

# THE KALUNGA PLATEAU

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## ISSUE 1

- The Plateau
- Character Classes
- List of Invocations

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**











**PITCH BLACK LAIR**

**EXALTED FUNERAL**

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הוא ייתכן שיש גם גרסאות אחרות של המשחק, אך אלה הן הגרסאות היחידות שהורחבו על ידי המחברים.



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אָרטיקלן צו דער שטאַט פֿון דעם 18טן יאָרהונדערט  
און דער 19טן יאָרהונדערט פֿון דעם 19טן יאָרהונדערט  
און דעם 20טן יאָרהונדערט פֿון דעם 20טן יאָרהונדערט  
און דעם 21טן יאָרהונדערט פֿון דעם 21טן יאָרהונדערט

# THE KALUNGA PLATEAU

Forgotten somewhere within the most dense of the jungles is a plateau. Known as a haunted place and lair of unspeakable monstrosities, terrible demons and unknown people. Groups of adventurers look for such place for generations, and very few actually return with tales about it. These poor devils always tell sinister stories about the Plateau, with their minds haunted by terrifying memories. The exact location of the plateau is unknown, but rumor has it that by reaching the border of the South jungles, one can see the land elevation projecting itself several yards above the top of the trees, reaching the horizon with strange beasts gliding over it.

The lands from the South are known by its unknown dangers, places and ruins never explored before, and ancient secrets. Reaching the South jungles can be a challenge itself, and the path through those woods to the Plateau are known only to the folk living at the border of the Jungle, and those despise travelers or explorers who try finding a way to the Plateau. And those who find themselves standing before the forest will see a huge mass

of land that raises on the horizon from a dense and tropical jungle, stretching really far away until it reaches the South seas.

The highlands of the plateau are sliced by a single river, which springs in the North mountains running all the way down South through the plateau until the South seas, creating a 100 feet tall canyon where all kinds of dangers can be seen, from caves filled with yellowish eyes, to nests of giant lizards lurking to fish some prey floating on the river surface.

The Plateau is a huge geographic territory with several kinds of life living in it, surviving there for unknown reasons. Just like it is now known why the civilization in there is so different from the rest of the continent, with a strong presence of ancient deities never heard of in any other part of the continent as well.

Beasts are not the only beings populating the Plateau, tribal folks who hunter and gather their food all also all around the place, just like tribes of humanoid beings trying to survive every single danger present in there. Every



single experience you might have raiding dungeons does not reflect much in how to live or survive in this environment. It is time to be ready to explore the wild, look for gems and precious metals, maybe even risking to go into caverns, lairs of beasts, and maybe The Underground, using every single skill you have to live they after day. Incursions to find the Plateau became more rare these days, once only ancient maps of very old and crazy survivors can point the exact location where the Plateau is, and even those old folks may only guide PCs to the location if a large amount of gold is offered.

piece of land was first discovered by people from the kingdoms, cities and realms of the continent. Stories about bands that had success in finding the place are rare, but stories about bands who could actually get their hands on something valuable from that place are even more rare.

But tales of strange and feral beasts living there are common to be hear in shady pubs and inns, where old and weird individuals sit in the middle of the shadows puffing from their pipes. However, it is really difficult to separate the tales that are indeed truth to those fabricated to deceive adventurers.

## RUMORS ABOUT THE PLATEAU

Rumors about the Plateau run from mouth to mouth since that

Below you will find a table of rumors about the Plateau. The information if the rumor is truth or not is present for GMs only.

D66 - RUMORS ABOUT THE KALUNGA PLATEAU		
11	Truth	Giant reptiles eaters of men lurk in the middle of the trees.
12	Lie	There are hundreds of dragon's nests hidden inside the caverns.
13	Truth	Little humanoids wander through the jungle looking for human flesh.
14	Truth	There are several tribes of humans and non-humans living the jungle.
15	Truth	Giant insects wander in the forest.
16	Truth	Gems the same size as watermelons sprout on cavern's walls.



D66 - RUMORS ABOUT THE KALUNGA PLATEAU		
21	Truth	Giant reptiles eaters of men lurk in the middle of the trees.
22	Lie	There are hundreds of dragon's nests hidden inside the caverns.
23	Lie	Little people wander through the jungle looking for human flesh.
24	Truth	There are several tribes of humans and non-humans living the jungle.
25	Truth	Giant insects wander in the forest.
26	Truth	Huge wood buildings raise from the jungle floor.
31	Lie	The horses from the Plateau eat people.
32	Lie	Ape people control the Plateau.
33	Truth	The Plateau people eat spider eggs and beetle meat.
34	Truth	Tribal sorcerers fight other tribal sorcerers.
35	Truth	The most brutal warriors ride huge reptiles.
36	Lie	An enormous glacier that never melts is located at the center of the Plateau.
41	Truth	Terrifying big cats lurk behind trees in the jungle.
42	Truth	There is always someone or something watching you in the jungle.
43	Truth	There are caves all over the Plateau.
44	Truth	There is a huge lake in The Underground.
45	Truth	The Underground is infested with horrible beings.
46	Truth	There are 4 great civilizations in the Plateau, one of them in The Underground.

# D66 - RUMORS ABOUT THE KALUNGA PLATEAU

51	Truth	Humanoids are kidnapped all the time in the jungle.
52	Truth	Wild magic is practiced by tribal sorcerers.
53	Truth	Ancient deities grant sacred rituals to their followers.
54	Truth	Groups of hunters wander around the jungle looking for food.
55	Truth	Biped lizards can be found all over the Plateau.
56	Truth	Giant bears live in the caves.
61	Truth	The leather and fur took from beasts is very valuable.
62	Truth	One way to reach the Plateau is by navigating through the river that runs through its canyon.
63	Lie	Almighty beings control the fate of those who enter the Plateau.
64	Lie	The venom of the bees from the Plateau can make you fly.
65	Lie	Being saved by someone will make you the slave of that person.
66	Lie	Sharp and pointing weapons will bring you bad luck.



# THE SETTING

## THE ANCIENT EMPIRE

Thousands of years ago, an alien civilization settled in the region where the Plateau is located nowadays. The civilization started to study the traits of our world, founded a city and developed a small society of scientists. Those became specialized in the flora and fauna, living in there for generations learning more about climate changes and how they would affect the environment and development of life. This study took so long that a bunch of genetic material was stored from many different creatures, all stocked in a genetic library. However, a few million years after they have settled, a great cataclysm brutally changed life in the planet.

An enormous sphere crashed against the planet, exactly in the place where the alien civilization had settled. Such was the shock of the impact that almost all life was erased from the planet. Another interesting side effect of the impact was the elevation around the impact area, creating a huge plateau, while the sphere sank deep into the soil. The sphere was pitch black and lies now deep in The Underground.

## RUINS OF THE ANCIENT EMPIRE

Nowadays, the ruins of the Ancient Empire are all over the Plateau. Pieces of concrete and metal left from the alien buildings are now completely taken by vegetation. Such was the time since the destruction, that only a few destroyed objects are left, and those are too damaged to be similar to their original shapes, but not enough damaged to disappear completely.

The ruins are seen by the Plateau folk as ancient buildings built by the gods, totems of worshipping, except by the peoples from the South. The kingdoms of the South see these structures as what they really are, ruins of an ancient empire. The Underground located right below the Plateau is infested with objects from the Ancient Empire, and it is not uncommon to find metallic disks of information containing data about that period of time. Such objects are embedded with digital information and need a computer or some kind of magical apparatus to be read. The ideal place to understand more about this objects is in one of the South kingdoms.



גריפון דע קארטליע יינגר ייזוי יינגר יי יינגר ג יינגר גרייטלייך יינגר ג

Saving Throws									
Level	XP	HD	THACO	D	P	A	M	Damage Bonus	Skill Points
1	0	1d6	19[0]	13	12	12	15	1	+1
2	1200	2d6	19[0]	13	12	12	15	1	+1
3	2400	3d6	19[0]	13	12	12	15	2	+1
4	4500	4d6	18[+1]	13	12	12	15	2	+1
5	9000	5d6	18[+1]	9	9	9	12	3	+1
6	18000	6d6	18[+1]	9	9	9	12	3	+1
7	36000	7d6	17[+2]	9	9	9	12	4	+1
8	72000	8d6	17[+2]	9	9	9	12	4	+1
9	145000	9d6	16[+2]	6	7	7	9	5	+1
10	290000	9d6+1*	16[+3]	6	7	7	9	5	+1
11	390000	9d6+2*	15[+3]	6	7	7	9	6	+1
12	500000	9d6+3*	15[+3]	6	7	7	9	6	+1
13	600000	9d6+4*	14[+4]	3	5	4	7	7	+1
14	700000	9d6+5*	13[+4]	3	5	4	7	8	+1
15	800000	9d6+6*	12[+5]	3	5	4	7	9	+1
16	900000	9d6+7*	11[+5]	3	5	4	7	10	+1

\*Modifiers from CON no longer Apply.  
**D:** Death / Poison; **P:** Paralysis / Petrification;  
**A:** Area Effects; **M:** Magic / Staff / Rod / Wands.

Hunters are responsible for acquiring food for their tribe. They have many versatile skills and they need to be agile, therefore can't wear heavy armour sets.

### ASCENDING DAMAGE

As a hunter gets more experience, they become deadlier, knowing exactly where to hit to cause a quick death. When reaching a new experience level, hunters get bonuses applied to their damage rolls.

### HUNTING PACK

Human and humanoid hunter tend to work together to kill their prey, making plans and moving in strategic ways. Characters in groups with up to 3 hunters get a +1 bonus to their attack rolls, while characters in groups of 4 to 6 hunters get a +2 bonus to hit. Groups with 7 or more hunters conceive a +3 bonus to hit.

### HUNTER SKILLS

Hunters possess a set of skills

which they take a whole life to completely master. The following list presents some possibilities for these skills, each with a 1-in-6 chance for success. However, as the Hunter advances in experience levels, they get points possible to be allocated in between these skills, increasing their chance of success. For example, after reaching the 2nd Level, a hunter receives 1 skill point, deciding to allocate it in the skill called "Bushcraft", going from 1-in-6, to 2-in-6.

Now, when it comes to the use of those skills it is important to mention that they can be used as a last resource, after the player has described in every way possible how their character tries to do some action. This way we can keep the spirit of OSR games active, otherwise characters could simply roll the skill for pretty much any action related to it. For example, when a player says their character is going to "Search for something in a specific area, don't simply ask them to roll the skill, instead, ask them to describe how they perform that action, or to detail where exactly they are looking at, and in case they can't find what they are looking for, offer the roll as a last resource. It is also important to stress that after a roll is made, no other tentative to do that action can be done, unless the opposite is noted. Note that every character will start the game with one point in every one

of those skills, but only the hunter is able to allocate more points in between them.

- **Climb:** Used to climb vertical surfaces such as trees, ruins, walls, etc. It is normally used in situations of stress, in which the character must perform the action quickly.
  
- **Stealth:** Used to avoid noise while moving, or to be positioned in such a way that no one will see the character. This roll can be done in secret so the PC does not know if he is indeed being stealthy or not.
  
- **Bushcraft:** Used for general activities related to surviving in the wild. Can be rolled to find a specific plant, track creatures, first aid (heals an amount equal to the amount of points in the skill, and it can be repeated in the same day), knowledge about different kinds of poison and poisonous food, find a path through the starts, etc.
  
- **Booby Trap:** Used to cause inflict damage through traps created by the PC. The amount of points can be use as a multiplier to the damage done by the trap (small traps do d4, medium traps do d6 and large traps do d8).
  
- **Sneak:** Can be used once per encounter as a second chance to escape an attack. If an attack hits the PC, roll this skill, if the PC

אב תשפ"ב חנוכה 5782

אברהם דא רפטינג ייבגר ייזוי ייגה יי ייזנג א ייכציג אבהייט ייז ייבאפט א גרעניג א טעמל

אברהם דא רפטינג ייבגר ייזוי ייגה יי ייזנג א ייכציג אבהייט ייז ייבאפט א גרעניג א טעמל

succeeds, the attack does not happen.

• **Tame:** Used to domesticate an animal. The skill score is multiplied by 2, pointing the maximum HD a creature ready to be tamed must have. Wild creatures who are domesticated can still attack hunters or tribe people when starving, or if provoked. The chances for this attack to happen decreases with time. A hunter can have 1 tamed beast every 4 levels.

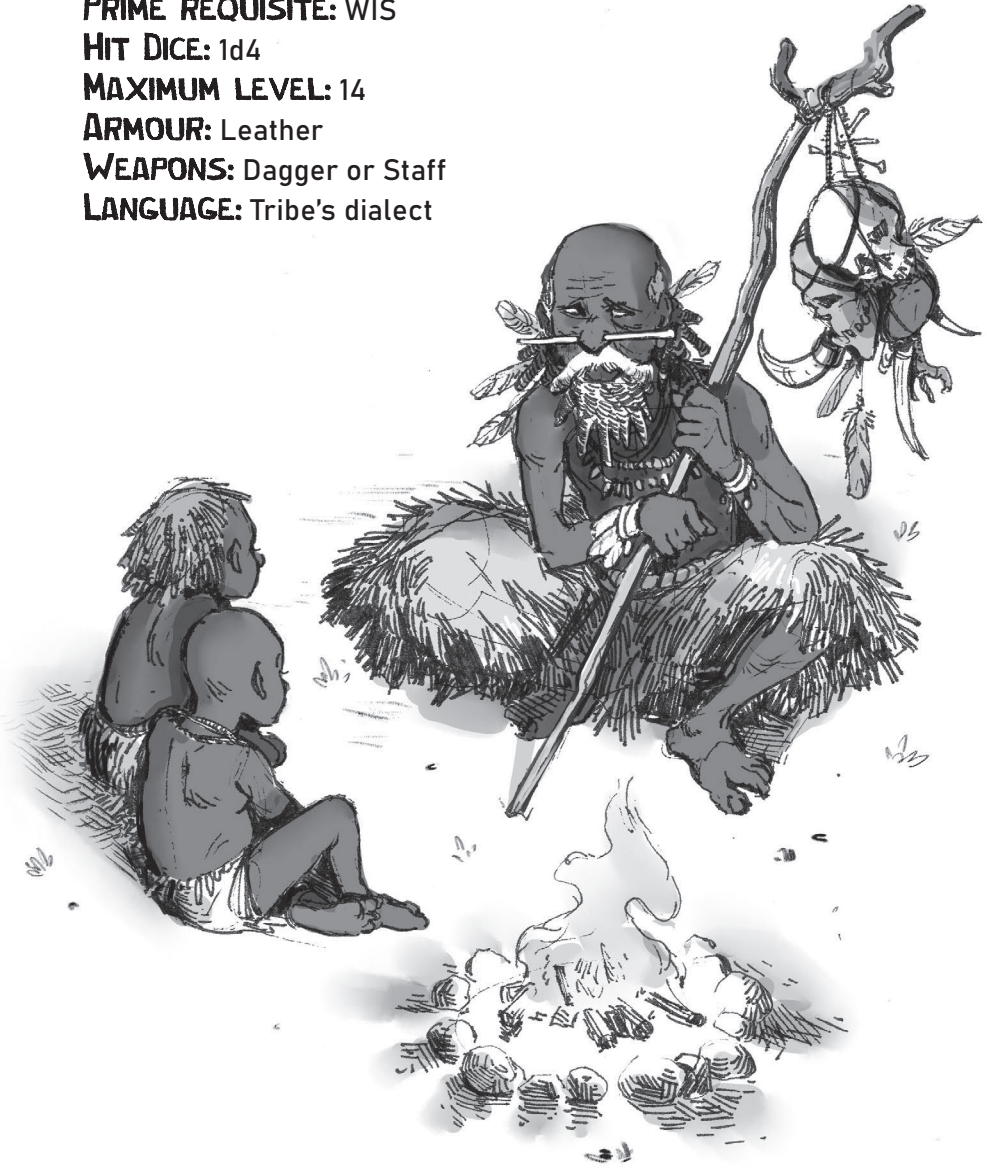
ATK Chance	Time After Being Tamed
80%	1 week
70%	1 year
50%	3 years
35%	5 years
20%	10+ years





# THE SHAMAN

**REQUIREMENTS:** None  
**PRIME REQUISITE:** WIS  
**HIT DICE:** 1d4  
**MAXIMUM LEVEL:** 14  
**ARMOUR:** Leather  
**WEAPONS:** Dagger or Staff  
**LANGUAGE:** Tribe's dialect



Level	XP	HD	THACO	Saving Throws				Daily Invocations			
				D	P	A	M	1	2	3	4
1	0	1d4	19[0]	13	12	16	16	1	-	-	-
2	2500	2d4	19[0]	13	12	16	16	2	-	-	-
3	5000	3d4	19[0]	13	12	16	16	2	1	-	-
4	10000	4d4	18[+1]	13	12	16	16	3	2	-	-
5	20000	5d4	18[+1]	11	10	14	13	3	2	1	-
6	40000	6d4	18[+1]	11	10	14	13	3	3	2	-
7	80000	7d4	17[+2]	11	10	14	13	4	3	2	-
8	150000	8d4	17[+2]	11	10	14	13	4	3	3	1
9	300000	9d4	16[+3]	9	8	11	10	4	4	3	2
10	450000	9d4+1*	16[+3]	9	8	11	10	4	4	3	2
11	600000	9d4+2*	15[+4]	9	8	11	10	5	4	4	3
12	750000	9d4+3*	15[+4]	9	8	11	10	5	4	4	3
13	900000	9d4+4*	14[+5]	7	6	9	8	5	5	4	3
14	1050000	9d4+5*	14[+5]	7	6	9	8	5	5	4	4

\*Modifiers from CON no longer Apply.  
**D:** Death / Poison; **P:** Paralysis / Petrification;  
**A:** Area Effects; **M:** Magic / Staff / Rod / Wands.

Shamans are people who have been touched by the mighty fingers of deities, enlightened by the cosmic energies, and capable of conjuring invocations.

### SHAMANIC WISDOM

Every shaman is capable of knowing another shaman at first sight, as they can identify the mystic godlike aura around each other. If a shaman does not practices their mystic abilities since young, they lose them

when older. It is common to pass the godlike wisdom from an elder shaman to a younger one.

### COMBAT

Shamans can use daggers and staves to defend themselves, but are not trained with weapons, so when they use any other kind of weapon they get a disadvantage to attack rolls. This means they must roll 2 dice when attacking, getting the worse result.

אֲנִי הָיִיתִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה

# CONJURING INVOCATIONS

Shamanic invocations are performed with hand gesture and mystic words, plus an extra object used as a catalyst. If any of those elements are not present, the invocation does not occur.

Shamanic invocations are primitive and powerful raw spells, learned through epiphany during sleep after reaching a new level, or after pilgrimages in search for some sacred principle, pointed by the deities during sleep. Those

are the only ways for a shaman to learn new invocations. Therefore, a shaman will learn one new invocation every time they level up, more than that can only be learned through pilgrimages.

A shaman has a finite number of invocations that can be performed per day, however, those do not need to be memorized, for their wisdom bear them all within their heads at the same time, which means they only need to choose which one they would like to use from the ones known to the shaman.



אֲנִי הָיִיתִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה וְעַתָּה אֲנִי אֵלֹהִים לְבָנֵי אֲדָמָה

# THE COMBATANT

**REQUIREMENTS:** None

**PRIME REQUISITE:** FOR

**HIT DICE:** 2d4

**MAXIMUM LEVEL:** 11

**ARMOUR:** Any

**WEAPONS:** Any

**LANGUAGE:** Tribe's dialect



גרבליה דז רפרינג ייבגר ייזוי ייזג יי יימנג ג ייפריג גבויקטייפ ייפריטי ג ייפריטי ג

Saving Throws							
Level	XP	HD	THACO	D	P	A	M
1	0	2d4	19[0]	12	14	15	16
2	2000	4d4	18[+1]	12	14	15	16
3	4000	6d4	17[+2]	12	14	15	16
4	8000	8d4	16[+3]	10	12	13	14
5	16000	10d4	15[+4]	10	12	13	14
6	32000	12d4	14[+5]	10	12	13	14
7	64000	14d4	13[+6]	8	10	10	12
8	120000	16d4	12[+7]	8	10	10	12
9	240000	18d4	11[+8]	8	10	10	12
10	360000	20d4+2*	10[+9]	6	8	8	10
11	480000	20d4+4*	11[+10]	6	8	8	10

\*Modifiers from CON no longer Apply.  
**D:** Death / Poison; **P:** Paralysis / Petrification;  
**A:** Area Effects; **M:** Magic / Staff / Rod / Wands.

Combatants are members of the tribe who practice the art of physical combat with the goal to defend themselves and their tribe. It is more common to find them in between the South kingdoms, although there are a few within the tribes of the Plateau, normally trained to defeat beasts and monsters who lurk in the shadows between trees, and also to protect their tribe against other tribes and raiders.

bat, combatants receive a bonus to their attack rolls every new level achieved. This way, their THACO progression grows in every level.

## COMBAT

Combatants can easily dominate any martial weapon. Because they dedicate their entire life to com-



# EXPERIENCE

If the players decide to start a campaign at the Plateau, playing with PCs whose classes are described in this book, it is important for the Referee to have a new method to define Experience Points, once the game style with these characters change completely from the modules of classic fantasy. For the characters described previously to get XP, follow the steps ahead:

## MEMBERS OF HUMAN TRIBES

- **To every dangerous creature:** killed by the group, add 200 Experience Points per piece of the creature used (bones, gangs, fur, meat, fat), and divide the total amount in between the members of the group who participated in the killing, including NPCs.
- **When surviving an attack:** of a dangerous enemy or enemies during an encounter, add

300 Experience Points per enemy to their individual XP amount, and divide the total between the members who have participated the encounter, including NPCs.

## MEMBERS OF SOUTH KINGDOMS

- **Defeating enemies:** gives an amount of XP equal to the enemy defeated XP value (divided between everyone who participated the encounter).
- **Exploration:** or mapping unknown hexes, gives 1.000 points of XP (divided between the members of the group). The cataloged information can be sold to people interested. Hexes already mapped won't give any XP if revisited by the group.





crifice an albino velociraptor in honor to a specific deity, taking then its biggest claw. The peregrination relates somehow to the search for something really rare (the dinosaur), and the object needed to perform the invo-

cation (the claw). For Referees, to make some fictional sense out of the quest it is good to combine the object and the target to some special idea related directly to the effect of the invocation, or to the deity who gave the quest.

## LIST OF INVOCATIONS

### 1st Level

- 1. Heal Wounds
- 2. Roots
- 3. Sleep
- 4. Astral Self
- 5. Animal Spirit
- 6. Voice of the Wild
- 7. Gills
- 8. Purify Water

### 3rd Level

- 1. Ignite
- 2. Transfer
- 3. Serpent Spirit
- 4. Drain
- 5. Call Spirit Animal
- 6. Call Aberration
- 7. Birth of Thorns
- 8. Call Black Liquid

### 2nd Level

- 1. Feel the Evil
- 2. Spiritual Touch
- 3. Spiritual Merge
- 4. Call Mist
- 5. Pine Needles
- 6. Terror
- 7. Soft Soil
- 8. Fluidity

### 4th Level

- 1. Call Rain
- 2. Decrease Energy
- 3. Wings
- 4. Wake from the Eternal Rest
- 5. Awake Jungle
- 6. Natural Vulnerability
- 7. Unreality
- 8. Animal Might





# DESCRIPTION OF INVOCATIONS

## 1ST LEVEL

### 1. Heal Wounds

**Object:** Bone needle

**Range:** Touch

**Duration:** 1 round

Stitch the wound with a spiritual thread, healing 1d6 hit points.

### 2. Roots

**Object:** Clay totem

**Range:** Up to 30ft.

**Duration:** Instant

Summon thick roots from the earth ground to trap a target. The target must succeed a Paralysis Saving Throw to escape the roots. A new Save can be tried every round with an increasing -1 penalty, which increases (-1, -2, -3...) every round.

### 3. Sleep

**Object:** Piece of vine

**Range:** Up to 18ft.

**Duration:** Instant / 2d4 turns

The shaman can cause 2d6 HD of characters to fall asleep in a circular area of 36ft. In diameter. The first to be affected are the ones with the lowest HD score. Only beings targeted by the shaman suffer this effect. Those sleep for 2d4 turns.

### 4. Astral Self

**Object:** Lock of human hair

**Range:** 30 miles

**Duration:** 1d8 hours

The shaman goes into a deep sleep, projecting their spirit into the material plane, stuck by a silver string connected to their belly button. The shaman is able to float and fly under a maximum speed of 20 miles per hour. Their spiritual form is intangible, and cannot communicate with physical beings or objects, but is able to listen and see everything around. Their spirit will be dragged to their body after the duration, meanwhile their body is completely vulnerable. If the body is dead, so is the spirit.

### 5. Animal Spirit

**Object:** A piece of the animal chosen

**Range:** Up to 30ft.

**Duration:** 1d4 rounds

The shaman's spirit animal is projected from their body to the material plane. The animal is incapable of attacking, because it is intangible, but its roars can be heard. The animal will try to frighten anyone threatening the shaman, therefore, those individuals must succeed a morale check, otherwise they will flee. The shaman's spirit animal can be chosen or rolled from the following table. However, once rolled on the chart, the resulted animal will be forever bounded to

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the shaman, and there will be no need to roll again.

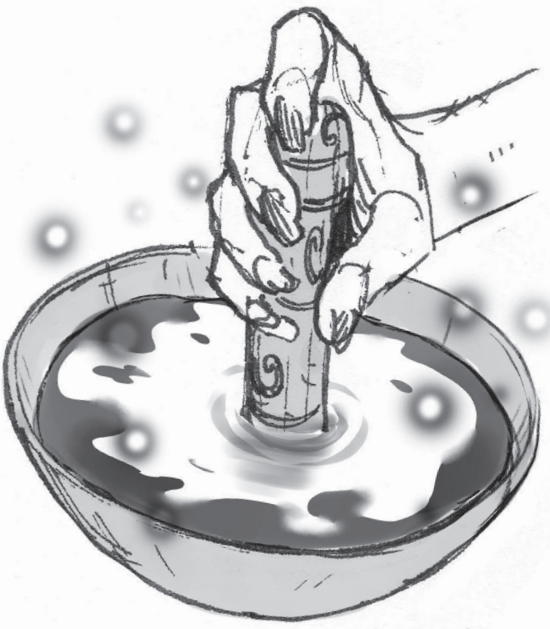
d10	Spirit Animal
1	Dire Wolf
2	Titanoboa
3	Megaloceros
4	Tyrannosaur
5	Smilodon
6	Arctodus
7	Pterodactyl
8	Elasmotherium
9	Megalania
10	Mammoth

**6. Voice of the Wild**  
**Object:** Claw of the animal chosen  
**Range:** Heard up to 100ft. away  
**Duration:** Instant / 1 turn  
 The shaman can replicate any noise produced by the animal chosen, such as call for help, intimidating roar, etc. The effect lasts for 1 turn.

**7. Gills**  
**Object:** River stone  
**Range:** Self  
**Duration:** 2d4 turns

The shaman develops a set of gills allowing them to breath under water. Their lungs are still active, which means they are able to breath under water and also pure air.

**8. Purify Water**  
**Object:** Wood totem  
**Range:** Touch  
**Duration:** Instant  
 The shaman can purify a small body of water, or the water from a small container, cleaning it from any kind of contamination. This water, if drank, heals 1d4 hit points, but this only works once per character from each amount of water purified.



## 2ND LEVEL

### 1. Feel the Evil

**Object:** Human tooth

**Range:** Touch

**Duration:** Instant

The shaman is able to identify the type of poison or disease that affects a target (any living being).

### 2. Spiritual Touch

**Object:** Precious uncut gem

**Range:** Touch

**Duration:** Instant

The shaman touches the target creating a flux of continuous energy, healing d4 hit points. Each d4 that scores 4 can be rolled again, adding its result to the total amount healed. This effects repeats until another result is scored, and the number of d4 used is the same as the shaman's experience level.

### 3. Spiritual Merge

**Object:** Leaf of a tree trapped inside a hollow seed

**Range:** Touch

**Duration:** Instant

The shaman can merge with a tree of the same kind as the one where the leaf came from. They cross the bark of the tree as if they were intangible. From inside the tree, the shaman is able to watch everything that happens around it, working as a natural shield. The shaman can stay in there for as long as they want,

but will lose 1 Hit Point every 6 turns spent inside the tree. Thre- at the tree as AC 10, and 80 HP (Of course this can vary depend- ing on the thickness).

### 4. Call Mist

**Object:** Dried fish tail

**Range:** ½ Mile radius

**Duration:** 1d6 turns

The shaman produces a blueish mist that takes a round area of 1 mile in diameter. It is impossi- ble to see more than 5ft. Ahead while inside the area covered by the mist, except for the shaman. Ranged attacks get disadvantage inside the area (roll 2 dice, take the worse result).

### 5. Pine Needles

**Object:** Insect trapped in the resin of a pine tree

**Range:** Self

**Duration:** Instant

The shaman can grow pine tree needles from their arms. Those are then projected to one single direction or two different ones, pointed by the shaman's arms. If a single target is aimed, the damage is 2d8, but if two targets are aimed, each one will get 1d8 damage. This attack can be done once, and they also trigger a morale check. The range for the needles are 9m, 18m, 27m.

### 6. Terror

**Object:** Wood mask

**Range:** Eye sight



## 3RD LEVEL

### 1. Ignite

**Object:** Dire wolf bone

**Range:** Self

**Duration:** Instant

The shaman ignites themselves generating a fire aura shaped as a giant dire wolf. The aura is 10ft tall and anybody or anything who touches the shaman will receive 2d6 damage points. The fire aura stands active for 2d6+1 rounds before it dissipates completely. Wild animals must succeed a morale check so they do not flee in fear.

### 2. Transfer

**Object:** Velociraptor feather

**Range:** Touch

**Duration:** 1 turn

The shaman transfer all the damage caused to a target into a new target or vessel, normally an animal or object. Both individuals must be at range of the shaman's touch. To conjure this invocation the shaman must concentrate for 1 turn, and it can only be performed once a day.

### 3. Serpent Spirit

**Object:** Dried serpent skin

**Range:** Self / Touch

**Duration:** 1d4+1 turns

The shaman concentrates for 1 round and then change their skin into the skin of a serpent. Their eyes works now as the eyes of a



snake, with heat vision, and their AC gets a +3 bonus. The effects of this invocation work for 1d4+1 turns, and it can also be conjured upon another individual instead of the shaman.

### 4. Drain

**Object:** Human skull

**Range:** Touch

**Duration:** Instant

A creature is touched by the shaman and has 1d8 hit points drained. If the die scores an 8, the shaman rolls another d8 adding it to the total amount. If the second die also scores an 8, the shaman repeats it until a different number is scored. The total amount goes to a third individual, the shaman themselves, or divided into three different characters. The shaman

אביון זה מוציא את המצורע והמזוהם מן המדבר ומביאם אל הארץ הזאת.

אביון זה מוציא את המצורע והמזוהם מן המדבר ומביאם אל הארץ הזאת.

decides how the total amount will be divided into the new targets. The victim of this invocation must succeed a Save vs Magic to negate it, and then this invocation can only be tried again against this target the following day.

### 5. Call Spirit Animal

**Object:** Part of the animal chosen  
**Range:** 5ft.

**Duration:** Instant / 2d6+1 rounds

The shaman can actually bring their spirit animal to the material plane. The animal will fight for the shaman for 2d6+1 rounds. You can use the stats of this same kind of animal. If killed, it will become intangible returning to the shaman's body. Once conjured, the spirit animal causes a morale check to all the enemies around. The animal will obey the commands of the shaman.

### 6. Call Aberration

**Object:** Dried human tongue  
**Range:** 5ft.

**Duration:** Until the aberration decides to go away

By using their own blood, the shaman paints a sacred symbol over a surface attracting a random primal aberration to that place. The aberration will arrive after 1d4 rounds, and will not be under the shaman's control.

### 7. Birth of Thorns

**Object:** Fish skeleton  
**Range:** 6 yard radius  
**Duration:** 2d6 rounds

Several thorns are projected from the entrails of earth in an area of 12 yards in diameter. The thorns are poisonous and anyone trying to cross them will get 1d4 points of damage per round while in the middle of them. The speed of those characters will also decrease to 1/3 of their score, and finally they must succeed a Save vs Death (or Poison), otherwise they will receive 1d4 extra points of damage per round. After the duration, the thorns will dry out and will be blown by the wind as dust.

### 8. Call Black Liquid

**Object:** A bee-wax sphere  
**Range:** Up to 30ft

**Duration:** Concentration / Permanent

The shaman must concentrate for a period of 4 rounds, being each round necessary to increase the size of the pond in 1 yard in diameter (for example: a shaman who concentrates for 2 rounds will end up with a pond of black liquid of 2 yards in diameter). The pond can be generated in any region within the range, except over rocks or stones. The black liquid is tar, highly inflammable, and can be used to create torches, or while building boats. It can also work as natural traps sinking anyone who fall at them and fail a Save vs Paralysis. Those will need someone to help take them out of it.



## 4TH LEVEL

### 1. Call Rain

**Object:** Dried branch of a giant sequoia

**Range:** ½ mile in diameter

**Duration:** 2d8 turns

Attracts dark clouds upon a target, arriving within 1d6 turns. The referee must roll 1d6, and if the die scores 1, the rain is fine drizzle, however if the die scores 6, it will be a terrible lightening storm with strong winds.

### 2. Decrease Energy

**Object:** Dried heart of an animal

**Range:** Touch

**Duration:** Instant

The shaman compress every arteries and veins from the target touched. The heart beats start to fail. Targets with 3 HD or less must succeed a Death Saving Throw or they die. Targets with 4 HD or more who fail the Save will lose half of their hit points. This invocation burns half of the shaman's hit points every time it is conjured.

### 3. Wings

**Object:** Pterodactyl fang

**Range:** Self

**Duration:** 2d4 hours

The shaman grows a pair of leather wings from their back, conceiving the possibility to fly. The shaman can fly to a maximum speed of 240m (80m).

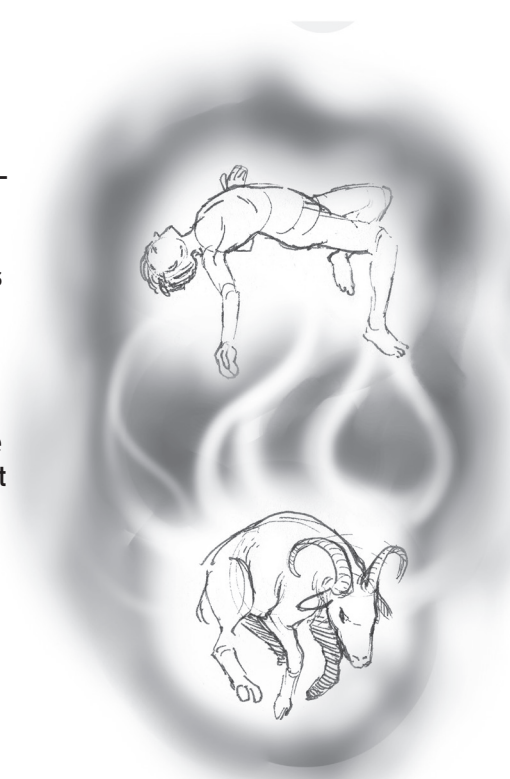
### 4. Wake from the Eternal Rest

**Object:** Another living being of equal HD

**Range:** Touch

**Duration:** 1d6 turns

After trapping a living being next to a fresh corpse (less than a day), the shaman can convert the vital energy from the living being to the dead being. This process takes 1d6 turns of constant concentration. The life will slowly fade away from the living being,



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guided to the dead being, until this one resurrects without memories of how he had died. The resurrected individual will wake up with only half of their stats, and if the target is a PC, they will have only half of their Experience Level. The trapped living being dies in the process.

**5. Awake Jungle**

**Object:** Dried amber sphere  
**Range:** Touch / 5 miles  
**Duration:** 1 turn

When touching a tree concentrating for 1 turn, the shaman can see through the trees of a circular region of 2,5 miles radius from where the shaman is at, watching and hearing anything that happens around them. The spiritual connection is broken if the shaman moves, attacks, or lost contact with the tree somehow.

**6. Natural Vulnerability**

**Object:** Piece of glass created by a lightning  
**Range:** 60ft.  
**Duration:** Concentration

Upon entering a state of concentration, the shaman can make a target within range become vulnerable to certain natural forces. Roll 1d4 to determine which will be the vulnerability: 1. Moonlight; 2. Tree sap; 3. Rain water; 4. Soil from the Plateau (for example, if the d4 scores a 1, the target will be vulnerable to the effects of the

moonlight). The vulnerability causes d6 damage per round while the target is in physical contact with the natural force scored at the d4. If the concentration of the shaman is broken the effect is dissipated.

**7. Unreality**

**Object:** Uncut pink diamond gem  
**Range:** 70ft. in diameter around the gem  
**Duration:** 1d4 turns

This invocation can be conjured up to once a day. The human elements such as huts, people, artificial light sources, etc. Become invisible to those who are outside of the area when the invocation was conjured. Even to those who pass through the area will not have the truth revealed to them, for this to happen trespassers must bump into any of those things hidden by the invocation. Characters hid by the effect of this invocation can see everything which are under the same effect. Sounds and odors coming from anything under the effect will not be felt or heard by trespassers.

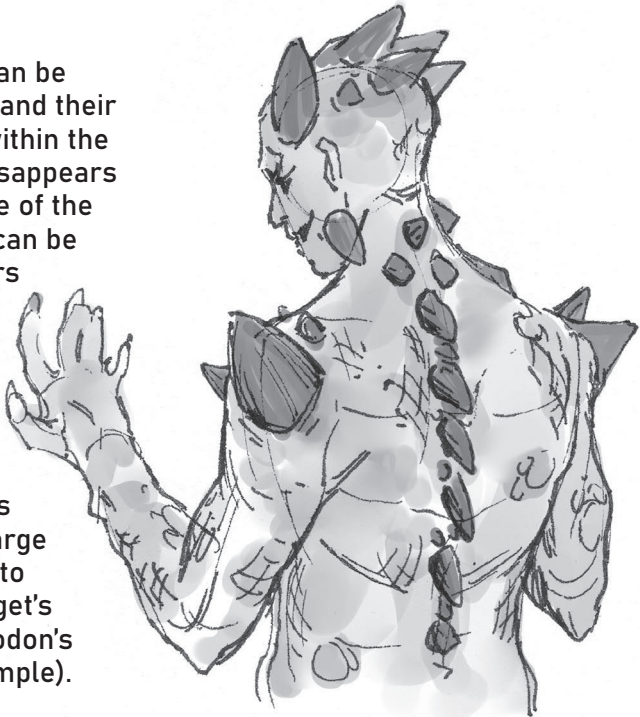
**8. Animal Might**

**Object:** Shatter of a mammoth tusk  
**Range:** 1d4+1 turns  
**Duration:** 1 turn

When the shaman touches an individual or uses the invocation in themselves, they conjure an



animal trait. This trait can be chosen by the shaman, and their description is located within the table below. The trait disappears after the duration. Some of the traits are physical and can be seen by other characters but others, however, can only be felt by the target, as an ability (the Giant Ant's Strength, for example). The physical ones will change physical aspects of the target (causing large paws with sharp claws to transmute from the target's hands if the Megazostrodon's Paws are used, for example).



Animal Trait	Magical Effect
Pterodactyl's Wings	Can fly or glide to a speed of 240m (80m).
Ankylosaurus' Armour	+4 bonus to the Armour Class.
Scorpion's Poison	The character's blood become poisonous. Physical contact to it will cause a Save vs Death (Poison). Fail means the target dies, success means the target loses half of their hit points.
Giant Ant's Strength	STR score increases to 18.
Megazostrodon's Paws	Chance of 5-in-6 to climb trees.
Arctodus' Ferocity	The character gets 3 attacks per round.

# GEAR, WEAPONS, AND COIN

In the Plateau the idea of coin as a way to exchange goods only exists in the South Kingdoms. The hunter and gatherer tribes use barter to exchange goods. Each of the South Kingdoms possess their own "coin". It is impossible to define the equivalency between the coins from one kingdom to another, since each society sees value in the "coin" adopted

by them. However, there might be people from one kingdom interested in doing business with people from other kingdoms, and because of that you can find below a converting table with "coins" from the 3 South Kingdoms that trade with each other. More details about the South Kingdoms and their culture are present in the next issue of this zine.



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Weapons	Damage	Price / Anuunaki	Price / Lemuuri	Price / Atlaans
<b>Bow</b>	-	10 coins	3 rubies	30 feathers
<b>10x Arrows</b> (stone tip, basalt tip, bronze tip)	1d4, 1d4+1, 1d6	(3, 9, 15 ) coins	(1, 2, 3) rubies	(10, 20, 30) feathers
<b>Spear</b> (basalt tip, bronze tip)	1d4+1, 1d6	(5, 12) coins	(1, 3) rubies	(5, 15) feathers
<b>Dagger</b> (bone, bronze, iron)	1d3+1, 1d4, 1d4+1	(3, 7, 15) coins	(1, 2, 3) rubies	(10, 20, 45) feathers
<b>Sword</b> (bronze, iron)	1d6, 2d4	(25, 60) coins	(3, 6) rubies	(50, 100) feathers
<b>Axe (hand,</b> stone, bronze, iron)	1d2, 1d4, 1d4+1, 1d6	(1, 3, 6) coins	10 emeralds, 1, 2, 4 rubies	(5, 10, 20, 60) feathers
<b>Scythe</b>	1d4	5 coins	10 emeralds	10 feathers

Armour	AC	Price / Anuunaki	Price / Lemuuri	Price / Atlaans
<b>Leather</b>	7 [12]	25 coins	3 rubies	20 feathers
<b>Bronze</b>	6 [13]	70 coins	6 rubies	40 feathers
<b>Chain Mail</b>	5 [14]	150 coins	12 rubies	150 feathers
<b>Shield</b>	+1 AC	15 coins	1 ruby	10 feathers

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town, giving shelter to strange figures who come and go. He is a bold fellow, with thick white beard, and a hook hand. Mathias is the one who cooks, serves and also make the booze in here, ale mostly, but if you ask for he will gladly serve you something stronger.

The Inn has two floors, the lowest being a bar with 12 tables for paying costumers. But those with a little more coin can stay at the place, in one of the 5 rooms available at the second floor. Baths are not offered at the inn, and the shit hole is located outside at the back in a small wood hut. There are days with just a few individuals and there are days in which the inn is packed full. When the PCs arrive at the Last Sip, roll 3d4 exploding any die resulting in 4 until no more fours are scored, that will be the amount of people at the inn in that day. One of those people will be Grimmera, a young lady with a glass eye and a bad attitude, packing a pair of pistols and a couple sabers, smoking from her pipe and facing anyone willing into a game of cards.

If you are wondering what does this whole place smells like, you might get easily mistaken. The scent of myrrh is very strong in here, as several incense sticks keep burning day and night with the candles that illuminate the inn. Those are gifts given by the

merchants from far away who stop here to rest. The Last Sip is quite famous for being positioned in between 3 different continents, and Mathias is treated well by anyone spending some time in here, even by the weirdest and shadiest folks.

### MATHIAS BARTHOLOMEW

AC 7[12], HD 2+4 (12pv), Attack 1 x hook hand (1d4), 1 x pistol (1d8), THACO 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F2), ML 10, AL Neutral, XP 15, NA 0 (0), TT U.

### GRIMMA, THE LADY OF MANY SECRETS

Grimma is a well traveled adventurer. She started thieving in the streets of her hometown at the age of 6, struggling to survive the raw reality of living in big cities. At the age of 12 she had killed her first target, working for the local smugglers. And at the age of 16 she had conquered her first ruin, raiding it with a group of companions, defeating terrible underground creatures and returning with a hoard of coins and jewelry. By her twenties she found out about the value of secrets, and started to work with it, trading and collecting them, selling to the ones who would pay more. And now, with 28 years old all she wants is to have a good time every time, drinking and gambling with her small fortune daily.

Important people who wish to know something unknown would send spies or proxies to trade with her, and in your case it couldn't be different. It looks like every path to find this so called "secluded land", "mysterious plateau", or "unknown rich territory" crosses with a single thing in common, Grimmer herself. She is one of the few who actually know how to get to the Plateau. However, she is not willing to tell you for two reasons: first one, she would need to actually take you there instead of saying, because she doesn't want other people to know the right path, and second, she does not want to get close to that place once one of the stuff who inhabits that place almost killed her once.

Now, there is only one thing that would make her lead the group to the Plateau: one secret from each PC with proof of such secrets.

But it is also important to make it clear that Grimmer is addicted to gambling, and she would gladly play against the PCs. Of course something else, but secrets, can be gambled, although money does not interest her at all. PCs might have to put more in game in order to gamble a one way ride to the Plateau, maybe magic objects, or something similar.

**GRIMMA HAWKINS**  
AC 5[14], HD 3+3 (14pv), **Attack**

1 x twin daggers (2d4), 2 x pistols (1d8 each), **THACO** 16 [+3], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (T3), **ML** 10, **AL** Neutral, **XP** 25, **NA** 0 (0), **TT** A.

- **Treat her:** As a 3rd level Thief.
- **Pistol:** Needs ammo and gunpowder to shoot. Takes 4 rounds to recharge. Ignores armor when shot at melee distance. Chance of 1-in-6 to misfire every time it is shot.

## FOLLOWING THE BONE ROAD

Many centuries ago, a group of pathfinders open their way through this jungle until they arrived at the Plateau. Those were brave people who feared nothing, and as a way to keep the path to the Plateau clean they fixed to the jungle floor dozens of dragon bones creating a bone road. As very few people might know, dragon bone has a weird effect around the place it is buried. Plants tend to grow with more vivid colors, sometimes reaching the neon like bright during night time. The pathfinders kept visiting the Plateau for years, trading with the tribes peacefully. But after a while, disagreements made the tribes gather against the pathfinders, killing most of them while the rest fled in fear, and soon this bone road was taken by the jungle. But Grimmer became aware of this secret.

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The bones are barely visible by now, except for those with trained eyes, like Grimma. She would not just look at the jungle floor, but will also check the leaves of the plants looking for different colors during the day, and specific bright leaves at night.

### CLIMBING

The journey through the jungle will take 4+1d4 days until they reach a place where the Plateau becomes visible. Then, 2 more days of climb are necessary to reach the top of the Plateau. The climb takes place at a slightly angled vertical wall. Camping can be done, but every time the group is settling a d6 must be rolled. If 1 is scored, a random object is lost, while it rolls down the vertical wall (roll 1d6: 1. The tent; 2. A backpack; 3. A rope; 4. A weapon; 5. A set of iron spikes; 6. A random character (takes 1d6 points of damage)).

To climb it is necessary a set of 5 ropes and 4 sets of iron spikes. Those equipment will make the climb easier: roll a d6 in the morning and another in the afternoon. If the d6 scores anything except for a 1, the climb happens normally. However, if the die scores a 1, everyone gets 1d4 points of damage. But for every equipment needed that is lost (rope or iron spikes), this d6 result grows

in 1 point. For example, after losing one of the ropes necessary, a group of players are now having more difficulties to climb the Plateau's wall, and by rolling the d6 they can be damaged if it results in 1 or in 2. And if another piece of equipment is lost, it will increase to 1, 2 and 3, and so on.

### ENCOUNTERS

The South Jungle is a very vast body of vegetation, and it is also almost completely unexplored. The place is lair of many different unknown dangers lurking behind trees, ready to prey upon the first victim who shows up. However, there are very specific beings living in the region near the Bone Road, and thinking about those, I have prepared this table of Random Encounters for the Referee to use while PCs are making their way to the Plateau. Use the rules already mentioned for Random Encounters, and use the Old School Essentials Rules Book to check for the stat blocks of the following monsters.

1d6	Random Encounter
1	1d4 Giant Tuatara Lizards feeding on the carcass of a recently deceased humanoid being.

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<b>1d6</b>	<b>Random Encounter</b>
<b>2</b>	1d4 Lizard Man hunting down a wild pig.
<b>3</b>	A pond deeper than it looks with 1d6 Giant Leeches inside.
<b>4</b>	1d6 Driver Ants lurking on the top of the trees.
<b>5</b>	1 Large Crocodile slowly following the PCs.
<b>6</b>	2d6 Giant Centipedes very excited after cracking a rotten tree bark in two.
<b>7</b>	A huge Black Pudding living in the middle of the dead leaves.
<b>8</b>	1d6 Giant Vampire Bats fleeing in the direction of the PCs.

## THE RED BONE TRIBE

Once the group reaches the peak, the view won't be different from what they had down below. A dense jungle with tall trees covered in vines stand before the PCs. Layers of dead leaves crack while the adventurers walk above it, and noises of all kinds of creatures echo through the vegetation.

A few steps into the jungle are enough for the PCs to be surprised by an enormous monster. A huge biped reptile opens its way through the trees and roars right behind the adventurers. The

creature seem to be protecting a big nest with eggs near the PCs. Seconds after this, a young man with bronze like skin drops from the top of the trees with a spear in his hands. The young man says something with his eyes wide open in an unknown language as if he wanted PCs to follow him, and then swiftly runs into the direction of what seem to be a rock formation. By passing through a very narrow passage, the young man disappears on the other side, leaving the huge beast behind.

## TYRANNOSAURUS REX

Great (over 20' tall), two-legged, predatory dinosaurs with huge jaws. They hunt human-sized or larger prey.

**AC** 3[16], **HD** 22 (96pv), **Attack** 1 x stomp (3d6), 1 x bite (3d12), **THACO** 6 [+13], **MV** 120' (40'), **SV** Mo6 Va7 Pa8 Ba8 Ma10 (11), **ML** 12, **AL** Neutral, **XP** (meat, bone, leather, teeth) / 2.000, **NA** 0 (1).

- **Feeding:** They feed on smaller creatures.
- **Big prey:** They first attack larger targets.
- **Thick leather:** They only get half of the damage done with common weapons.
- **Parts:** Leather and fangs are extremely valuable in the Plateau, but also in any other place.
- **Stomp:** Chance of 3-in-6 to stomp per round.
- **XP:** As previously said, there are different ways to get XP points

in the Plateau. The XP is informed as in how many parts can be used, but also in numbers for adventurers who do not live in the Plateau.

## PRIT AND THE TRIBE

The young man who saves the PCs is called Prit, and he is a member of the Hazda tribe, who are specialized in exploration. Prit who is very excited for seeing outsiders arriving at the Plateau for the first time, will take the PCs to his tribe settlement. However as soon as they arrive, the 5 elders and the shaman ask their people to arrest the PCs. If PCs respond attacking back, the shaman will use his spells against the PCs, while 10 members of the tribe will try to tie them.

### MEMBER OF THE HAZDA TRIBE

**AC** 6[13], **HD** 3 (15pv), **Attack** 1 x spear (1d4+1), **THACO** 16 [0], **MV** 120' (40'), **SV** D13 P12 A16 M16 (S3), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (2d4).

• **Treat them:** As a 3rd level Hunter.

### HAZDA TRIBE SHAMAN

**AC** 6[13], **HD** 5 (15pv), **Attack** 1 x bone dagger (1d3+1), **THACO** 16 [+3], **MV** 90' (30'), **SV** D13 P12 A12 M15 (H3), **ML** 9, **AL** Lawful, **XP** 2.500, **NA** 0 (1).

• **Treat them:** As a 5th level Shaman.

If PCs end up attacking the Hazda tribe, the news will spread quickly among the other tribes and they will soon see themselves being hunted by everyone. If they do not flee back down the Plateau, they will be tracked in 1d4 days, and will face 50+2d20 Hunters (use the Member of the Hazda Tribe stat block), and 10 shamans (use the Hazda Tribe Shaman stat block).

However, if they get tied up, or end up pointing their weapons to each other, but not attacking, they will be able to communicate, because one of the elders speaks common with a strong accent, learned and passed by the generations that lived during the Pathfinders time. This elderly person named Ajé is blessed by the deities, hosting two spirits both female and male within a female body. Ajé will explain that they can't simply trust the outsiders, and they must get together to discuss what to do with them, meanwhile they must be locked inside a cage.

After one night inside a wood cage with Prit watching them, and trying to communicate, the elders and the shaman will bring them food and water and will explain what they must do to gain their trust, if that's what they wish. Otherwise, food for 3 days will be given and they will point de direction to get



interconnected by one single tunnel. Chamber number 1 is located at the entrance, and chamber number 5 is the last one. Ahead you will find the description of each of these chambers with the horrors who live within them.

## CHAMBER 1

A round chamber with the opening to the tunnel right across the entrance to the Cave. The ceiling is 30' tall and filled with stalactites ready to fall over anyone who makes too much noise (Save vs Death, or receive 1d6 points of damage). The floors is pure stone, gray as the cloudy sky, covered with humanoid bones and pieces of bigger rocks. Strange noises, as the cry of dying children can be heard coming from the tunnel.

## CHAMBER 2

The tunnel that connects this chamber to Chamber 1 is 40' long with the walls filled with paintings depicting hunters being slaughtered by a gruesome humanoid being. It is rather difficult to describe the exact traits of such monstrosity. The tunnel turns right and opens to the Chamber 2, where 3 velociraptors are staring at the walls, completely immobile. However, a closer look at them will show that these are bone beings with no flesh and blood covering their bodies. They will not

move, except if someone touches the pile of human bones located at the center of this small square-like chamber of 10' x 20'. If that happens, the bone raptors will turn to the PCs and will try to slash their flesh until all are dead. Those creatures do not leave the Cave, though.

### BONE RAPTOR

**AC** 4[15], **HD** 2 (8pv), **Attack** 1 x bite (1d4+1), 1 x claws (2d4+2), **THACO** 17 [+2], **MV** 150' (50'), **SV** Mo12 Va13 Pa14 Ba15 Ma16 (1), **ML** 12, **AL** Chaotic, **XP** (bone, teeth) / 100, **NA** 1d4 (0).

- **Same conscience:** A group of up to 4 Bone Raptors share the same mind, so their attacks are coordinated, attacking the same target at once, and focusing in the strongest target first.

## CHAMBER 3

The tunnel that leads to Chamber 3 is 30' long and is located on the floor of Chamber 2, and only part of it is visible, because it is partially covered by the pile of bones. It is possible to get down the tunnel with rope and irons pikes, or by putting the back against the tunnel wall and slowly moving the legs and arms, however, this second method incur in a climbing check every 10'.

The tunnel ends straight on the ceiling of Chamber 3, a huge







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# COMING BACK

The journey to retrieve the Pink Diamond is a tough one, it is so difficult that no one have ever thrived. By returning with it to the Red Bone tribe, the PCs will ultimately be seen as trustworthy folks, because they could have given up at any time, but decided to keep on with their quest, and not just that, but also brought it back to the Hazda.

As soon as the PCs arrive, the shaman will congratulate them, and will quickly travel to a nearby tribe settlement, returning 12 hours later with another shaman,

and by this time the little poisoned girl will be dead. However, the shaman from the other settlement is a very powerful individual, and with the recently brought gemstone he will perform an ancient ritual bringing the dead girl back to life.

PCs are now free to wander around the Plateau as long as they carry the painted red skulls with them. They walk now over uncharted lands, with unknown mysteries and dangers lying hidden in every single piece of the Plateau.



## TO THE FRIEND I NEVER REALLY MET

The Kalunga Plateau was an idea I had two years ago while I was reading Old School Essentials for the first time. The concept of releasing multiple kinds of setting using the same rules set was not new, but it was the first time I have imagined the concept in a concrete way, thinking about multiple booklets, each of a different setting, all of them resting over my book shelf. A dinosaur setting came to my mind right way.

A few months after that, I started to put my ideas on the paper, writing the setting I had in my mind adding extra stuff to it, "What if the plateau is dominated by wild folks secluded from the rest of the continent?", "What if not just dinosaurs, but also other kinds of pre-historic beasts live in the plateau?", "How about the culture of those tribal folks? Are they very similar to ours? Or very different?". And in 3 months I had the first draft of this zine you are holding right now. Then, I throw it over the hands of **Tiago Rolim**.

Life is indeed a box of chocolates, as Forrest have once said, but some of them are bitter, really bitter. I've never met Tiago during his life, although we lived in the same country. I had high hopes to actually meet him in real life (we used to talk a lot virtually) in some TTRPG event after the whole pandemic thing, but unfortunately this will not be possible anymore. Tiago helped me a lot with this setting you are now holding, he explained many different therms I should not use because it was not exactly right, and he also explained to me so much about tribal culture of nowadays tribes and tribes from 10.000 years ago, I dare to say that this zine would be much less if it wasn't for him. I hope we can met somewhere after this amazing trip that is life is over to me, and maybe we will roll dice together in the midst of the cosmos, always expecting 20s on the d20.

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# THE KALUNGA PLATEAU

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?

This product is an unofficial module for Old School Essentials, and it is compatible with pretty much most OSR games. It is a toolkit containing a setting, rules for character creation, a list of new spells, new creatures and many tables with content to play at the Kalunga Plateau, an unknown place hidden in your campaign setting ready to be explored. The complete setting will be divided in different issues.

