Spirit Realm or hunting demons.

THE STONE AGE AND REALISM VS. FANTASY

Most of the descriptions in this manual are based on collected historical findings and anthropological studies of the “true” Stone Age - but this is a fantasy game, not a history class; so even if the setting is “realistic” we added non-historical elements. Aside from the most obvious (like magic, which you can simply ignore if you want a more historical approach), there are creatures and technologies that, for geographical or chronological reasons, have never existed on Earth simultaneously.

Instead of creating a complex system in which everything would have to be marked with a “space-time” label (“Only in Australia”, or “Only between the years X and Y”), we threw everything together. Instead of creating a realistic setting we have created a “*possibilistic*” one.

Even if science tells us that the dinosaurs became extinct long before humans, there are plenty of movies, comics and novels that portray a fantasy Stone Age as an era where men battle dinosaurs. Therefore, in the Bestiary section (pg. 21) you will find a separate section dealing with dinosaurs, their game statistics and characteristics. Whether you want there to be a final small group of dinosaurs who survived extinction, or have them be a common part of nature is up to you. Finally, in the Fantastic Creatures of Prehistory section (pg. 25), you’ll find monsters that have never walked this earth.



CHARACTERS

CAVEMEN

All player characters in Caveslayers are human, well - sort of. They are actually cavemen. Are they Neanderthals, early modern humans - let's not get caught up in the anthropological debate!

Just like humans in DS, they may place their +1 racial bonus into any trait and get an additional talent at first level.

CLASSES IN THE STONE AGE

Not all classes presented in Dungeonslayers are applicable to Caveslayers. Still here are the basic classes of Fighter and Scout, but the only mage class available is the Primitive Healer.

Primitive Healer - The same spells as a Healer, some additional talents (See below).

In addition, each class has only one Heroic Class: Berserker for the Warrior, Ranger for the Scout and Druid for the Healer.

Note:

*If you have access to **Arcane Adventures**, Italian language Dungeonslayers supplement by Wild Boar Press, you can use the Shaman hero class instead of the Druid.*

TALENTS

Most of the talents found in DS are also used in Caveslayers, but the following do not exist:

Armored Mage
Riding
Rune Lore
Thievery

Talents Animal Form, Bear Form and Eagle Form are replaced by Totem Form.

When possible, familiars that join with the Familiar talent are always the same type of animal as the character's Totem (if the size of the Totem isn't too big).

In addition, Stone Age characters have access to new talents (the abbreviation SHA indicates Shaman if you are using **Arcane Adventures** while PRH represents the Primitive Healer found in Caveslayers).

TOTEM FORM

HEA 14 (III) PRH 10 (V) SHA 8 (V)

Once a day, the Wizard can take a shape that resembles that of his totem. The more ranks one has, the more the shape will be like the totem. For each rank you can choose one of the following:

- Add 1 point to a trait (only if the corresponding characteristic of the totem is higher)
- Gain a mode of attack possessed by the totem (eg. Claws, fangs, etc.)
- Gain a mode of movement possessed by the Totem (eg. digging, flying, etc.)
- Increase or decrease size by one category (if the totem is larger or smaller; only with ranks IV & V, and no greater or smaller size than the totem itself).

The mage can choose how many ranks to use each time. A shaman with Totem Form III may employ just 2 ranks but for every rank he uses, his appearance becomes more and more like totem; to the point that if he uses all five he will become a copy of the Totem (maybe a different size).

SACRED PAINTINGS

PRH 5 (V), SHA 3 (V)

In painting a scene and telling the story that it represents, the mage grants all listeners a bonus of +1/rank to Melee Attack and Defense against all creatures or enemies described in the scene. The story of a Sacred Paintings can be repeated but the mage needs to paint it over again and the story must be retold. Narrating the scene takes 10 minutes for each rank that the mage desires to grant and it must be done overnight; the bonus lasts throughout the following day.

Example:

The Healer Two-Tails of the Golden Auroch tribe (Sacred Paintings III) draws a scene in which his comrades hunt and kill a deer. If they can find a deer the next day, the hunters receive a +3 bonus to Melee Attack and Defense against deer.

KNOW SPIRIT

PRH 2 (V), SHA 1 (V)

A successful check (MND+IN+ranks in this talent) allows the character to identify the type of spirit encountered and its inclination (eg. A Spirit of the Forest is proven to just be the spirit of a local tree, which has been deceiving people to be rewarded with offerings).

SOLID FAITH

FGT 3 (III), SCO 3 (III), HEA 1 (V), PRH 2(V), SHA 1 (V)

The character has a faith so strong that, from time to time, is able to perform a "miracle". Once a session the mage can invoke a miracle, which manifests itself as a spell of his choice from the list of those allowed to Healers, cast and used exactly like a Healer of a level equal to the ranks that the character has in this talent (eg. if you have 2 ranks must choose and cast the spell as a Healer Level 2). This spell is instantaneous when it is evoked and can not be improved upon or used change spell if the character is a mage class. The character does not need to know how to cast the given spell but this is also not a way to learn a new spell.

CHOOSING A NAME

Choosing a character name is something that can throw the game into ridiculousness. In Caveslayers you have two options: Determine that all the characters (and places) have guttural, meaningless names or decide that all names mean something. This second option is more attractive because it allows you to start telling the story of the characters before the game even begins.

A name can be tied to a physical characteristic, behavior or accomplishment the character has made and, in time, it may change. For example, the shaman Water Buffalo is big, strong and robust; his apprentice, Spittle, sprays saliva everywhere when he speaks; Two Hearts survived an arrow straight into his chest; etc. In the near future, Spittle could save the tribe from the wrath of the Spirit of the Air and the tribe may change his name to "Conqueror of the Wind".

Although with some minor differences, the discussion applies to the names of places as well as tribes. Although most tribes are named after their totem, there are many variations of the same animal - so the Tribe Red Auroch will be different from the Golden Auroch. Sometimes a tribe will instead take their name from a physical characteristic common to all of its members (eg. The members of the Tribe Big Hands are all top notch) or the place where the tribe resides (the Tribe of Headwaters or Four Caves tribe).

THE TRIBE

Generating a Stone Age character requires one additional step: Determining to which tribe the characters must belong. All characters must be from the same tribe and either be a Defender (young soldiers who seek to become Fighters), Trailblazers (hunters who become Scouts) or Apprentices (students of magic who become Healers or Shaman). The starting age of the characters, usually, is 14-16 years (the Apprentices are often a little older, but not always). The players must work with the GM to find a suitable tribal totem; A totem is the sacred animal of the tribe, an animal that is easily found in the territory of the tribe. Each Totem provides different cultural abilities, in the form of a bonus feat. Here are some examples of these Totem, and associated bonuses:

<i>TOTEM</i>	<i>TALENT</i>	<i>FAMILIAR</i>
Auroch	Brutal Blow	
Horse	Swift	
Wolf	Hunter	Wolf
Mammoth	Endurance	
Bear	Stunning Blow	
Monkey	Master Climber	Chimp or Baboon
Fox	Rascal	Fox

PCs taking the Familiar talent must choose their first totem from those listed according to their totem. Follow up familiars can be selected as the talent is written. Totems without an associated familiar are animals too big to be such, so use the normal familiar selection rules. The table above is just a list of the most common totems; you can work out a different totem with your GM if you wish.

Strangers in the Tribe: Some tribes "adopt" people from the outside through marriage, agreements between tribes or just because one or two individuals (perhaps the only survivors) have been "absorbed" by the tribe. If everyone agrees, one character (and only one) can come from another tribe and have a different totem. Apprentices can never come from another tribe, this is permitted only for the Defenders and Trailblazers (Shamans can be adopted by a new tribe, but are well above the level of apprentice when this happens).

Size of the Tribe: Determine the size of the tribe by rolling 3d20 + 20, adding the number of PCs to this total. Choose a name for the tribe (based on its totem; eg. Running Wolf Tribe), decide the Chief and Shaman's name and you are ready!



MAGIC

SPELLS

Spells work just like DS in Caveslayers, and all Healer spells are available. Primitive Healers (and Shamans) may cast without speaking when they reach 10th level. Here are some new spells for use in Caveslayers:

CALLING THE ANCESTORS 📖 (HEA 6)

Price: 350

SM: - MND

Duration: AU rounds

Distance: Touch

Cooldown Period: 24 Hours

Effect: The caster calls upon the spirit of an ancestor, which grants 5 points divided (as the caster prefers) between the Melee Attack, Defense and MND of the target. The ancestor provides this of his own free will, so you do not need any other spell or check to control it.

DOMINATE SPIRITS 📖 (HEA 5)

Price: 250

SM: - (MND + AU) / 2 of each target

Duration: Until released

Distance: IN x 2 meters

Cooldown Period: 1 Hour

Effect: If successful, the Mage brings a maximum number of spirits equal to his level under his control, even if they are currently under the control of another spellcaster. If there are more spirits present than the caster can dominate, the targets are determined randomly. All spirits checked must be the same type (of nature or same ancestor).

Dominated spirits are totally controlled by the Mage. They may only find their peace if they are released by the Mage or if their controlling Mage dies.

Note: *The mage does not need this spell to control the Spirits of the Ancestors of his own tribe, unless it has acted in a manner that severely damaged the tribe. This spell is used to control the Spirits of Nature, or the Spirits of the Ancestors of other hostile tribes.*

SUMMON SPIRIT OF NATURE (HEA 3)

Price: 290

SM: - Invocation modifier of the target

Duration: Until released

Distance: IN x 2 meters

Cooldown Period: 1 Hour

Effect: If the spell succeeds, the magician conjures a Spirit of Nature of the appropriate type.

Requirements: a wizard can only summon nature spirits to which there is an appropriate type within his immediate surroundings. Eg. to evoke a Lake Spirit he must be beside a lake.

Sacrifice: Unless the task required is something that the Spirit is totally willing to do anyway (eg. Asking a Spirit of the Forest to fight the tribe that is burning trees), the Spirit demands a sacrifice. Roll 1d20 and added the evocation modifier of the spirit:

<i>RESULT</i>	<i>SACRIFICE</i>	<i>EXAMPLE</i>
0-10	Minor	Food for one day; the skin of a small animal (eg. squirrel)
11-20	Small	Killing of a small animal; precious object
21-28	Large	Large fierce animal; medium magic item
29	Major	A human
30	Personal	A limb or eye; a loved relative

The mage can negotiate the price (MND + IN / AU against the MND + AU of the Spirit). If the mage wins, subtract 2 from the roll result and consult the table. If the spirit wins, it will be adamant about the sacrifice and if it is not made, or is not worthy the spirit will leave or, in extreme cases, take offense and attack - only if he has been disrespected by the character - from that point on he will be hostile to the character.

If the sacrifice is properly made, the Spirit agrees to perform a task. The only limitations are that to carry out the task the Spirit cannot leave their area and that the task cannot go against the nature of the Spirit itself (eg. a spirit of a pond must be able to carry out the task within, or in the immediate vicinity of, his pond and one you cannot ask it to start a fire, or to drain his own pond). Once the task is completed the Spirit leaves.

SPIRITS OF NATURE AND ANCESTORS

In addition to the elementals described in Dungeonslayers, shamans are able to communicate with two other kinds of spirits: Nature Spirits and Ancestor Spirits.

Nature Spirits

These type of spirits are very similar to elementals but are more diverse. Their power doesn't come from one of the four elements but from a specific "characteristic" of nature - a specific place or landscape element - to which they are inextricably linked. Spirits of the forest, for example, die when their trees are cut down. These spirits have a well-defined hierarchy within the same location based upon different sources and different sizes. For example, in a forest that growing on side of a mountain is home to tree, stream, rock and animal spirits all governed by a Spirit of the Forest which is in turn controlled by the Spirit of the Mountain. The words "governed" and "controlled" are approximate and are used to indicate the power relations; as a rule, nature spirits usually live their lives without interfering with one another. Sometimes the spirits of a particular place are under the command of a powerful elemental but this is quite rare.

Magnitude of the Spirits of Nature

Spirits of nature have three levels of power (called Magnitude): Servant, Guardian and King (or Queen) of Nature. Servants are linked to individual elements (a stone, a plant); Guardians are related to a landscape feature small to medium in size (a pond, field or large ancient tree); Kings and Queens dominate over larger areas (a mountain, a forest, a large lake). All nature spirits have powers related to their origin, usually very similar to elemental powers. The main objective of a nature spirit is to defend its "area of influence".

Wild Spirits

Spirits of nature don't always die when their linked natural element is destroyed. After the destruction, the spirit is sometimes freed but without a tie to a thing or location, it goes mad. The same occurs when the element to which it is bonded becomes polluted or tainted in some radical way (like a poisoned pond). Wild spirits are very dangerous and most of them can move freely, not being linked to any location.

Spirits of the Ancestors

Shamans believe that spirits of the ancestors can see their relatives and occasionally come to their rescue. In Caveslayers this "help" is represented by the spell "*Calling the Ancestors*". If necessary, the caster can call upon the ancestor's friendly guidance in special occasions - however when this happens, the person helped must usually pay a "price" (accepting a spiritual mission, for example).

EQUIPMENT

The equipment available to the characters of the Stone Age is obviously very limited. The only armor is leather and weapons (like clubs, spears, slingshots, bows, axes and knives) are made of stone, bone or wood - metals being virtually unknown. Moreover, when it comes to equipment, you must take into account the material it is made from.

MATERIAL

All equipment listed has a column "MATERIAL" which indicates the chief material the item is made from. There are 5 categories of materials:

CODE	MATERIAL	STRENGTH
B	Bone (or ivory)	15
H	Hide (leather or fur)	12
O	Obsidian	6*
P	Plant (non-wood)	10
S	Stone	17
W	Wood	13
*see Obsidian rules below		

Each material class has a strength score. When you roll a fumble involving a weapon, armor or piece of equipment (not just combat) immediately roll an additional d20; if the result is less than or equal to the the material's strength score, nothing more happens. If the roll is greater than the strength score, the item breaks. If an attack or check involved more than one type of material, each must be checked. This rule supersedes the rules for fumbles using wooden weapons and shields found in the DS rulebook.

Example:

Two Tails is tying three javelins together (Wood's Strength 13) with a rope made of vines (Plant Strength 10). The skill check (MND+DX) roll results in a 20! Now he must roll to see if the rope breaks, and what happens to each javelin. The strength check for the rope results in a 5 - thank goodness, it is fine! - but for the three javelins the results are 12, 15 and 16. He drops them and as he tries to pick one up, he steps on the other two, snapping them. A bad day for Two Tails...

Some objects can be made from more than one type of material, pick the material when you purchase it.

Currency

All items have a price in coins to keep in line with the original rules. Obviously, nobody in the Stone Age uses gold, silver or copper coins but the "price" offers a base value for trade.

Most people in the prehistoric era made their own equipment. If you want to fashion your own equipment, you can estimate the time it takes to make the object:

$(SP + d20) - R$ minutes

$(GP + d20) - R$ hours

Where "R" indicates the appropriate talent rank of the craftsman. At the end of this period, a crafting skill check is made. A failure indicates that you can try again after d20 minutes or hours (depending on the 'coin' value) while a fumble indicates the materials are ruined and the craftsman has to start over. A coup indicates the creation of a particularly resistant item (+2 to its Strength).

OBSIDIAN

Some items - especially those that are sharp or pointed - can be created in obsidian. Obsidian is a black volcanic glass which is very similar to today's glass. Although relatively solid, a piece of obsidian easily loses its blade (or tip).

Cutting or puncturing weapons made with obsidian always grant an extra +1 to WB; but lose the their edge or tip every time an attack misses (not only just when fumbling). When this happens, the bonus turns into a -1 penalty until the owner can spend 1d20 minutes sharpening the weapon. In the case of a fumble, the object breaks and becomes useless for good.

WEAPONS AND ARMOR

MELEE WEAPONS				
WEAPON	WB	SPECIAL	MAT'L	PRICE
Axe	1		S	6 GP
Club	1		W	1 SP
Knife	0	Initiative +1	B/O/S	10 GP
Mace/Great Club (2h)*	3	Initiative -3	S/W	5 SP
Quarterstaff (2h)	1	Targeted Spell Casting +1	W	1 GP
Spear	1	Usable for melee or ranged combat	B/S	2 GP
Unarmed	0	Opponent Defense +5	-	-
* A huge club with a rock at top. If the weapon is broken through a Fumble, roll 1d20: 1-5 it can still be used as a normal club.				
RANGED WEAPONS				
WEAPON	WB	SPECIAL	MAT'L	PRICE
Boomerang*	0	Returns to thrower if target is missed	W	-
Javelin	1	Initiative +1	W	3 SP
Shortbow (2h)	1	Initiative +1	B/W	25 GP
Sling	0	Distance modifier -1 per 2m	B/S	1 GP
Spear	1	Usable for melee or ranged combat	B/S	2 GP
Spear Thrower**	+1	+1 WB & Distance mod. for spear -1/15m	B/W	5 GP
* If the boomerang attack misses and is not a fumble, it returns to the thrower. The next round the thrower can catch it with a MOB+DX check. It can be thrown again next round. If the check is a Coup, the boomerang may be thrown the same round as the catch. If the check fails, it lands a meter from the thrower. ** Used to propel a spear granting +1 WB and an increase to the -1 distance modifier from every 10m to 15m.				

ARMOR				
ARMOR	AV	SPECIAL	MAT'L	PRICE
Animal Head*	0	+1 AU	H	15 GP
Animal Pelt**	2	+1 to Hide	H	12 GP
Leather Cap	1		H	3 GP
Leather Shirt	1		H	15 GP
Shield, Wicker	2	Movement Rate -0.5	V	15 GP
Shield, Wooden***	1		W	5 GP
* The skinned and boned head of a sacred animal. The wearer can not wear any hat or helmet. ** Covers the head, arms and back. *** Breaks on defense fumble				

ARMOR		
EQUIPMENT	MAT'L	PRICE
Flint Tools*	S	2 GP
Healing Herbs**	V	1 GP
Leather Clothing	H	5 SP
Leather Flask	H	1 GP
Leather Shoulder Bag	H	3 SP
Rations (1 meal) ***	V	5 SP
Rope, Vines (Per 3m)	V	5 SP
Tinder, Flint & Steel	S	1 GP
Wool Cloak ****	H	2 GP
Torch (2 hrs, +1 WB)	W	2 SP
Travel Bowl	W	5 SP
* Grant +1 to checks where tools would be helpful (At GM's discretion) ** CTN 10: 1-10 heals HP as die result, 11+ no healing effect. *** Mostly dried fruits and plants. **** Can also be used as a blanket.		

DOMESTIC ANIMALS

The man began to domesticate animals very late in the Stone Age, with significant evidence of breeding coming in the last centuries of the era. For most of the Stone Age men were hunter-gatherers, discovering fishing and, after even more time, agriculture.

One of the first animals to be domesticated was the dog. In the time period in which Caveslayers takes place, the tribe make possess some dogs (Still very physically similar to wolves, which with they were direct descendants). Dogs were usually treated as "property" of the tribe, but they usually became attached to particular members of the tribe.

In times of need, dogs were eaten by the tribe with little difficulty - We're in the Stone Age after all, there were no animal rights groups. Animals were considered livestock.



MAGIC ITEMS

In view of the relative fragility of most materials, magic items are basically unbreakable - especially weapons. They are exceedingly rare in the Stone Age, with the exception of amulets, talismans and the like. For this reason, creating a magic item that is not an amulet or talisman costs twice the amount "money" and the double the time. This also applies to potions.

AMULETS

Amulets are a common Stone Age magic item and their purpose is to help the carrier in a task specific. The amulets are personal (They are created for a specific individual, and do not work for anyone else). Amulets grant +1 or +2 to a specific talent rank or type of attack (i.e. melee or ranged). A +2 amulet can either provide +2 to a single talent/attack or +1 to two different ones. An individual may have only gain the benefit of one amulet for a given talent or attack. (i.e. you cannot wear two amulets of Melee Attack) and all amulets must be visibly worn, not hidden under clothing or in one's hand. Most of the amulets take the form of a small leather bag filled with herbs, bones and small objects related to the bonus provided. These bags are usually tied to a strap as a bracelet or necklace.

EXAMPLES AMULETS

Amulet of the Master Artisan: This amulet gives +I the talent Artizan.

Amulet of the Master Hunter: With this amulet the character receives +I to Hunter and +I Stealth.

Amulet of the Master Guardian: The wearer of this amulet is granted +I Alertness and +I to Blocker.

Amulet of the Master Thief: This amulet gives +II to Thievery.

TALISMANS

Talismans are specialized types of amulets that boost defensive ability. They usually grant +3 to Defense against a specific category of creatures or types of damage. Some rare talismans can save the wearer from death (one time use). Creating a talisman requires a sacrifice (see Fetishes, below). Talismans are not as personal as amulets and can be worn by anyone. However, a character can not wear more than one Talisman at a time - wearing more than one causes them all to not function until all but one are removed. Talismans are usually fashioned as simple pendants on necklaces, often carved into a form related to their function (eg. A talisman against wolves may look like a wolf's tooth or be carved in the shape of a wolf's head).

Bear Talisman: This talisman is made from a of bear's claw and provides +3 Defense against bears.

Knife Talisman: This talisman is a bracelet decorated with shards of of flint and grants +3 Defense against knives.

Talisman of Life: This agate pendant grants +10 HP. The bonus is not permanent and they are lost first when the character is injured. They do not heal and when the total bonus HP are lost, the talisman crumbles into dust.

Soul Talisman: Crafted as a leather headband with a piece of obsidian set into the forehead, this talisman can literally save a character's life. When the character receives any kind of damage that would normally kill him, the killing blow (or spell, or death causing event) has no effect. If the character has less than 3HP, he is restored to 3HP and if unconscious, awakens immediately. After use the obsidian shatters into dust and the talisman is useless.

FETISHES

When they reach 2nd level, Shamans and Primitive Healers must create a personal fetish which helps them store and manage their magical power. Fetishes are small (usually between 5 and 10 cm) and can take many different forms - from sticks decorated with feathers, leather or stone, painted dolls or ritual knives. Regardless, all fetishes share these traits:

- **Strengthening:** Once per level, as a free action, the Shaman can give their own blood to the fetish to shorten the cooldown of a spell by one round for each point of self-inflicted HP damage the shaman takes.
- **Sacrifice:** During a sacred ceremony (as Totem) the fetish is dipped in the blood of a sacrifice, granting the user the power to create d20 amulets if an animal is sacrificed or 20+1d20 if a human is sacrificed. The shaman can choose one of the following powers:
 - Spellcasting: +1
 - Targeted Spellcasting +1
- **Enchantment:** Fetishes contain a 1st or 2nd level spell from the Shaman spell list (see A.A) that can be cast in the same way as using a wand, but only once per day.
- **Dispel:** Once per day, the Shaman can touch any magic item or person under the effect of a spell, to dispel the magic. A touched magic item's powers return in 1d20 hours. .
- At 10th level, Shamans can choose a second power to add to the fetish This can either duplicate an existing power on the fetish (for example increase from +1 to +2 or from once per day to twice) or add a new power.
- If a fetish is stolen or lost, the shaman immediately loses a level and associated spell(s) until it is recovered. If the fetish is purposefully broken by another shaman, using a special ritual which functions like a sacrifice, but the "victim" is the stolen fetish), the owner of the fetish loses another level and can not cast spells until it creates a new fetish (which can have different powers from the first).

MAGIC ARMS AND ARMOR

Magical arms and armor work exactly as in the basic rules; the only additional note is that their magical plus is added to the material strength of the item.

Lightning Spear

This spear, with a wooden shaft and flint spearhead, looks quite normal except that the flint of the spearhead sparks with veins of yellow electricity. When a coup is rolled in an attack with this spear an electrical discharge causes an additional 1d20+3 damage in which armor offers no defense.

Night Axe

This axe was constructed by a shaman who saw a rock fall from the heavens. The black stone axehead is like no other, it grants +3 WB and makes the axe indestructible.

CAVEMAN BESTIARY

USING CREATURES FROM THE DS RULEBOOK

Alligator: Prehistoric alligators are slightly larger than those in "modern", but this does not change their statistics.

Bear: There are many varieties of bear in the Prehistory.

Boar: The wild boar, or wild pigs, are spread across all continents. There are no domesticated pigs.

Eagle: Prehistoric birds of prey were bigger, but not enough to change the statistics.

Rat: All prehistoric rats are Giant Rats.

Swarm: Insect swarms are very dangerous. A person injured by a swarm must roll 1d20 and add up the number of injuries. If the total is 18+ her wound becomes infected, and loses 1 HP every 6 hours. It heals only if it is treated with herbs for at least half a day, or if a healing spell is used specifically to stop the infection.

Wolf: Wolves are generally more ferocious, because of the scarcity of food.

AUROCH					
FIS	12	MOB	10	MEN	1
FO	4	AG:	4	IN:	0
CO:	3	DX:	0	AU:	0
Attacchi			Difese		
Corna/Travolgere (BA + 2)			-		
	Armi naturali: In caso di Disastro contro un avversario armato, ne colpisce l'arma. L'avversario tira immediatamente un attacco indifendibile con la sua arma contro la creatura che ha ottenuto il Disastro.				
	Carica: Quando corre per una distanza almeno pari al movimento, può compiere un attacco in mischia speciale (Attacco in Mischia + FIS).				
FM:	9	CT:	gr	PX:	121



MAMMUTH					
FIS	18	MOB	6	MEN	1
FO	6	AG:	1	IN:	0
CO:	6	DX:	0	AU:	0
Attacchi			Difese		
Travolgere (BA + 2)			Pelle spessa (VA +4)		
	Armi naturali: In caso di Disastro contro un avversario armato, ne colpisce l'arma. L'avversario tira immediatamente un attacco indifendibile con la sua arma contro la creatura che ha ottenuto il Disastro.				
	Carica: Quando corre per una distanza almeno pari al movimento, può compiere un attacco in mischia speciale (Attacco in Mischia + FIS).				
FM:	20	CT:	gr	PX:	156



 RINOCERONTE LANOSO					
FIS	10	MOB	4	MEN	1
FO:	5	AG:	1	IN:	0
CO:	5	DX:	0	AU:	0
					
Attacchi			Difese		
Corno (BA + 2)			Pelle lanosa (VA +3)		
	Armi naturali: In caso di Disastro contro un avversario armato, ne colpisce l'arma. L'avversario tira immediatamente un attacco indifendibile con la sua arma contro la creatura che ha ottenuto il Disastro.				
	Carica: Quando corre per una distanza almeno pari al movimento, può compiere un attacco in mischia speciale (Attacco in Mischia + FIS).				
FM:	8	CT:	no	PX:	79



 SMILODON					
FIS	8	MOB	10	MEN	1
FO:	4	AG:	5	IN:	0
CO:	2	DX:	0	AU:	0
     					
Attacchi			Difese		
Artiglio/Morso (BA + 2; DA -1)			Pelle (VA +1)		
 Attacchi Multipli (+ 1): Può compiere 1 attacco addizionale (Artiglio o Morso) per round come azione gratuita.					
 Visione Notturna: Può vedere con illuminazione minima come se fosse giorno.					
 Armi naturali: In caso di Disastro contro un avversario armato, ne colpisce l'arma. L'avversario tira immediatamente un attacco indifendibile con la sua arma contro la creatura che ha ottenuto il Disastro.					
FM:	4	CT:	no	PX:	90



DINOSAURIUM

These skills apply to all dinosaurs:

Crush

Devour

Fear

Fling

Multiple Attacks (+1)

Natural Weapons

BRACHIOSAURO						
	FIS	24	MOB	16	MEN	1
	FO:	6	AG:	2	IN:	0
	CO:	6	DX:	2	AU:	0
						
Attacchi			Difese			
Vari attacchi; BA +4; DA -4			Pelle spessa (VA+3)			
FM:	43	CT:	en	PX:	478	

STEGOSAURO						
	FIS	20	MOB	6	MEN	1
	FO:	5	AG:	2	IN:	0
	CO:	5	DX:	2	AU:	0
						
Attacchi			Difese			
Vari attacchi; BA +4; DA -4			Pelle corazzata (VA+4)			
FM:	28	CT:	no	PX:	216	

DIPLODOCO						
	FIS	20	MOB	10	MEN	1
	FO:	6	AG:	2	IN:	0
	CO:	6	DX:	2	AU:	0
						
Attacchi			Difese			
Vari attacchi; BA +4; DA -4			Pelle spessa (VA+2)			
FM:	30	CT:	gr	PX:	275	

TRICERATOPO						
	FIS	16	MOB	6	MEN	1
	FO:	4	AG:	2	IN:	0
	CO:	4	DX:	2	AU:	0
						
Attacchi			Difese			
Vari attacchi; BA +4			Pelle corazzata (VA+4)			
FM:	24	CT:	gr	PX:	217	



Carica: Quando corre per una distanza almeno pari al movimento, può compiere un attacco in mischia speciale (Attacco in Mischia + FIS).



 TIRANNOSAURO					
FIS	22	MOB	8	MEN	1
FO:	6	AG:	2	IN:	0
CO:	4	DX:	0	AU:	0
Attacchi			Difese		
Vari attacchi; BA +4			Pelle spessa (VA+2)		
FM:	37	CT:	en	PX:	393



 QUETZALCOATLUS					
FIS	10	MOB	10	MEN	1
FO:	3	AG:	6	IN:	0
CO:	3	DX:	2	AU:	0
		Volo: Invece di camminare può volare al doppio del movimento. Se mentre vola sceglie l'azione "Correre", la velocità diventa Movimento x 4.			
		Picchiata: Se, volando ("correndo") la creatura percorre una distanza di almeno Movimento x 2, ha un attacco speciale (Att. Mischia + FIS). Questo può avvenire anche durante il movimento, non solo prima o dopo esso.			
Attacchi			Difese		
Vari attacchi; BA +2			Pelle piumata (VA+2)		
FM:	16	CT:	no	PX:	177



 VELOCIRAPTOR					
FIS	8	MOB	12	MEN	1
FO:	2	AG:	8	IN:	0
CO:	2	DX:	6	AU:	0
Attacchi			Difese		
Vari attacchi; BA +2			Pelle spessa (VA+2)		
FM:	9	CT:	no	PX:	145



BESTIARY OF FANTASTIC CREATURES

PROTODRAGO						
FIS	16	MOB	12	MEN	7	
FO:	4	AG:	3	IN:	2	
CO:	4	DX:	3	AU:	2	
						
Attacchi			Difese			
Vari attacchi; BA +4; DA -4			Pelle Scagliosa (VA +2)			
	Paura: Può indurre paura una volta per combattimento in tutti i bersagli che lo vedono. I bersagli che falliscono una prova di MEN+IN+livelli sono intimiditi e subiscono una penalità di -1 a tutti i tiri per la durata del combattimento. Se il risultato è un Disastro il bersaglio fuggerà.					
	Volo: Invece di camminare può volare al doppio del movimento. Se mentre vola sceglie l'azione "Correre", la velocità diventa Movimento x 4.					
	Attacchi Multipli (+1): Può compiere 1 attacchi addizionale (Morso, Artiglio, Soffio o Coda) per round come azione gratuita. Eccetto gli artigli, ogni attacco può essere usato una sola volta per round.					
	Armi Naturali: In caso di Disastro contro un avversario armato, ne colpisce l'arma. L'avversario tira immediatamente un attacco indifendibile con la sua arma contro la creatura che ha ottenuto il Disastro.					
	Soffio: utilizzabile solo ogni D20 round. Fa danno indifendibile (come attacco a distanza) - si tira usando solo i bonus magici (VP: valore dei bonus). Cono lungo DX x 5m e largo in fondo DX x 3m.					
FM:	30	CT:	en	PX:	410	

 SPIRITO ANTENATO						
FIS	1	MOB	11	MEN	10	
FO:	16	AG:	0	IN:	3	
CO:	16	DX:	2	AU:	6	
						
27	25	11	6.5	19		
Attacchi			Difese			
Tocco spettrale (BA+2; DA-2)			Incorporeo (VA+8)			
	Paura: Può indurre paura una volta per combattimento in tutti i bersagli che lo vedono. I bersagli che falliscono una prova di MEN+IN+livelli sono intimiditi e subiscono una penalità di -2 a tutti i tiri per la durata del combattimento. Se il risultato è un Disastro il bersaglio fuggerà.					
	Volo: Invece di camminare può volare al doppio del movimento. Se mentre vola sceglie l'azione "Correre", la velocità diventa Movimento x 4.					
	Immunità mentale: Immunità contro gli incantesimi che colpiscono la mente (Fascinazioni, Sonno, Ipnosi ecc.) e tutti gli incantesimi contrassegnati da [1].					
	Vulnerabile solo alla magia: Solo gli attacchi di armi magiche o incantesimi causano danno. Eccezione: eventuali altre vulnerabilità, che potrebbero permettere danni.					
	Potere dei Morti: Riceve MEN + AU come bonus a Forza e Costituzione.					
	Incantesimo: <i>Fulmine.</i>					
FM:	31	CT:	no	PX:	257	

SPIRITS OF NATURE

Nature Spirits are tied to certain places or features of the landscape (eg a tree), often under the dominion of a Elemental Lord. They always appear in a humanoid form created with the material typical of their site (water and pebbles for a Spirit of the River, rocks and bushes for a Spirit of the Mountains ...). Wild Spirits are Guardians of Nature gone crazy because the place or item to which they were bound was destroyed or polluted; if they survive long enough, they can become as powerful as the Kings of Nature, but is very rare.

These skills apply to all Nature Spirits:

Mind Immunity

Only Vulnerable to Magic

SERVO DELLA NATURA					
FIS	6	MOB	4	MEN	2
FO:	2	AG:	2	IN:	2
CO:	2	DX:	2	AU:	2
					
Attacchi			Difese		
Corpo a corpo BA +0			Dimensioni +2		
	Incantesimi: Vedi riquadro.				
FM:	5	CT:	pi	PX:	101

GUARDIANO DELLA NATURA					
FIS	8	MOB	8	MEN	10
FO:	4	AG:	4	IN:	4
CO:	4	DX:	4	AU:	4
					
Attacchi			Difese		
Corpo a corpo BA +2			Corpo magico +2		
	Incantesimi: Vedi riquadro.				
FM:	11	CT:	no	PX:	146

RE DELLA NATURA						
	FIS	12	MOB	12	MEN	16
	FO:	8	AG:	6	IN:	8
	CO:	8	DX:	4	AU:	8
						
Attacchi			Difese			
Corpo a corpo BA +			Corpo magico +4			
	Incantesimi: Vedi riquadro.					
FM:	11	CT:	no	PX:	146	

SPIRITS AND SPELLS

Nature Spirits have powers in all respects similar to spells, with the following differences:

- Never any cooldown;
- The spirit cannot cast the same spell twice in a row. The number of spells possessed depends on the magnitude of the Spirit, the kind of spells and the type of Spirit. Here are some examples:

<i>TYPE</i>	<i>MAGNITUDE</i>		
	Servant	Guardian	King
Forest	Calm Animal	Sleep, Slow	Invigorate, Terrify
River	Sternutation	Healing Touch, Rust	Cleanse, Ice Beam
Mountain	Bestow Defense	Paralyze, Wall of Stone	Chasm, Chain Lightning
Fields	Create Food	Be Friend, Calm Animal	Chasm, Teleport
Wilderness	-	Confuse, Shadow, Sleep	Cloud of Death, Dementia
Note: The Spirits of any magnitude have also Magnitude spells that precede them.			
Note that a Servant of Nature can never become Wild. When their place is destroyed, their very essence is consumed and the Servants die.			

APPENDIX A: ADVENTURES IN PREHISTORY

Planning adventuring in the Prehistoric world may leave you scratching your head. Here is a suggestion for a simple campaign arc that should get your creative juices flowing.

1) RITE OF PASSAGE

This plot is ideal for the characters' first adventure. As a test of their newly achieved manhood, the chief sends the PCs to hunt down a dangerous beast. At the end of a sacred ritual they are taken far away from the village and left alone, with no food and only one weapon each. They must return with the body of the animal(s) that the Shaman designated during the ritual; the prey must be a suitable challenge based upon the size and capabilities of the group.

2) BIG GAME

Now considered adults within the tribe, the characters join a hunting party on a search for very large prey (a mammoth or other creature greater than the capabilities of the characters alone). Unlike the Rite of Passage, other members of the tribe participate.

3) EXPLORATION

The tribe is beginning to run out of prey in the forests and hunting grounds around the village and the edible plants are almost bare. It is time for the tribe to move and the characters are sent to scout out a new location for the tribe to live.

4) DIPLOMATIC MISSION

One of the characters is a close relative of the chief and, as such, it is sent on a diplomatic mission to a neighboring tribe. The other characters act as escorts.

5) SEARCH SACRED

The chief or other respected member of the tribe has fallen ill. The shaman sends the group to seek a rare herb, beast or stone from which he thinks he can create a cure.

COMPLICATIONS

All of these plot hooks are fairly linear, by adding some complications, the GM can enrich the experience. Here are some suggestions:

- Another group of hunters from the same tribe, or perhaps another, hunt the same prey (Story 1 or 2).
- The prey starts talking to the group's healer, saying he is an avatar his species and wants to be taken to the tribe to become its new totem (Story 1 or 2).
- A rival tribe wants to prevent characters from fulfilling their mission (Story 3 or 4).
- The tribe they visit decides that the characters would make a great sacrifice to gain an upper hand in the war they plan to make against their tribe (Story 4).
- The elder is cursed, not sick and the source of the hex is a shaman from a rival tribe or an apprentice shaman of their own tribe that has secretly become a full shaman. In the first case the shaman wants to harm the tribe as they have an attack planned soon. In the second case, the traitor wants him dead to put a son or brother in his place (Story 5).
- During the journey the characters discover something unexpected that has nothing to do with their mission: a new tribe, a sacred object, a secret passage to an unknown territory, etc (Any story).
- The shaman has had a dream in which characters were the bane of the tribe. He convinces the chief and now the characters have been secretly sent to their dooms (Any story).

APPENDIX B: FROM ONE WORLD TO ANOTHER

Another way to take advantage of this supplement is to transfer a group of characters from a "normal" Dungeonslayers campaign to the prehistoric world. The obvious way to do that is to create a "Lost World" where the PCs find a "Valley that Time Forgot", complete with savagely primitive men, terrifying dinosaurs and rare treasures (Not to mention the idea of capturing a living dinosaur for a wealthy emperor with a passion for exotic animals). Of course, the characters would be treated by the locals as "Ancestor Spirits", but will turn on the characters if their true plans are revealed.

Another approach is to transfer the PCs to a completely different world, either another plane of existence or period of time on their own world. The PCs are sent into prehistory by a curse, a magical trap or experiment gone wrong, or on a special mission (retrieve an extinct magic ingredient or capture a creature for an emperor's collection). In trading one world for another, the PCs may undergo some unexpected effects: Some of their spells and magic items might not work or may function differently as the magical energies of the primitive world are much more primal; maybe certain technologies (like firearms) won't function do to different laws of physics. Historians believe that the climate in prehistoric times was much more humid due to the proliferation of forests and jungles. This means that metal arms and armor must be cared for to prevent rusting. Neglecting this could cause a greater potential for fumbles, increasing it from 20 to 19-20 or more

In short, catapulting characters from "today" to a prehistoric age creates a series of new problems (What plants are edible? What diseases are there in this world?) that make adventure and more dangerous - hence - funnier!



APPENDIX C: PREHISTORIC DEMI-HUMANS

Until now we have assumed that all characters are human; but nothing prevents the presence of the classic fantasy races. In this case, however, each tribe will be composed of only one race, and will be difficult to find a rational reason for mixing two races (let alone three!) In the same tribe or group.

The best solution to this problem - other than force players to create characters of the same race - would be to have any non-human character "adopted" into the tribe as the only survivors of their original tribe, or create appropriate reasons (such as an exchange of hostages). At the least they are part of an alliance of tribes of different races that have grouped a team of "hunters" together to solve an emergency situation.

Generally, Stone Age elves prefer totem that are agile and fast (deer, eagles.) while dwarves favor robust and combative totems (boars, bulls). If you use other non-human races, choose the totems according to their nature (Orcs prefer combative totems, goblins and kobolds like stealthy, etc.) Try not to be too generic: the players will tire of meeting nine tribes called "Goblins of the Snake".

The presence of a non-human race could signal the border of a whole new nation and the PCs are exploring a new territory to settle and they discover a land home to only tribes of [elves/dwarves/orcs etc.]. Or, a new area is the scene of a long war between races, and simply not about "good" vs. "evil" - for example: it could be Dwarves and Goblins fighting each other to gain control of caverns under the mountains. If the characters decide to support one or the other faction, they could get rewards in the form of magical items, food or "strange" technology. Perhaps the dwarfs can give them metal weapons (in an era when metallurgy is unknown to all the other races!) or the elves can teach them the basics of agriculture.

Consider also the possibility that different races have access to classes normally "forbidden": elves, due to their closeness to nature, could have druids; while dwarves, who have a tendency to "sanctify" war, could have created a Sacred Order of Paladins.

