

Cavemaster Adventure Hooks

This is a work in progress. Feel free to submit suggestions to unigames@prismnet.com!

UNIVERSAL ADVENTURE HOOKS

Ancient Ruins

The clan stumbles across the ruins of an ancient, relatively advanced civilization that rose and fell long ago. It may or may not have been built by one of the known breeds of humans. It may or may not contain working inventions. And its walls or artifacts may or may not show drawings from which, with careful study, might reveal lost knowledge. Perhaps the history of these people dovetails with the clan's own legends in some interesting (or alarming) way. The ruins may also be inhabited, either by descendants of the builders (possibly retaining some of their ancient knowledge, or by another clan (who may believe themselves to be the rightful owners), or by dangerous creatures.

Cache Expedition

The characters are sent out to the site of a previously placed cache in order to bring back its contents. It might be located in an area that is no longer safe (animals or a hostile clan may have moved into the area, the terrain may have changed, etc). The cache may have been discovered by others, who partially or completely emptied it or commandeered it to store their own valuables, and who may still be in the area. An NPC clan member may have secretly hidden something dangerous or controversial there, and take steps to keep it secret.

Coming of Age

This could be either the opening adventure of a new campaign (with the PCs as the participating characters), or an adventure involving the disappearance of the young participants with the PCs sent out to find them. The exact nature of each tribe's coming of age ritual varies (walkabout, hunt, marathon, etc). (NEEDS MORE)

Creature Attack

Animals aren't normally bold enough to attack a large camp of Tojeepah ("People"), so this usually involves a small number of PCs on their own in the wild. Reports of NPCs taken by predators may trigger a *Raid* on the predators' lair. Animals may attack larger groups if startled into a stampede, or when driven mad by disease or desperate from hunger. The PCs may either fight back or scare the beasts away or simply attempt to help their clan-cousins flee to safety.

Creature Swarm

Not an attack, but rather a swarm of creatures whose normal behavior en masse poses a hazard to the PCs or

their clan. Examples: stampeding herd, insect swarm. The specific circumstances of the adventure, and the responses available to the PCs, will vary according to the type of swarming creature.

Enemy Attack

The clan is raided by an enemy clan. This could be anything from stones thrown harmlessly at one of your Gatherers (to warn them off from entering territory the enemy clan claims) to a full-blown attack in force upon your clan's main camp. The PCs are present when the attack occurs, and they may either fight back or attempt negotiations or simply attempt to help their clan-cousins flee to safety.

Enemy Invention

An enemy clan deploys a powerful new technology against the players' clan. It may be a new kind of weapon, a new military strategy, a new food supply, or anything that gives them a competitive edge. The adventure may consist of capturing or investigating the new technology (or an enemy clan-member who understands it), and either learning to make & use it themselves or figuring out how to compete against it or finding a weakness that can be used to undermine the the advantage it provides.

Exploration

Usually needed after the tribe migrates into a new territory, this might also be undertaken every so often just to keep the clan informed of nearby goings-on. The goal is rarely more specific than, "Travel toward the Land of Ice for two days, see what is to be seen, and then return." Of course any journey into the unknown may encounter unknown dangers, ranging from environmental hazards to savage beasts to rival clans.

Gathering Expedition

The clan may need non-meat food (nuts, berries & grubs), or material for a crafting project, or medicinal herbs for the healers. There may be a quota - "Don't come back without as much Marcasite as you can carry!" Maheechee "Gathering Expeditions" tend to involve the entire clan. The expedition may run afoul of dangerous creatures or a rival clan - possibly due to competition for the same resource. The resource may be in the territory of a rival clan or already completely gathered up by them, necessitating a *Raid*. The scarcity of the resource may be due to a conflict among the Spirits, necessitating a *Mystical Quest*.

Hunting Expedition

The clan needs meat. Specifics vary depending on the animal to be hunted; Mammoth or Mastodon hunts require a large party, not only to take the beast down but to haul all the meat back. Smaller groups might hunt deer or elk, lone hunters can take down small game but would still

benefit from support characters like healers and gatherers. Any number of hazards may be encountered, either going out or while returning (dangerous terrain, severe weather, enemy clans, hungry scavengers or carnivores).

Invention

The clan (or one of its prominent NPC members) has a problem, and asks the PC Crafter(s) to come up with a solution. Examples: critically low food supply [reduce spoilage, improve tracking, domestication, farming, etc.], low combat effectiveness [improve weapons, advanced weapons, armor, etc.], slow travel [make migration obsolete, improve carrying capacity, vehicles, etc]. There are infinitely many other possible needs and inventions to address them. The adventure consists of envisioning the invention (perhaps in completion vs an NPC inventor, or an enemy clan?), gathering the necessary materials (with inevitable exposure to natural dangers, hostile humans, etc), constructing and finally testing the new invention.

Migration

Rogok tribes are mostly non-migratory; all other breeds move their place of residence on a more or less regular basis. During a migration a clan tends to get spread out - partly from lack of organization, but mostly from the need not to have everyone Gathering in the same small area. This, coupled with the fact that any migration takes the clan through territory that's either completely unknown, or hasn't been visited for a year, makes the clan extremely vulnerable to predators, rival clans, and all manner of other hazards. The PCs might stay with their own small family group to ensure its safety, or defend the Chief, or get sent to scout ahead, or get split up during the journey along with everyone else.

Ritual Quest

By long-standing clan tradition, under particular unusual circumstances (a certain phase of the moon, or when the clan's migration takes them near a site of legendary significance, or upon the birth of a one-eyed child, etc.) a band of heroes is sent out to complete a mysterious, ominous ritual quest. The goal(s) of the quest are likely unusual (for example, place a doll made of pine-branches upon a certain rock in a certain distant cave, spend the night in that cave after drinking a special herbal brew, and return), and the clan's shaman(s) may have even forgotten the original purpose. But it is tradition, and so it must be done. The Ritual Quest risks exposing the PCs to all the unusual dangers of travelling the Paleolithic world in small groups, but with the added fear (justified or otherwise) of the unknown mystical forces surrounding this mission.

Natural Disaster: Blizzard

Natural Disaster: Drought

Water is absolutely crucial for survival. In drought conditions, competition between people and animals for the few remaining water sources (natural springs and watering holes, stream beds, etc.) becomes increasingly tense. Yet counter-intuitively, creatures may tolerate the presence of their natural enemies better when both are desperate for a few sips from a drying, muddle pool. Humans, taking a longer view, are more willing to fight to claim and hold ownership of such a resource - so PCs may become involved in a war for control, though finding games becomes much easier in the short-term. A clan may choose to migrate out of a drought-stricken area, but without knowing the extent of the drought and depending on watering-holes along the way which may also be dry or guarded, this is also a very risky proposition. Appeals to the Rain Spirit for relief are also common.

Natural Disaster: Earthquake

Earthquakes tend to be sudden, and destructive of natural formations as well as structures created by Paleolithic man. Avalanches, lava flows and floods may pose secondary dangers. Sometimes a minor quake foreshadows a major one. Earth and stone spirit knowledge may also be helpful in predicting quakes, as may knowledge of earthquake-sensitive animal spirits. Adventures revolve around surviving or recovering from the primary or secondary effects of earthquakes (dodging avalanches, escaping from cave-ins, crossing earthquake-ravaged terrain, finding new natural landmarks or spiritually potent sites to replace destroyed ones, forced migration, rescuing trapped or endangered clan-mates, etc.

Natural Disaster: Fire

Dry weather conditions over an extended period of time greatly increase the risk of naturally-occurring, accidental or even intentionally caused wildfires in grasslands and forests. Without advance warning, there is little a clan can do but flee - saving as many of their clan members and possessions as possible. Lightning, smoke, fleeing animals, or reports about an enemy clan's intention of lighting a fire may provide that advance warning. If the clan knows far enough in advance, it may be possible to fight the fire with water or move out of ham's way before the flames arrive.

Natural Disaster: Flood

Heavy rains, either locally or over nearby elevations, can result in severe flash flooding. Flooding is a natural annual occurrence in some regions, and even when it's not, its link to heavy rain makes the danger of flooding at least a little bit predictable. In rarer cases, meteor strikes, earthquakes or tidal waves can cause flash floods with much less warning. The only way to survive a flood is to get to higher ground, Animals may also flee to such places, resulting in

forced encounters. Characters who flee to ground that's not high enough can be swept away; those who flee to sufficiently high ground may be stranded there for days. Even milder flooding can affect the landscape, cutting off normal trails and river crossings.

Natural Disaster: Meteor Strike

Meteor strikes can occur either completely at random, or during seasonal periods of increased activity (like the Perseid Meteor Shower), when they would be less unexpected. Obviously the areas in and around the point of impact suffer sudden and catastrophic devastation - but if that were to occur near the PCs, they would most likely be instantly killed. More interesting are the side-effects of a somewhat more distant Meteor Strike - Fire, Flood, or Volcanic Eruption (see separate entries on those Natural Disasters for descriptions). The sighting of a meteor or 'falling star' may also have superstitious significance to the clan's shaman, possibly triggering a Ritual Quest.

Natural Disaster: Severe Weather

hurricane, typhoon, tornado, cyclone

Natural Disaster: Volcanic Eruption

Raid: Enemy Clan

A group of mighty warriors is sent against another clan to capture resources, food, mates, slaves, scalps, heads, etc. Raids can be triggered by the chief's decree or shamanic omens, in response to a material need (for food etc.), lunar phases or seasons, or the actions of the enemy clan. Raiding is sometimes formalized and ritualized - more of a sport than outright war. 'Sport' raids usually target token prizes (the enemy chief's headdress, for example) rather than blood or goods of actual practical value. The Yorwa and Maheechee do not usually instigate raids.

Raid: Local Creature(s)

Trade Expedition

Vision Quest

A character seeks to develop Knowledge of one of the Spirits. This usually involves solitude, fasting, sleep deprivation, etc. - but that doesn't mean there can't be an armed camp of PCs watching over them from a distance. The seeker must travel to a place where the spirit is strong, which can be extremely dangerous depending on the nature of the spirit in question. Often the supplicant believes, afterward, that they must undertake a Ritual or Mystical Quest in order to earn the Spirit Knowledge.

SCIENCE FICTION ADVENTURE HOOKS

Alien Artifact

Alien Crash Site

Alien Hunter

Future Artifact

Open Time Portal

Stranded Alien

Stranded Time Traveller

Time Hunters

Time Ruins

FANTASY ADVENTURE HOOKS

Enemy Curse

Fantasy Creature(s)

Mystical Quest

Ritual Quest

This is the same as the Universal Ritual Quest, except that the Spirits are real and completing the Ritual produces actual magical effects.

Vision Quest

This is the same as the Universal Ritual Quest, except that the Spirits are real. Actual supernatural events may occur.

MAHEECHEE (MOZO TRIBE) ADVENTURE HOOKS

Contest

Leadership Dispute

Mating Dispute

New Project

ROGOK (GARGUNN TRIBE) ADVENTURE HOOKS

Annual Gathering

Cave Exploration

Before any cave can be declared suitable for occupation, it must be explored. This generally occurs only if the clan is forced to relocate, or (rarely) when a clan becomes so large that some of its members must set out to form a new clan.

Game of Trok

Leadership Dispute

TANUI (FALORA TRIBE) ADVENTURE HOOKS

Arranged Marriage Politics

Fishing Expedition

YORWA (TATONI TRIBE) ADVENTURE HOOKS

Annual Gathering

Dire Wolf Hunt