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*My old stamp collection mocks me  
when I see the beasts around me*



RECORD #1:

CEREMONY AND FOOTPRINTS

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DATE:

? April, 1930

TIME/PLACE:

Unknown (Aeons ago or from now?)

COMMENT:

*Red ochre smeared everywhere*  
I am hopelessly and indescribably lost with my team of explorers. I have no idea where we are or whether this is the distant past or some unexplainable future. There is no likely return, and each day I try to document something new in the hopes we will continue to learn to survive. If you are unfortunate enough to be reading this document, it means I am no more, and I can only pray that these notes - this is the first of several I will be adding to this file - will teach you to navigate the terrors of this land and learn to cooperate with the archaic humans.

*fire kindling*

Shaman: We saw no clouds.

Tribe: We saw no rain.

Shaman: But we could see the lights!

Tribe: Sky spirits!

Shaman: Then we heard.

Tribe: It was no storm!

Shaman: The sound that whistled...

Tribe: Faster than wind!

Shaman: It was not the Upright Folk!

Tribe: No!

Shaman: It was not Bone Children!

Tribe: No!

Shaman: It was not the Stone People!

Tribe: No! Who was it?

Shaman: The Lost Ones fell in their stone box!

Tribe: The sky gods didn't want them!

Shaman: Will Earth Mother?

Tribe: The stars did not want them!

Shaman: Will Earth Mother?

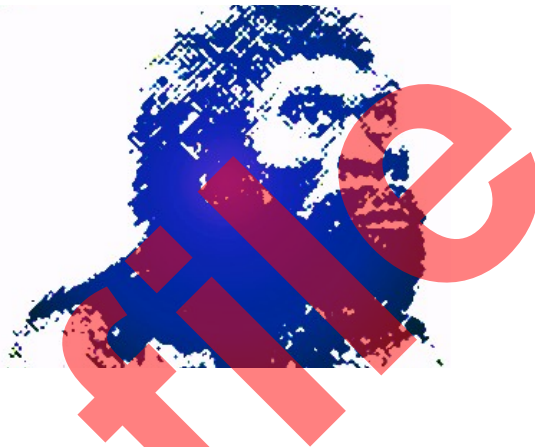
Tribe: Teach them of the Earth Mother!

*Our dirigible crashed-landed  
in a catastrophic storm*



## 'NEW' CLANS (TRIBES):

The UPRIGHT FOLK (*homo erectus*) are sometimes as tall as Stone People and share the physical strength and pronounced brow ridge of Bone Children. Lacking the ingenuity of other Tribes, they may only craft simple tools and spears, and advance to the 6<sup>th</sup> level as Shamans or non-Shamans. However, they may re-roll any attempt to climb, tame or 'befriend' animals, or build fires in poor weather. Early-stage humans of great luck and patience.



The Upright Folk speak their own language and the TRADE SPEECH.

The LOST ONES (*homo sapiens sapiens*) are early to mid-20<sup>th</sup> century counter-parts to the Stone People stuck in primordial ancient Earth. Though they share the same 3-point ACTION POOL, they over-rely on their modern tools and initially lack the knowledge to craft or repair pre-historic artifacts. Driven to survive, they may roll their knowledge score twice at character creation and choose the best score. Modern adventurers with an unyielding will to escape.



## LOST ONES: ORIGINS (d6)

1. TIME SHIFTERS: time traveling machine breaks down in an alternate (d6):  
1-3. ancient past, or 4-6. 'regressed' future
2. SURVIVORS: awaken in cryogenic capsules in a 'regressed' future
3. EXPLORERS: find 'hollow earth' or 'hidden valley' after tunnel cave-in
4. AIRSHIP CREW: crash land on an 'unknown island' in a hurricane
5. SAILORS: prove the Earth is flat by falling off the edge into a new world
6. ASTRONAUTS: enter rift in space/time, and crash-land on (d6):  
1-3. an alternate 'ancient' or 4-6. a 'regressed' future – Earth

## LOST ONES: STARTING CHARACTERS

The less hardy Lost Ones begin with 10 Hits and advance as other Tribes due to modern medicine and diet. With high enough Knowledge they may become SCIENTISTS instead of SHAMANS. They have their own language, and can learn a Tribal language from the 2<sup>nd</sup> level. They may then gradually learn a number of additional languages equal to their Knowledge skill modifier. Unlike other Tribes, they begin with no Barter Points.

## LOST ONES: CRAFTING/REPAIRING

Even though survival is difficult at first for Lost Ones, they learn to craft/repair one pre-historic artifact per level, such as: arrows; a fire with flint, tinder, and steel; a pit trap; or a shelter/tent with bones and hides.

## LOST ONES: STARTING CLOTHING

Each Lost One character begins with clothing based on their origin, and their Knowledge skill. Note that new rules below give more nuance to Death from Exposure for COLD/GLACIAL places (see EPOCH top of page 39). Use the Death from Exposure rules of Time Shifters for common Furs/Pelts:

Lost One Origins	Item	Fur/Pelt	Knowledge	Death from Exposure
TIME SHIFTERS	PJs & Bathrobe	Light	3-8	1d3 days
	Ski Jacket	Medium	9-12	1d6 days
	Fur Coat*	Thick	13-18	2d6 days
EXPLORERS,	Navy Uniform	Light	3-7	1d3 days
SAILORS, OR	Safari Outfit	Medium	8-11	1d6 days
AIRSHIP CREW	Leather Jacket**	Thick	12-18	2d6 days
SURVIVORS OR ASTRONAUTS	Silvery Suit	Light	3-9	1d3 days
	Skin-Tight Suit	Medium	10-14	1d6 days
	Space Suit***	Thick	15-18	2d6 days

\* Can be used to make temporary shelter with bones, wood, or a bush

\*\* Absorbs 1 Hit if character would otherwise be reduced to 0 Hits

\*\*\* Move/Speed like Medium Fur/Pelt, but may tear each day (2 on 2d6 roll)