

THE KALUNGA PLATEAU

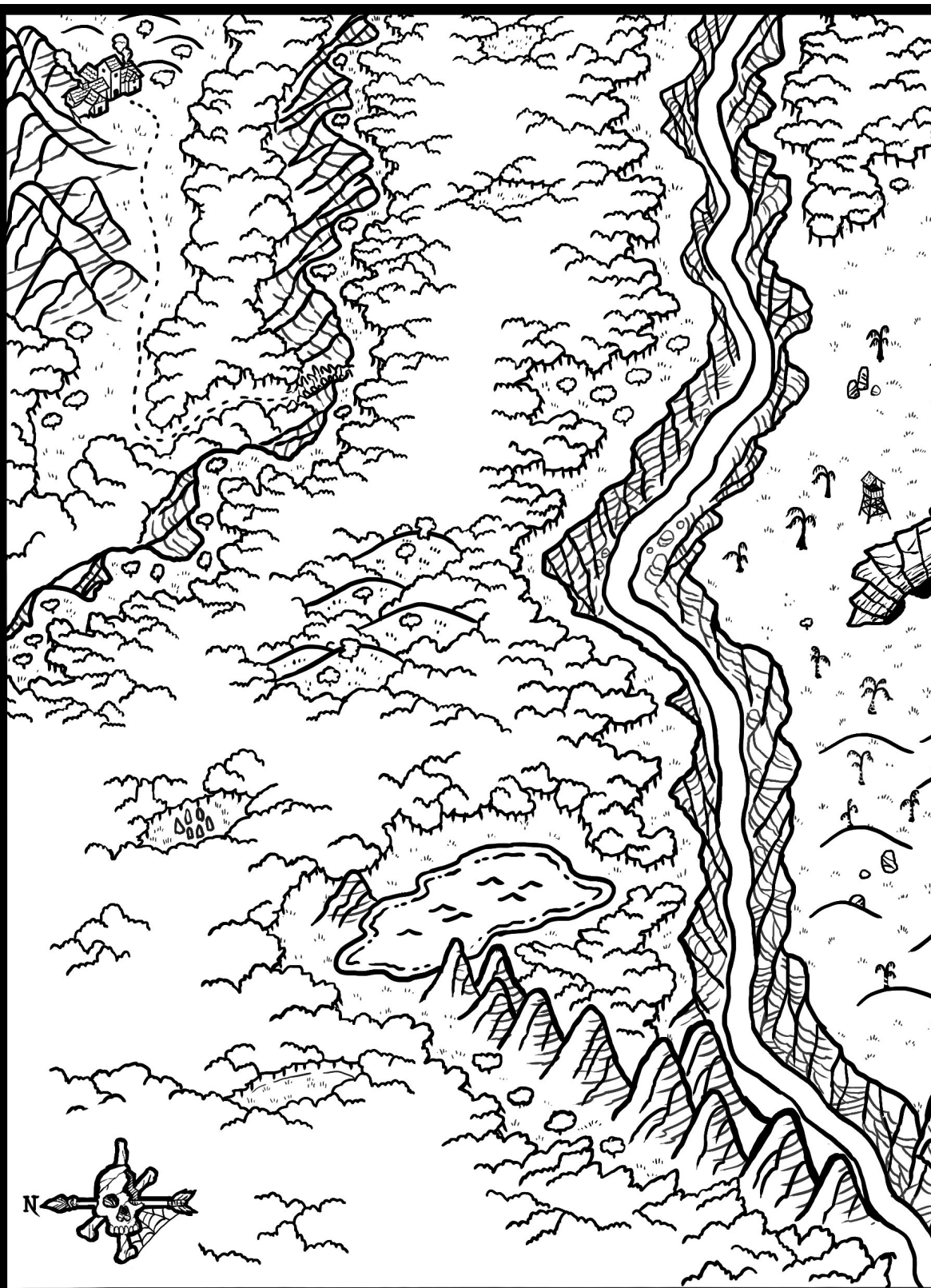
BY GUSTAVO TERTOLEONE

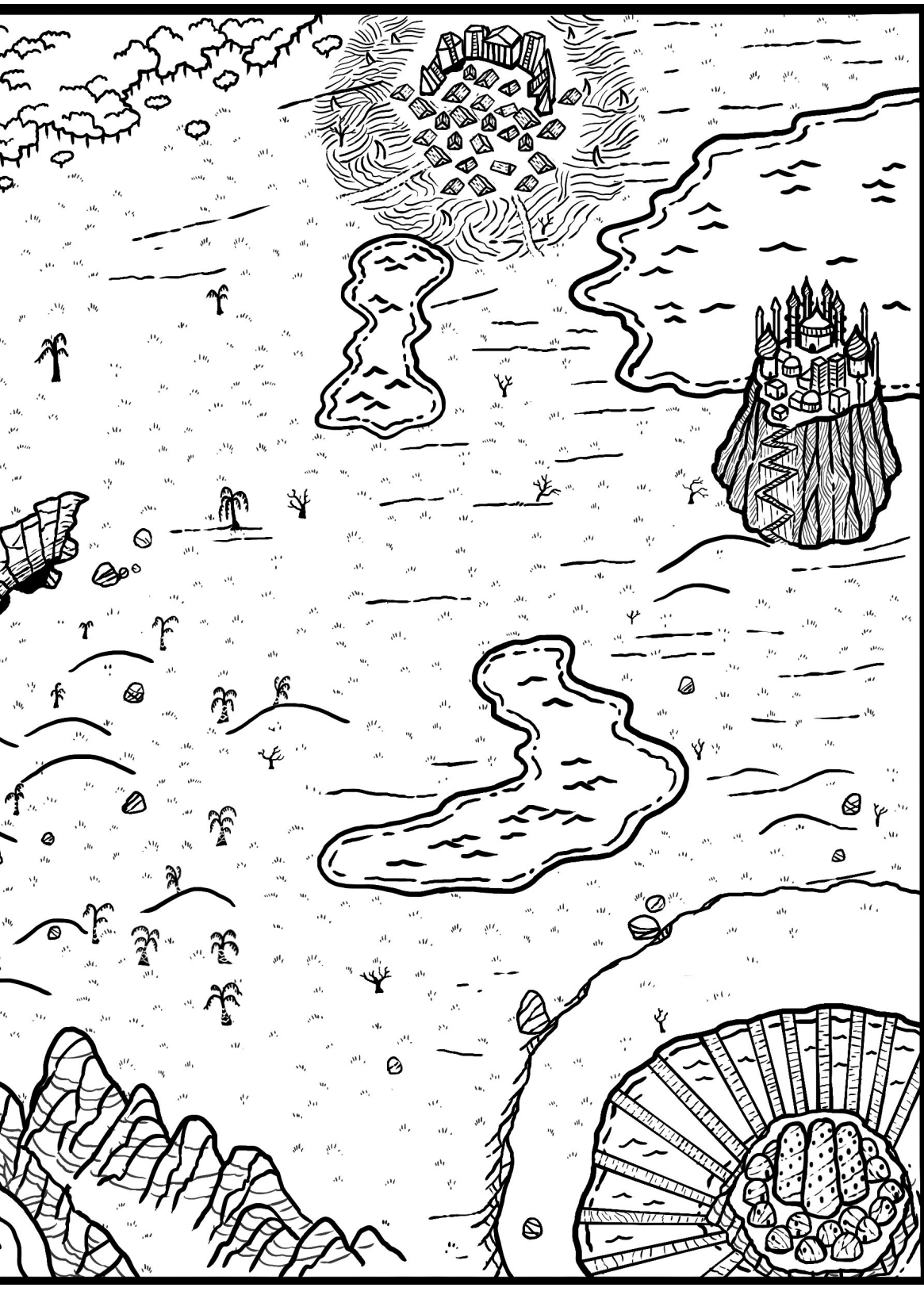


ISSUE 2

- Tribes
- The Creeds
- The 4 Kingdoms

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**





LIFE IS NOT A PROBLEM TO BE SOLVED, BUT A REALITY TO
BE EXPERIENCED."





PITCH BLACK LAIR



**EXALTED
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ISSUE 2

A black silhouette of a warrior standing, holding a long spear in his right hand and a large, round shield in his left hand. The warrior is facing slightly to the right. The background is white.

CREATED BY
GUSTAVO TERTOLEONE

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Few were the ones able to reach the Plateau. Of those, less could survive the horrors never seen before, beasts lurking the jungle all the time, one thousand eyes glancing at them from the shades. Those individuals who could go to the Plateau and survived to tell the stories got in contact with other humans and inhuman humanoids from who they learned aspects of their culture, such as behaviors, language and creed. These folks taught them that the place in which they were stepping is called

Kalunga, a word that means “all which is good”, pointing to the forests, animals, humanoids, rivers, sky, etc., but that can also be used when talking about the dead, meaning “necropolis, realm of the dead”. The ones who were able to return from the Plateau used it as a word to name it, not thinking about good things, but instead remembering the hundreds that perished while looking for the place and the ones who found it but could never return home.



[illegible]

tor. Because the 10 tribes do not cultivate, they rely on hunting and gathering abilities. They are skilled tool makers, producing tools of stone, wood and bone, similar to the humans from the neolithic age. The tribes don't usually have a large amount of individuals being part of them thanks to the high mortality rate, with some people dying at a very young age, and adults never returning from hunt or tribe confrontation.

The Plateau tribes recognize up to 4 different genders among their people: feminine, masculine, two spirits and the swapped spirit. People who are two spirits tend to be rare and are treated as divine avatars, normally becoming shaman. The swapped spirit ones are rare as well, and are considered wise ones, having physical aspects opposite to their spiritual aspects, being able to understand both ways in a unique manner. The society don't necessarily organize itself in gender roles in the way it is common in the North societies. Each tribe has their own set of rules when it comes to gender roles.

The tribes have sets of rules

following shamanic beliefs, animism being the common set of creeds. Shamans are considered powerful people capable of getting in contact with gods and ancestor's spirits, and are respected by all, even by the citizens of the South Kingdoms. It is commonly known in the Plateau that shamans are not just very powerful but also dangerous. The confrontations between tribes are not very common, with everyone trying to avoid unnecessary bloodshed, but in extreme occasions violence can be the only possible answer. Against the humanoids from the Plateau, however, conflict is more common, not in open battles, but on ambushes and individual encounter.

Each winter, when the jungle gets a little colder and the central plains get filled with snow, each human tribe sends a delegate (normally the chief of the tribe) with a shaman to meet. The meeting takes place in a cave located in the mountain peaks (D-6,5 HEX). Then, rituals are carried to start a new cycle, and there is talk about different issues related to the tribes. It is uncommon that political intrigue takes place among these talks, not because they are "noble savages" as some 18th century philosopher would stress, but because they have to spend most of their time actually surviving the difficulties presented by the Plateau, having

then little time for these issues, something much more common among the kingdoms in the South.

The following table can be used to generate names for people from the tribes.



Skillful hunters and masters in trap making.

Present Social Structure: They have shamanic circles with 4 women; are led by 1 man and 1 woman who are pointed by the shamanic circle from time to time when the previous couple is deceased. 8 women are huntresses, 6 men are responsible for the making of tools and weapons, building cabins and minor traps. 8 children live in the tribe together with 4 elders.

Relationships: They have ethnic conflicts with the Torok and the Waá. They have strong bonds with the Saan.

Weapons: Wood spears with chipped stone points (1d4+1 damage), bone knives (1d3+1 damage), bows and arrows of wood (1d4).

Currently Living at:_____

Cultural and Ethnic Aspects: They have bronze-tanned skin, and their hair is normally painted red with natural pigments, wearing very few pieces of clothing. They stretch their ears and make statuettes of the deities Adakak, the tyrannosaur; Faluk, the gallimimus; Enkai, the archaeopteryx.



[illegible]

The Saan do not know, but they are descendants of the first people to ever come to the Plateau. Their knowledge has been passed from generation to generation for many centuries, that's why their knowledge about the Plateau is so vast, and why they are considered by other tribes as "The Great Wise Ones".

Social Structure: The tribe is divided into 6 small groups, with every group being responsible for hunting and collecting, just like the making of weapons and tools, and the building of huts, but each group does 2 of these things for 6 days. During the seventh day there is a meeting of all people for a ritual in which the shaman ingests a great amount of mushrooms, and then pees inside a bowl, and the liquid is shared among the people. The mushroom is a very strong psychoactive.

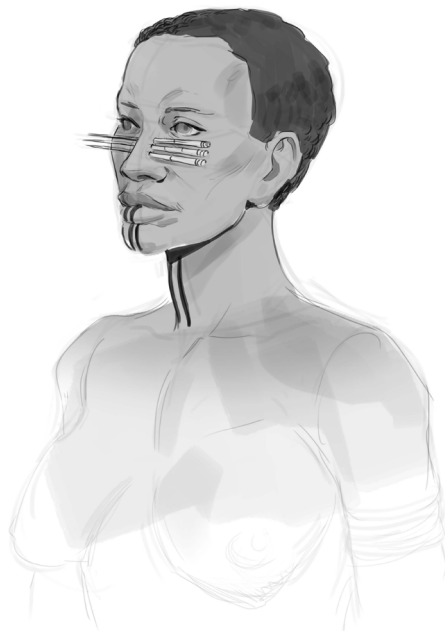
Relationships: They have great relations with all human and humanoid tribes, except with the Uruk si. They prefer not to get in contact with the South Kingdoms once they know they can be very treacherous. They know about the existence of the underground kingdom, but do not know a lot about what happens in there.

Weapons: Spears made of wood with stone tips (1d4+1 damage),

bows and arrows made of wood (1d4 damage).

Currently Living at: _____

Cultural and Ethnic Aspects: They wear few pieces of clothing, except for wicker ropes that are strapped over their bodies to hang tools or weapons. They have very dark tanned skin and short hair. They build huts on the ground, but also in trees over their camp, increasing the possibility to flee from imminent dangers. They understand every language from the Plateau, some better than others, because they all share the same roots. They believe this world has come to exist from a previous world. They also believe the animals are avatars of spirits, and feed on insects, reptiles, palm trees and fish.



THE JAWARAS

Skillful ambushers who have spend years improving the art of moving silently throughout the jungle.

Social Structure: The Jawaras have a spiritual social hierarchy, with 5 shamans the leaders of the tribe. Shamans can be from any gender. There are the 14 women, treated as the guardians of life, for they are the ones responsible from bringing new lives to this world. Then comes the children who are avatars of the future, meaning the tribe will keep on going forth. And finally comes the 9 men, responsible for the hunting and gathering, sustaining the whole tribe. The hierarchy is not seen by the Jawaras as a pyramid, but as a cylinder, in which every role has the same relevance, but are just different aspects of living together.

Relationships: They believe the Kunak and the Jomoni to have problematic social practices. They do not get involved with humanoid groups and they fear the South Kingdoms.

Weapons: Nets made of plant fiber (4-in-6 chance of entangling a surprised target), wood spears with stone tips (1d4+1 damage), and bone daggers (1d3+1 damage).

Currently Living at: _____

Cultural and Ethnic Aspects: They do not have nuclear families, with everyone being part of a greater family, therefore, everyone takes care of the children as their own. Shamans are chosen right after they are born, with elder shamans choosing those through physical evidence of spirituality in the babies. The Jawaras have dark-grayish skin and long dreadlocks.



ଓଡ଼ିଆ ସାହିତ୍ୟର ଇତିହାସ: ପ୍ରଥମ ଭାଗ

The Waá are known for spending a lot of time building their structures. The knowledge behind hut making has been passed from generation to generation.

Social Structure: The engineering knowledge is passed from shaman to shaman, who is also responsible for leading the tribe. New shamans are chosen when young and live with the elder shaman in order to learn everything they can about the spiritual realm and hut making. The 14 men and 12 women take turns on the hunting and gathering tasks, the making of tools and weapons and the building of huts. The secrets of how to walk silently into the jungle are taught by the parents to the 7 children.

Relationships: They have strong bonds with the Saan and they don't like to get involved with the Noyamaami because they believe them to be dangerous. They also believe their predecessor was killed by his brother, the predecessor of the Aasai tribe, and because of it they avoid the members of this tribe.

Weapons: Basalt daggers (1d4+1), wood spears with basalt tips (1d6).

Currently Living at: _____

Cultural and Ethnic Aspects: The Waá build huts of up to 3 stories

from clay, pieces of wood and rope. The structures' foundations are connected to trees, which help to raise them to that height. The ropes are also firm enough to be used to reach the trees safely in case of any kind of attack. The Waá have tanned skin and curly hair. They use small pieces of clothing made of leather or wicker rope. They paint their bodies with natural blue pigments. Their walk is so silent that they surprise humanoids and animals 4-in-6. They hang their dead in wicker rope on the top of trees as offerings for the jungle spirits.



THE KUNAK

Fishers who know very well the whole extension of land in which the Embugaçu River runs.

Social Structure: Patriarchal; 5 elders are responsible for leading the tribe, and 2 shamans have the final word about their decisions. 12 women are responsible for making the rafts, huts and equipment, just like the 10 children of the tribe and the 3 female elders. The 15 young men hunt, fish and gather berries. Women are treated the same as men, but can't reach positions of power within the tribe, either political or religious.

Relationship: Are seen as profiteers by most of the tribes because they always ask for favors in exchange of helping other people to cross from one side to the other of the river. They are indifferent towards the other human tribes and groups of humanoids, except the Saan, who they respect deeply.

Weapons: Wood spears with stone tips (1d4+1 damage), wood clubs with basalt chips in its edges (1d6+1 damage).

Currently Living at: _____

Cultural and Ethnic Aspects: They have skin color similar to hazelnut. Acting all the time as if

they were a human extension of the river, behaving some times as if they are avatars of the river themselves, therefore owners of it, charging favors from other tribes who wish to cross it. They worship the spirits of the water, considered by many as the great beings living within the waters of the river, with each animal being a small avatar of the river as well. They wear the bones and leather of those animals as clothes and armor (6 [13]).



הַנֶּשֶׁךְ הַחֲדָשׁ הַזֶּה הוֹרָא שֶׁהַיְּהוּדִים הֵיוּ הַרְחֹקִים מִן הַיָּם וְהָיוּ חֹסְרֵי הַיָּם

THE NOYAMAAMI

The ones who have strong bonds with the flora and fauna, knowing deeply the natural medicines of the jungle.

Social Structure: Lead by a single shaman leader. Leaders are chosen by the current leader when they are is almost dying, who picks 3 young ones from different genders who have reached 15 winters. These must inhale the gases coming from a poisonous mixture in a very intense ritual. It is natural that only one in three survive, and this is the one chosen by nature to rule the tribe. However, if more than one survive, both rule. If all three perish, a new ritual is then carried out. The survivor, or survivors, start to live as pupils of the shaman. The rest of the tribe, 6 elders, 8 women, 6 men, 9 children, share the collecting, hunting and handcraft working.

Relationship: They have no bad blood with any of the human tribes and even with the humanoid groups. Even the Uruk si fear the Noyamaami because of their knowledge of remedies and poisons.

Weapons: Blowguns (don't cause damage, except for the poison used), wood bows and arrows (1d4 damage), vast knowledge of how to make poison from the mixture of different elements, either

either from the flora or the fauna.

Currently Living at: _____

Cultural and Ethnic Aspects: They have several dozen different minor rituals related to many species of plants from the Plateau. Their rituals are an important part of their ethnic identity. It is not uncommon to see young or elders shake their hands and say some words before chopping down a tree, or gathering some berries, crushing some bark or simply drinking water. The Noyamaami believe the ancestors spirits, creators of this world, live in everything, and that everything is somehow connected spiritually, animals, vegetables, and the people living in the Plateau.



[illegible]

10 feet long leather stripe, causes 1d4 damage and reaches up to 10 feet in distance).

Cultural and Ethnic Aspects: They use pigments from the mountain to paint their bodies, and they do not bear any clothes. Possess several gems used as adornments for their tools, weapons and huts (the tribe currently has in their possession 20d20+10 gems). They keep changing their settlement every winter, but always to a region near the region they were previously, in the mountains.

Relationships: Are treated by the human tribes as hosts, for they are the ones who receive all the others into their lands for meetings. They are prone to physically confront groups of humanoids, most often the Uruk si and the Taruk ba.

A detailed black and white illustration of a character with a heavily wrinkled, textured face, wearing large, ornate earrings and a necklace with multiple pendants. The character has a stern expression and is looking slightly to the left. The artwork is signed 'J. L. 2011' in the bottom right corner.

אָרענע טאָרעקער וואָלפֿען זינען אַלעמאָל אַזוי גרויס ווי אַ פֿאַרשטאַנענער מאַן. זייערע קליידער זינען געמאכט פֿון וואָלפֿענפֿול.

THE TOROK

Mighty tamers of wolves and skillful hunters.

Social Structure: They are divided into the brave ones, the wise ones, and the wild ones. The brave ones are 8 women and 6 men who are hunters and soldiers facing anything that threat the tribe. The wise ones are 12 women and 5 men who are capable of creating tools and weapons, despite being able to know exactly how to raise a hut with few materials. The wild ones are 4 women and 4 men, shamans who don't just lead the tribe but also tame wolves and hunt with the brave ones. With those groups there are also 9 children who are all the time with the wise ones, learning the ways of the Torok.

Relationships: They are descendants of the same ancestor of the Waá, therefore they would rather be away from the Aasai, so confrontations don't occur.

Weapons: Wood spears with stone tips (1d4+1), fang daggers (1d4+1), use wolves to attack (use the stats of primitive wolves; they have 3d6 tamed wolves currently).

Currently Living at: _____

Cultural and Ethnic Aspects: Raise wolves as if those were members of their tribe, and every time

a wolf dies they retrieve their fur and wear it as clothing. Their skin has a color similar to amber, and their eyes are sharper. Their dialect is spoken in a guttural way. They have religious rituals involving animal sacrifices, dances and bonfires, with this last one being fundamental because the fire is seen as one of their main entities, also represented by the sun in the sky.



[illegible][illegible]

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These are tribes of hunters and gatherers that dispute the resources of the Plateau with the tribes of humans, sometimes through conflict, but sometimes making alliances. Each humanoid tribe has its own set of social

A black and white illustration of a man and a woman in a prehistoric setting. The man, on the left, is crouching and holding a spear with a dark, possibly bloody, tip. The woman, on the right, is also crouching and holding a large, dark, irregular object, possibly a piece of meat or a hide, over a small fire. In the background, there is a large, simple structure, possibly a tent or a cave entrance, and some scattered debris on the ground.

[illegible]

Social Structure: Females and infants are cared for by the male members as a high priority. Males hunt and gather, having females as hunters only as a last resource. Females and infants gather food and take care of camps, and also create tools and weapons.

Weapons: They use wood spears (1d4 damage), and fang daggers (1d3+1 damage).

Cultural and Ethnic Aspects: Their physical appearance is very similar to the neanderthals. They wear fur as clothes and they are always carrying their fire source with

them. The Hazori are always wandering through the Plateau, from the jungles and mountains to the plains. They tend to be peaceful towards any human tribe, including the South Kingdoms. There are around 1d6 groups of them living in the Plateau, each group with 2d4 females, 1d4 infants and 2d8 males. There is a 30% chance that the leader of the group is a shaman. They are as intelligent as the human tribes, however they do have a delayed social development. Names of Hazori can be generated using the following table:

2D8 NAMES	
2	Khab
3	Unikk
4	Jasgourc
5	Sizdug
6	Dhaggi
7	Tsurr
8	Edvu
9	Joyrat
10	Stagne
11	Scidu
12	Iklo
13	Jhibe
14	Zosu
15	Uula
16	Nillen

AC 9 [10], **HD** 1 (5hp), **Attack** 1 x weapon (1d4 or the damage of the weapon), **THACO** 19 [0], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 20, **NA** 0 (1d4).

Social Structure: They don't live in tribes, but in small social groups of 1d4+1 females and 1d4 infants. Males live secluded. Females are responsible for gathering food, taking turns between the ones who will take care of infants and the ones looking for food.

Relationship: They have no problems with the human tribes, but try to avoid them the best they can, fearing the worst can come from such interaction. This is not just done by the groups but also by the males.

Weapons: Rocks (1d3 damage), chipped stone daggers (1d3+1).

Currently Living at: They are constantly moving through the jungle.

Cultural and Ethnic Aspects: The groups are nomadic and stay only one or two days maximum in the same place. They tend to build nests on the tops of trees to avoid dangers, being always in the jungle and rarely present at the plains. The males live alone, wandering in search of females to copulate with. They speak a very

rustic language, that can only be understood, mostly, by other humanoids, really difficult for humans to comprehend. They have red fur all over their bodies, and are not very tall, with traits similar to orangutans. Names of Li Kuti can be generated using the following table:

1d12 NAMES	
1	Haaanh
2	Hyyyy
3	Ackaaaah
4	Kraaaaagh
5	Fooooooooh
6	Bleeeekh
7	Zuuuuduuh
8	Fooooohm
9	Klaaaaaaksss
10	Liiummmh
11	Niiiiich
12	Aaaaarugh



[illegible]

Social Structure: The Taruk babies live in tribal groups with 1d4 males, the oldest the leader of the group, and the only one with copulating rights, and 1d6+1 females and 1d4+1 infants and young ones. Young males stay within the group until they have the age to reproduce, then they leave their groups in search of females in order to create their own tribal group. Young females do the same, and go away in search of young lonely males instead of well established groups, choosing this last one only if no lonely males are found, then becoming part of an alpha male harem. The males gather food with females, and both are responsible for creating tools and weapons.

Relationships: They have no enemies within the human tribes, but they can't stand the Kasa hai, and they flee if they see groups of Uruk si.

Weapons: Wood spears (1d4 damage), and chipped stone daggers (1d3+1 damage).

Currently Living at: There are 1d6

tribes of Taruk ba in the Plateau, the GM can randomly define their position at the map, but they are constantly moving near the location decided.

Cultural and Ethnic Aspects: The Taruk ba speak a language of their own, very different from any other humanoid or human language. They are huge, males reaching up to 8' in height. Their bodies are covered in black fur and lots of muscles. They are vegetarian and feed on roots, leaves or fruits. They wear leather as pieces of clothing and do not have shamans among them. Females and males gather food, but only males defend the tribal groups, and only females make weapons and tools. Names of Taruk ba can be generated using the following table:

1010 NAMES	
1	Kurundi
2	Tamu
3	Ukuri
4	Umutware
5	Ubudasa
6	Macibiri
7	Mahirwe
8	Arakaza
9	Tegereza
10	Lyamarere

הַיִּהוּדִים הַקְּטָנִים הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם הַיִּשְׂרָאֵלִיִּם

KASA HAI

AC 7[12], HD 1+3 (9hp), **Attack** 1 x weapon (1d6 or the damage of the weapon), or 1 x bite (1d4), **THACO** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 35, **NA** 0 (1d4).

Social Structure: They have a hierarchical structure well established in which males are combatants and hunters, females are gatherers and take care of infants. Their society is patriarchal, and the alpha male has rights over any other female from the tribe.

Relationship: They are in constant war against the Uruk si, and despise other humanoid tribes. The Kasa hai believe to be as developed as the South Kingdoms and they trade goods with some of the human tribes, although they also believe these to be inferior.

Weapons: Wood spear (1d4 damage), chipped stone daggers (1d3+1 damage), wood clubs (1d6 damage), short bows (1d4 damage).

Currently Living at: The tribe Ka lives in HEX 5.5-D, the tribe Sa lives in HEX 6-G, and the tribe Hai lives in HEX 5-E.

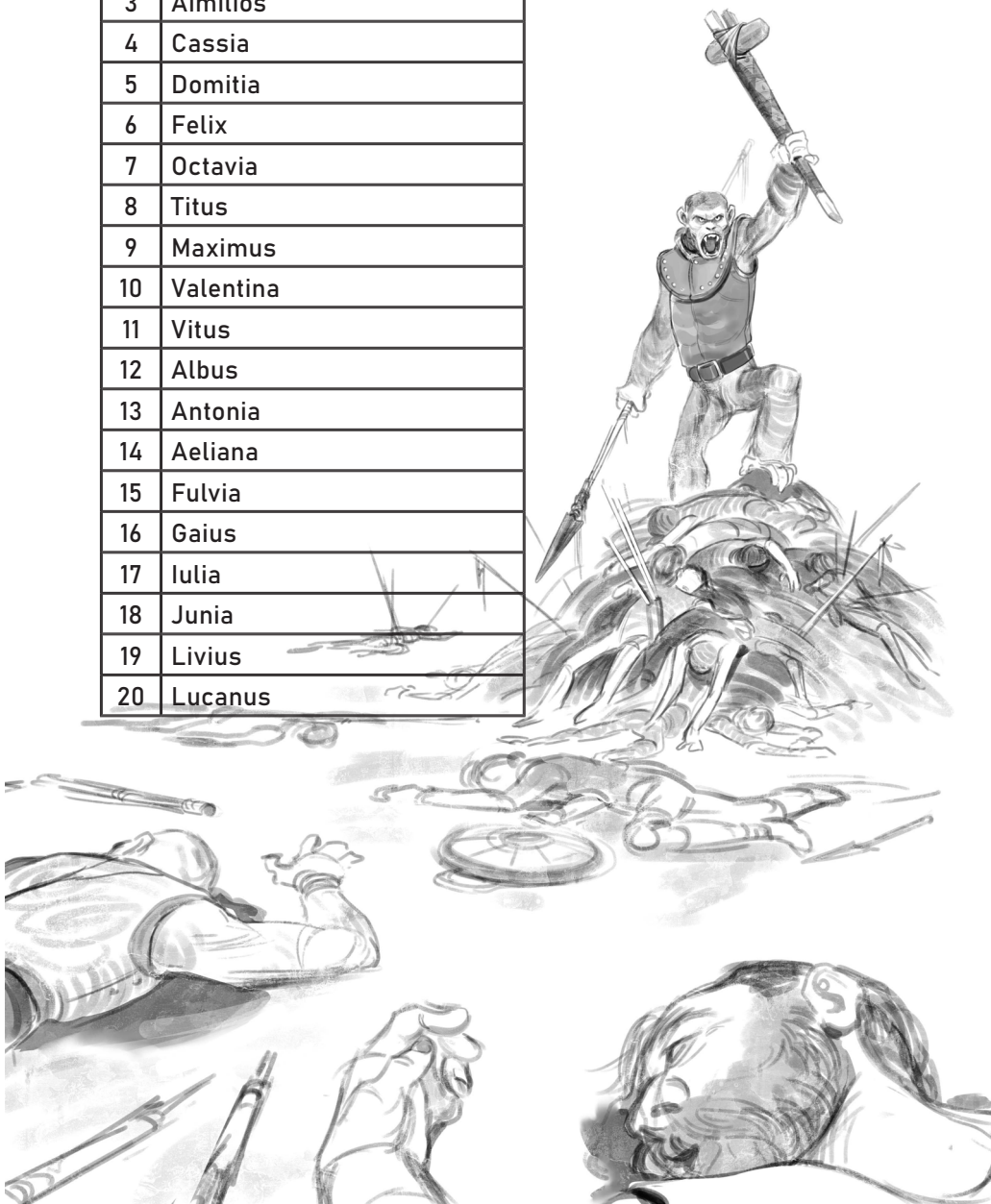
Cultural and Ethnic Aspects: They live in tribes of up to 30 members, and they are starting to experiment with growing their own

crops, therefore they have no nomad habits anymore. There are 3 Kasa hai tribes in the Plateau. The alpha male dominates the tribe through fear or respect, and is always susceptible to fall from his position if beaten by another of the males, normally a younger one with some political support. They are as intelligent as the human tribes, using advanced tools and weapons.

They also have advanced riding techniques and they have a well established language similar to the ones from the human tribes. With a little effort they are able to comprehend almost every language or dialect from the Plateau. They wear leather armor and build wood houses with wicker ceilings. They are a little less than 5.5' in height with long arms and bodies covered in black fur. They eat basically anything, from insects, roots and plants, to meat. The Kasa hai raise animals to aid them in their work at the fields.

Shamans are rare (15% chance to have one for every 10 individuals), but when they are present, the other members treat this one very respectfully. Names of members can be generated using the following table:

1020 NAMES	
1	Aemilianus
2	Agrippina
3	Aimilios
4	Cassia
5	Domitia
6	Felix
7	Octavia
8	Titus
9	Maximus
10	Valentina
11	Vitus
12	Albus
13	Antonia
14	Aeliana
15	Fulvia
16	Gaius
17	Iulia
18	Junia
19	Livius
20	Lucanus



AC 8 [11], **HD** 1 (6hp), **Attack** 1 x weapon (1d4 or the damage of the weapon), or 1 x bite (1d4), **THACO** 19 [0], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 20, **NA** 0 (1d4).

Social Structure: Matriarchal tribes in which males are used as soldiers to protect the group and to collect food. Females take care of infants and manage the politics. When infants reach maturity, females go away in search of different groups with young folks so she can escalate in power within the group's ranks. Males born from beta females do the same, while the males born from the alpha female stay within their original group until their mother dies.

Relationships: They have no beef with any of the human or humanoid, but they always flee from Uruk si soldiers or members of the Kasa hai tribe.

Weapons: Wood spears (1d4 damage), chipped stone daggers (1d3+1 damage).

Currently Living at: They are nomads, staying in the same area for no more than 2 or 3 weeks, moving on to find a place with more food. They wander throughout the jungle and the plains.

Cultural and Ethnic Aspects: The

Akarachi are small, with a median height of 4' and bodies covered in black fur. There are a total of 1d6 groups of them across the Plateau, and each of them can make very rudimentary huts, only so they can make a camp for a few weeks. Normally, those groups have 2d4 males, 2d6 females and 2d6 infants. The Akarachi avoid physical conflict whenever they can, rather resolving their issues through sexual intercourse. They tend to solve most of their problems this way, however this method is only used within the members of the tribe. Shamans are very rare, and there is only 5% chance of having a shaman for every 10 individuals. They wear wicker clothing and speak their own language which has the same root of the Kasa hai language.

Names of Akarachi can be generated using the following table:

1D10 NAMES	
1	Iltrasadum
2	Dungi
3	Amnanu
4	Entana
5	Urshanabi
6	Takurtum
7	Ishtar
8	Nintuda
9	Ninsun
10	Gemekala

[illegible]

Social Structure: Females and males are both warriors, and infants learn how to take care of themselves as soon as they start walking on two legs. The hierarchy of power happens through brute force, with the alpha being the most powerful of all, bringing 2d4 Uruks to rule the tribe with them.

Weapons: Wood spears with chipped stone tips (1d4 damage), bone and fang daggers (1d3+1 damage), short bows (1d4 damage), bone swords (1d6 damage), maces made of dinosaur's teeth (1d8+1 damage). Armors of dinosaur leather (+2 AC).

Cultural and Ethnic Aspects: The

Uruk tribe has 50 members who are adults and 12 infants; the Usi tribe has 72 adult members and 23 infants. They are also cannibals and feed on the bodies of humans and humanoids who are dead or killed. The Uruk si are also starting to develop crops of plants and mushrooms. They have no nomadic habits. Both tribes have huge wood huts made with logs and leaves and decorated with leather where they all sleep together. They speak a language of their own with a unique root, similar to the one spoken by orcs. They are hideous beings and have several parts of their face perforated from where adornments hang. Scars cover their silver haired bodies. They have a median height of up to 8' and they reproduce very quickly, but have many individuals also lost to their belligerent behavior. There is a 50% chance they have a shaman for every 10 individuals, who worship death and war. Names of Uruk si can be generated using the following table:

1D8 NAMES	
1	Uranenggui
2	Bulaqadar
3	Cota
4	Ordbei
5	Toragana
6	Muunokhoi
7	Gogbeljin
8	Odval

I SEARCH THE BODY

Ahead you will find a table that can be used by the GM every time a member of the human or humanoid tribes are dead and the PCs wish to search their bodies.

1d100	OBJECT FOUND
1 – 8	Stone hand axe (1d2 damage).
9 – 10	Waterskin filled with bee honey.
11 – 16	1d4 spearheads made of chipped stone (1d2 damage).
17	1d4 bone needles for sewing.
18 – 20	Polished stone mallet (1d3 damage).
21 – 26	1d8 arrowheads made of quartzite (1d6 damage).
27	Polished stone fertility totem.
28 – 29	1d4 wood bowls with natural pigments (1. red; 2. green; 3. black; 4. yellow).
30	Wood flute.
31 – 32	Totem of war made with bone.
33 – 37	1d6 small clay bowls.
38 – 40	Wicker bag (can carry up to 100 coins).
41 – 42	Wicker bag (can carry up to 300 coins).
43	Wicker bag (can carry up to 500 coins).
44 – 46	1d4 uncut gems (verify the kind at the gem table).
47 – 48	1d8 coins (choose among the ones circulating at the Great Kingdoms).
49	Totem of life made from ivory.
50 – 60	Dinosaur leather armour (AC 7 [12]).
61	Wool bag containing 3d8 Archaeopteryx's feathers.
62 – 75	Chipped stone scrapper.
76 – 80	Ivory bracelet.
81 – 91	1d8 hair beads made from ivory.
92 – 94	Necklace made with animal teeth and bones.
95	Random objects that can be used as offering in a ritual.
96 – 99	Bone dagger.
100	Waterskin filled with amniotic fluid.

THE 4 GREAT KINGDOMS

Throughout centuries, four of the human tribes settled somewhere in the plains. These were affected by the metaphysical (quantic if you will) effects of the obscure orb that lies within the depths of the Plateau. The cognitive perception of these peoples changed quickly, and soon they started flirting with ideas of growing and harvesting their own food and breeding herds, becoming therefore sedentary tribes. Their settlements were positioned right above the location of the buried orb.

Once they settled definitively in the plains of the Plateau, their population started to increase, just like their leisure time, making space for some of the people to become scholars who started to research and study the secrets of shamanic abilities, developing then a more complex set of religious rules, generating different doctrines for their creed. More complex languages evolved from their previous dialects, and even their technology improved. These people developed written languages which allowed them to store their knowledge, not relying anymore on the necessity of a member getting all of the inf-

ormation they would need from a previous member, and then passing it ahead when their time has also come.

Their culture in general developed closely with the mystic atmosphere that grew stronger over the plains, creating societies that could only be imagined in fantasy tales, or ancient legends of the previous millennial elven cities. Not even the witnesses of ancient Atlantis could have seen something so fantastic.

More information and details about these four tribal kingdoms are presented ahead, including information about the fourth kingdom, the one which was forgotten by almost everyone, and that is located in the underground, several yards above the plains.

These South Kingdoms, as known by the other peoples from the Plateau, are always involved in political, social and religious intrigues, with constant tensions being build around them. Fear of conflicts, or even wars, haunt the citizens.

ଓଡ଼ିଆ ଶାସ୍ତ୍ର ଲେଖକଙ୍କ ଦ୍ଵାରା ଏହି ପୁସ୍ତକଟି ରଚା ଓ ସଂପାଦିତ ହୋଇଛି । ଏହା ଏକ ପ୍ରକାର ଇତିହାସ ।

Crops and livestock: They have vertical farms along the black dirt walls of the cliffs around their city. They also have breeding huts for pterodactyls, selecting either the fastest, smartest, or strongest of them to ride. They also developed a technology of vertical breeding grounds for megazostrodon seven times larger than the wild species, used to extract milk. They grow wheat and carrots and also have bee farms for honey.

Language: Their language comes from the same root as the language spoken by the humans who live in the Plateau, and it is called Anunn. Their complex alphabet has 32 symbols used to write over leather scrolls with natural pigments. Most of the texts are done by the government to store relevant social information. Shamans also use the texts to store spiritual teachings and epic tales of individuals from their society who have stood out for their bravery and for their adventures around the Plateau.

Social Structure: The people elect a representative every season (3 months), who gathers the contributions given by the people (each individual must pay 5% taxes every 6 months), then decides how to spend it in the city for the population.

Economic Structure: They use coins forged from orichalcum, a metal found within the rocks around lakes, but not rivers.

Religion: The Anuunaki are polytheistic people. They believe in humanoid entities who are avatars of different aspects of life (natural aspects such as the river, the forest, the sky, the sun, but also social aspects such as war, intelligence, death, etc.). Their pantheon is always open to new entities, normally individuals from their community who have stood up for some heroic deed, becoming then secondary entities. Their rites occur in natural sites of soil floor, with curious symbols being placed over the ground. Shamans receive the spirits of these entities within their bodies, from where these entities are able to act and speak. Offerings of food and animal sacrifice can be made during these rites in honor of certain entities.

Population and Hierarchy: Their society has around 400 people: 1 elected representative, 10 fingers (pointed by the representative to solve specific issues; they are appointed after the election and are disbanded after the new representative is elected), 10 shamans of ancient lineage who teach the shamanic ways to their children and so on, 199 people who farm, hunt, raise creatures, are explo-

7

ners, artificers, or researchers, and 80 soldiers ready to respond to the representative call in defense of their town. The Anuunaki have very dark skin and red hair.

War Technology: Arrows with basalt tips (1d6+1), bronze weapons (short swords, 1d6 damage; daggers, 1d4 damage; axes, 1d6 damage; scythes, 1d4 damage; and shields). They do have leather armor (CA 7 [12]).

Location: The Anuunaki town is located in HEX 3-K.



Crops and livestock: The Atlaans grow potatoes, different sets of vegetables such as cauliflowers, broccoli, etc. and also corn and hemp, all in hydroponic ways in the lake around their town. The same lake is used to breed different species of fish, the main protein in their diet, and an aquatic mammal created by them, similar to the dolphin, from which they extract milk. The Atlaans use megaloceros bred by them as mount.

Language: Their language is called Atlansi and has a very rudimentary 19-syllable alphabet, with the same roots as the languages from other human tribes from the Plateau. Atlansi is similar to tribal languages, but more refined and with a more complex lexicon. Most of the population use papyrus and natural pigments to write, but the shaman do so on clay stones stored within the Central Temple.

Social Structure: The Atlaans live in a fundamentalist theocracy. The 5 current shamans are responsible for ruling over their society. They live as beggars, but during every full moon they gather at the Central Temple to judge and punish those who have disobeyed the sacred laws.

Economic Structure: Money is tyrannosaurus teeth (1 tooth = 10 feathers), and velociraptor fea-

thers (1 feather = 1/10 tooth), in a way that inflation is not a problem for the scarcity of those, which also tend to generate a caste of people who are wealthy explorers, even though they are very few among the Atlaans population.

Religion: Everyone is adept of the Atlán religion. Their rites occur during the full moon, just like the punishments. Taxes are similar to the tithe, and it is given to the beggar shamans who make sure to remember exactly how much each person has given. Their beliefs talk about reaching individual ascension to the spiritual supremacy, from which shamans are only a few steps away. For this ascension to occur, the person must read and follow the Sacred Guide path, a book with spiritual instructions for ascendance. The guide talks about a path of 9 steps. Those who are unable to reach enlightenment in life will reincarnate until they are able to do so.

Population and Hierarchy: Their society has around 300 people: 5 sacred shamans, 100 soldiers, 20 hunters and adventurers, and 175 other people who are farmers, animal breeders, artificers, researchers, etc. The Atlaans folks have very tanned skin and white or silver hair

War Technology: Arrows with basalt tips (1d6+1), bronze weapons (short swords, 1d6 damage, 1d4

7

damage; axes, 1d6 damage; scythes, 1d4 damage; and shields). They do have leather armor (CA 7 [12]) and bronze armor (CA 6 [13])..

Location: The Atlaans town is located in HEX 7-K.



Crops and livestock: The Lemuuri people grow cabbages, pumpkins, sweet potatoes and turnips. Their crops are only grown in the purple soil from where their city was raised. This soil works as a mystic balm of nutrients, doubling the size of harvests. This soil is the result of a very ancient purple-worm cemetery. The Lemuuri breed gallimimus to help them with the crops, and also as protein for the population. They also breed triceratops as mounts, and some farmers breed glyptodons as milk sources.

Language: The Lemuuri language is called Lemô, which is the closest to the human tribes compared to other South Kingdom's languages. The Lemô is the easiest to learn written language because its 24 syllables are clear depictions of the sounds spoken by the Lemuuri. However, the only ones who actually make use of the written language are the shamans, who, once a month, come back to the city, storing everything they have learned through their monthly peregrination. Leather scrolls are stored inside the library located in the royal palace.

Social Structure: A king, appointed by the holy hands of the 7 shamans, rules the Lemuuri society with the aid of 4 other prefects, until death takes the chosen king.

when then a new king is appointed by the council of shamans. Only men can be appointed as king, except in clear exceptions as if a woman challenges the current king to single combat, which must be accepted by the king, and both must fight until one is dead.

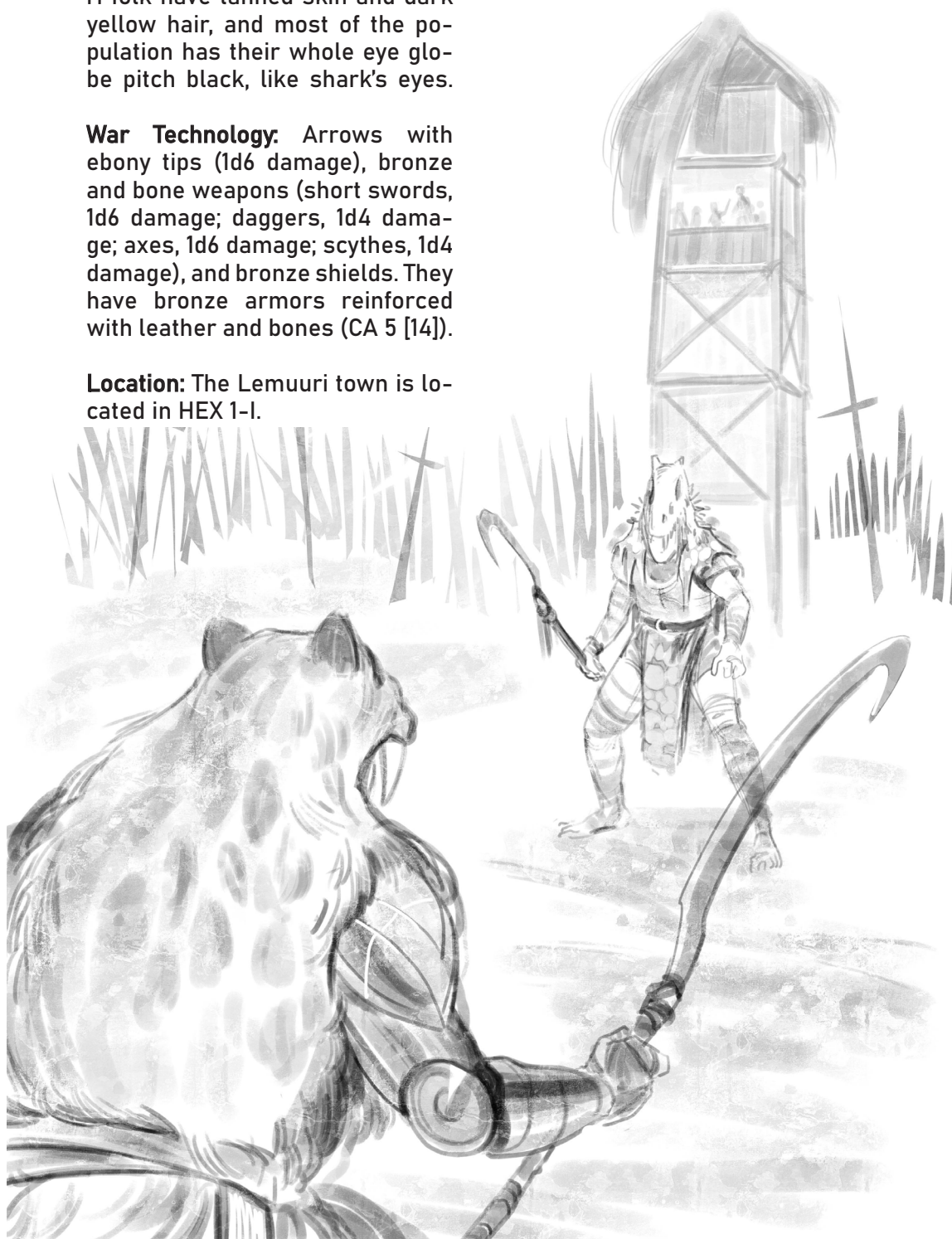
Religion: They follow a religious code very similar to animism practiced by the Plateau's tribes of humans with some traits of the well structured religion from the other South Kingdoms, even sharing some of their deities. The Lemuuri believe that once dead, they become a different life within the Plateau. They worship war, life and glory.

Population and Hierarchy: The kingdom has 150 people: 1 king, 7 shamans who live in the wild area around the town only appearing for the sacred rituals once a month, 4 prefects appointed by the king to aid him ruling the kingdom, 140 people who are farmers, animal breeders, artificers, or hunters and all of them are soldiers. From these 140, 40 are children who are not yet allowed to hunt or fight. The Lemuuri are well known for their loyalty towards their kingdom, putting the king always in second place, which means that kings who put the realm in first place are more loved than selfish kings. Shamans must point a successor once they feel they are close to death. The Lemuuri

ri folk have tanned skin and dark yellow hair, and most of the population has their whole eye globe pitch black, like shark's eyes.

War Technology: Arrows with ebony tips (1d6 damage), bronze and bone weapons (short swords, 1d6 damage; daggers, 1d4 damage; axes, 1d6 damage; scythes, 1d4 damage), and bronze shields. They have bronze armors reinforced with leather and bones (CA 5 [14]).

Location: The Lemuuri town is located in HEX 1-I.



Fungi is the culture that the Zeelandi people rely on when it comes to crops. They ride giant albino crickets, a species developed under the present dictatorship in which they live upon. Giant worms are bred with the purpose of making acid from these creatures' gastric systems, and oils from its fats.

Language: The Zeelandi have a completely different kind of language if compared to any other people living on the surface of the Plateau. Their language has only 3 vowels and everyone must learn how to write and read, using it for banal and important purposes.

Social Structure: A dictator has risen to power thanks to his charisma and skills that came from the Seed of Life. The dictator has been in power for the last 6 centuries. With him, 6 appointed generals are responsible for 6 different social issues, dealing with them directly. And all the rest of the population are farmers, hunters, artificers, etc. The Zelandi plan a total war against the surface and live for this goal.

Economic Structure: Each family gets 50 onyx gems every full moon, which can be exchanged at the royal palace for different kinds of products. 80% of what is produced by families is collected by the government, either

crops, other kinds of food or goods, every 3 months. Obviously this creates a society in which some of the families tend to hide part of their production (which is punished by execution). 50 onyx gems is enough to feed a family of 3 people for a month, with 5 gems remaining. Every family also gets one part of the total amount of products gathered by the government. Barter happens a lot among the citizens. Only what the family produces is collected, not their personal belongings.

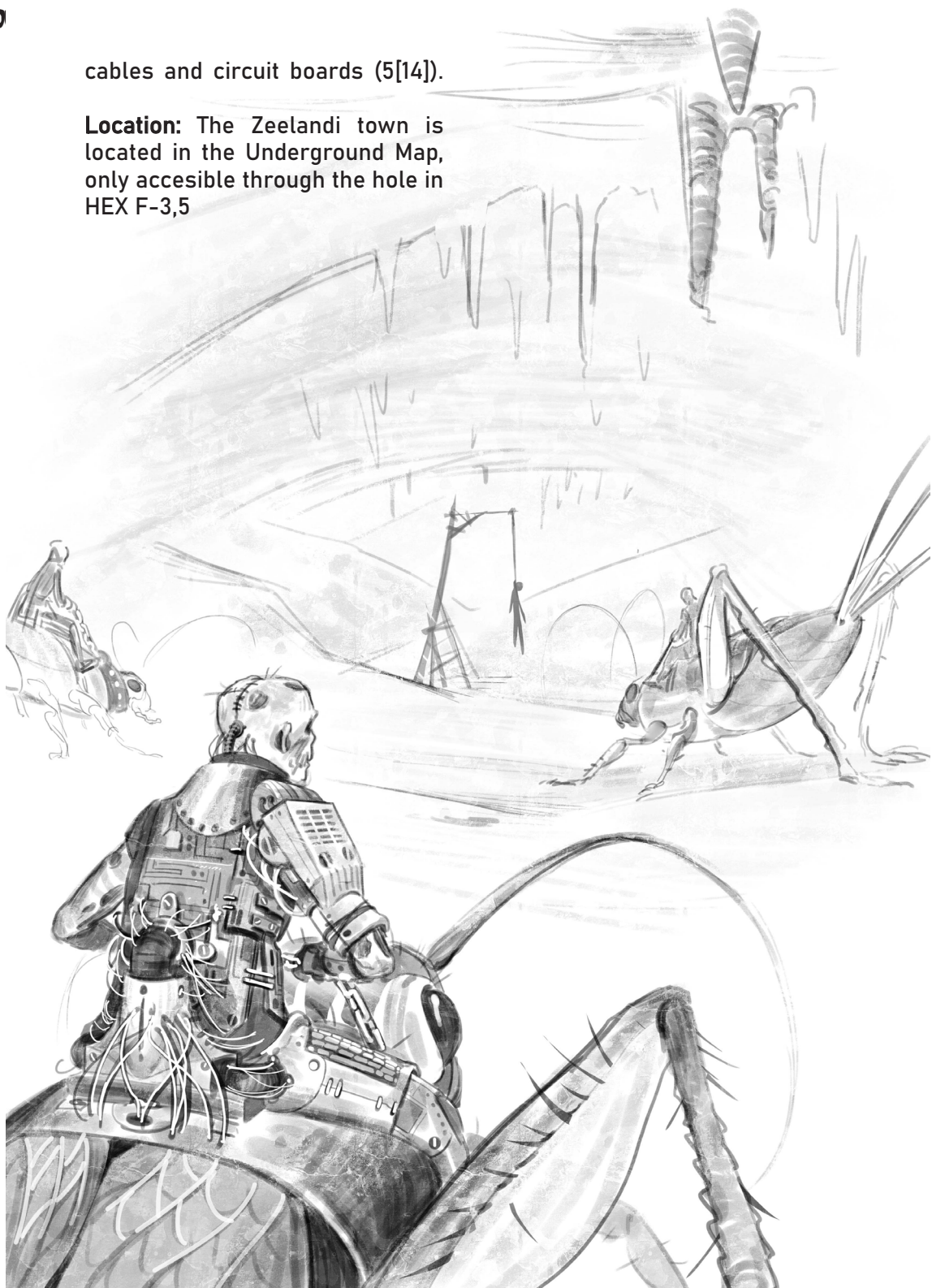
Religion: Everyone must worship the dictator, Vecincotrix. Shamans are executed as soon as they are discovered.

Population and Hierarchy: The Zeelandi society has 600 people: 1 Supreme Leader, 6 Generals known as the 6 fingers of the Supreme Leader (no joke, this dude actually has 6 fingers on each hand), 250 soldiers who take care of the towns' safety and enforce the common laws, and 343 common people. The Zeelandi have albino skin and pupils twice the size of a typical surface human.

War Technology: Arrows with iron tips (1d6 damage), weapons (short swords, 1d6 damage; daggers, 1d4 damage; axes, 1d6 damage; scythes, 1d4 damage) made of iron. They also wear leather armor (7[12]), and chainmail adorned with electric wires, silicon

cables and circuit boards (5[14]).

Location: The Zeelandi town is located in the Underground Map, only accesible through the hole in HEX F-3,5



Spiritual Form: Blue titanoboa

Physical Form: A tall man with a white skeleton painted over his

Minor Baghvās can be created at will by the GM, following the traits presented in the examples below.

A black and white illustration of a character with a large, feathered headdress, a long beard, and a skull pendant, standing on a dark, swirling background. The character has a stern expression and is wearing a long, dark robe. The background features stylized, swirling patterns that suggest a dark, possibly aquatic or ethereal environment.

LIST OF MINOR BAGHVA

1. Kakuê

Deeds in Life: Murdered and dismembered her husband because he treated her with disrespect and violence.

Spiritual Form: A woman of hair and eyes in flames.

Offering: Clay bowl with any wild animal's balls and fresh blood.

Shaman's Clothes: Woman's tattered clothes.

Avatar: Of revenge and women's protection.

Symbol Made on the Floor: With blood.

2. Araô

Deeds in Life: Led a troop of 20 men against 200 Uruk si warriors.

Spiritual Form: Naked man with war body paint.

Offering: Clay bowl with human blood and tyrannosaur teeth.

Shaman's Clothes: War body paint and any melee combat weapon.

Avatar: Of revolution and patron of the leaders.

Symbol Made on the Floor: With Banksia petals.

3. Kulengô

Deeds in Life: Challenged, and won a combat against a Lemuuri leader.

Spiritual Form: Woman with tattered

red clothes and a light crown floating over her head.

Offering: Clay bowl with fresh water and a crown of leaves and sticks.

Shaman's Clothes: Tattered clothes.

Avatar: Of bravery, and protector of the fearless.

Symbol Made on the Floor: With coal dust.

4. Malakuô

Deeds in Life: Sacrificed herself to protect her children from a band of pterodactyls.

Spiritual Form: Woman with faces of children covering her body, and pterodactyl wings.

Offering: Clay bowl with milk and baby teeth.

Shaman's Clothes: Fine dress with a veil covering the shaman's face.

Avatar: Of maternal energy, and protector of pregnant women.

Symbol Made on the Floor: With milk.

5. Inaná

Deeds in Life: Leader of the revolution of Atlaans slaves against their Lemuuri owners.

Spiritual Form: Dark shade with green aura.

Offering: Clay bowl with grass and

ପ୍ରତ୍ୟେକ ପଦ୍ମ ପ୍ରାୟ ୧୫୦୦ ଶ୍ଳୋକରେ ଗଠିତ । ଏହାକୁ ପଢ଼ିବା ପରେ ଆପଣଙ୍କ ଜ୍ଞାନ ଓ ଧର୍ମରେ ବୃଦ୍ଧି ହେବ ।

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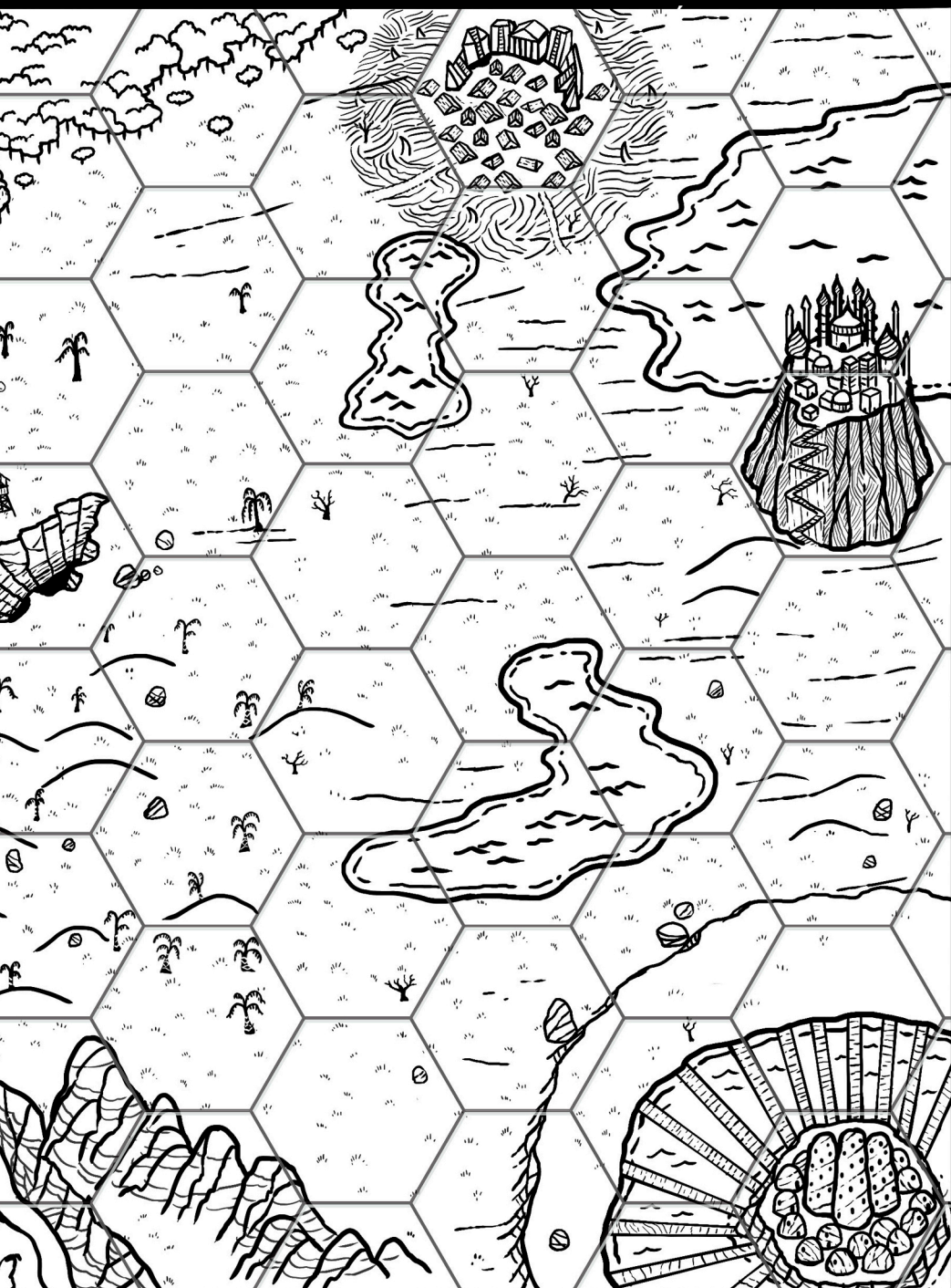
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Hidden in the depths of the most secluded jungle is a plateau dominated by monstrous beasts and primal tribes. This place holds uncountable amounts of gems, gold and silver within long forgotten caverns, protected by reptilian monsters, humanoid beings and powerful shamans. Are you brave enough to explore the Kalunga Plateau?

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