

WEIRD STONE & SORCERY ADVENTURE GAME
BY DIOGO NOGUEIRA



QUEST

ESSENTIALS



WHAT WILL YOU FIND HERE?

A streamlined d6 rules system that gives you degrees of success, additional consequences, and narrative control with a single die roll.

Character creation rules that are quick, intuitive, and incredibly flexible, allowing the creation of distinctive characters.

Rules for resource management, encumbrance, and durability that makes the gritty primal world come to life without complexity.

Combat and healing rules that make conflict exciting and dangerous. Combat won't always be the wisest option.

An open magic system encouraging creativity, ingenuity, and making sorcery powerful yet costly. Rules for making the game easy to run, improvise for, and just fun for the Referee.

THE PRIMAL WORLD OF THAIA

Primal Quest is being developed side by side with The Primal World of Thaia, a zine for old-school weird stone & sorcery adventure. Each issue will present more details about the setting, optional rules, character archetypes, adventures, monsters, and much more. Get the latest news about The Primal World of Thaia at bit.ly/PQThaia.

CHARACTER SHEET

Download Primal Quest - Essentials character sheet at



bit.ly/PQDownloads

WANT TO MAKE A PRIMAL QUEST COMPATIBLE PRODUCT?

You can make material compatible with Primal Quest by adhering to these simple rules:

You can use text directly from this document.

Credit Diogo Nogueira for being the original creator of Primal Quest and include a link to both this document and to <https://oldskull-publishing.com>.

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SAFETY TOOLS

We recommend the use of the TTRPG Safety Toolkit to create a safe and welcoming environment for everyone to play the game in.

PLAYING THE GAME

Whenever characters are in a situation where the outcome is uncertain and also impactful on the narrative, a Test is made.

TEST

Roll a pool of Positive Dice (**PD**) and Negative Dice (**ND**). You always roll at least one of each and may earn **+PD** or **+ND** as explained ahead.

Subtract the highest **ND** from the highest **PD**, then add the appropriate Attribute, obtaining a Result.

Compare the Result to the Difficulty. If it is equal to or greater than the Difficulty, it is a success. If it is lower than the Difficulty, it is a failure.

$$\text{Result} = \text{PD} - \text{ND} + \text{Attribute}$$

DIFFICULTY

Normally determined by a Stat possessed by the target or opposing force (their Attribute, Def, Lvl, or something else).

Difficulty 0 is the default if nothing is mentioned. Difficulty of +1 or higher is considered difficult and usually requires a Test. Difficulty below 0 is usually considered too easy to require a Test.

— DIFFICULTY —

0 - Moderate | 1 to 2 - Hard | 3 to 4 - Very Hard | 5 - Daunting | 6+ - Legendary

EFFECT

Effect is determined by subtracting the Difficulty from Result.

Effect of 0 or higher is a success. The higher the number, the more accomplished the success.

Effect below 0 is a failure. The lower the number, the worse the failure.

$$\text{Effect} = \text{Result} - \text{Difficulty}$$

EXTRA POSITIVE DICE (+PD)

Receiving more PD to roll on Tests:

Invoking a pertinent Tag to their advantage (the tag can be their own, from a piece of gear, from the environment, from an Opponent).



Having some tactical advantage, such as attacking from higher ground, flanking an opponent, or debating against someone whose notes you perused.

Anything else the Referee thinks benefits a character in that circumstance.

EXTRA NEGATIVE DICE (+ND)

Receiving more ND to roll on Tests:

When there's a Tag that applies negatively to the situation (either from that character, the environment, a condition that they are suffering from, etc.).

Some effects in the game impose +ND, such as spells and powers, monster abilities, damaged or poorly crafted gear, and so on.

BOONS

When a character's PD comes up a natural "6," they score 1 Boon. Boons can be spent to generate benefits:

Apply an appropriate Stat (an Attribute, a weapon's Dmg, an Opponent's Lvl) to the Test's Result.

Grant a +PD to their or another character's next Test, as long as it is justified narratively.

Impose a +ND to an Opponent's next Test, as long as it is justified narratively.

Gain some insight about the circumstances, as long as it is justified narratively.

Some other benefit that is independent of success or failure, as long as the Referee approves.

SETBACKS

When someone's ND comes up a natural "6," they score 1 Setback. Setbacks can be spent by the Referee to generate consequences.

Apply an appropriate Stat from the opposing side (an Attribute, a weapon's Dmg, an Opponent's Lvl) to the Test's Result.

Provide a +PD to an Opponent's next Test, as long as the Referee justifies this narratively.

Impose a +ND to a character's next Test, as long as the Referee justifies this narratively.

Apply a negative consequence to the situation in accordance with the narrative.

EFFORT

Before rolling the dice, a player can declare that they are making an Effort.

The player may sacrifice any number of Vitality points to gain +PD on a one-per-one basis.

If they sacrifice enough Vitality points to drop below 0, their character falls unconscious and is Dying (see Dying in the Combat section).



CHARACTER CREATION

Characters in Primal Quest live in a mythical stone age. They are survivors ready to face any danger in their path.

ATTRIBUTES

Assign 3 points among Body (strength, dexterity, endurance), Mind (perception, memory, knowledge), and Heart (willpower, charisma, empathy).

An Attribute may be reduced to -1 to increase another Attribute by +1.

No Attribute may start higher than +3.

TAGS

Create 5 Tags that define the character:

Concept: Who is the character? Where are they from? What's their occupation? Are they a hunter, a shaman, a lorekeeper?

Talent: What's something that sets the charac-

ter apart? What can only they do? Do they have keen eyes, sharp reflexes, or eidetic memory?

Motivation: What drives the character forward? Is it honor, duty, riches? Or do they seek power, salvation, or peace?

Relationship: What's a close relationship the character has? What would the character do for them? Do they have an enemy?

Trouble: What makes the character's life harder? Do they walk with a limp? Do they have an enemy?

EQUIPMENT

Every character begins with a sack (this doesn't count for Encumbrance purposes). Choose one of the following options for starting equipment:

- A** 1 weapon (stone), 1 weapon (wood or bone), 1 armor (any), 1 shield (any), 50' rope, 3 torches, fire kit, waterskin, 3 units of Food, and 3 units of Water.
- B** 1 weapon (wood or bone), 1 armor (light or medium), hunting tools, 50' rope, 3 torches, fire kit, waterskin, 3 units of Food, and 3 units of Water.
- C** 1 weapon (wood or bone), 1 armor (light), 3 arcane foci, 3 torches, fire kit, waterskin, 3 units of Food, and 3 units of Water.

See the next session for more details on Equipment.

OTHER STATS

Calculate the following Stats:

Vitality: Equal to 10 + Body. Determines how hardy the character is.

Defense (Def): Determined by armor and shield. Determines how hard it is to hit the character in combat.

DETAILS

Create the character's remaining essential details:

Name: Choose an appropriate name for your character.

Gender: Determine the character's gender as they identify themselves.

Looks: Describe the character. How do they look? What do they wear?

Personality: What is the character's personality like? Are they grim and secretive? Or joyful but deceitful?

ADVANCEMENT

Characters will change as they adventure through the world.

EXPERIENCE POINTS (XP)

Characters earn 1 XP by fulfilling any of the following conditions:

- ▲ Survive the game session.
- ▲ Use a Tag for the first time in the session (you can earn 1 XP from each Tag).
- ▲ Make an impactful mark on the game world (make an ally, acquire an enemy, change the power structure, defeat a powerful enemy). You can earn XP this way multiple times each session.

IMPROVEMENTS

Players can spend XP to improve their characters in different ways:

- ▲ To increase an Attribute by +1, spend XP equal to the new score multiplied by 5 (a minimum of 5 XP). No character can have an Attribute higher than +5.
- ▲ To acquire a new Tag, spend XP equal to the current number of Tags the character possesses multiplied by 3.
- ▲ To change a Tag or rewrite it, spend XP equal to the current number of Tags the character possesses.

EQUIPMENT

Sometimes having the right piece of equipment can make the difference between glory and death.

RESOURCES

Currency is almost nonexistent in the world and people barter for what they want when they can't get it themselves.

Everything is evaluated in quantities of Resources that it is worth. All costs in this section are in Resources.

There are 2 types of Resources: Food and Water. Humans need 1 unit of Food and 1 unit of Water per day.



There may be rare places, like cities, that use currency (such as shells, beads, coins, clay tablets, tools, jewelry, etc).

3 units of Resources count as 1 unit of Encumbrance.

ENCUMBRANCE

Sometimes, carrying too many items will slow a character down.

Encumbrance Threshold: Characters can carry up to 10 + Body units of Encumbrance comfortably. When carrying more than this limit, movement is reduced by half, and all Tests are made with +ND.

Encumbrance Limit: No one can carry more than 20 units of Encumbrance.

Unless otherwise noted, one item counts as 1 unit of Encumbrance. Some smaller items may be bundled together into 1 unit of Encumbrance, at the Referee's discretion. Remember, 3 units of Resources count as 1 unit of Encumbrance.

WEAPONS

There are 4 Weapon Categories.

Weapon Category	Cost	Dmg	Notes
Unarmed	0	0	-
Small	5	1	+PD to hide small weapons. ½ unit of Encumbrance.
Medium	10	2	-
Large	20	4	-ND to hide large weapons. 2 units of Encumbrance.

ARMOR

There are 4 Armor Categories.

Armor Category	Cost	Def	Notes
Unarmored	0	0	-
Light	10	+1	Can pass as normal clothes. 1 unit of Encumbrance.
Medium	30	+2	+PD to pass as normal clothes. 2 units of Encumbrance.
Heavy	75	+3	Can't pass as normal clothes. 3 units of Encumbrance.

SHIELD

There are 3 sizes of shields.

Shield Size	Cost	Def*	Notes
Small	10	+1	Blocks 1 attack before breaking. 1 unit of Encumbrance.
Large	30	+1	Blocks 2 attacks before breaking. 2 units of Encumbrance.
Tower	75	+2	Blocks 3 attacks before breaking. 2 units of Encumbrance. +ND to attacks and can only take 1 action per round.

*After blocking all attacks it can, a shield is broken and no longer provides its bonus to Defense.



ADVENTURING GEAR

Characters will find use for almost anything they can find. Below is a list of some sample items. It's up to the Referee to determine the current cost in Resources and units of Encumbrance used.

DRIED MEATS ▲ DRIED FRUITS ▲ 50' ROPE ▲ SACK ▲ WATERSKIN ▲ WHETSTONE ▲ HEALING HERBS ▲ 10' POLE ▲ FIRE KIT ▲ 3 TORCHES ▲ MAGIC MUSHROOMS ▲ BONE DAGGER ▲ STONE MALLET ▲ WOODEN STAKE ▲ SACK OF GREASE ▲ HEAVY FUR ▲ RELIGIOUS SYMBOL ▲ CHARCOAL PIECE

DURABILITY

When using an item or weapon and a Setback is rolled, it can be spent to damage said objects based on the material they are made from. When Durability reaches 0, the item is broken.

- Wood:** Can only be damaged once. Durability 1.
- Bone:** Can only be damaged once. Durability 1.
- Stone:** Can be damaged twice. Durability 2.
- Bronze:** Can be damaged thrice. Durability 3.

COMBAT

Sooner or later, characters will have to resort to violence to survive the dangers of the world. Tests in the game are made almost always by the players, but there may be special cases where the Referee might roll for the Opponents.

ROUND OF COMBAT

Time in combat and other action oriented activities are measured in rounds lasting approximately 10 seconds.

Combatants can normally take **2 actions every round**.

A round ends when every combatant has taken their actions or decided not to take them.

INITIATIVE

Characters and Opponents act in order of initiative.

Initiative can be defined by the Referee in accordance with the fiction.

When in doubt, characters need to make a Body Test and they will act before any Opponent whose Lvl is equal to or lower than the Result.

MOVEMENT

Combatants are in constant movement during a battle.

To move between Range Bands a character must spend an action.

Getting up, lying down, looking for an item in a character's sack, and other similar actions count as a movement action as well.

Characters can perform other small actions while taking a movement action for free, such as drawing a weapon, grabbing an item from their belt, shouting something to an ally, and so on.

RANGE BANDS

This game abstracts distance and range into 3 general bands.

- Close:** Just a few yards away. In range of most melee weapons.
- Ranged:** Further away than a few yards, but still within range of a running character. In range of most ranged weapons.
- Away:** Further than a character can normally run. Usually not in range of any mundane weapon.

ATTACKING

Slashing with an axe. Crushing with a giant femur. Firing a bow.

- 1 Choose a target within the weapon's range.
- 2 Make a Body Test with Difficulty equal to the target's Lvl or Def.
- 3 The attack hits if the Result is equal to or higher than the Difficulty. Otherwise it has failed.
- 4 Damage is determined by adding the Test's Effect to the weapon's Dmg.

DEFENDING

Characters can dodge, parry, or avoid attacks in many ways.

- 1 Make a Def Test with a Difficulty equal to the attacker's Result or Lvl.
- 2 The enemy's attack is avoided if the Test is a success.
- 3 If the Test fails, the character suffers damage equal to the value of the negative Effect plus the attacker's Lvl or their weapon's Dmg.



BLOCKING

Characters may opt to block attacks if they are using a shield.

They must declare they are Blocking before they roll for Defending.

When an attack is blocked, it causes no damage, but damages the shield.

A shield cannot be used for Blocking if it blocks the maximum number of attacks it can. It is broken. A broken shield no longer provides its bonus to Defense.

HEALING

Characters can rest in a safe space, where they can bind their injuries.

Short Rest

Takes 10 minutes and allows a character to regain $1d3 + \text{Heart Vitality}$ points. Afterwards, the character must pass a Body Test with a Difficulty equal to the number of Rests taken that day, or they can't benefit from another Short Rest until the next day.

Long Rest

Takes 6 hours and allows the character to regain $1d6 + \text{Heart Vitality}$ points. It also allows for a Test to recover from adverse effects, such as poison, illness, and other maladies. A character can only take 1 Long Rest per day.

Extended Rest

Takes roughly a week in a safe haven. Characters regain all their Vitality points and can make Tests to recover from injuries and other maladies with a +PD.

DYING

Characters are always at risk of dying.

When a character's Vitality reaches 0, they fall unconscious and will wake up in 1 hour (or sooner if healed) with a new scar (ask the player to describe it).

When a character's Vitality drops below 0, they are Dying and must make a Body Test with a penalty equal to their current Vitality. If they succeed, they fall unconscious and will wake up in 1 hour (or sooner if healed) with a new scar (ask the player to describe it). If they fail, they are Injured and will die in 1 hour if not healed.

SORCERY

Some individuals can learn to manipulate the primal forces of the world, harness the magic of their ancestors, or channel the forces of the void to conjure magical effects. However, power always comes with a cost.

ARCANE FOCUS

Characters need an item associated with each magic word they want to be able to use in the game.

A default Arcane Focus is associated with one magic word only, but more powerful Arcane Foci (associated with multiple magic words, for example) may be found in the game world.

A character can't use a magic word to cast spells if they don't have a respective Arcane Focus associated with it.

MAGIC WORDS

Here are a few examples of possible magic words to associate an Arcane Focus with:

FIRE ▲ ICE ▲ DEATH ▲ MIRROR ▲ SHADOW ▲ CLAW ▲ BLADE ▲ WOLF ▲ TRANSFORM ▲ REVEAL ▲ TRUTH ▲ VEIL ▲ RAY ▲ HAND ▲ GRASP ▲ ENTANGLE ▲ FRUIT ▲ TREE ▲ ANIMAL ▲ PORTAL ▲ SPIRIT ▲ CONVERSE ▲ SPIDER ▲ WEB ▲ MESSAGE ▲ FLY ▲ BREATHE ▲ MARK ▲ SLUMBER

SPELLCASTING

Sorcery is a powerful yet dangerous tool.

- 1 Describe the effect of the spell and explain how the Arcane Focus allows that effect (a character can combine multiple Arcane Foci for more complex effects).
- 2 The Referee determines if the effect is a Cantrip, Invocation, Ritual or Miracle.
- 3 The caster or any willing or helpless target they touch can spend Vitality to add +PD to the Test on a one-per-one basis.
- 4 The character makes a Mind Test against the appropriate Difficulty. If successful, the spell works as intended. If it is a failure, it has no effect and any Vitality points spent are lost.



CANTRIP

Mostly narrative effects that don't cause direct mechanical impact in the game, such as producing a small flame, changing hair color, making something small briefly disappear.

Base Difficulty

1

Casting time

1 action

INVOCATION

Effects that can be reproduced by an individual with appropriate equipment. Such as creating light equivalent to a torch, firing a magical arrow, or climbing a smooth wall.

Base Difficulty

2

1 +ND to the Test

Casting time

1 round

RITUAL

Effects that would require a group of individuals to recreate, such as bashing a castle gate open, building temporary shelter, or shooting a fireball from a catapult.

Base Difficulty

4

2 +ND to the Test

Casting time

10 minutes

MIRACLE

These are truly extraordinary effects that cannot be reproduced without magic or advanced technology, like becoming invisible, causing an earthquake, or making a meteor fall from the sky.

Base Difficulty

8

4 +ND to the Test

Casting time

6 hours

RUNNING THE GAME

When running this game, keep these things in mind:



- ▲ Present a dangerous world, full of possibilities and threats.
- ▲ Remember to be the characters' senses, describing not only sight and sound, but smells, tastes, sensations, texture, and touch.
- ▲ Telegraph danger before it strikes the characters. Death always leaves a trail.
- ▲ Always present multiple choices for the players and be open to new possible solutions as the players will certainly find them.
- ▲ Show the consequences of their actions, for better or worse. The game world is alive and reacts to the characters.
- ▲ Always be fair. You're not playing against the characters, but you're not playing to help them either. You're a referee, a neutral arbiter. Let the dice fall where it may.
- ▲ Reward good ideas and determination. Not everything will work all the time, but don't be stingy when they risk so much. At least let them try and make sure they know the risks.

LUCK TEST

When in doubt about how things will unfold, ask for a Luck Test.

The character makes a normal Test without adding any Stat, but adding appropriate Tags.

The higher the Result, the more favorable the outcome.

The lower the Result, the more unfavorable the outcome.

A Result close to 0 means it's not that good, nor that bad. Come up with a compromise.

RANDOM ENCOUNTERS

For every 30 minutes of game time, roll 1d6.

On a 1, an encounter occurs. Roll another d6: (1-3) variations of a common encounter; (4-5) unusual and uncommon encounter; (6) weird and dangerous encounter.

On a 2, an omen of an encounter occurs. Roll 1d6, as above, and describe what the characters witness.

Any other result means nothing happens for now.

OPPONENTS

All non-player characters (NPCs) are referred to as Opponents. They have much simpler Stats than characters.

Level (Lvl): Determines how powerful the Opponent is, their level of challenge. Used as the Difficulty of Tests made against them.

Damage (Dmg): Determines how devastating their attacks are. Used to calculate damage of attacks.

Vitality (V): 1d6 per Lvl. May vary at the Referee's discretion.

Special Abilities (SA): What the Opponent can do that sets them apart. There are no hard and fast rules for them.

REACTION

When in doubt about how an Opponent reacts to characters, ask for a Luck Test. Use the Result on the table below.

Luck Test Result	Reaction
-5	Hostile
-4 to -3	Unfriendly
-2 to +2	Unsure
+3 to +4	Friendly
+5	Helpful

EXPLORATION

The world is full of wonder and horror to be discovered. Adventure awaits!

RATE OF EXPLORATION

- ▲ Characters can normally travel 24 miles per day.
- ▲ If carrying more than their Encumbrance Threshold, characters travel 12 miles per day.
- ▲ Use a hexagonal map, where each hex is 6 miles to a side and 12 miles across.
- ▲ When passing through difficult terrain in a hex, characters travel at half speed.

Characters need to rest for 6 hours per day when traveling, or they need to pass a Body Test with a Difficulty equal to the number of days without sleeping to keep going.

GETTING LOST

When traveling through unknown lands, characters can get lost.

- 1 Ask for a Mind Test with a Difficulty determined by the environment (see table below).
- 2 If the characters are successful, they keep traveling according to their plans.
- 3 If they fail, they get lost and travel to a randomly adjacent hex, believing they are going the right direction.

Terrain Type

Difficulty

Plains, Valleys, Roads	0
Forests, Hills, Badlands	1
Thick Forests, Tundra, Deserts	2
Swamps, Jungles, Mountains	3

CAMPING

Characters will often need to camp in the wilderness to rest.

- ▲ Characters need to find a secure location to make camp. The Referee may ask for a Mind Test for them to find one.
- ▲ Only 1 Random Encounter roll is made when the camp is in a secure location. Otherwise, make 2 rolls.
- ▲ Characters can take a Long Rest when the camp is in a secure location. Otherwise they can take only Short Rests.



WEIRD STONE & SORCERY MINI-HEXCRAWL

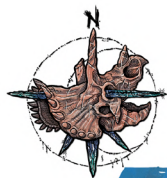
MOTHER'S VALE

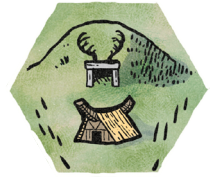


The Mother's Vale runs from the base of the Father Mountain in the north to the Pit in the south. To the east, beyond the hills, lies the death-ridden tar pits. To the west are the Monster Mountains, and the sinister and ancient creatures that dwell there.

Humans have erected 3 villages in the vale and they live peacefully between them, trading resources and information. Other sentient beings also live in the vale, and rumors of a great town called Apekin is rumored to exist in the Deep Green jungle in the south, but no one has returned to confirm its location.







1

LAKIT

A fishing village of around 40 people. Most of their homes are built atop stilts over Lake Bagah, and they are all skilled with boats. Lakit is mostly composed of humans, but a few individuals from other sentient species live here along with a triceratops who helps them after being healed by Brikla, the village shaman and elder.



Problem: Brikla has had visions about the Mother Tree. It's dying. Evil is growing inside it. She believes the strange meteor that fell from the sky is connected to these visions.



Special: Lakit is a welcoming village, and most characters will be welcomed with open arms if their approach is respectful and peaceful. Brikla is an accomplished herbalist and can summon ancestral spirits with shamanic rituals. She can be a great ally to the PCs.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3+1 Tribe Members (L1 D1 V4) coming back or going out to hunt and gather.
- 1d3 Tribe Children (Lo Do V2) playing with a dangerous wild animal.
- 1d6+1 Tribe Members (L1 D1 V4) discussing what they should do next.
- 2d6 Auroks (L3 D3 V15 SA: D6 when charging) running from an Allosaurus (L6 D6 V25 SA: 2 attacks per round) in the distance.
- 1 Auroch (L3 D3 V15 SA: D6 when charging) wounded and in rage. Something with huge claws attacked it.
- 6 Trihok, the Triceratops (L5 D5 V20 SA: D7 when charging) is following the party from a distance.





2

FERIK

Forested village on the southern side of Lake Bagah. Its population is around 60 and includes both humans and Pekiks, an intelligent species of monkeys roughly the size of a human child. Their homes are built in the thick tree branches and all of them are accomplished foresters. Leadership is shared by Artuk, a human warrior with a noble heart, and Progo, an elder Pekik shaman with strong bonds to forest spirits.



Problem: Strange and vicious creatures are attacking the villagers. Creatures they've never seen before. They are coming from deep within the Deep Green jungle.



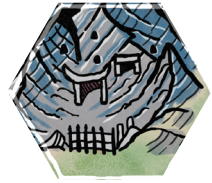
Special: Those that provide help and prove to be friends of the people of Ferik can be presented with 1d6 blood fruits (regain 1d6 Vitality) once per month to divide between them.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Tribe Members (L1 D1 V4) collecting fruits and wood.
- 1d6 Pekiks (L1 D1 V4 SA: +ND on Tests to find them in forested areas) hunting small prey.
- 1d3 Tribe Members (L1 D1 V4) and 1d3 Pekiks (L1 D1 V4 SA: +ND on Tests to find them in forested areas) doing rounds, as they protect their village.
- 1d6+1 Axehawks (L2 D3 V6 SA: Flying) looking for food or just messing around.
- 1d3 Red Gorillas (L4 D4 V15 SA: can make 2 attacks per round) fighting each other over food.
- Mahuk, a Dire Alligator (L5 D5 V20 SA: +ND to Defending for non-aquatic creatures) is very hungry.





3

MORIK

A village in the mountains protected by a wall of rocks and wood, and by flesh and blood. The mountainfolk, as they are sometimes called, are more isolated than the other two villages, but still remember the time when they were only one large nomadic group. They survive by hunting and gathering, and their mines provide them with coal. They trade with the other villages, but usually just allow a small band of them into their walls. Their population is around 50 individuals, almost all of them trained to battle with shields and stone tipped spears. They are led by Hamak, a large old man who looks like a gray-haired bear.



Problem: A warband led by a brother and sister is coming to the village and is going to kill half of the village and take the rest as prisoners and slaves. They are called the Death Siblings. The people of Morik are unaware and ill-prepared.



Special: They have access to mines and stones. Stone weapons can be easily acquired here if the PCs earn their confidence. Additionally, their leader has a piece of melted star metal that can be fashioned into a sword, but he hasn't figured that out yet.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Miners (L2 D2 V8) going to or returning from the mines.
- 1d3+1 Mountaineers (L2 D2 V8 SA: Has a small shield) hunting wild goats.
- 1d6+1 Warriors (L2 D3 V10 SA: Has a small shield) patrolling the region.
- 1d3 Death Siblings' Scouts (L2 D2 V7 SA: +ND on Tests to detect their presence) exploring the region.
- 2d6 Death Siblings' Raiders (L2 D4 V10) coming back from a vicious battle.
- 6 Fargor, a huge Yeti (L5 D5 V20 SA: +ND to detect him in the mountains) who considers himself King of the Mountain and always demands tribute from whomever he meets.





4

HORNED TOTEM

A towering structure of rock, weird metal, and bones of unknown creatures lies in a small island of Lake Bagah. Its appearance and configuration is irregular—some swear it changes when no one is looking. One time, a dark curved dark is pointing north, the next it's pointing south. But if anyone tries to move it themselves, it's impossible.



Secret: The structure is actually an antenna made by an alien creature that lives inside the island and is trying to communicate with its home planet.



Danger: In the lake's bottom lies an ancient spaceship that has fallen there thousands of years ago. Inside, a terrible creature still lies dormant in cryosleep. If the sunken ship is disturbed it might be freed.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Bone Piranha Swarms (L3 D3 V10 SA: Can attack all targets within Close range) looking for food.
- 1 Giant Constrictor Snake (L4 D3 V16 SA: After it hits, the victim must pass a Body Test or they can't move) still digesting a large animal (or person) in their belly.
- 1d3 Giant Leeches (L2 D2 V7 SA: After first hit, does 3 damage every round unless victims can detach it) trying to feed themselves.
- 1 Dakosaurus (L4 D6 V16 SA: +ND to Defending for non-aquatic creatures) feeling like playing with its food.
- 1 Cloaked Hermit (L3 D3 V13 SA: Can paralyze others with gaze - Mind Test to resist) meditating.
- 6 Tak'Lukar, an Ancient Terror (L8 D5 V35 SA: can make 8 attacks per round) who demands an offering in an alien tongue.



5

MOTHER TREE

Inside the northern reaches of the great Deep Green jungle lies a colossal tree that the People of the Vale call Mother Tree. It bears traits of almost all the other trees in the vale, but its trunk grows to more than 400 ft tall, its leaves can cover an entire hut, and they say its rare fruit can even give life back to the recently deceased. However, something is wrong with it.



Secret: The Mother Tree has been infected by an alien parasite that came in a spaceship that crashed to the north. It's dying and transforming into something wicked.



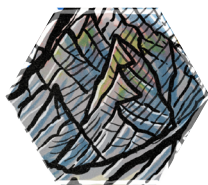
Danger: The tree will start giving out more fruit, but they will be contaminated. People will be healed and even resurrected from the dead, but dominated by an alien hive mind.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Tribe Members (L1 D1 V4) from Ferik, meditating by the tree.
- 1d6 Pekiks (L1 D1 V4 SA: +ND on Tests to find them in forested areas) hoping to find a fruit to save a loved one.
- 1 wounded Red Gorilla (L4 D4 V15 SA: can make 2 attacks per round), still furious, but who doesn't want to fight again.
- 1d6 Brachiosauruses (L5 D5 V39 SA: Max Vitality) feeding on the tree's leaves. They are easily scared.
- 1d3 Megatheriums (L4 D4 V15 SA: Can only act or move each round) dominated by an alien parasite.
- 6 The Mother Tree (L? D? V? SA: ?) speaks with an echoing, soothing voice. She asks for help to take her last viable seed to a Promised Land.





6

FATHER MOUNTAIN

The northern boundary of the vale. This enormous mountain is set apart from all others nearby by its impressive height and the abundance of life it features. A lush jungle turns into a more open forest as the vegetation climbs its sides. Many beings live in the mountain and nearby land—although conflicts arise from time to time, they maintain a peaceful coexistence.



Secret: Father Mountain is actually alive. This ancient being is possibly the last Titan alive, and it has given life to a race of living rock beings with hearts of magma.



Danger: Tectonic activity has been increasing over the last few months. Earthquakes are becoming more common, possibly causing rockslides.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d6+1 Neanderthals (L2 D2 V8 SA: ND for Defending when attacked by 2 or more Neanderthals) looking for missing companions.
- 1d3 Cave Bears (L4 D4 V18 SA: May opt to not do damage to immobilize target and do 6 damage per round until they pass a Body Test) looking for a new lair.
- 1 old Woolly Mammoth (L5 D5 V30 SA: Max Vitality; D8 when charging) climbing the mountain alone.
- 1d3+1 Pterosaurs (L3 D4 V13 SA: Flying) hunting.
- 2d6 Saurornitholestes (L2 D4 V8 SA: 2 attacks per round) pursuing prey.
- 1d6+1 Rock Dwarves (L3 D4 V15 SA: Suffers half damage from non-metal weapons) looking for gems to feed Father Mountain.



7

TOWER THAT FELL

A tall, seemingly organic metal tower that fell from the sky a few days ago. It created a huge crater and created a ravine north of the Mother Tree. The ship is damaged and there's only one survivor inside, infected by an alien parasite that's spreading through the region. The alien will die soon if not helped.



Secret: Inside the spaceship, one can find alien technology and secrets of science. If they manage to save the surviving alien and can learn the ship's secrets, they will be able to use these resources to ensure their survival.



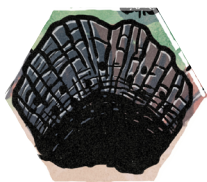
Danger: An alien parasite, called Void Oozes by other aliens, has infected the spaceship's crew and is now infecting other beings in this world. They dissolve their hosts from the inside out, modifying their host's organs to better suit their needs.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1 2d6 Velociraptors (L1 D2 V5 SA: +ND for Defending when attacked by 2 or more Velociraptors) disturbed by the tower's presence.
- 2 1d6 sickly mutated Parasaurolophuses (L3 D4 V10) just grazing and lazing about.
- 3 1d6 enraged Triceratopses (L5 D5 V20 SA: D7 when charging) furiously charging at the tower.
- 4 1d6+1 Giant Ants (L3 D3 V10 SA: Damage taken reduced by 2) curiously examining the tower.
- 5 1d6 Giant Dung Beetles (L3 D3 V9 SA: Horrid stench forces nearby victims to pass a Heart Test or gain +ND to all Tests) rolling their dung balls around.
- 6 1d3 Void Ooze (L4 D4 V15 SA: After they hit, victims suffer 4 damage next round) seeking new hosts.





8

THE PIT

Down south, the Deep Green jungle hides a great pit that opens for miles and, as far as anyone knows, is bottomless. The people of the Mother's Vale usually avoid this place, as it is believed to hide a great evil deep below. There are dozens, if not more, of cavern entrances and pathways on the pit's walls. The very few who have returned after exploring any of them tell of a maze of caverns that doesn't seem natural—these raving mad survivors say that alien beings or even Ancient Ones still live down there.



Secret: Deep below lies Bristari, the Bright Star, the ruins of the last remaining Ancient One's city. Most of the people who lived there are long gone, but a few remain, completely changed.



Danger: Something else dwells in the pit with the remaining Ancient Ones. Something older, and utterly inhuman. It calls out to other minds, to devour them.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d6 Giant Centipedes (L2 D2 V8 SA: When they hit, the victim must succeed at a Heart Test or gain +ND to Tests for 1 hour) looking for food.
- 2d6 Giant Rats (L1 D1 V4 SA: When they hit, the victim must succeed at a Body Test or gain +ND to Tests for 1d6+1 days) devouring a giant worm's carcass.
- 1d3 Giant Spiders (L3 D3 V13 SA: Web can immobilize victims who fail a Body Test to avoid it) carrying a dead Batkin enveloped in spider web.
- 1d6+1 Batkin (L2 D2 V7 SA: Flying; Echolocation) patrolling their caverns for intruders.
- 1d3 Batkin (L2 D2 V7 SA: Flying; Echolocation) from one tribe fighting 1d6 Batkin from another tribe.
- 1 Ancient One (L6 D6 V25 SA: Can communicate with anyone telepathically) who has been exiled by their people.





9

MOTHER'S WOUNDS

When the strange tower fell from the sky (see #7), the impact caused tremors and formed these ravines, which the People of the Vale started calling the Mother's Wounds. They sprawl for dozens of miles and have formed a labyrinth of passages that stretch deep below the vale. The Mother's Wounds have revealed ruins of older civilizations that are definitely not human—now the People of the Vale are debating whether they should explore further or avoid them.



Secret: The ruins are from a civilization that is at the same time from the future and from the past. There are records and theories about what will happen in Thaña. But can the characters decipher the strange language?



Danger: The alien parasites that came in the Tower that Fell are spreading through the world, starting with the Mother's Wounds. Creatures are infected and goo is everywhere.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1 1d6 Toxodons (L3 D3 V18 SA: Max Vitality; D5 when charging) drinking contaminated water.
- 2 1d6 Chapalmalians (L2 D3 V7) eating the remains of 1d3 Humans.
- 3 1d3 Smilodons (L4 D4 V15 SA: +ND to attacks against it) desperately trying to climb out of the ravine.
- 4 1d6 Deinonychuses (L4 D4 V17 SA: +ND for Defending when attacked by 2 or more Deinonychuses), hunting 1 Chapalmalania.
- 5 1 Brontosaurus (L7 D5 V22) who broke a leg falling in the ravine.
- 6 1 Mutated Tyrannosaurus Rex (L8 D8 V35 SA: Swallows target with a Setback on a Defending Test, automatic dealing 8 damage every round; Regains 1d6 Vitality per round) in a bout of rage.





10

THE DEEP GREEN

A large, lush jungle that gets greener as you go deeper into its labyrinth of trees, vines, bushes, and other Mother's creations, as the People of the Vale say. Under its large leaves, thousands, if not more, creatures live and die everyday, and things older than the Mother Tree itself dwell in its deepest parts. Some even say the jungle itself is alive, that it can change the paths that pass through it at whim, revealing secrets to those it wants and trapping those it doesn't like in a maze of gnarled trees, entangling vines, and biting mosquitoes.



Secret: An Ancient One lives in the forest and protects it against any outsiders that do it harm. They look like a very tall, scrawny, and gray-skinned bald humanoid, wearing ragged shiny clothes. However, they are getting old and their primal magic isn't as strong as it used to be. They seek an apprentice.



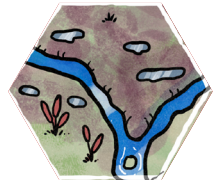
Danger: Botak, the oldest living creature alive on Thiaia, lives in a cavern under a giant rotten tree. It has assumed the shape of a colossal snake with fiery eyes. It has knowledge of everything that has ever happened and ever will. It doesn't want to be disturbed, though.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Sabertooth Panthers (L3 D4 V10 SA: +ND to detect him in the shadows) stalking the PCs.
- 1d3 Megatheriums (L4 D4 V15 SA: Can only act or move each round) fleeing from something.
- 2d6 Bear Dogs (L3 D3 V12 SA: +ND for Defending when attacked by 2 or more Bear Dogs) hunting a Megatherium.
- 1d3 Blood Drinking Plants (L3 D3 V10 SA: 3 attacks per round; Half of the damage dealt is converted to healing) trying to eat.
- 1d6 Night-Time Mushrooms (L2 Do V8 SA: Forces a Body Test with a +ND for each extra Night-Time Mushroom nearby to avoid falling asleep for 1d6 hours - for each hour, takes 2 damage) trying to eat.
- 1d3 Snakekin (L4 D4 V16 SA: Hypnotic Gaze - Mind Test or receiver +ND to all Tests against them) exploring outside of their hidden citadel.





11

ROTTEN LAND

As one approaches from any direction, the first thing they notice is the fetid sweet smell of rot and death. The Rotten Land, as this large swamp covering the Mother's Tears river estuary is called, is a festering ground for insects, amphibians, and reptiles. Rumors speak of a race of frog-like humanoids who have villages and huts hidden by the foul fog that obscures vision in every direction. What is certain is that the region was once the home of an ancient civilization, as signs of strange stone structures are seen everywhere, if one is attentive enough.



Secret: The Frog People that live in the swamp have bigger communities and structures below the water level. They are insular, but have information regarding anything that happens in the Rotten Land.



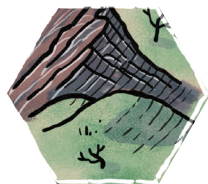
Danger: A Frog God lives below the water, sleeping until it is time to eat again. It demands sacrifices, and the Frog People always deliver them, lest they suffer its wrath or curses.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d6 Giant Frogs (L3 D3 V10 SA: With a Setback on the Defending Test, can entangle a target who will need a Body Test to escape) just chilling in the wind.
- 2d6 Giant Leeches (L2 D2 V7 SA: After first hit, does 3 damage every round unless victims can detach it) trying to feed.
- 1d3 Deinonychuses (L4 D4 V17 SA: +ND for Defending when attacked by 2 or more Deinonychuses) hunting.
- 1d3 Frogkin Scouts (L2 D2 V7 SA: +ND to detect him in swamps) patrolling the nearby area.
- 1d6+1 Frogkin Warriors (L3 D3 V10 SA: +ND to Attacking them when they are side by side) carrying the carcass of a Giant Snail.
- 1 Spinosaurus (L7 D7 V25) devouring a colossal frog carcass.





12

FANGED HILLS

These rocky hills smell of death, sweat, and fear. The People of the Vale avoid this region unless it is utterly necessary, even though it is rich in game and relics from past civilizations. They say the hills are haunted by evil spirits, and that a blood-drinking demon roams these hills in search of lost travelers and fools who dare to enter its territory. The proximity of the Monster Mountain makes these tales even more believable, as everyone knows about the evils that pour from that cursed place.



Secret: The hills were the site of an ancient battle between a past civilization and the hordes of chaos that poured from the Monster Mountain's depths. There are hundreds of relics, weapons, and objects that could prove very useful to the People of the Vale.



Danger: Chaos seeps from the north and has infected the very essence of the Fanged Hills. The dire wolves that roamed this place have turned into flesh-devouring chaos beasts and terrorize the whole vale when the Red Moon is full.

RANDOM ENCOUNTERS

d6 Random Encounter

- 1d3 Lost Travelers (L1 D1 V4 SA: +ND to all Tests involving them) roaming aimlessly. They are scared.
- 1d6 Argentinosauruses (L6 D6 V25) fleeing desperately to the jungle in the east.
- 1d3 Cave Bears (L4 D4 V18 SA: May opt to not do damage to immobilize target and do 6 damage per round until they pass a Body Test) dragging the corpse of a Dire Wolf.
- 1d6+1 Dire Wolves (L3 D4 V12 SA: +ND for Defending when attacked by 2 or more Dire Wolves) hunting.
- 1d3 Devouring Chaos Beasts (L5 D6 V20 SA: +ND for Defending when attacked by 2 or more Devouring Chaos Beasts) looking for trouble.
- 1 Giganotosaurus (L8 D8 V25 SA: Swallows target with a Setback on a Defending Test, automatic dealing 8 damage every round) fighting 1d3 Devouring Chaos Beasts.





Notes



WHAT ELSE IS OUT THERE?

Do you want to detail the contents of a Hex? Anything in the map catch your attention? Create content for *Primal Quest* as detailed on the first page!

Written by

Diogo Nogueira

Edited by

Wayne Canepa

Graphic Design by

Guilherme Gontijo

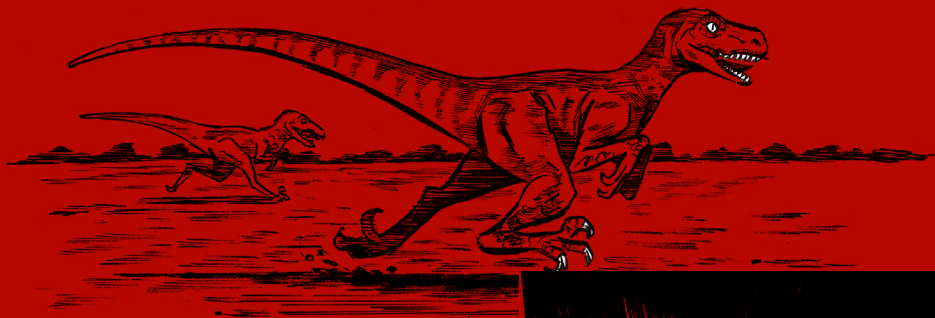
Map by

Fernando Salvaterra

Illustrations by

Felipe Faria





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