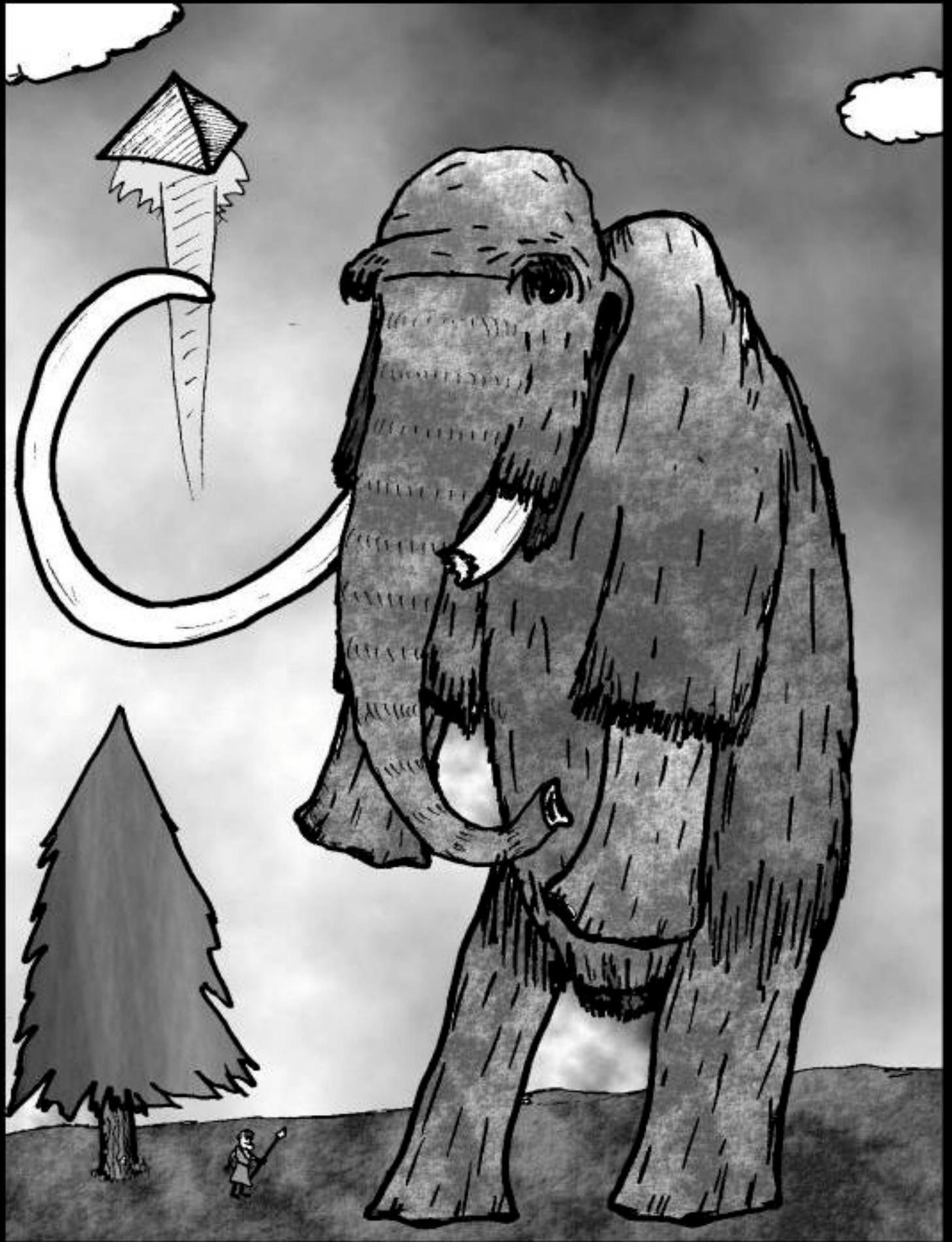


The Ballad of Old Tusky

a neolithic RPG scenario for 4 - 6 players





An RPG Scenario

by Matt Cowens

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Table of Contents:

GM'S OVERVIEW	3
CHARACTERS.....	3
SYSTEM	4
ROLEPLAYING NOTES	4
TIMELINE/SEQUENCE OF EVENTS.....	5
THE BALLAD OF OLD TUSKY	5
OPENING SCENE: BONFIRE	5
THE HUNT.....	6
OPTIONAL ENCOUNTER #1: WILD MONKEY ATTACK.....	7
OLD TUSKY'S TRAIL	7
REACHING THE SHIP	8
INTO THE SHIP	9
GUARD ROOM.....	9
GARGAVA'S LAB.....	10
OPTIONAL SCENE: PERSONAS AT WORK.....	11
THE CHALLENGES THE PERSONAS FACE.....	12
DEALING WITH TUSKY	13
THE BRIEFING	13
THE RESOURCES AT THE PLAYERS' DISPOSAL	14
THE CHAIN OF COMMAND	14
THE CARGO BAY	14
CARGO BAY CREW	15
SOLVING THE PROBLEM	16
A BRAINS COMPICATION.....	17
RESOLUTION	17
CHARACTER SHEETS:	18
RAGGARA, OF THE CLIFF-CAVE TRIBE	18
DURRRGHEN, OF THE CLIFF-CAVE TRIBE.....	19
GROGNOK, OF THE CLIFF-CAVE TRIBE.....	20
MOONGOK, OF THE CLIFF-CAVE TRIBE.....	21
BUGGORUG, OF THE CLIFF-CAVE TRIBE.....	22
NUMKA, OF THE CLIFF-CAVE TRIBE.....	23
APPENDIX A - QUIZ AND PICTONARY.....	24
APPENDIX B - PERSONA CHARACTER SHEETS	25



GM's Overview

This is a cavepeople meet astronauts game, set in a world which resembles Earth's prehistoric past. The Player Characters (PCs) are a group of cavepeople chasing a particularly large Mammoth, which only has one tusk. It is known as "Great Tusky", and has eluded the tribe for decades. In his younger, wilder days, Great Tusky trampled the chief of the tribe, killing him and his young bride. His brother swore revenge on Tusky, and the tribe has been hunting him ever since. To complicate matters, a spaceship has just crashed on the planet, due to atmospheric interference. The ship has crash landed on top of Great Tusky. Great Tusky has not died - the ship's A.I. (Ulysses) opened the cargo bay as the ship was landing, in order to save Tusky's life (the A.I. didn't know if he was intelligent or not). Tusky is currently rampaging through the interior of the ship - he is much too big and tough to be affected by the stun weapons the security guards carry. The PCs encounter the aliens (very similar to themselves, just more evolved) and are captured. They are given a temporary boost of brains by an Alien Scientist, and asked to deal with the problem of Old Tusky. Using a combination of Brains and Brawn, they must overcome Old Tusky and help the spacefolk. Unfortunately, their brain-power diminishes throughout the end of the scenario, until they are once again simple cavefolk.

Characters

There are 6 characters in the game. Each has a combination of numbers and adjectives to describe them. They are all members of the same tribe. The genders of the characters are not specified - indeed the characters themselves cannot always recognise each other's gender. Character sheets are included at the end of the scenario. In brief:

Raggara Brains: 25 Savagery: 160
Key Attributes: Tough, Loyal

Durrrghen Brains: 10 Savagery: 180
Key Attributes: Focused, Simple-minded

Grognok Brains: 30 Savagery: 115
Key Attributes: Clever, Judgemental

Moongok Brains: 25 Savagery: 130
Key Attributes: Dexterous, Brave

Buggorug Brains: 25 Savagery: 130
Key Attributes: Lazy, Lucky

Numka Brains: 35 Savagery: 90
Key Attributes: Brainy, Sneaky



The PCs have 2 tracks on their character sheets - Brains and Savagery. Each track is out of 200. They will each have 2 coloured beads to keep track of their scores. These scores will change during the course of the game.

System

This game uses a very simple dice + stat system. When you feel it is necessary to roll dice, simply choose which one of the two stats (Brains or savagery) is most applicable, have the player roll a d100 and add their stat. Higher is better. You may assign any given task a difficulty number, meaning that the player must get equal to or higher than that number to succeed, or you may simply apply a 'higher is better' approach, knowing that 300 is the absolute maximum possible. The stats have been chosen for what they represent about the characters, and as such should have a roleplaying value above and beyond any system use.

Combat: Any combat in which the PCs are involved should be assigned a difficulty number. This could be made up of the savagery of the opponent + 60, modified by circumstance or contributing factors, or it may be assigned by the GM. This represents how hard the combat will be to win. Each player should roll once against this difficulty number (Savagery for brute force, Brains for range weapons). If a PC beats the difficulty number, they are successful. If they beat the number by a lot (say, more than 20 or 30) they are *very* successful. If they fail, they have not done so well - the extent of their failure will be determined by how much they failed by. Once each player knows whether they kicked ass or were trounced, have the group describe the outcome of the combat - with an emphasis on detail, humour, and consequences. If one member of the group succeeds spectacularly, when everyone else fails, then perhaps that caveperson 'saved the day', rescuing victory from the jaws of defeat. Description of action, emotion and detail are to be encouraged.

Feel free to adapt the scenario to your preferred system, or to run entirely without dice. Difficulty numbers will be given in the scenario for the reference of those GMs (and players) who enjoy some dice rolling in their games.

Roleplaying Notes

As the PCs are playing cavepeople, it might be good to get them into the right mood before starting. Some suggestions for this might include: A chocolate bar prize for the player who can do the best ape impersonation before the game starts; props, such as inflatable clubs, fake-fur leotards,



and spears to shake around; a caveperson quiz to start the game (see appendix A); a high-energy GMing style, which encourages players to move and talk like cavepeople. This will make the later addition of brains to characters more dramatic.

Timeline/Sequence of Events

The events of the game take place over a few days. The timing need not be exact, but for ease of reference a suggested timeline is given below:

Day/Time	Event
Day One - Evening	Pre-hunt Dance
Day Two - Morning	Departure from camp
Day Two - Day	On the Trail
Day Two - Dusk	Monkey Attack / Pick up Tusky's Trail
Day Three - Morning	Reach Ship / Encounter Guard
Day Three - Noon	Search Ship / Get Brains
Day Three - Evening	Hunt Tusky / Lose Brains / Ship Departs

The Ballad of Old Tusky

Opening Scene: Bonfire

This scene takes place at the home of the tribe. Preparations are being made for the hunt, a ceremony to honour the hunters. During the festivities, a shooting star is seen - this is the alien ship crashlanding.

The game begins at night, with a fire. Flames are leaping and roaring from a bonfire, which is heaped up in a clearing outside a cave. The cave is at the base of a tall cliff. All around the clearing is thick, primeval jungle. Wood is cracking, and around the fire shapes are moving. You are seated together on a log - the log of honour. You hold spears and clubs in your powerful caveperson hands. The dancing shapes are members of your tribe, dancing the Great Hunt dance. The sound of their feet on the earth is rhythmic, mesmerising. The young chief, Mummajumm, approaches your group, wearing the feathered headgear and ceremonial sabre-tooth-tiger-skull of chieftainship.

"Ugh. Me am Mummajumm. Me am chief of tribe. You am hunters, best hunters of tribe. Winter come soon, great fire in sky go colder, world get cold. We am need lot of food. You am catch food, feed tribe. Catch Mammoth, we have all food we need. Morningtime, you go hunt. We dance for you!"



The chief then hoots like a gibbon and starts to dance wildly. The PCs each have a line they must deliver during this scene - a little backstory and flavour to share. These are included on their character sheets, and are reproduced here for your reference:

Raggara "It am great shame chief Mummajumm's brother be trampled to death last Winter"

Durrghen "Me am miss wife when go hunt. Me bring her back sumfing nice."

Grognok "Moongok, you am my favourite husband."

Moongok "Fire be pretty. Me want dance."

Buggorug "Me am think there is rat in me hair. Lucky sign for hunt."

Numka "Stars be looking down, be happy. One big star be very shiny"

The dancing builds to a crescendo, the bonfire roars on, and the stars twinkle down on the scene. Have the players make a Brains roll, difficulty 70 (roll d100, add brains, need to get 70 or more). Those who succeed will notice a shooting star, high up in the sky. It is the brightest and prettiest shooting star any of the tribe have ever seen. It takes about 2 minutes to cross the sky, before it dips below the line of the trees. In the last minute, it seems to be coming quite close to the tribe's cave, so everyone will see it. There is a faint, distant thud as the star reaches the earth.

"This is a great omen for your hunt!" Mummajumm shouts enthusiastically, drunk with the power of the dance. "You will find mammoth, kill swiftly, and we will bring mammoth home for winter!"

The PCs awaken at dawn the next day and set off on the hunt.

The Hunt

This section of the game is likely to be brief. In the morning the PCs set off into the jungle. They are carrying spears, clubs, gourds of water, and a few strips of jerky each. They know that they must trek into the jungle for at least a day to find large prey.

You set out early in the morning, armed with spears, clubs, a meagre portion of food each, and a sense of eager anticipation in the air. The jungle around you is thick, the leaves and trees huge. It is mid Autumn, and the temperature is mild. You can hear small creatures moving in the jungle, but you know that you must find bigger game if you are to feed the tribe for Winter.



If the players are restless, or an action scene would add spice to the game at this point, you might like to run Optional Encounter #1: Wild Monkey Attack

Optional Encounter #1: Wild Monkey Attack

Have the PC (or PCs) in the lead make a *Brains* roll, difficulty 80. Any PC who succeeds will see a small pile of bananas sitting on the ground ahead of them. The bananas appear to be freshly picked, and look juicy and delicious. There are about 10 bananas in total.

What the PCs will not see, unless they specifically look, is the troupe of 10 Wild Monkey Bandits hiding in the trees above them. The Wild Monkey Bandits are a group of sinister simians who lure other primates into the open, then pelt them with rocks and attack them with sticks. They then eat the bodies of their fallen foes. They are not particularly clever, being monkeys, so anyone who really looks for them will spot them.

The monkeys have: *Brains* - 10 *Savagery* - 90 *Combat Difficulty* - 150

The monkeys will attack the PCs, whether their cunning trap works or not. They hurl rocks from the trees, whooping and screeching excitedly, as soon as the PCs move close to the bananas. The monkeys will fight wildly, closing in for hand to hand fighting once their small supply of rocks is exhausted. The monkeys are not suicidal, and will beat a hasty retreat if it looks like they are going to be clobbered. Their goal is to beat 1-2 PCs unconscious, then run off with the bodies, back to their tree-top hideaway. If the PCs are unsuccessful (all PCs get less than 150 on a roll of *Savagery* + d100), there will be injuries, humiliations, and with severe failure the abduction of members of the group. This may lead to a rescue attempt, or to the introduction of emergency back-up characters.

Old Tusky's Trail

After a day's trek into the forest, the PCs pick up the trail of a large beast. It is a mammoth, moving slowly, destroying foliage on one side of its trail. They will recognise this as the track of Old Tusky! The players may make a *Brains* roll to see how successfully they track the mammoth, but as the trail is very clear, the result will only alter how long it takes, not whether they can follow the trail. If they do particularly badly in their *Brains* rolls, they may be running out of food by the time they reach the end of the trail.

The PCs will come across a large mound of mammoth dung as they follow the trail. The dung is fresh - only a few hours old. It is still warm in the



centre of the mound, and it tastes like Tusky has been eating a lot of laphtilla plants - a spiky bramble type plant that gives off a faint vanilla odour. The PCs are following Tusky from upwind, so need not fear their smell giving them away.

Reaching the Ship

As the PCs track Tusky through the jungle, they come across a strange mountain. It is the pyramidal spaceship, crash-landed in the jungle.

The mountain in front of you stretches up past the treetops, smooth, and shiny green in colour, and has many small caves opening into its sides. The caves openings are just a little taller than you are, but the caves don't go very far in - only an arm-length or so - before they stop flat. There are broken trees around the mountain, and a feeling like the forest has been disturbed somehow.

Tusky's tracks seem to lead directly to the mountain, then stop - he didn't even turn around. As the PCs are investigating, a bright light comes out of one of the nearby caves. A humanoid figure, wrapped in bizarre skins, emerges from the mountain and comes towards them. It speaks a weird, alien language, and points at them with a small stick. It is aggressive, and talks to itself. [It is security guard **Zarn Frame**, carrying a stun baton and a small stun pistol. He is trying to radio base to tell them that there are humanoids outside the ship, but the atmosphere of the planet carries strong electromagnetic currents, which are interfering with the signal (and keeping the ship from taking off).]

If the PCs choose to try to communicate with the man, he will lead them inside the ship, and take them to a holding cell. He will be unable to speak with them, but will attempt sign language.

If the PCs choose to fight the security guard, his stats are as follows:

Alien Guard Brains: 170 Savagery: 80

Combat Difficulty: 100

Key Attributes: Observant, focussed

Weapons: Buzz-baton (stun) Stun-gun

Zarn will only attack in self-defence, and his weapons are only capable of stunning the PCs.

Whether the guard is beaten into submission, or the PCs choose to follow him, they will notice that the small opening in the side of the mountain is now





deeper than before. Soft light spills out of the opening, and a gentle hum can be heard coming from inside.

The PCs should be strongly encouraged to enter the ship - whether they are encouraged in by a guard, lured in by curiosity, or bribed into entering by the wafting smell of incredibly delicious food. Once inside, the external door will slide shut, trapping the PCs inside.

Into the Ship

Entering through the opening, the PCs find themselves in a long, warmly lit white corridor. There is a hum, and a slight vibration from beneath their feet - the engines of the ship are in warm-down phase. The air has a peculiar smell, almost flowery. The temperature is very comfortable. The lack of dust, dirt and plants will be surprising to the PCs, as will the strange sharp angles of the 'cave' walls. Ahead, there are several recesses in the cave walls, at regular intervals. Each recess looks as though it would be big enough to hide in, if only it were deeper. [These are internal doors - the spaceship kind, which open automatically with a swishing sound if you place your hand over the activation panel].

The following sequence introduces the PCs to the ship, the inhabitants, and the machine which will boost their brain power. It is an expository scene, and thus could be narrated rather than played out, though some players will no doubt revel in the opportunity to play out the role of cave-people investigating a space ship.

Guard Room

The first room which the PCs enter is a guard room. Whether they are accompanied or not, they will find the following items. If the guard is with them, he will attempt to stop them from hurting themselves, but will not hamper most of their actions.

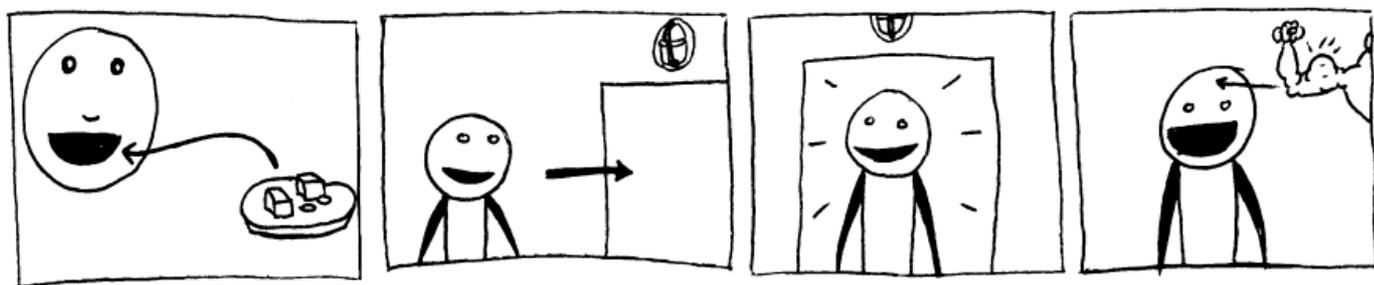
The room is oval in shape, with a number of comfortable looking shiny seats, desks, and cabinets. The furniture is space-age, ergonomic, and all slightly too small for cave-people. There are flashing lights on one of the desks - like tiny, controlled fires. A flat glass panel has flickering lights on it, lights which move too fast for cave-person eyes. The cabinets open fairly easily, being on a magnet fastening system. Inside, there are jumpsuits (mostly too small), plastic shields, buzz-batons (stun truncheons), and stun guns on racks. There are 8 of each kind of weapon, plus 3 jumpsuits. There is also a fire extinguisher and a megaphone. These items are all perplexing to the caveperson mind, but could cause a good deal of mischief.

The glass panel with flashing light (security monitor) will flash green, and a voice will start to emanate from the desk. If the PCs are with a guard, they will then be led to Gargava's lab. If they have assaulted a guard, they will be herded into Gargava's lab using the simple technique of opening the door into the next room, and lowering the temperature in the room the PCs occupy until it is too cold for them to remain. They will be moved along into Gargava's lab, either straight into the experimental chamber (if they are aggressive) or into the main lab if they are 'playing nice'.

Gargava's Lab

This room is filled with flashing lights, shiny machines, cabinets full of intricate devices and unusual implements, individually lit with little neon spotlights. It is very SF, with a clean, efficient feel. At one end of the room there is a smallish chamber, with large observation windows opening into it. It is this chamber which contains the brain-ifying device which will allow the PCs to learn the space people's language, and to expand their minds.

The lead Research Scientist on the ship, Gargava, has created a machine which can train people in languages and knowledges at an incredible rate. The civilian application it is currently programmed for is training actors to have 20th Century language and knowledge skills. There are obvious military applications, but Gargava isn't thinking about that right now. He has not yet obtained permission to test the machine on a human subject. He will attempt to communicate with the PCs using a datapad and his pictorial skills, and food. He wants them to become his first experimental subjects.



Gargava's Communication Attempt

He will entice them into the chamber (or herd them in using his security team and electronic buzz-batons). He will then activate the device.



The lights dim, and you feel the air around you start to hum and crackle. Your hair starts to stand on end, and you feel yourselves becoming lighter. You start to hear a distant whining noise, which grows louder and louder. Light flashes in front of your eyes, faster and faster, a series of images flashing on your retinas. Suddenly there is a flash of swirling colour, and you feel a warm, cotton-candy sensation in your head. A little like the time you all ate those special cacti and spent a weekend making animal noises. Except now, you feel like your brain is working better than it ever has before...

The PCs will gain 1d20 + 150 brains. They also have a twentieth century level understanding of technology and culture (a layperson's understanding, not a scientist's). With their newfound intelligence, they will be given the task of capturing Old Tusky, and saving the ever-so-refined and not-so-brutish crew of the ship.

Optional Scene: Personas at Work

If you wish to run a longer game, with a somewhat surreal middle section, the following is a series of challenges for the players to overcome. The catch is that they are no longer playing cavemen - they are each playing a character from 20th Century media. Each player should receive a new character sheet (Appendix B), and looks, acts and thinks as this new character.

This is actually a test by Gargava to see how much more intelligent the PCs have become. They have been programmed with knowledge and brainpower - they have also been programmed with the characters the actors for whom the device is currently set would have played. They are in the ship's holodeck, being tested by Gargava. None of the dangers they face are real, and they still actually look like cavepeople, but the illusion (tactile as well as visual/oral/olfactory) is that they are now famous people:

- ❖ Humphrey Bogart as a hard boiled detective
- ❖ William Shatner as Captain James T. Kirk
- ❖ Ozzy Osbourne as himself
- ❖ Harrison Ford as Indiana Jones
- ❖ Sarah Michelle Gellar as Buffy the Vampire Slayer
- ❖ Harrison Ford as Indiana Jones
- ❖ Carrie Fisher as Princess Leia Organa
- ❖ Lucy Lawless as Xena, Warrior Princess



The Challenges the Personas Face

The following scenes should be fun, and should allow the characters to show off some of their talents and personality traits:

1) **A Bridge Too Far:** The PCs first awaken in a stone chamber, like a cave. Ahead of them is a chasm, about eight feet wide. There is a rickety rope bridge, below which lava boils some 200 feet down. The bridge will snap as the first PC crosses, forcing the rest of the PCs to jump/swing/fly across. There are stalactites from which the PCs could swing, boulders they could use as counterbalances, and concealed in a secret panel in the wall behind them a lever which activates a hidden mechanical bridge. Ingenious solutions should be rewarded with bonuses - the base difficulty to get across is 80 on a d100. At the other side of the chamber is a cave entry, leading into a short stone corridor. At the end of this is a steel door. It is not locked.

2) **Tell Me of This Earth Feeling, Love:** The chamber beyond is sumptuously decorated with silks draped from the ceiling, lamps burning aromatic oils, and soft sitar music playing. The room has the feel of an Arabian pleasure palace. As the PCs enter, a beautiful green woman in a revealing outfit emerges from behind a silk curtain. There is an audible sighing of many female voices as she walks forward. "Welcome, travellers. Please, make yourselves comfortable," she says, gesturing to some comfortable looking pillows on the floor. She offers the PCs drinks, and then asks them to explain Earth's emotions. Her race does not know about feelings, especially love. Once she is satisfied with their answers (the most satisfying response being smoochies from Captain Kirk), she asks them to continue on, and wishes them luck. She does not know what lies ahead, but she knows they must go on.

3) **Open The Box:** The PCs enter a dark chamber. There are chains hanging from the roof, and a mist covers the floor. On six pedestals in front of them sit 6 puzzle boxes. The boxes are intricate, delicate clockwork creations (the boxes from Hellraiser). As the PCs examine the room, a blue humanoid with dozens of nails driven into his head, dressed in black leather, floats out of one wall and hovers in front of them. "Open the boxes," he whispers. He reaches up and points at each of the PCs. "Whoever opens the box first shall receive the ultimate pleasure as a reward." Whatever action the PCs take (violence, solving the puzzles, refusing to cooperate), they will be ejected from this room by the floor tilting, and sliding them toward an opening like a sinister, mechanical mouth. This will disgorge them onto an urban street, late 20th Century.



Well, it is a pleasure to be able to talk with you now, yah? Ve are havink a little problem here vis the big voolly fellow from your planet. He is in ze hold, and he is making a terrible mess. Ulysses tells me zat ze ship cannot take off vis him inside, and ve cannot get him out. You see, ze landing gear did not deploy, and ze cargo bay door opens in ze floor! Ve are havink a terrible time. Can you, viz your local knowledges, help us? Ve have sealed ze cargo bay, but ve don't know what to do next.

The Resources at the Players' Disposal

The players will have several options, and a range of resources to draw on. They may wish to employ a lethal solution, a non-lethal solution, or a ridiculously dangerous solution with unknown results. As a rule of thumb, the more amusing the better, and nothing should succeed easily.

The Chain of Command

The Captain of the ship is **Kamina Fairweather**, a tall slender man with long blonde hair, round spectacles, and a very calm manner. Kamina is largely emotionless, his computer-assisted education having robbed him of the ability to feel deeply. His primary concern is for his ship. He defers to **Ulysses**, the ships AI, in most matters.

Ulysses ranks below the Captain, but above the rest of the crew. This means that Ulysses is able to overrule decisions and ignore orders from anyone but the Captain (unless emergency procedures are followed, and his CoC chip is removed). Ulysses has a smooth voice, and is very concerned about preserving life in all its forms. Ulysses can monitor 95% of the ship's interior using camera surveillance, and has heat and motion sensors covering most of the ship also. Atmospheric conditions mean **Ulysses** cannot see anything outside the ship.

The Science Team rank alongside the **Regular Crew**, these two groups forming the remainder of the ship's crew. The Science Team defer to the RC in matters of ship maintenance, whilst the RC defer to the ST in matters of experimental procedure. The Security Team are a subset of the RC.

The Cargo Bay

Cargo Bay Contents:

- 1 Rampaging Mammoth
- 2 Aliens style cargo-loaders
- Cargo-webbing to tie stuff down
- Hooks in the floor and ceiling
- Crates of food cubes
- An Employee lounge with TV, foosball table etc.



- Many smaller storage rooms coming off the main room
- 3 scout ships and 5 speeder bikes (the main cargo bay door is blocked, so these cannot be used outside the ship, but can be used in crazy schemes within the ship).

A biomagnetic crane system, which can be used to lift all sorts of matter and carry it to other locations within the cargo bay (In appearance, a portable control unit, and a 2 metre square panel in the ceiling that whizzes around above whatever it's supposed to be lifting).

Safety systems within the crane, speeder bikes and cargo-loaders tend to render them ineffective – the crane will not lift/move anything that is moving, the cargo-loaders have impact sensors, and so on. These safety measures can be over-ridden with the help of a mechanic, and a Brains roll of over 200.

Cargo Bay Crew

Chief Engineer – Ullalan Crom.

A slender, dark haired man who looks to be about 25. His hands are impeccably clean, and his manner is gentle but efficient. He is an excellent technician and engineer, and has a very logical mind. He (and his team) have the following useful information for the PCs:

In order to get the ship off the ground, that monster has to be positioned directly on top of the (open) cargo bay doors, so that the ship can take off leaving him standing on the ground. The doors are currently open, as you'll see from the vegetation sticking up from underneath the ship. Getting that thing to stand still long enough for the engines to fire and get the ship off the ground is going to be tricky. Because of the atmospheric conditions, we have to break orbit within a 60 second thrust window. We've only got enough juice to try this once. If it doesn't work, we'll be staying here and mining for fuel. So make sure when you give us the go signal, that you mean it.

Technician – Savran Milookie.

A fair haired woman, middle aged. She has a bit of a temper, and does not like disruptions to her routine. She is one of the more forceful and stropy members of the crew. She is very loyal to the ship and to Crom, but tends not to show this in her expressions, manner and speech.

Second Technician – Dave 'Iron-Man' Rimmair.

Dave is the laziest member of the crew. He is also one of the least competent members of his entire race. His primary duty is to keep the food service machines in the employee lounge operating. He doesn't do this particularly well. He is, however, a very ambitious man. He wants to be Captain of the ship, though he doesn't want to do any work to get there. He will view the mammoth and the cavepeople as an opportunity to prove his worth to the ship. He will try to do this by tricking the cavepeople into giving him credit for their hard work. He will, of course, be overcome by apathy at times, but the promise of glory at the expense of someone else's hard work will be enough to keep him at least following the cavepeople around.

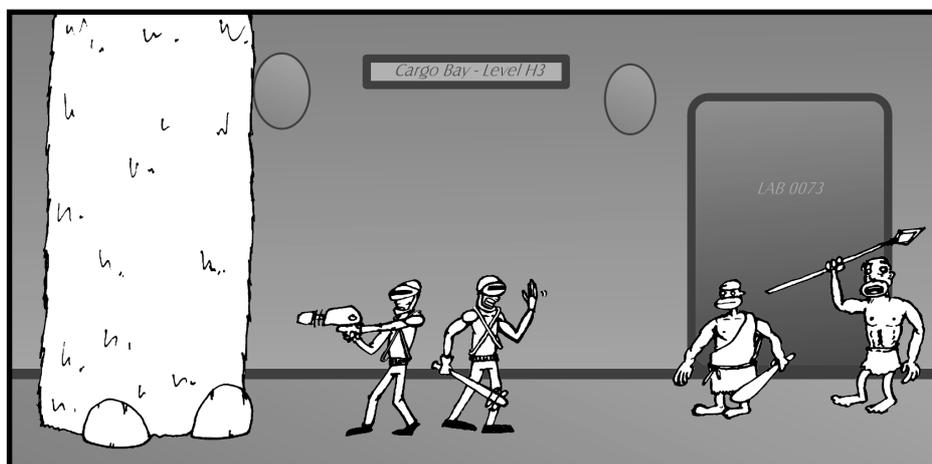
Solving the Problem

In order to fix things, the PCs are going to have to use all the resources at their command. Tusky is in the cargo bay (hold), rampaging about in an unhappy fashion. He has been prodded and zapped by the alien security team, and while he has suffered no damage, it hasn't put him in a good mood.

Whatever plan the PCs come up with, they are going to have to defeat Tusky in a battle of savagery and brains. To represent the epic nature of this showdown, you could use the character's scores in one of two ways:

1. Huge group totals: each player chooses whether to roll savagery or brains (depending on what they're doing in the plan), and the group adds up all the scores to get 2 group totals, 1 each for savagery and brains.
2. Individual components of the plan rolled for by each player, so parts can go well, while other parts go badly.

If you're going for group totals, suggested targets would be Savagery: 450, Brains 300. For individual actions, targets around 180 - 220 might be good. Of course, if the plan is particularly clever or funny, you might want to award bonuses or lower the difficulty.





A Brains Compication

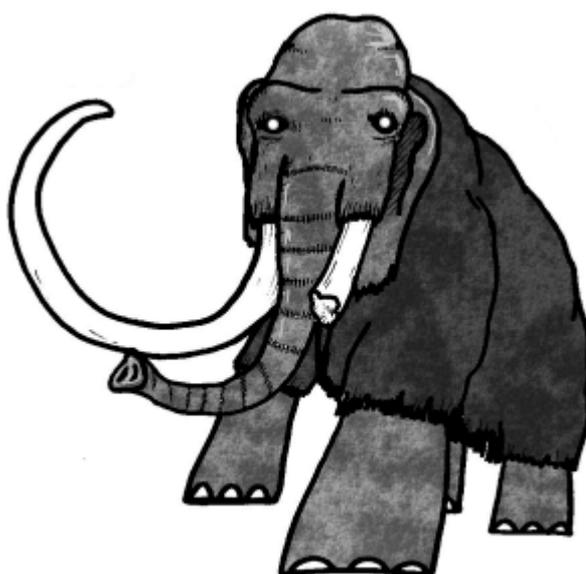
Sadly, during the last of the planning stage / start of the implementation of the plan, the procedure starts to wear off. Each player should roll a d100, indicating the amount of brains lost by the player to their left. Characters do not sink below their original brains score. This will make the final showdown a little trickier.

Resolution

Once the players have described their desired outcome, and have rolled to see how they performed, have them narrate the outcome. You will need to jump in adding details about the launching of the ship, Tusky's reaction and so on.

If the PCs are successful, and manage to incapacitate Tusky on top of the cargo bay doors, you might like to use the following cinematic ending:

You rejoice, triumphant, having downed the beast. The ship rumbles into life, beginning to lift from the ground. Our view changes, and we are now watching from a vast distance, across the treetops. A huge brightly coloured bird turns its head toward an area of broken trees. A plume of smoke rises from the trees, then a pyramid rumbles and floats up out of the forest. The pyramid pauses a few feet above the tops of the trees, and six small shapes tumble out, falling below the treeline. The pyramid then shoots straight up at an incredible rate, disappearing into the sky. Our view switches back to our intrepid heroes, and we see them standing atop the body of Old Tusky. Something about their posture, their scratching, and their bewildered expressions tells us that the cavefolk have returned to their previously simple state. A quiet descends over the forest, as life returns, more or less to normal.



Raggara, of the cliff-cave tribe

You are Raggara, hunter and warrior of the cliff-cave tribe. You are young, and strong, and do not fear the beasts of the forest. Your tribe is strong, and the gods favour you. You have never gone too hungry in Winter, because your tribe's hunters are highly skilled. You are married, though you have no children. You have forgotten your wife's name, and are not sure which one she is. She is a hunter also, and is very strong. You think you would remember who she was if you could wrestle with her again. You aren't even sure which of the other hunters are male or female - you all look pretty similar: Hairy, big, violent, and dirty.

Opening Scene Line: "It am great shame chief Mummajumm's brother be trampled to death last Winter"

Common Quotes: "Raggara smash!"

"It be mammoth for us tonight, boys!"

"Me am love wife, even if wife am no here."

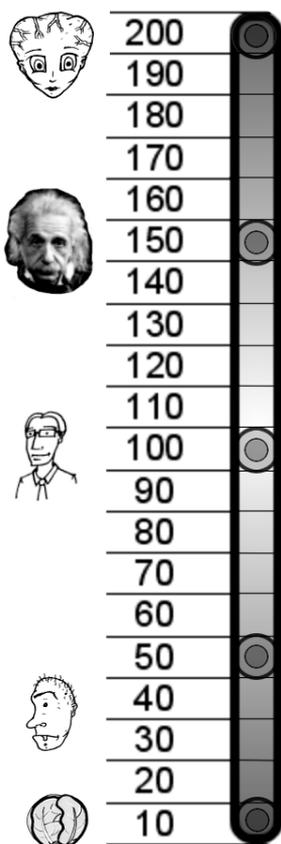
Key Attributes: Tough, Loyal

Equipment: Spear, Jerky, Gourd of water.

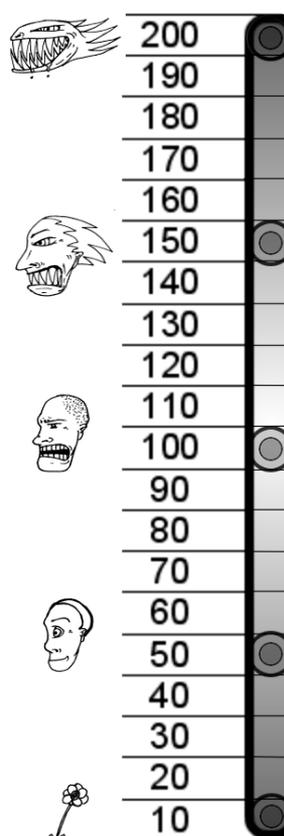
Starting Stats: Brains: 25

Savagery: 160

Brains



Savagery





Grognok, of the cliff-cave tribe

You are Grognok, hunter and warrior of the cliff-cave tribe. You are smaller than most hunters, and much smarter. You know that other people will usually do the dangerous stuff if you ask, and that you can win glory by having tough people around you, doing most of the work. Your tribe is strong, and the gods favour you. You have never gone too hungry in Winter, because your tribe's hunters are highly skilled. You never found a mate, which is a little sad, because you know your children would be smart like you. You think some of the other hunters are women, but it's hard to be sure.

Opening Scene Line: "Moongok, you am my favourite husband." (a wind-up: you know that Moongok is too stupid to remember who his wife is)

Common Quotes: "Me will keep lookout for bad fins."

"Me take half, then you take half, then me take half... Fair's fair."

"Me am hurt me foot! You kill tiger, me will help stop escape."

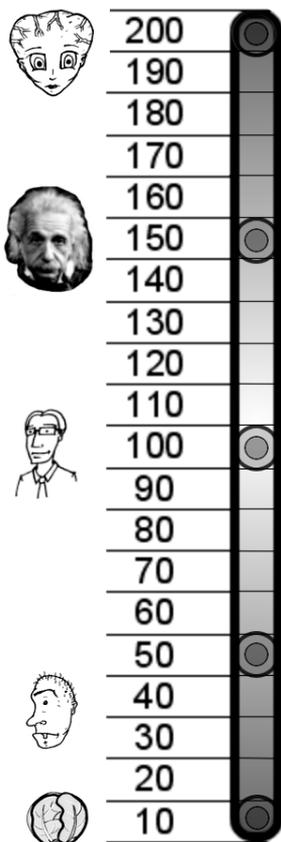
Key Attributes: Clever, Judgemental

Equipment: Spear, Jerky, Gourd of water.

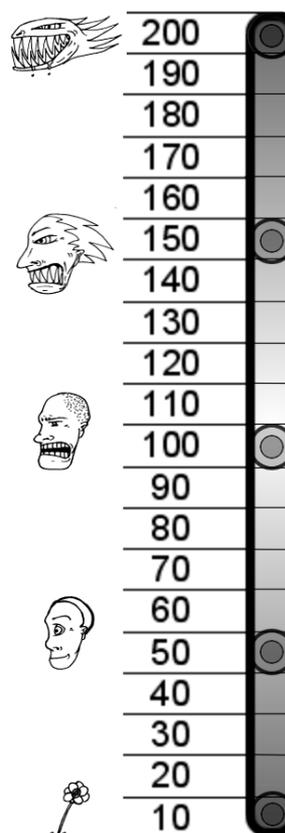
Starting Stats: Brains: 30

Savagery: 115

Brains



Savagery





Moongok, of the cliff-cave tribe

You are Moongock, hunter and warrior of the cliff-cave tribe. You are young, and fast, and do not fear the beasts of the forest. Your tribe is strong, and the gods favour you. You have never gone too hungry in Winter, because your tribe's hunters are highly skilled. You were married, though you had no children. You're not sure what happened to your wife - sometimes you think she died, sometimes you think she ran off with an elk, sometimes you think she's still around. It is very confusing. Actually, many things are confusing, especially since you started eating the special mushrooms. You aren't even sure which of the other hunters are male or female - you all look pretty similar: Hairy, big, violent, and dirty. Still, your reflexes are sharp, and you are ready for a good hunt, though you are a little on edge.

Opening Scene Line: "Fire be pretty. Me want to dance."

Common Quotes: "Did you see that? Pretty..."

"First hunter to find mammoth be the winner!"

"Me am sore head now, need sleep."

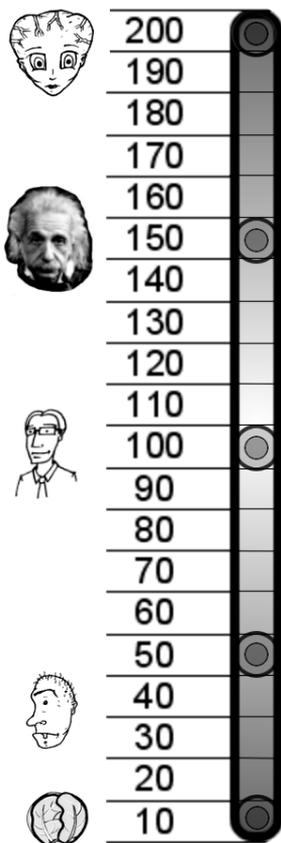
Key Attributes: Dexterous, Brave

Equipment: Rock, Jerky, Gourd of water.

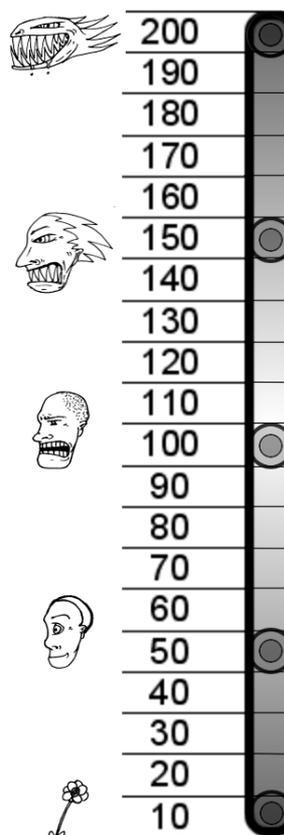
Starting Stats: Brains: 25

Savagery: 130

Brains



Savagery





Buggorug, of the cliff-cave tribe

You are Buggorug, hunter and warrior of the cliff-cave tribe. You are a single, young, attractive woman with a fine lustrous beard. You don't much care for hard work, so you have learned to get other people to do work for you. You have never gone too hungry in Winter, because your tribe's hunters are highly skilled. You are a lucky woman - things tend to just fall into your lap. You aren't really looking for a husband, so you don't often tell people that you are female. You aren't sure which of the other hunters are male or female - you all look pretty similar: Hairy, big, violent, and dirty. You think Grognok might be a woman, though it is very hard to tell. You're not a *bad* hunter, you just prefer not to do all that running around and fighting.

Opening Scene Line: "Me am think there is rat in me hair. Lucky sign for hunt!"

Common Quotes: "You kill bear - me am sleepy."

"This bear you kill have many fish in cave."

"Me am think you very handsome. Like tiger."

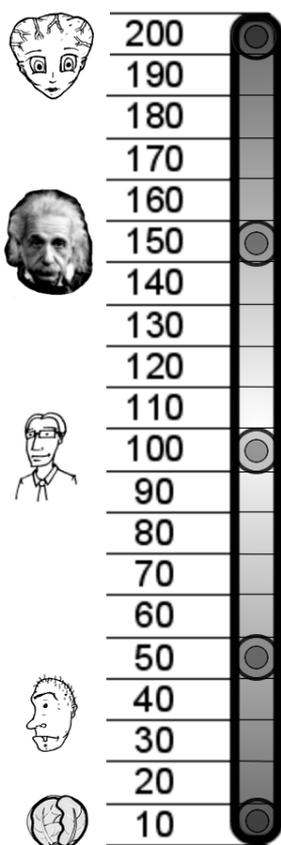
Key Attributes: Lazy, Lucky

Equipment: Spear, Jerky, Gourd of water.

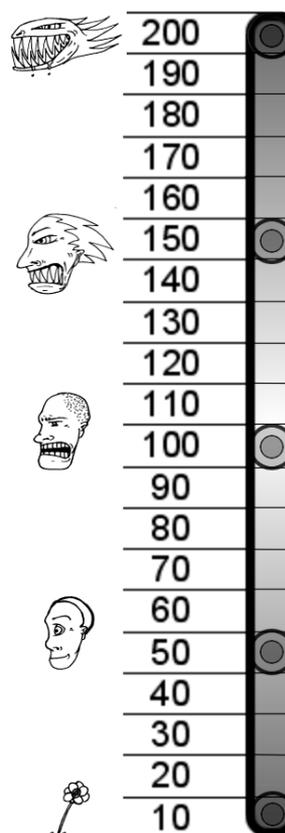
Starting Stats: Brains: 25

Savagery: 130

Brains



Savagery





Numka, of the cliff-cave tribe

You are Numka, hunter and warrior of the cliff-cave tribe. You are strong young woman, and do not fear the beasts of the forest. Your tribe is strong, and the gods favour you. You have never gone too hungry in Winter, because your tribe's hunters are highly skilled. You are married, though you have no children. Your idiot husband Raggara has forgotten your name, and is not sure which one you are. You kind of like it this way - you don't have to have a nagging husband worrying about you all the time. If he gets really upset, you may as well tell him that you're his wife - he'll forget again in a couple of days.

Opening Scene Line: "Stars be looking down, be happy. One star be very shiny!"

Common Quotes: "If we am dig hole and put spikes in bottom - no, bottom of hole Durrghen, then maybe we catch elk."

"Mammoth be smelling our scent - we come from down-wind."

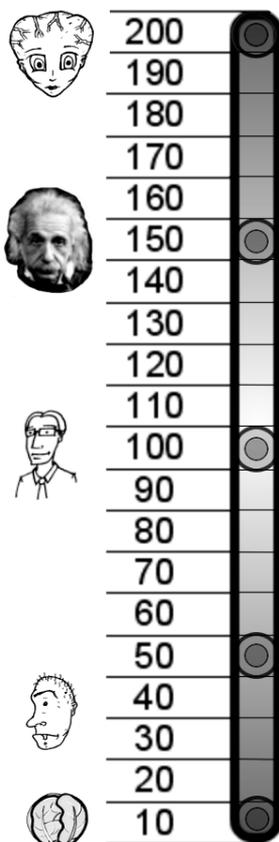
"No Raggara, me am not know who your wife is *snicker*"

Key Attributes: Brainy, Sneaky

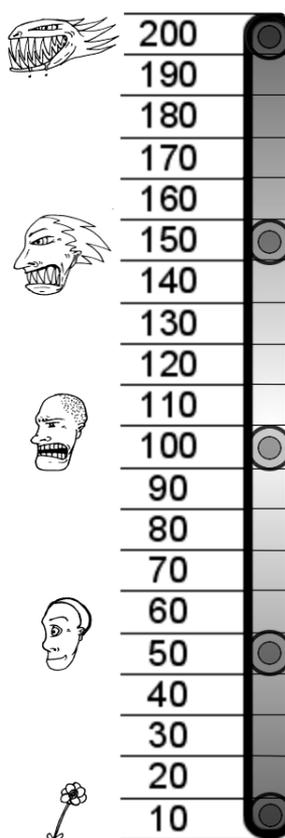
Equipment: Spear, Jerky, Gourd of water, lump of charcoal.

Starting Stats: Brains: 35 Savagery: 90

Brains



Savagery



Appendix A - Quiz and Pictionary

Caveman Quiz

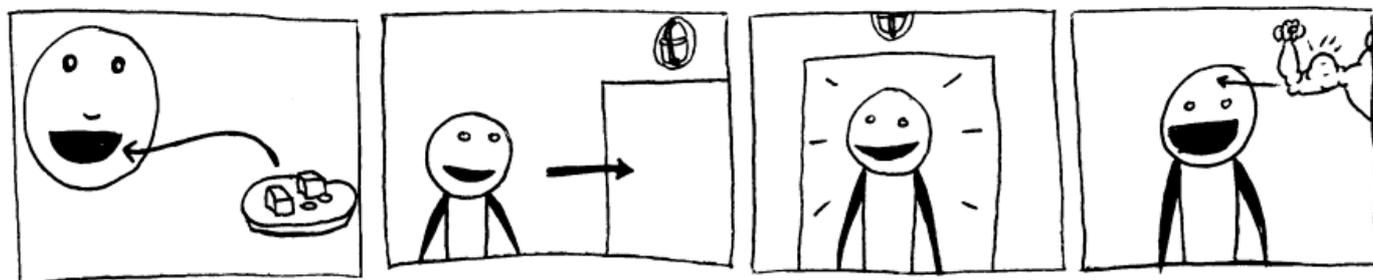
1. You see a sabre-toothed tiger coming towards you through the jungle. Do you...?
 - a) Shout and wave your spear till it runs away.
 - b) Call on the great tribe spirit to help you fight it hand to tooth.
 - c) Roll around in mammoth excrement to hide your smell and hope it doesn't eat you.
 - d) Leap onto the tiger's back and teach it to be your personal mount.

2. The chief of the tribe says he wants to talk to you in the morning. Do you...?
 - a) Drink lots of fermented mango juice, and pass out. It can't be good.
 - b) Try to find your wife to tell her that you're getting a promotion.
 - c) Roll around in mammoth excrement to hide your smell and hope the chief forgets about you.
 - d) Paint yourself in war paint and do the spirit summoning dance in preparation.

3. A caveperson called Hungoola claims their children belong to you. Do you...?
 - a) Ask Hungoola if they are a man or a woman, then decide if it's biologically possible.
 - b) Kill an elk and give it to Hungoola as an apology gift.
 - c) Roll around in mammoth excrement to hide your smell and hope Hungoola doesn't recognise you.
 - d) Immediately begin training the children to be warriors so that you can retire sooner.

4. You see a smoky shape over the trees at dawn. Do you...?
 - a) Run and tell the shaman about the important omen.
 - b) Start screaming and bury yourself just to be safe.
 - c) Roll around in mammoth excrement to hide your smell and hope it doesn't eat you.
 - d) Run to see if you can kill/shag/eat it.

Gargavva's Pictionary (reproduced for your convenience)



Gargavva's Communication Attempt

Puzzles:

somrightething

a home.home

cover

bridge

cop

w^At_Er

- ❖ Each child in a family has at least 4 brothers and 4 sisters. What is the smallest number of children the family might have?

- ❖ If Tim is currently twice as old as Susan, and in 6 years time Susan will be 6 years younger than Tim is now, what will be the sum of Susan and Tim's ages in twelve years from now?

Appendix B - Persona Character Sheets



Personality Traits:

You are very **brave, charming and commanding**. You want to **explore, protect** your companions, and **make out with the pretty ladies**.

Gear: You have a communicator which you use to talk to your ship.



Personality Traits:

You are very **gleeful, taunting, and kids-movie-evil**. You want to **avoid getting wet, victimise little girls and their dogs, and talk about nice shoes**.

Gear: You have a broomstick (used to be a flying broomstick, but seems to be broken) and a pointed hat.



Personality Traits:

You are **sassy, sarcastic and kick-ass**. You want to **make jokes, protect** your companions, and **make out with hunky vampires then angst about it**.

Gear: You have a sharp wooden stake.



Personality Traits:

You are very **brave, charming and rascally**. You want to **explore, steal valuable treasures, and make out with the pretty ladies**.

Gear: You have a dusty leather jacket and a whip.

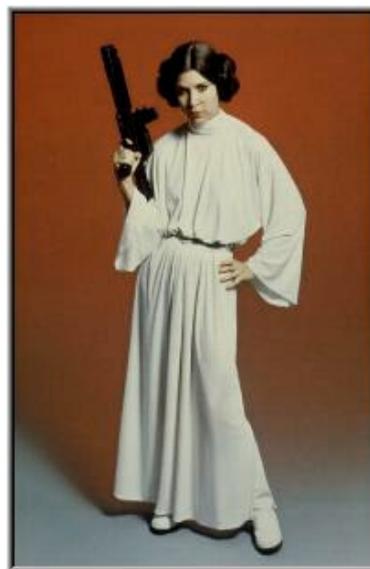


Personality Traits:

You are very **tough, just, and intimidating**. You want to **impress people, protect** your companions, and **save the helpless in epic showdowns where lots of people die**.

Gear:

You have 2 revolvers.



Personality Traits:

You are very **brave, authoritative and sarcastic**. You want to **find the rebel alliance, protect** your people, and **show the galaxy what a sassy lady can do**.

Gear: You have the plans to the Deathstar, and a blaster.



Personality Traits:

You are very **headstrong, sassy and commanding**. You want to **explore, protect the innocent, and build up your fame**.

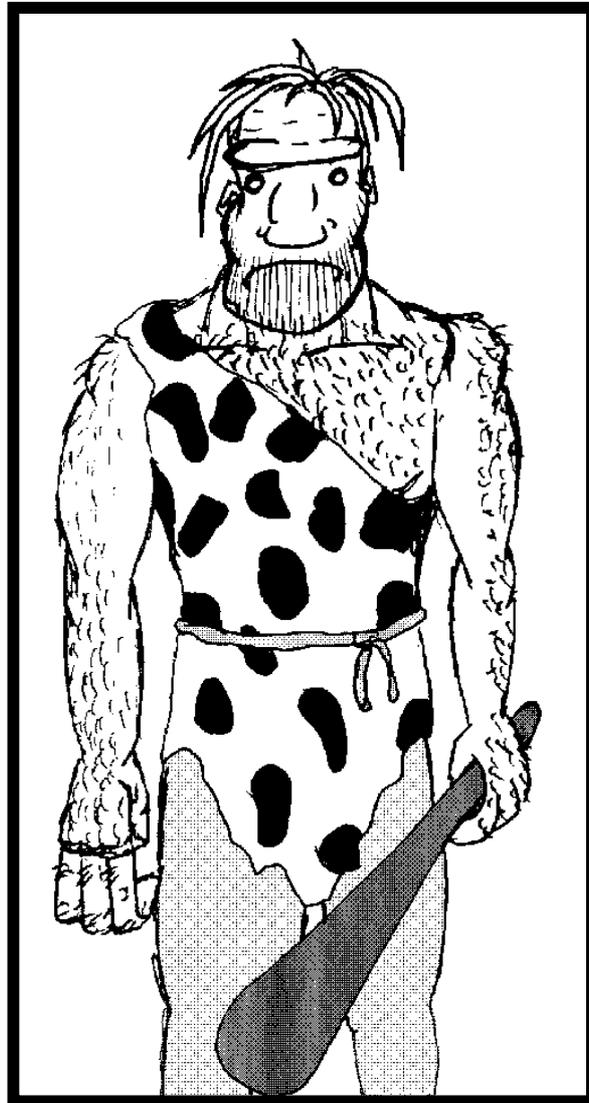
Gear: You have a funky death-frisbee.



Personality Traits:

You are very **confused, sarcastic and hilarious**. You want to **have a cup of tea, talk about the good old days of rock and roll, and look at all the pretty ladies**.

Gear: You have a personal diary with indecipherable scrawlings in it, plus a small pouch full of an assortment of prescription drugs, to which you are virtually immune.





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