

## Mother of Origins - Primal 10.000 B.C.



### **Universe / Setting**

Stone Age - Neolithic period

## Mother of Origins - Primal 10.000 B.C.

### Lunteria - World Map

#### 1. Plot scope

#### 2. Game or world elements

Animism as a religion - no known gods

Shamanism and Herbalism

Upheavals in the Neolithic period

Dangerous environment

Climate

Hunting and Gathering

Specializations

Equipment

Community and children

Death

#### 3. Relevant Encounters

Someone from the village talks to you

Dangerous Predators

Unknown Encounters

Crystal Cave. location (for main plot)

Down the river. location (for main plot)

#### 4. Useful finding

Animal companion

Abandoned fireplace, (random) location

Protected place to sleep, some travel locations

Resource deposits, some possible locations around the village

#### 5. Pending questions

Needed help after the disaster

Replenish supplies

Find the chief's daughter "Hidden Sun". (main plot)

Meet Hidden Sun's half-brother "Shaking Earth". (main plot)

#### 6. Actors / NPCs

Fallen Tree

Windy Night

Rattling Death

Ashen Wing

Howling River

Whispering Glow

Hidden Sun (you will find her down the river)

Shaking Earth (you will find him at crystal cave)

#### 7. Locations

Bear Valley - Starting Location

(village of "Tearing Paw Pack" - Bear Clan)

River Valley

Blue Boneyard

Crystal Cave of glowing Eyes

Skyfire Heights

Lakewalkers of icy Fog

Echostone Keepers of Ashpeak

Dwellers of devouring Shadowgrove

#### 8. Your story begins here

#### 9. Tables and Tools

Classes and Roles

Human Abilities

Clans you might come from

Animal Companion (optional)

Animals you may encounter

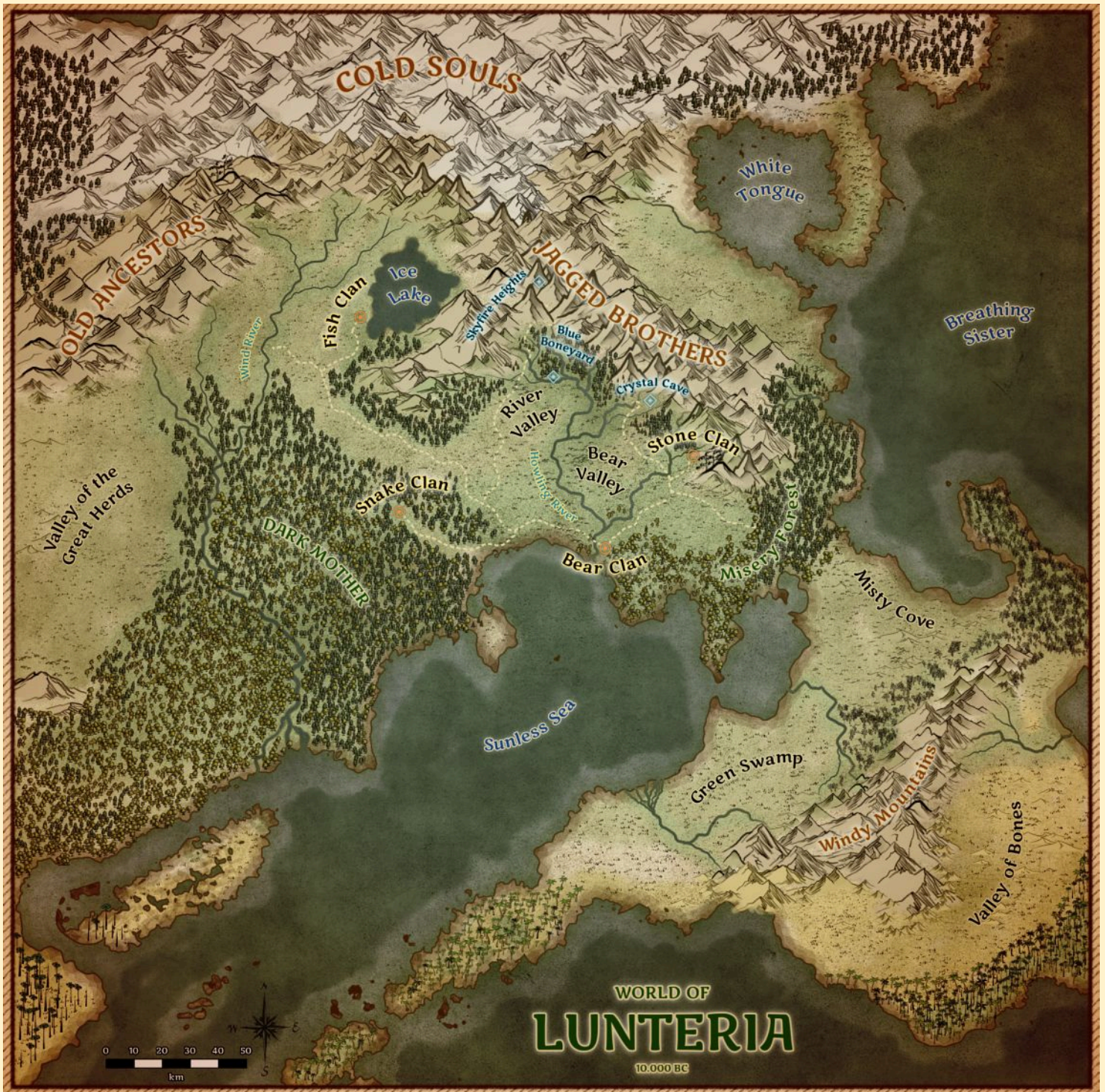
Animal Abilities

Items & Equipment

Rune System (optional low magic system)

# Lunteria - World Map

Fictional Europe 10.000 BC.



## 1. Plot scope

In the late Stone Age - Neolithic period, humanity is in a transitional phase, moving from hunter-gatherers to settled farmers. Various wandering family clans have begun to discover and develop agriculture and animal husbandry, using simple stone tools and wearing light clothing made of hide and pelts.



*“The spring thaw has always been a time of renewal, a promise of life to come. But this year, the thaw brought destruction. The mountain, once a benevolent guardian, had turned against us. Right after we had decided that the way forward is to stay in one place, to take care of our animals and our herbs.*

*The future of our clan hung by a thread. We, the survivors, must now decide our fate. Will we cling to the dream of a settled life, or will we return to the nomadic ways of our ancestors? I bet, our neighboring clans rejoice in the pleasure of thinking they were right, and we were wrong”*

Neighbor clan members have traveled from far away to visit the Bear Valley Village of the Bear Clan and celebrate the spring festival there in the evening around a large campfire with fermented mountain goat milk. At night, as the first thaw sets in, a landslide sweeps away half the village on the valley river. You Survive. Who are you? And what now?

*The clan leader is dead and his daughter has disappeared, perhaps still alive. She matters. His son has been away for days to find obsidian glass for new weapons and tools and must be informed. Unfortunately, the clan leader has not chosen either of them as his successor beforehand. His daughter will continue to pursue a settled lifestyle, but his son prefers nomadism.*

*The deceased clan leader saw a great advantage in a settled lifestyle. If food can be grown and animals bred, then the clan has access to food all year round, without dangerous hunting and no one has to go hungry. Children in particular would benefit from this, because the clan leader has unfortunately lost too many of them.*

## 2. Game or world elements

Animism as a religion - no known gods

Living beings, just like inanimate objects, have a soul. When we die, the soul passes into animals and objects, and is reborn as a human at some point. That is why nature is treated with respect, because a part of the ancestors lives in everyone and everything.



Shamanism and Herbalism

Mother Nature. The soul strengthens through herbs, mushrooms, rituals and sacrifices. That is what can be seen with naked eyes, and that is what matters.

## Upheavals in the Neolithic period

*“Moving is the right way, we adapt, we become ghosts, we are unpredictable, we are versatile, we are the **hunters**, not the hunted. Staying in one place is guaranteed death. Rising Animals? Planting foods from the same land? That is demons! And thus, the mountains themselves fell on them”* - This is a fight for who is right and who is wrong, and only nature will have the final word.

## Dangerous environment

There are many dangerous animals such as saber-toothed tigers, mammoths, giant deer, cave bears, woolly rhinoceros, terror birds, giant monitor lizards.

But also peaceful dodos, bison, soya sheep, aurochs, tarpan horses, mountain goats and giant sloths. There are many incurable diseases and even the smallest injury can become infected and fatal if there is no shaman nearby.



## Climate

The climate is temperate, like in Central Europe today. The average temperature is around 18° C (65° F) in summer and -5° C (-23° F) in winter. There are also hot days in summer with temperatures over 30° C (86° F) and frosty winter days with temperatures as low as -20° C (-4° F).

## Hunting and Gathering

The animals are hunted and treated with great respect. Often only sick and old animals are chosen as prey. In addition to meat, many berries and fruits are also collected. Both the meat and the berries mushrooms are preserved by drying and smoking. The long-lasting pemmican, which consists of dried meat, animal fat and sweet berries, is particularly popular with many clans.

## Specializations

Some people have specialized as hunters, fishermen, gatherers, farmers, toolmakers, tailors, shamans, barterers between clans, potters and hut builders. But there are also outcast loners, storytellers, thieves, murderers, and artists. See also roll-tables in the appendix.

## Equipment

Weapons, tools and clothing are simple but very effective

The people have simple tools and weapons made of wood and stone. But also slingshots, javelins and bows. They are very good at reading tracks and setting up many different traps. The clothing is simple and functional, consisting mainly of fur and plant parts, but they also like to wear jewelry in the form of feathers, shells and items of jewelry.

## Community and children

Some clans are led by a circle of elders, others by a single head of the family. But women who have given birth to many children are also seen as heads. Each clan has many other rituals and rules that are unique to it.



## Death

The dead bodies are completely stripped of their clothes in a ritual and placed in an open area. There the corpses are left completely exposed to nature. After a few weeks, it is checked whether anything is left. If there are any bones left, it is considered a bad omen: "Because nature did not want him back, he must have been a bad person during his lifetime." The bones are then burned far away.

## 3. Relevant Encounters

### Someone from the village talks to you

They have many worries and need help. You can then add their quests manually under "Pending Questions". (many Sidequests)

### Dangerous Predators

You will encounter dangerous animals while traveling and hiking. You can roll dice or use the oracle to determine which animals you will encounter, as described in Dangerous Environment. (See also Tables & Tools)

### Unknown Encounters

In nature you can meet wandering clans, hunters and gatherers. With some you can trade and exchange information. Others want to set a trap for you or rob you. Ask the oracle how the encounter goes and whether you will come away with new items or injuries.

### Crystal Cave, location (for main plot)

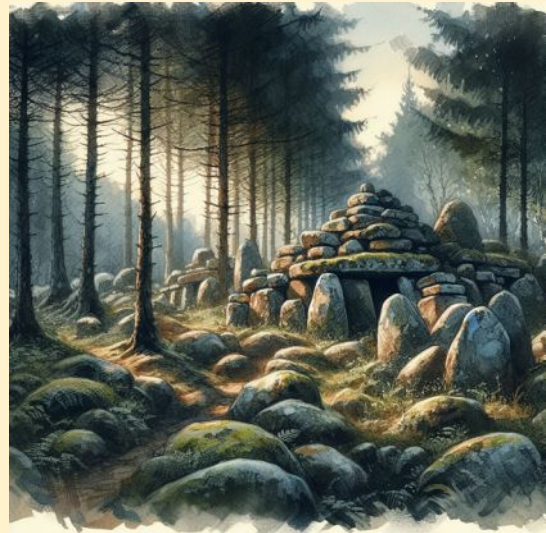
In the Crystal Cave you will find a strong and handsome hunter Shaking Earth. For more information talk to him and see his character sheet.

### Down the river, location (for main plot)

Down the river you will find Hidden Sun. For more information talk to her and see his character sheet.

### Difficult Weather

Use the oracle to find out what the weather is like right now. You can probably already think about the advantages and disadvantages.



## 4. Useful finding

### Animal companion

During the game you may discover a trap in which an animal is caught. Since you know it because you raised it as a small animal, you will rescue it and thereby gain an animal companion. Perhaps it is a wolf, saber-toothed tiger or a bird. Ask the oracle.

### Abandoned fireplace, (random) location

At the abandoned fireplace you will find a good new weapon and some rare arrowheads that will help you on your further adventure. During your journey through the wilderness you can find other interesting places or even natural wonders. Play around with the oracle a bit, you might find even more useful items or even companions.



### Protected place to sleep, some travel locations

After a long day, you need rest and a safe place to sleep. You find a small cave where you can rest. However, the cave may already be inhabited and you will have to build a shelter for the night. You can ask the oracle whether the cave is still inhabited and how good your temporary camp is. Hopefully, the night will be peaceful.

### Resource deposits, some possible locations around the village

Some villagers need different resources for reconstruction. The path to this is not always easy and could be dangerous. Let your imagination run wild and use the oracle. If you are lucky, you will find a beehive with lots of honey, berry bushes and mushrooms. Hopefully you can easily distinguish them from the poisonous ones.

## 5. Pending questions

### Needed help after the disaster

Most villagers need help (NPC-Quests), talk to the villagers and offer them your help.

### Replenish supplies

The meat and dried fruit supplies were destroyed in the disaster. Someone needs to hunt some animals and gather some fruit.

### Find the chief's daughter "Hidden Sun". (main plot)

After the mudslide, she was no longer found in the village. The river seems to have swept her away and she may still be alive. (You will find her down the river.)

### Meet Hidden Sun's half-brother "Shaking Earth", (main plot)

Who wants to take advantage of the disaster and drive the village back to nomadism. (You will find him in Crystal Cave.)

## 6. Actors / NPCs



### Fallen Tree

The old shaman suffers from narcolepsy. When she is very excited, she suddenly falls asleep and can fall over like a falling tree. Everyone in the village is amazed that she has lived so long despite her handicap. She is constantly trying to match young villagers so that the village has lots of children. NPC-Quest: She will ask you to take care of the dead villagers who died in the disaster. They must be brought to a small island in the river so that most of the dead are left to nature. Feats: Can cure almost all illnesses, almost never sleeps. She has experience with growing healing herbs and is now trying to

cultivate carbohydrate-rich plants like wild gras.

Weaks: Addicted to coca leaves, which she constantly chews.

### Windy Night

He was born on a windy night, during the season when the bison herd returns. Unfortunately, his mother died giving birth and the souls of two of your fathers are already with the animals. His third father was buried under the landslide, but he is alive and hopefully not badly injured.

NPC-Quest: He may need help and support to save his father.

Feats: Can read tracks well and interpret the behavior of animals very well. Remember every trap he has set and has a very good sense of orientation.

Weaks: Loner and has difficulty dealing with people. Is afraid of heights.



### Rattling Death

Her mother went into labor after being bitten by a poisonous snake, hence her name. Her mother survived, but lost a leg. Her survival and giving birth to a healthy child meant that she was highly sought after and could choose the best mates. As a result, Rattling Death has many siblings. Unfortunately, some of them were buried in the landslide last night, but her mother is fine. Two of her fathers have not yet returned from the last hunt, and the others are no longer alive and remain as souls in the neighboring forest.

NPC-Quest: She is looking for help to bury her siblings and may need support to find and inform her fathers.

Feats: Responsible, family-oriented, good scout, can quickly guess people's intentions. Very good with her bow.

Weaks: She is easily irritable, sometimes stubborn.



### Ashen Wing

The old hut builder of the village had a twin brother who he had lost in a hunting accident. On the same day he rescued a young raven. The raven is his faithful companion and he believes that his twin brother lives on in the raven. Many adult villagers could be his children, as he and his twin brother used to be one of the best hunters.

NPC-Quest: He urgently needs new building materials for the destroyed huts. Especially bamboo and reeds, which can be found along the river.

Feats: Not only can he build good huts, but he can also process the whole animal after slaughter.

Weaks: Can no longer hunt animals because he has become short-sighted in old age.



### Howling River

She comes from the Fish Clan called Lakewalkers of icy Fog and was adopted into this tribe for unknown reasons. She is the pretty woman in the village, but doesn't want to have children yet. She always tries to avoid the shaman Fallen Tree, because she is always trying to set her up with some man.

NPC-Quest: She needs assistance in controlling the animal traps she has set.

Feats: Intelligent and inquisitive. Knows all poisonous and healing herbs. She has developed a poison from poison dart frogs and smears it into her traps, which immediately

anesthetizes the animals.

Weaks: Spends a lot of time performing rituals after killing an animal to thank nature. Does not like loneliness and never leaves the village alone.

### Whispering Glow

He has the same mother as the deceased clan leader. Only a few of the group can communicate with him using simple hand signals. But the shaman Fallen Tree can interpret even the smallest of his movements and supports him in communicating. Since he lost his wife while diving, he has been very withdrawn.

NPC-Quest: Needs new large flints from the Stone Clan to make tools from. In return, he offers the Stone Clan his best arrowheads.

Feats: Can make all tools and the best arrowheads.

Weaks: Deaf after a diving accident.





### Hidden Sun (you will find her down the river)

She does not want to succeed her father as clan leader because she believes she does not have enough respect in the village. She has domesticated the first mountain goats and sees this as an opportunity for the future. Don't know yet that the clan leader is dead.

NPC-Quest 1: She is injured and has to be brought back to the village.

NPC-Quest 2: She wants to exclude her half-brother "Shaking Earth" from the clan, who only causes unrest in the community.

Feats: Very intelligent, Has a logical solution for every

problem.

Weaks: Was kidnapped and abused as a child, so is traumatized. Afraid of the healing herbs that might numb her. Cannot enter caves.

### Shaking Earth (you will find him at crystal cave)

Before he was born, his mother was kidnapped, but was freed again. The only one who has blue eyes, slightly prominent eyebrows and lighter skin than everyone else. That's why everyone in the village believes that he can't have a father from this village. Strangely, very attractive to many women. He is very good at convincing people. Doesn't know yet that the clan leader is dead, but will want to take advantage of it.

Feats: Intelligent and stubborn. The best hunter and group leader when hunting. Very physically fit and strong.

Weaks: Very vindictive and impatient. Sees disadvantaged people as a burden.



## 7. Locations

Enlarged map of local area.



### Bear Valley - Starting Location

(village of "Tearing Paw Pack" - Bear Clan)

Bear Valley is one of the first permanent settlements near a river. The village was flooded last night by a landslide after heavy rains and destroyed half of the village.

The huts are simply built and consist mainly of wooden beams, bamboo, reeds, as well as some mammoth tusks and furs. They usually consist of just one large room, with a campfire in the middle surrounded by large stones that give off heat for a long time in winter. Some villagers try their hand at animal husbandry and growing wild and ancient corn.



This is your start

location.

There is no monogamy or bonding rituals.

Women choose different partners, over several years, but rarely several at the same time. As a result, you never know exactly who the father is, so all men take care of the children of the woman they spent the night with.

All roles and duties are performed by both genders. A birth is the highest ritual.

Population: The clan

consists of around 30 people, of which around 10 are young people and children, and 5 are older people. Before the mudslide, the village was home to almost 60 people.

Leader: Still has to be determined after the disaster.

Goods: Dried Food, Pemmikan, good Weapons and Tools.

Problems: Talk to NPCs.

## River Valley

River Valley is a vast river landscape. Many small rivers and streams feed a large river that flows into the Sunless Sea. Many different species of animals live in the river landscape. The rivers contain many species of fish and herds of bison and mammoths roam the vast meadows. They are often accompanied by predators such as saber-toothed tigers and cave lions. But of course they are also hunted by humans.



## Blue Boneyard

A rare reed grows on the edge of the river bank. The long, slightly bluish leaves are very attractive to mammoths and are readily eaten by them. But the plant depends on the mammoth's dung, because this contains a mold that attacks this reed. Only when this mold is infected can the reed form seed cobs. After the seed cobs have ripened, these puff-like seeds are spread by the wind. When these fine seeds are inhaled, they cause hallucinations in many hoofed animals and mammals. If you inhale too many of them, your heart can stop. This is why many animals die when they want to drink from the river on a windy day. The dead animals provide important nutrients for many other insects and plants. Some shamans use these reed seeds for their rituals, but harvesting them can be deadly.



Local legend has it that in the darkest hours of the night, the shadows of ancient beasts float through the valley on the wind, watching over the dead ancestors. No one knows if these apparitions are real or a hallucination caused by the reed seeds themselves, giving the valley an aura of mystery and fear.



### *Crystal Cave of glowing Eyes*

The cave is very warm with a very high humidity. Humans cannot stay here for long. Glowing threads of *Arachnocampa* fireflies hang from the ceiling. In some corners of the cave there is cold solidified lava, it appears to be obsidian. The cave is inhabited by some blind insects and reptiles. In this magical yet slightly foreboding cave, time seems to stand still. The combination of warmth, light, and the intriguing presence of life creates an unforgettable experience for any brave enough to explore its depths, though caution is advised due to the cave's challenging conditions. It is a realm where nature's wonders come

together in a symphony of light and shadow, inviting the curious and the daring to uncover its secrets.

It is rumored that those who touch the glowing threads of the *Arachnocampa* fireflies will draw a curse upon themselves. The fireflies are said to guard the souls of lost travelers who wandered within the cave. Anyone who touches the threads might lose the ability to ever see the sunlight again, trapped in eternal darkness. In reality, the threads cause snow blindness if they come into contact with the eyes and should be washed out quickly to avoid permanent damage.

### *Skyfire Heights*

In the upper reaches of the mountains lies the Skyfire Chasm, where lightning frequently strikes even on clear days. According to the clan's lore, the chasm is touched by the "Breath of the Sky-Ancestors," the spirits of storms. They believe that anyone struck by lightning here, if they survive, returns with visions and powers that connect them to the mountain spirits. The chasm is seen as a place of trials and is only approached by the most courageous seekers of wisdom or strength.

It is rumored that rare metals, touched by lightning, can be found in the chasm, which the clan forges into sacred weapons and tools. These weapons are said to be unbreakable, embodying the fierce spirit of the mountains themselves.



## Lakewalkers of icy Fog (Fish Clan)

The Fish Clan lives in a small settlement on the shore of a large lake, surrounded by reeds and swampy terrain. The huts are simply built from tree trunks, reeds and moss and covered with fish skin, which makes them waterproof. A fire burns in the center of each hut, surrounded by stones that store heat during the day and slowly release it at night. Everyday life revolves around fishing, gathering aquatic plants and planting small gardens for wild onions and berries.

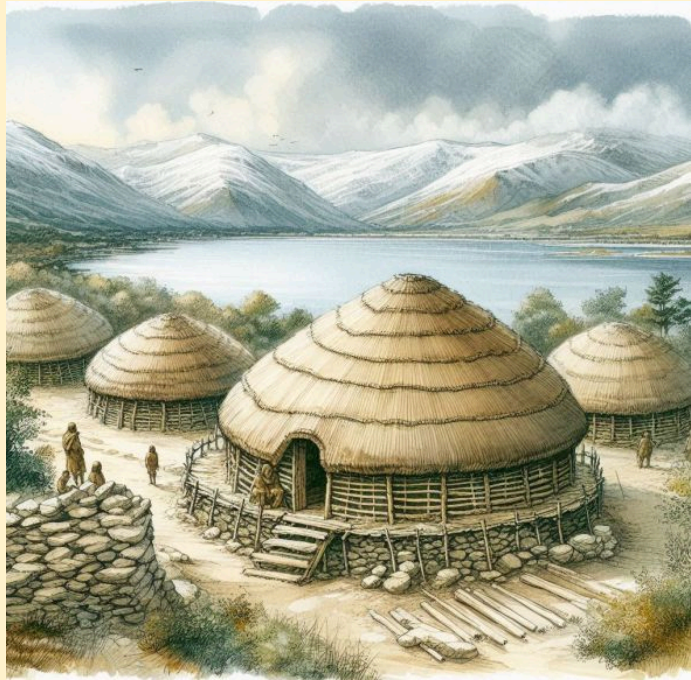
The lake is sacred to the clan - they believe it has an ancient power that provides food and protects them. The reeds around the water whisper in the wind and give the place a mystical atmosphere.

Population: The clan has around 25 members, including 8 children and 3 tribal elders.

Leader: An old shaman leads the clan.

Goods: Healing Herbs, dried Fish, good Pelts for winter.

Problems: Disease that is transmitted by mosquitoes, lack of food.



## Echostone Keepers of Ashpeak (Stone Clan)

The Stone Clan lives high in the mountains, where steep rock faces and stony slopes form their home. The huts are made of heavy stone slabs and clay that defy wind and weather. Flat roofs made of animal skins keep out the rain and are secured with heavy stones.

Everyday life is characterized by hunting and gathering. Some have started to grow small quantities of wild herbs and roots on terraces, which provide the clan with important nutrients. The mountains are sacred to the clan, they believe that the spirits of their ancestors live in the rocks and protect them. The echo in the

valleys is revered as a sign of these spirits.

Population: The clan consists of around 40 members, including 12 children and 8 tribal elders.

Leader: Currently the best hunter in the clan.

Goods: Good equipment made from animal hide, Roots, Dried beef, Mountain honey, Enmity with Snake Clan.

Problems: Cave bears, lack of fresh water.

## Dwellers of devouring

### Shadowgrove

#### (Snake Clan)

The Snake Clan lives deep in a dense forest, where towering trees and thick underbrush provide shelter and resources. Their huts are crafted from woven branches, mud, and layers of leaves, blending seamlessly into the forest. Roofs are thatched with ferns and moss, making the huts nearly invisible from above.

Daily life centers around foraging for nuts, mushrooms, and berries, hunting small animals, and gathering medicinal herbs. Members of the clan have developed extensive knowledge of the forest, identifying which plants and roots are safe to eat and which can be used for healing. The forest is

sacred and powerful, ancient spirits watch over their villages, no one could ever defeat them there, and they regularly perform rituals to pay respect to the forest and seek guidance.

Population: The clan has about 60 members, including 23 children and 7 tribal elders.

Leader: An older pregnant woman who has already given birth to many children, matriarchal.

Goods: Blowpipe and poisoned arrowheads, ritual mushrooms, carved wooden tools.

Problems: Threats from wild boars, forest fires in dry seasons, Enmity with Stone Clan.



## 8. Your story begins here

At night, you keep seeing an **Old whispering Soul** in your dreams. It appears to be an old mammoth who is animated by many of your ancestors. (this is your gamemaster)

“Listen to me, my child, we need you”:

After many rainy days, you heard a thunderous rumble last night. Half the village was destroyed by a mudslide. Several buildings were destroyed and some villagers are missing. You haven't slept much and are trying to get an overview. The villagers need your help - you should talk to some of them.





## 9. Tables and Tools

### Classes and Roles

custom roll-table, first roll 1D6 for class and 1d4 for role

CLASS	Hunter	Gatherer	Farmer	Craftsman	Merchant	Loner
Role	Spearman	Cook	Breeder	Hut builder	Musician	Shaman
	Archer	Herbalist	Crop Farmer	Weapon Maker	Storyteller	Outcast
	Scout	Trap Maker	Healer	Tailor	Artist	Survivor
	Guardian	Tool Maker	Fisherman	Furniture Maker	Prophet	Rogue

### Human Abilities

Actions	Knowledge	Social
Hunting Gathering Crafting Exploring Melee combat Ranged combat Hiding Athletics Steal Sneaking Tracking Evasion	Land animals Aquatic animals Plants Nature history Survival Medicine Defense Weather People Religion Geography/Terrain Languages Cultures Politics Cultivation Cooking/Preparation Music Weapons Tools Equipment	Lies Persuade Intimidate Reassure Negotiating Leading Perception

Clans you might come from  
custom roll-table, roll 1D10

Tearing Paw Pack
Echostone Keepers of Ashpeak
Dwellers of Devouring Shadowgrove
Wardens of Scorching Flame
Stormcaller Tribe of Ironwood
Shadowfang Circle
Nightstalker Sisterhood
Emberwatch Tribe of Firethorn
Gloomhowl Clan of Dreadwood
Bloodroot Tribe of Slatevale



Animal Companion (optional)  
custom roll-table, roll 1D10

Falcon
Crow
Wolf
Terror Bird
Lynx
Puma
Lama
Smilodon
Wild Horse
Mountain Goat



Animals you may encounter

Megalania (giant monitor lizard)	Giant sloth
Terror Bird	Saiga antelope
Wolf and Cave Wolf	Woolly rhinoceros
Cave bear	Brown hare
Smilodon (sabre-toothed tiger)	Soya sheep
Megaloceros (Giant deer)	Aurochs
Mastodon (Mammoth)	Wisent (European bison)
Glyptodont (Giant armadillo)	Tarpan horse
Haast's eagle	Mountain goat
Giant Auk (Giant Penguin)	Warty duck
Giant tortoise	Bankiva chicken
Dodo	Woolly pig

## Animal Abilities

Actions	Knowledge	Social
Bite Paw swipe Lacerate Tear Jump Sneak Weathering Dodge Fleeing Hunting (carni) Fishing (carni) Foraging (herbi) Jumping	Territory Lore of prey Herbalism Prey Art of hunting Art of escape Nature Cave building Hiding	Pack Herd Loner Herbivore Carnivore Omnivore Imposing Mark territory

## Items & Equipment

Range Weapons	Melee Weapons	Ammunition	Armor	Items
Slingshot Bolas Blowpipe Short bow Long bow Throwing axe Throwing spear	Wooden staff Bone staff Stone knife Bone knife Obsidian knife Wooden club Bone club Stone club Obsidian club Wooden spear Bone spear Stone spear Obsidian spear Bone axe Stone axe Obsidian axe Bone hammer Stone hammer	Wooden arrow Stone arrow Bone arrow Obsidian arrow Poison arrow	Moss armor Feather armor Pelt armor Bark plates Leather armor Giant armadillo plates Boots	Rope Tinder fungus Spark stone Snare trap Fish trap Healing Herbs Water bladder Pemmikan Dried meat Dried fruit Dried fish Mushrooms Nuts Roots Eggs Bags

Animal Resources	Jewelry	Currency
Fur/Pelt Bones Feathers Scales Tendons Flesh Organs Claws Teeth Tusks Ivory	Feathers Bones Pearls Ivory Shells Gemstones Headbands Rings Amulets Bracelets Belts	Amber (copper) Pearls (silver) Ivory (gold)  Tree resin Flint blades Obsidian blades



## Rune System (optional low magic system)

There is no writing in this age, but there are primitive drawings, symbols and runes.

People can speak to their deceased ancestors through a ritual, but only in certain places and at certain times, where the ancestors preferred to stay or have passed away. Some shamans, clan leaders and elders know these secret places. If you perform a sacrificial ritual in the right place at the right time, you can briefly speak to the ancestors in your dreams under the influence of the sap of a special type of liana and ask for help. They will carve some symbols on your equipment in the dream and after you wake up from the dream, these runes can be found on your equipment. This strengthens weapons and armor.



For example, you can aim much better with a rune bow. A rune-studded javelin can be thrown much further. A rune-studded bracelet protects you better against serious illnesses. Rune-studded armor is tougher and protects you better from heavy blows. With rune boots you can jump further and higher, etc.

*But the fact is, that the shamans secretly scribble runes on equipment while the person is in trance.*



Have fun!



World design and Setting created by Seal  
Artwork created with Bing - Image Creator  
Wordlmap created with Wonderdraft  
Bear Valley Village created with Dungeondraft  
Other software: GIMP

Thanks to JeansenVaars for creating PUM Companion  
and supporting in wording

version 1.4 - 30.10.2024

### Bonus

<b>Weather Event</b>	<b>Description</b>	<b>Advantages</b>	<b>Disadvantages</b>
1. Heavy Rain	Intense rain pours down for hours.	Refills water sources, soft ground makes tracking easier.	Firemaking is difficult, slippery terrain increases risk of landslides.
2. Thick Fog	A dense fog rolls in, significantly reducing visibility.	Makes it easier to hide from predators and enemies.	Navigation is difficult, hunting becomes riskier and slower.
3. Heat Wave	The sun blazes intensely, draining energy from all living things.	Drying waterholes attract animals, good hunting opportunities.	Risk of dehydration, physical exhaustion sets in faster.
4. Early Frost	Sudden cold snap with frost and freezing temperatures.	Keeps insects and small animals away, durable ice for storing food.	Plants and water sources freeze, firewood and food become scarcer.
5. Drought	No rain for weeks, vegetation withers, and water sources dry up.	Animals gather at the few remaining waterholes.	Hunting is harder, food and water are scarce, risk of heat exhaustion.
6. Heavy Snowfall	Heavy snow blankets the landscape, making movement difficult.	Snow muffles sounds, allowing for stealthy movements.	Cold saps stamina, food and water are harder to access.
7. Sandstorm	A fierce sandstorm sweeps across the land.	Sand can cover tracks and hide the players' location.	Visibility is very low, sand makes breathing and navigation difficult, high risk of injury.
8. Thunderstorm with Lightning	Thunder roars, lightning flashes, intense wind and rain.	Lightning can strike trees and create fire.	Risk of being struck, danger of forest fires, slippery terrain increases the risk of falls.
9. Strong Wind	A powerful wind blows steadily.	Can disperse smoke and cover scents that might reveal the players' location.	Fire is hard to control, hunting and building are hindered by the wind.
10. Hailstorm	Large hailstones suddenly fall from the sky.	Hailstones can be collected as drinking water.	Hail can cause injuries, finding shelter is crucial, crops and plants are destroyed.
11. Flooding	Rivers overflow, low-lying areas are submerged.	Fish and other animals are washed ashore and easier to catch.	Camping and hunting are difficult, high risk of injury from currents and debris.
12. Rainbow Weather	A sunny day follows a light rain, nature shines in vibrant colors.	Abundant food growth, animals are more active, ideal conditions for resting and gathering food.	No significant drawbacks; however, enemies and animals are equally comfortable and active.