



THE STAR-SHAMAN'S SONG OF PLANEGEA™

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FIRST LOOK



5E

Discover a primal world of kinetic action, primordial horror, & mystic awe in this prehistoric campaign guide for 5th Edition

A band of heroes, ambushed by a tyrant maw, leaps into battle



WELCOME TO PLANEGEA

The oozing jungle shakes with the thunder and roar of the barbarian atop the awakened mammoth. He whirls his enchanted bone axe, signaling the sorceress soaring above. She folds her wings and dives, ablaze with magic. Tonight, her spells and his rage will at last lay waste to the slimy lair of the tentacled tyrant-lizard and its corrupted brood!

Still vibrating with star-magic, the translucent elf scavenger—her edges dreamlike and indistinct—holds her breath. She carries her flint dagger in one hand and her offering of blood in the other as she descends, trailed noiselessly by her ever-silent halfling companion, into the cave of the bear-god.

The dwarvish fighter, stony beard glittering with gemstones, and the saurian spellskin bow their heads to receive the clan blessing as they prepare to track the fire-giant slave-raiders. The great clanfire claws at the night sky and the shaman sings of rescue and dawn, but the rocky heart of the dwarf beats only with the drum-song of revenge.

T HIS IS PLANEGEA—A PRIMORDIAL FANTASY campaign setting for 5th Edition, where a dungeon means the curse-painted caves of a cannibal clan, and a mindless, monstrous dragon is as likely to eat you as look at you. Gone are the safe hearths of taverns and libraries, kingdoms and cathedrals. Planegea is a place of utter wildness, where survival is the only law and it must be carved from the world by force of might and magic.

Here, you must eat or be eaten. Fashion your own armor from fur, feathers, bone, and stone. Shatter your hand-carved blades on the backs of your enemies in savage combat. Hunt primordial beasts, hold your breath as you hide from massive predators, and seek safety in numbers as you journey through an epic world before myth—a land of smoke, song, blades, dreams, blood, and magic.

UNFAMILIAR EVERYTHING

Nothing is as you expect in Planegea. Elves are shimmering dream-walkers, dwarves are half stone, humans are beast-tamers, halflings are silent stalkers, gnomes are filthy scavengers, and dragonborn are just a heartbeat away from their draconic ancestors.

There are no great, universal gods—only a patchwork quilt of local deities, often appearing in the shapes you least expect, with powers that are bought with offerings and strange favors.

In Planegea, the planes of existence have not yet separated, and a warrior can travel by foot from the Sea of Stars to the infinite, volcanic peak of Blood Mountain; but

along the way, that warrior must battle everything: cold alien intelligences, genie caravans, the four empires of the giants, and the monsters that hunt the howling peaks and roaring oceans that ring the Great Valley. From the cold, bony fingers of the Nightmare World to the terrifying jaws of the jungle known as the Venom Abyss, every step of the journey is plagued with danger and death.

A WORLD OF BONE & FIRE

Planegea is primal fantasy roleplaying. Whatever you want to explore in 5E—slaying monstrous creatures, navigating political intrigue, exploring ancient ruins, crafting enchanted weapons, infiltrating evil cults, battling, building, casting, carousing—it's all here. *Planegea* rises out of our earliest ancestral memory, a world we can barely recognize, which holds all the adventure we can imagine. You won't find limitations on class or kinship in these pages; rather, they are filled with ideas and inspiration for running a long and glorious game set before written words, hammered ore, and plowed fields.

Drawn from the traditions of sword & sorcery pulp adventures, infused with the blood-pounding thrills of the *Fury Road*, and caught in the jaws of primordial dreams, *Planegea* has adventures for everyone who ever felt the cold wind raise a chill of hunt and hope on their raw skin.

THE CLANFIRE IS SACRED

Life begins and (if you're lucky) ends at the clanfire. Every clan tends a fire as hot and high as they can; the bigger the fire, the greater the strength of the clan. Clans compete to build the greatest fire, and dare young hunters make dousing raids on the fire of their enemies.

The signal-fire. For wanderers, the clanfire has special significance—the light acts as a beacon of hope, a place to gather and rest. It is a great tradition that strangers are welcome without question at the clanfire between sunset and sunrise, as long as they leave their weapons outside the firelight.

The heart of clan life. Food, strong drink, stories, songs, ceremonies, disputes, judgments, dreams, and more are all shared around it.

The original tavern. When looking for a place to rest and spend the night, seek out the nearest clanfire. You'll have to leave your weapons behind, but strong tradition will keep you safe until morning... probably. It's also a great place for rumors, advice about the landscape and local gods, and to barter goods and favors.

EVERY PLACE HAS ITS GOD

Planegea exists in an age of proto-gods, where divine beings are only beginning to gather their power and understand what it is to ascend to rule the cosmos. There are no great universal gods with dominion over entire aspects of reality. Instead, *Planegea* is an animistic place, with powerful spirits reigning as gods over local environments.

Many beings can become gods. In a mysterious process that is unknown even to the wisest of shamans, creatures, plants, rivers, places—even objects and weather patterns—all of these can develop into divine spirits over time. But a few principles unite these proto-gods.

Gods are tied to places. Once a spirit becomes a god, it is restricted in its movement to its sacred place—a forest glade, a cave, a bend in the river, and so on. They cannot leave these places, called hallows, so they call on mortal agents to enact their will in the world.

Gods barter with power. Since they are confined to their hallows and hungry for glory, gods are more than willing to help mortals—even passing strangers—in exchange for offerings and favors. The hallows of gods can take the place of a magic shop, where food and drink are blessed, totems are crafted, and weapons, armor, and other wondrous items are enchanted... for the right offering.



A shaman enters the hallow of the Goat-God, seeking boons for his clan

Gods consume gods. Some gods are content to remain in their hallows and commune with their followers, but many desire to grow their power and influence. Gods will often incite those within their influence to conquer neighboring areas, destroying what is sacred to them (damming rivers, cutting trees, hunting animals, etc.) in an attempt to weaken them so that the conquering god can extend their range to the defeated god's hallow and devour their essence.

STONEPUNK

Let your imagination run wild within the limits of the taboos. Build cities on the backs of mammoths, hang wooden temples from giant trees, craft great hang-gliders that soar on volcanic heat—whatever can be made with skill and simple tools, bring into your vibrant Stone Age world.

THE BLACK TABOOS

The people of Planegea are no fools. They are intelligent, curious, and possessed of a strong will to survive. Yet they are locked in the Stone Age by powers beyond the reckoning of gods or mortals. Mighty minds and spirits of Planegea fight against these bonds, staying clever and inventive under the constraints they face.

The Hounds are watching. There is a force in the cosmos known as the Hounds of the Blind Heaven. Nobody knows where they come from, or the origin of their curse... but one thing is certain: breaking the three so-called Black Taboos rouses their wrath, and means certain death.

Writing is death. The dark magic known as “writing” summons the unthinkable horrible and merciless Hounds. Anyone who forms a written word will instantly be pursued until dead by awful beings that seem to know the moment a glyph is shaped anywhere in the world. Pictures and patterns do not seem to rouse the Hounds' ire, but any abstract symbology that can be used to communicate meaning over distance is a breaking of the First Taboo.

No number after nine. Holding up both hands and counting the fingers there ends in “many.” Every number above nine is many. A family of more than nine is many. An endless sea of herd animals that stretches from horizon to horizon is many. A journey of countless miles is many. For mechanical purposes of movement, range, combat, etc., numbers still have meaning. But in roleplay and conversation, anything numbering above nine is ambiguous and mysterious, and doing any calculation of high numbers is fraught with peril from the Hounds.

No wheels or money. Writing is not the only taboo that summons the Hounds. So too do wheels on axles and creation or exchange of currency of any kind. Whatever the Blind Heaven is, wherever the Hounds come from, they seem utterly committed to keeping Planegea in its most primitive form.

Answer the Howl

For those who rise to the call, for those heroes who can hear clan-drums and star-song, Planegea offers endless adventure. Will you escape the captivity in the giant empires and lead the Great Valley to revolt? Will you survive the Venom Abyss to find the heart of the world in Blood Mountain? Will you reach into the Sea of Stars and slay the Hounds of the Blind Heaven who hunt those who dare to rise above their destiny?

If you dare—if you're strong enough, hungry enough, wild enough—Planegea is calling you with an echoing, untamed, fire-blackened howl.

A dreas, or walking tree, seeks answers to the questions that stirred her from countless years of arboreal slumber.



CLANFIRE & WILDERNESS

WHEN YOU SET FOOT IN PLANEGEA, YOU enter a wilderness world. This is a place of darkness and light, beauty and terror, death and the raw will to survive just one more day.

Planegea is a world without famed heroes: to live is heroic enough. Yet never has a land been in more need of those with heroes' hearts—those ready to fight the powerful to defend the weak, risk impossible odds to stave off darkness for one more night—these qualities are essential when entering a primal world of prehistoric fantasy.

And what a world it is! Filled with strange monsters, secret mysteries, untouched landscapes, swirling stars, living forests, magical volcanoes, writhing seas, giant empires, doors to dream and nightmare, Planegea is a world that crackles with possibility for adventure.

Prehistoric Fantasy

For many of us, our first voyages into fantasy were set in a medieval world, full of knights and castles, royalty and wizards. Those fairytale lands gave way to stranger stories as we grew, but our grounding was always in that middle-time of iron swords and besieged battlements.

An earlier era. Planegea falls backwards through time to a much earlier era, before the bronze age of sword and sandal into a world without any idea of metal whatsoever. Medieval fantasy talks about “a time before memory” and “the dawn of the world.” That’s exactly where Planegea exists.

What you bring. Bring your sense of possibility, your appetite for adventure, your ingenuity and wit. Bring your curiosity, your daring, your thirst for a good story and a good battle. Bring your instincts for friendship and mistrust of too-friendly strangers, and bring above all your sense of discovery—there’s far more in Planegea than meets the eye, for those willing to encounter it.

What you leave behind. Leave behind your ideas of stability and predictability, confidence in the established order of things and a hierarchy of kings and nobles. Leave behind images of dusty temples and ancient religions—all is new here at the start of the world. Leave behind scholars of ancient histories. You are living the first stories, the ones that will be told in stars and tomes in the eras to come—if you are brave enough to change the world by your force of will.

What you find again. There are many elements of classical fantasy that still exist in prehistoric fantasy, slightly altered to fit a world without writing and ore. Use the Prehistoric Fantasy table to suggest how you might encounter familiar tropes in a new way in the world of Planegea.

PREHISTORIC FANTASY

Medieval	Prehistoric
Ancient kingdom	Powerful, ritualistic clan
Airship	Tamed flying creature
Blacksmith	Master crafter
Book or tome	Painting or song
Carriage	Beast of burden
Castle	Cave system
City	Gathering of clans
Dungeon or prison	Cave, pit, or guarded camp
Guard or knight	Clan hunter or warrior
Gold or coins	Salt or trade goods
House or mansion	Tent or fortress
Innkeeper or server	Elder, host, or drink-master
King, noble, or mayor	God, chieftain, or elder
Library	Gathering of elders or chanters
Lock	Knot, spell, or guard
Ruin	Cursed or taboo place
Sailing ship	Catamaran or great-canoe
School or monastery	Hidden sanctuary
Spell scroll	Talisman
Secret cult	Secret cult
Shop	Clanfire or crafter's tent
Shop, magic	God's hallow
Tavern	Clanfire or shady pool
Temple	Hallow or shaman's tent
Thieves guild	Scavengers or secret alliance
Tomb or crypt	Burial ground or catacombs
Tower	Tower, cliff, or tree
Trapdoor	Disguised tunnel or tent flap
Wizard's tower	Spellskin's cliff-sanctum
Village	Small clan

Late at night, while the clanfire burns low, hunters whisper stories of their encounters with the gods



AROUND THE CLANFIRE

WHEREVER YOU GO IN PLANEGEA, YOU FIND adventure, and not always at the snarling teeth of a saber-toothed cat. Sometimes it's the false smile of a lying advisor, their eyes glittering with subtle malice. Sometimes it's in a tense negotiation between clans on the brink of all-out war.

And then sometimes—rarely, but every now and then—life in Planegea is good, peaceful, and worth fighting to protect. As you take your seat around the clanfire, you'll discover these keys of life in Planegea:

Protect the clan. Mortals in Planegea—humans, elves, dwarves, orcs, and other folk—live in nomadic hunter-gatherer groups called clans. These clans roam the land in search of food, water, fuel for their fires, and a safe place to lay their heads at night. A clan is the closest family a mortal can have, and survival depends on knowing that the others in your clan would die for you, and you for them.

Honor the clanfire. The clanfire is the heart of clan life—a symbol of vitality and survival. This large fire is usually found at the center of a mortal camp. It burns low and hot during the day, used for crafting and cooking, but as night falls, it is raised to a roaring bonfire around which the clan gathers to eat, talk, perform rituals and magic, and tell stories. To extinguish a clanfire is an act of war, a death threat against every member of the clan. The fire is kept burning above all, and honored by those who keep it.

Appease the gods. Gods in Planegea are not distant abstractions—they are the great bear in the cave, the lion on the hill, the whisper in the dark in the dead tree you dare not approach. Gods are powerful, but local, bound to their divine lair, called their hallow. As clans travel, they move between divine domains, and seek to curry favor with the local gods, relying on their shamans (and those the shamans recruit) to do all it takes to earn the favor of the nearest, most powerful god.

Craft what you need. In this primal world, mortals make what they need from a hunt's harvest or what they can gather from the wild. The land and its monsters bristle with parts that can be used in all manner of surprising combinations, from the simplest knife to elaborate flying constructs built from driftstone, leathery wings, scavenged ribcages, and arcane gems. It's a make-do land, where cunning and ingenuity are as valuable as brawn and stamina, and every hunt is an opportunity for invention.

Make friends & enemies. Only a fool dwells trustingly with the enemy. As powerful clans, dangerous raiders, unstable gods, ravaging monsters, and the ever-present Giant Empires loom on all sides, it's essential to make allies you can trust—and to know who your enemies are. Many forces move through the world, some unmissable, some unseen. The secrets in a stranger's eyes in the firelight may mean the difference between life and death—or worse.

INTO THE WILDERNESS

OUT THERE, BEYOND THE LIGHT CAST BY THE clanfire, is a world of fear and hope, danger and promise, deadly monsters and divine miracles. The wilderness is all around, full of secrets, silence, beasts, wonders, screeches, roars, things forgotten and things that have never been glimpsed by mortal eyes. The wilderness defines the world, it is everything, and the clanfires are small sparks in its infinite, untamed, unforgiving sprawl.

Yet survival requires that mortals grit their teeth, grip their blades, and set out into the wilderness with squared shoulders and flint in their eyes. As you step into the unknown, here's a taste of what you'll need to do to survive in the wilds of Planegea:

Read the world. The spoor of prey. The signs of predators. The movement of the stars and land. The safety or danger of a pool of water. The hint of magic—all of this and more is what a mortal needs to take into account when traveling into the wilderness. Planegea is constantly changing, and the skilled wanderer understands how to interpret those changes to predict what lies ahead.

Hunt food & magic. Hunters venture into the wild to pursue prey, so that they can feed themselves and their clans. Shamans venture into the wild to encounter gods and wrestle blessings from them. And those with an eye towards the arcane venture into the wild to find strange new magics and undiscovered spells which—if tamed—might mean the difference between life and death.

Gather resources. Gatherers fan out from the clanfire, creating patterns of exploration as they seek nuts, berries, roots, grasses, bark, edible insects, fish, and all other good things to eat. They also search for the goods and materials that will sustain the camp and let it prosper. But they're not alone in the wilderness, and must remain vigilant; to raiders and monsters, mortals are merely another kind of goods to be gathered.

Find safety. Mortals travel through the wilderness in search of shelter: an unoccupied cave, a grove of sleeping trees, a defensible hilltop. Often, the only escape from danger is through other dangers, and unlucky clans lose their weakest members as they travel through the wilderness in search of a newer, safer encampment.

Encounter others. Beasts and monsters aren't the only creatures in the wild. Out there, a mortal is as likely to run into others of their kind as not: lone wanderers, scouts, traders, or even an entire clan on the move. One might fall in with even stranger company: forbidden druids, secretive spellskins, scavengers, or other strangers whose ways stir up trouble at the clanfire, and find it easier to remain in the sharp-toothed wilderness than to smile and lie where they are unwelcome.



KINSHIPS

ALL THE PEOPLES OF 5TH EDITION CAN BE found in Planegaea, though they may not look or act the same as their distant descendants. Here they are primordial, less alike than ever yet unburdened by millennia of tradition and xenophobia.

These are the earliest forms of kins that walk the world in later eras. Here are dwarves, elves, men, and others that are familiar from 5E, but each is altered by the span of uncountable years, distinct from their tavern-drinking, castle-dwelling descendants.



An elvish scavenger stands ready, daring enemies to take one step closer to her hand-carved flint knives.

ELVES

Originating in Nod, the world of dreams and nightmares, elves don't quite sleep, always seeming only partly attached to Planegaea, their thoughts and footsteps ever wandering far away...

Graceful translucence. You can see moonlight through an elf's hand. Semi-translucent, elves have indistinct edges, with something not-quite-real about them. They are a slender people, known to move with a dancer's step, their eyes seemingly focused on something just out of reach.

Undying beauty. Elves remain in the prime of their life an unthinkable long time. In a world with no number over nine, they are believed to simply be immortal. Although many elves enjoy the company of other kins and find their perspectives interesting, they can be aloof in distracted immortality. Some elves prefer to live with their own kind, to avoid the pain of getting attached to such short-lived companions. Such elvish clans are almost never permanent encampments, preferring to wander in search of places of great natural beauty. Elves are known for their work in feathers, beads, colorful paint, and weaving, and their textiles are highly sought, especially for feasts and festivals.

Wandering minds. Elves are known for being in a state of distraction. They usually seem either a step behind or two steps ahead of the conversation, as if their thoughts are wandering on quite a different path than those of other mortals. Yet when they arrive at their destination and choose a course of action, they are both brilliant and intuitive. Use this table to inspire how your mind wanders.

d6 Wandering

- 1 You lose focus quickly, distracted by the next interesting thing you see
- 2 You have a habit of interrupting the conversation with an unrelated observation or question
- 3 You reject binaries of black and white, yes and no, male and female, life and death—there are always options
- 4 You don't like walking in a straight line, and create your own detours
- 5 There are always two or three problems or mysteries you're working on solving in the back of your mind
- 6 Wherever you go, you trace, draw, and paint swirling, abstract patterns that reflect your inner state

The call of Nod. Elves don't sleep, and don't dream—the world of dreams and nightmares is real to them, and they must travel through doorways or by magic to go there... and it never stops calling to them. Whether born in Nod or Planegaea, an elf always feels the draw of the dream world, and rare is the elf who does not at some point in their long life seek a way to at least gaze into their former home.

Elven names. Elves traditionally name their children with mirrored names, built of two opposed ideas. Elves believe that a name is a reflection, a meditation, and an exploration of the space between the two concepts. The names might describe poles of the person's identity or simply abstract concepts. Some names are untranslated from elvish, though they are typically constructed in the same way.

Typical names (in Common): *Cloudknife, Owlfish, Dream-wake, Calmfear, Greatsmall, Wanderfound, Wildsafe.*

EXILE OF NOD (HIGH ELF)

Many mortal lifetimes ago, a terrible crime or sin was committed by a clan of elves from the world of dreams. These elves were cast out, banished forever from Nod, and have dwelt in the waking world ever since. Exiles of Nod are less translucent than their kin, and have spent their outcast generations learning how to survive. Because of this, they tend towards more practicality and skill with both magic and weaponry than others of their kind.

No human—and few elves—know why they were banished, but the oldest of the exile elves know, and some say they are still working towards some larger plan for return or revenge.

ELVES OF NOD

Those who cross from the World of Dreams or Nightmares have other forms, more insubstantial, more curious. Some are formed of darkness or the wilderness or the sea. Their ways are varied and strange, and represent the diversity of elves across 5E.

KINSHIPS REDISCOVERED

All of the kinships in 5E have their own role to play in Planegea, as distinct and new as the elves—though many are far different from their modern fantasy descendants.

- **Dwarves.** Half-stone, with rocky spines, gem-encrusted beards, and a resistance to any change.
- **Halflings.** Silent and menacing, they dwell apart by choice, using cunning to bring down huge prey.
- **Humans.** Gifted with animals, they dwell in great numbers, travel far, and bind many clans together.
- **Dragonborn.** Newly arrived from the jungle, they overturn order with their brash ways and elemental power.
- **Godmarked (Tieflings).** Changed by their encounters with gods, they walk through life as chosen ones.
- **Gnomes.** Rejected and reviled, they make homes for themselves on the edges, tinkering and scavenging.
- **Half-Elves.** Born of two worlds, they choose their own path, dancing the line between waking and dream.
- **Orcs (Half-Orcs).** Powerful and admired, they are hailed as natural leaders, and scoff at the gods.
- **Dreas.** Trees that have transformed into people through force of will to walk among mortals.
- **Half-Oozes.** Unfortunate souls who have been possessed and transformed by sentient oozes.
- **Starlings.** Fallen stars who once danced across the sky must find their way in a deadly, primal world.



A Bear Clan hunter in wintersouth witnesses the rare sight of a starling plummeting from the Great Dance.

NEW PLAYABLE KINSHIP

SAURIAN

The soft-skinned kinships of Planegea are but a single note in the song of life that echoes outward from Blood Mountain. And—as some would measure it—the soft-skinned kinships are recent, weak, foolish, and raw. The scaled saurians look with skepticism at the hairy folk. Saurians have been here longer, survived more, remember the ways of their ancestors, and measure out time by epochs, not seasons. It is this long memory and measured way that defines the saurians, taking their time to move through the years. Some call them calculating, others aloof—but they remember what came before, and some even know what will come after.

VIBRANT PATTERNS

There are four distinct bloodlines of saurian—the crested leatherwings, the menacing sharpfangs, the lumbering hammertails, and the graceful webfeet. Each has a distinct culture, and they avoid mixing as much as possible. But all are scaled, with colorful patterns spreading across their bodies in unpredictable ways, making them easily identifiable. Saurian shamans believe that much can be known about a downy hatchling by its patterns, and elders say they can read a whole life, from egg to grave, by the ripples and swirls in a saurian's scales.

The faces of saurians are not built for expression like other humanoid kinships. Rather, saurians express their emotions in the colors of their scales, which shift tint and hue based on the mood of the creature. The colors of each saurian are unique to its own bloodline, and one must learn which colors correspond to which mood to know the feelings of another. A strong emotional reaction in a clan of saurians takes on the appearance of a vivid rainbow scattering through the crowd.

PATIENT HUNTERS, PROTECTIVE PARENTS

Waiting is a natural state for saurians. They do not move unless it is necessary, but when they do, they strike like lightning. Saurian hunters perfect the art of the ambush, remaining immobile for days only to drop on their prey for the killing strike. Within their tents, saurians are devoted to family. Hatchlings are not raised by individual parents, but laid in a communal nest, and then raised by the entire clan. A young saurian has a dozen parents, and learns from their youth to listen to the counsel of the elders. Saurians are affectionate with their own kind, and will fight to the death to protect their young from any threat, no matter how overwhelming.

ANCESTRAL MEMORY

For saurians, the past is present. They honor their ancestors and bury them within their encampments, taking council with them by ritually summoning their spirits. Saurians carry within their blood an ancestral memory, allowing those of strong spirit in them to call to mind memories of the dead to give them guidance. The saurian word for 'dead' means 'frozen,' and they speak of a coming Great Thaw when all their ancestors will rise to aid their descendants at the moment of greatest need. Because of this belief, saurians are comfortable with death to a degree that is unsettlingly morbid to other kinships.

FEARLESS WANDERERS

Many saurians leave their clans behind to go wandering in search of food, companionship, stories, glory, and more. Elders encourage it, so that the knowledge they gain can be passed on to the clan and their descendants after they are dead. The landscapes of Planegea are littered with subtly marked cairns and secret graves of saurians who, although dead, will gladly share their knowledge with those who know how to ask.



A leatherwing sorcerer stands at clan council, listening closely for the wisdom of the ancestors

TOUCHED BY DEATH

Every saurian has heard the whispers of the dead in their camps or echoing from lonely graves in the wild. Use the table below to inspire how your character has interacted with the dead.

d8 Interaction with the dead

- 1 You were always afraid of the dead, even as a hatchling, and your clan considered your fear strange and unnatural
- 2 You once stumbled across a lone grave and tried to pay your respects, only to be viciously attacked by its mad occupant
- 3 You attended all the rituals and ceremonies of the clan from your youth and find death tedious, far preferring the variety and excitement of the living
- 4 Death seems peaceful and inviting to you—you wonder if maybe you adventure in part because you're so looking forward to the long rest afterward
- 5 You used to carry offerings to all the cairns within a day's walk, and the tales the dead told you of what lay beyond the horizon inspired your wanderlust
- 6 A dead ancestor entrusted you with a great and terrible secret, with dire warnings that your clan must never learn of it
- 7 A close friend perished in a hunt, and you would often visit their cairn alone for long conversations
- 8 You were raised in a clan that often took counsel with the ancestors, and consider the dead your trusted advisors and friends

SAURIAN NAMES

Since saurians hatch from egg clutches and have no individual parents, their names are usually descriptive of physical appearance. These can change over time as appearance changes. For example, a saurian might be called Bright-stripe as a hatchling but come to be known as One-Eye after a predator attack.

Common names: Darkscatter, Leopardspot, Stripetail, Gaptooth, Shortwing, Highjump, Rippleshine, Thickskull, Greenclaw, Longlegs, Fadescale.

SAURIAN TRAITS

Your saurian character shares a number of qualities in common with others of their kind.

Age. Saurians reach adulthood at the age of 7 and have exceptionally long lives, surviving as long as gnomes if not killed by predators or disease.

Size. Saurians tend to stand somewhat taller than humans, usually between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Ancestral Memory. You are connected to the dead, recognizing their guidance and warnings, and know the *sense whispers* cantrip. When you reach 3rd level, you can cast the *bless* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *augury* spell once with this trait and regain the ability to do so when you finish a long rest.

Subtype. Saurians belong one of four lines of descent: brilliant leatherwings, dangerous sharpfangs, wandering hammertails, and graceful webfeet. This preview includes the leatherwing subtype.

LEATHERWING

Leatherwings are reclusive mystics with a reputation for cruelty, pursuing arcane knowledge with a zeal that precludes all other concerns. They are descended from pterosaurs, and have crested heads and long, folding wings attached to their arms.

Winged Creature. You gain a flying speed of 45 feet. Flying requires the use of both arms. While flying you can use your action to make a grapple check against another creature of Medium or smaller size with your talons. If you succeed, you may lift and carry the creature with no penalty to your speed.

Powerful Aerial Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift while flying. Half or more of this weight must be hanging from or carried by your talons to take advantage of your aerial build.

VARIANT LEATHERWING FEATURES

There are several features that are not included in the base kinship, but which some players and DMs can choose to include if they fit their table.

Ability Score Increase. Your Intelligence score increases by 2, and Charisma by 1.

Alignment. Saurians have long memories and hold tightly to many traditions. Their cultures tend towards lawful behavior, but each saurian is an individual with a unique alignment.

Languages. You speak Common and Saurian.



CLASSES

THE CLASSES OF PLANEGEA ARE THE EARLIEST roots of future adventurer classes. Though the niche they occupy in the world may be different, the martial, divine, and arcane powers that these archetypes wield is a common thread from the prehistory of Planegea to their distant descendants. Mechanically, the classes are the same as in 5th Edition (with minor adjustments assumed for the starting equipment and any features having to do with the Black Taboos).

Some DMs might choose to add or remove classes based on their preference and the story they're telling in their own Planegea. But as written, each of these has its place.

These are the earliest forms of what will become the archetypal 5E classes in the future. Many of them have different names, to fit a world without monasteries, ancient religions, or magical universities. In your game, you can use the traditional class names or the Planegean equivalent as you prefer. For most classes, their role in the world is also quite different from their later heirs—take a moment to read the descriptions of the classes to discover what martial power and arcane or divine magic looks like in a primordial world.

CLASSES, REIMAGINED

Planegea takes nothing for granted about classes' roles in 5E. Each class has been reframed for the part it plays in a stonepunk world, and some—while keeping their mechanics and class identity—play a very different role in society.

- **Ascetic (Monk).** Drawing from the power of inner discipline, they set aside temptation to focus their ki.
- **Barbarian.** Driven by rage and a need to survive, they lead hunters and clans in a blood-splattered world.
- **Chanter (Bard).** Seen as storytellers and truth-sayers, they are revered by all and feared by most.
- **Druid.** Hated and hunted, these god-leeches are killed on sight for stealing divine power from nature.
- **Fighter.** Gifted with weapons and armor, they are honored hunters and elders, trusted for survival.
- **Guardian (Paladin).** Forces of will powerful enough to extract powers from the gods by their oaths.
- **Ranger.** Thieves of divine power who gather magic to shepherd those around them into survival.
- **Scavenger (Rogue).** Reviled thieves and cutthroats who steal the rightful bounty of others' hunts.
- **Spellskin (Wizard).** Arcane tamperers who paint spells on walls and tattoo them on their own bodies.
- **Sorcerer.** Natural spellcasters, embraced into the fabric of clans, who use their magic for the good of all.
- **Warlock.** Esteemed ambassadors to the many ungodly powers that menace clans from all around.

SHAMAN (CLERIC)

In this time before temples and religious hierarchy, shamans serve as intermediaries between mortals and gods. Shamans are leaders of clans, and hear personally from local deities. They are vital to the clans for their ability to channel divine magic, interpret dreams, and lead ceremonies crucial to clan life.

Messengers to the gods. Most shamans have a foremost deity they revere, and it is not uncommon for a clan to be given over to the worship of one god or goddess above others thanks to the influence of their shaman. However, the migratory nature of many clans means that shaman must be fluid in their reverence, able to act as a go-between to the many gods whose lands the clan may traverse.

Canny reverence. Shamans derive their power from the gods and lead their tribe in acts of worship and ceremony. But the gods are fickle and limited, and the best shamans are those who understand how to work with the gods without losing themselves in awe. Some elder shamans, forced to travel each year and interact with an array of gods, have secret insight into the small-mindedness of divine beings confined to their hallows, and work with the gods as a kind of advisor as much as a servant.

Divine ambassadors. Shamans are essential to clan life, and are generally the most respected members of any clan. They often work with a chieftain in a partnership—the chieftain takes care of the mortal side of survival, the shaman focuses on the gods and their gifts. Most small clans have one shaman, but larger clans may have a hierarchy of acolytes and lesser shamans led by a high shaman. Of course, there are those who revere the gods as shamans yet choose to walk alone, having found their divine connection in secret or been separated from their clan.

Local deities. When shamans travel, they sense and can connect with the gods of their new location, paying homage and forging connections. Many shamans prefer to follow certain types of gods, seeking out deities of a similar domain. A shaman must draw their power from a nearby god or divine force, as there are no universal gods supplying power equally throughout the world.

NEW SUBCLASSES

The Star-Shaman's Song of Planegea also introduces 4 completely new subclasses:

- **Way of Abnegation Ascetic.** Harness the power of discipline to deny damage and protect your allies.
- **Path of the Farstriker Barbarian.** Hurl your weapon and your rage into the very teeth of your enemies.
- **Dream Sorcerer.** Explore the arcane power of dreams, lending aid to your allies and bending reality's fabric.
- **Dark Forest Warlock.** Unleash the wrath of the woods upon the little mortals who would dare oppose you.



A human shaman keeps one hand on his lapiscat companion

EQUIPMENT

EVERY ITEM IN PLANEGEA IS MADE BY HAND OR by magic. There is no mass industry here—every knife, bowl, water skin, and rope is the result of careful and individual attention by craftspeople, or else summoned into existence by magic. As a result, even common objects tend to have names, histories, and quirks unique to them. When you barter for a sword, its maker might tell you about the monster whose teeth line the edge. When you are given a talisman, the spellcaster who prepared it may introduce you to it as to an old friend.

Name what matters. Every sword, shield, and cloak can be named—but most especially weapons and armor that save your life. Take time when making trades or during rests to become familiar with the quirks of your gear, and call them by names that are true to their nature.

Things have histories. There's no such thing as “a typical shield” in Planegea. One adventurer might use a giant shell, green from scum where its old turtle lay for seven generations at the bottom of a pond. Another might take a stone-studded lattice, its wood gathered from a haunted forest and the stones from the side of a yeti-infested mountain, gathered at great peril. Learn the stories of the gear you carry—it may save your life and open up strange new roads that you had never considered before.

Barter

Planegea is a world without coin, and barter is the most common form of exchange. However, if you don't want to haggle over every purchase, salt is often accepted as a standard form of trade, since it's useful for preserving and flavoring all kinds of food. A useful rule of thumb is that 1 coin-sized portion of salt is equal in value to 1gp in other 5E materials. This coin-sized portion of salt is written as 1ps (portion salt). That said, in regions where salt is plentiful or extremely scarce, salt loses almost all value and other exchanges are more common.

Names & scars. Some don't rely on their goods alone to gain advantage in bartering, but also on their reputation or impressive appearance. Names and scars can act as a passive modifier to wealth with some trading partners, if they're recognized or accompanied by a good story.

Armor

Armor can vary greatly in appearance and construction. It is often made from simple materials, such as woven material, wood or stone, or else from the natural armor of creatures, such as fur, hide, shell, antler, scales, or chitin. Bringing down dangerous prey is often worth the struggle for the opportunity to craft new armor from its parts.

Weapons

The weapons list is identical to the list in 5th Edition, but the weapons are handmade with stone tools. Knives are made of knapped stone, axes are stone knives affixed to wooden shafts, and swords are usually poles, bats, or clubs with sharpened objects lining the edges, such as knapped stone, obsidian, or the teeth of monsters.



The Tusk Clan of Icehook builds a new encampment after their old one was destroyed by ravaging yetis

STONE AGE ARMOR & WEAPONS

To protect combat balance, Planegea does not alter the bonuses or penalties of armor or weapons in any way. Mechanically, they are identical to published weapons. Thematically, the assumption is that combat is relative, and that as most creatures are using natural materials for both attack and defense, the overall scale of damage should be similar.

Adventuring Gear

Most items in 5E can be used as they are by simply describing them as made of bone, wood, stone, hide, rope, etc.

METAL CONVERSION

Metal	Equivalent
Metal (any)	Stone, bone, antler, or wood (any)
Adamantine	Divine ivory*
Copper	Wood
Gold	Glass
Iron	Granite
Lead	Black clay*
Mercury	Oil
Mithral	Gemweave*
Platinum	Dragon tooth*
Silver	Polished wood
Zinc	Clay

*See notes below.

Divine ivory. The bones of a god are the hardest substance known in all of Planegea and are exceedingly rare and difficult to obtain. They can only be cut or shaped by magic.

Black clay. Whether naturally obtained or made through the infusion of dyes and darkening agents, black clay has the rare property of blocking magical perception. In order for this to work, though, the clay must be pure and profoundly black, which generally requires a rare natural source or else a skilled and patient crafter to prepare.

Gemweave. A fine mesh of cord and tiny gemstones, knotted intricately after the dwarven fashion. Gemweave is light, yet offers great protection and beauty.

Dragon tooth. Dragons are rare in the Great Valley, but where they have attacked or roosted, their teeth can be found, as they have many and some are lost in biting or grooming. They are extremely precious and usually reserved as the personal talismans of chieftains or shamans.

TOOLS

Many of the artisan's tools from 5E need adjustments in order to make sense in prehistoric fantasy. It's also still possible that the original tool sets could exist in the world, although with primitive materials.

Most tool sets are made of specialized implements, typically made from wood, antler, or ivory, into which stone blades can be fitted in various specialized assortments, as well as stones or containers of particular shapes or qualities and ingredients such as powders, spices, salts, liquids, scales, or other consumable materials.

TOOL CONVERSION

Artisan's Tools	Stone Age Variant
Alchemist's supplies	Ceremonial supplies*
Brewer's supplies	Winemaker's supplies
—	Butcher's tools*
Calligrapher's supplies	Artist's supplies
Carpenter's tools	Woodcrafter's tools
Cartographer's tools	Mapmaker's tools
Cobbler's tools	Bootmaker's tools
Cook's utensils	—
—	Gatherer's supplies*
Jeweler's tools	—
Leatherworker's tools	—
Mason's tools	Stonemason's tools
Painter's supplies	—
Potter's tools	—
Smith's tools	Bonecrafter's tools
Tinker's tools	Mender's tools
Weaver's tools	—

*See notes below.

Ceremonial supplies. These are sets of implements commonly used by practitioners of divine magic to prepare and enact various rites and rituals. The contents of the toolkit can vary depend on the worship practices, but they often include such materials as blindfolds, candles, paint, glass or ceramic chimes, incense, and feathers.

Butcher's tools. A butcher's toolkit is used to harvest a kill, preserving every part of the animal for use later. This includes specialized hooks, knives, and shears, salt, small bowls and bags, a water skin, a wooden slab, a small hammer, and clean, broad leaves.

Gatherer's supplies. The supplies used by a gatherer include a large satchel with many sections, a knife, a digging blade, hand-wraps, dried leaves and berries, a grinding bowl and stone, and a scraper.



NEW SPELLS & PRIMAL MAGIC

THE WORLD IS STILL LARGELY UNFORMED AND unknown, with magical essences roving freely across the land, sea, and air. But just as animals can be tamed, so can spells, and many of the intelligent kinships of Planegea have coaxed one kind of magic or another into a more or less predictable pattern. The origins of magic are visible in the casting of spells, and different types of magic show the culture of those who first discovered its secrets.

Magic without metal. Some spells in 5E refer to metal specifically. In a world without metal, use the Metal Conversion table for alternate components. Additionally, since there is no metal in Planegea, the *heat metal* spell can be substituted with a *heat stone* spell, which works in exactly the same way, but targets stone instead.

Commune and other divine spells. Spells that call upon the power of gods may have one of two effects outside the range of your primary god: they can extend the range of your primary god to your current location, or they can compel a local god to respond.

Plane shift and other planar spells. The planes of this world are all geographically linked, but they're still separate realms. You can use *plane shift* to travel from the mortal realm (the Great Valley, Wintersouth, and Giant Empires) to the Elemental Wastes, the Sea of Stars, Nod, the Kingdom of the Dead, or other locations at your DM's discretion, including the hallows of some gods.

Resurrect and other necromancy. Spells that bring the dead back to life are considered a personal affront by Nazh-Agaa, and should only be undertaken with extreme caution. There are no mechanical limitations or alterations to these spells, but be warned that the King of the Dead is not to be trifled with.

Goodberry and Create Food and Water. Certain spells, invented by druids and rangers, are considered heretical by most gods and shamans, since they circumvent the need for mortals to seek divine provision and protection. Spells such as *goodberry* and *create food and water* are liable to attract the anger of the gods, who may send their agents—both mortal and spiritual—to punish those who cast them.

NEW SPELLS

Planegea is a world of new magic, and includes more than 60 new spells, from cantrips to 9th level, distributed to all spellcasting kinships. Here's a sampling of them:

Aggravate Wounds, Bolt of Ush, Bite Back, Bury, Disorient, Dream of Kho, Form Weapon, Fury of Twr, Gaze of Gleih, Heart of Urhosh, Lava Leap, Mage Skis, Possess Steed, Quillburst, Reflect Magic, Ridicule, Sense Whispers, Sirensong, Smoke Breathing, Song of Mala, Steal Speed, Stonebone, Stormscrying, Tilt, Traitor's Kiss, Trouble Dreams, Weight

THE WORLD

IN THE BEGINNING WAS BLOOD MOUNTAIN, AND from its fires spewed forth the world of Planegea. The land continues to stretch outward, pushing creation's sprawl further and further. The edges of the world are old, alien and cruel, and its center is new, burgeoning with life and chaos.

You never know what you'll find in Planegea. A sudden drop in the land may reveal an ancient stone temple, a cave might offer passage to a hidden kingdom, or a mysterious encampment could lead to untold wonders of discovery.

Each Planegea is different. Make the land your own, fill it with adventures, monsters, and locations that breathe your life into it.

Cosmology

At a high level, Planegea is one world. A wanderer can walk from the heart of existence through various planes to its outer edge, crossing by foot over the borders between lands that will someday shatter into separate realities.

Worldheart. All has a single origin—the Worldheart Dragon, who sleeps in the fiery molten rock of Blood Mountain, at the center of creation. It is by her power that the world expands, and each explosion or magma flow from the mountain expands reality further out into the darkness beyond.

Unified planes. The lands and seas that the Worldheart caused to be are one. Four great elemental wastes—fire, water, earth, and air—hem in the Great Valley, bordered by giant empires that sit halfway between mortals and genies. All the world is unified, but even now, the lands seem to strain against each other, pulling reality ever farther apart.

Nod. Hidden just out of sight, throughout the world, lie doorways and passageways into the twin worlds of Nod: the World of Dreams and the World of Nightmares. These doorways allow fey and mortals—as well as other, more fearsome beings—to pass back and forth between realms.

The Sea of Stars. Encircling the world is the drifting, gleaming Sea of Stars. This infinite reach of light was the first creation of the Worldheart. There is no ground in the Sea of Stars, and few mortals, if any, have ever drifted in its singing spaces. The Sea is where the stars rest at night, and where things that have no name lurk and whisper in slowly-expanding pockets of shadow.

The Kingdom of the Dead. There are only two ways into the Kingdom of the Dead—the Dark Door and the Long Way. The Dark Door is only seen by those who have passed beyond life, and the location of the Long Way is a secret known only to the most powerful and most ancient beings who live. The Kingdom of the Dead is a lightless place of inevitability, where souls build an endless necropolis until they fade, forgotten in the living lands.



The three wanderers finally arrive at the foot of Blood Mountain... and the beginning of the end

The Sky

The sky is a living, changing place in Planegea, full of vanity, violence, and decay.

The dawn duel. There is no single sun in Planegea. Rather, at the end of each night, the stars swirl overhead as they complete their constellation dance, swooping and streaking towards each other in an attempt to knock the others out of the sky. As they battle, victorious stars grow brighter until only three or four heavy stars glow like lanterns above. Then the winner of the duel rams its opponents from the heavens, taking on the full brilliance of the Day-Star, and parading from east to west in its full glory all day.

Star rise. The defeated stars spend the day recovering their strength, siphoning light from the Day-Star until it is weak enough for them to rise in shining fountains from the horizon, to begin again their constellation dance and the endless cycle of night and day.

Ash moons. Between the stars and above the land drift a scattering of moons, traversing a life-cycle from birth to death. New moons are formed roughly once every thirty days, born of a violent eruption of ash and smoke at the mouth of Blood Mountain. Each moon begins small and dark, then grows as it waxes until it is full. Afterwards it begins to die, waning until its husk turns to dust and disappears into the Sea of Stars. This entire process takes thirty days. Because of this cycle, there are never the same number of moons in the sky at any given time—sometimes there are many, and sometimes none at all. Rarely, a twin moon will be born of the ash, an event which is heralded as an omen for those who dwell below.

Blood Mountain

At the center of Planegea, visible for countless miles in all directions, an impossibly tall spire of rock, fire, and smoke rises from the tangled mass of a primordial jungle. All of Planegea wheels around this central axis, which creates and destroys life with primal power.

Home of dragons. This infinitely high volcano crawls with dragons both cunning and feral. It is said that in the center of its fire lives the being that made all things: the Worldheart Dragon, an incredibly massive, ancient, and powerful creature who is dreaming reality into existence, and her five consorts, the legendary Sacred Dragons, whose scales glitter with colorful sheens of an impossibly smooth, strong material, like nothing else seen in the world.

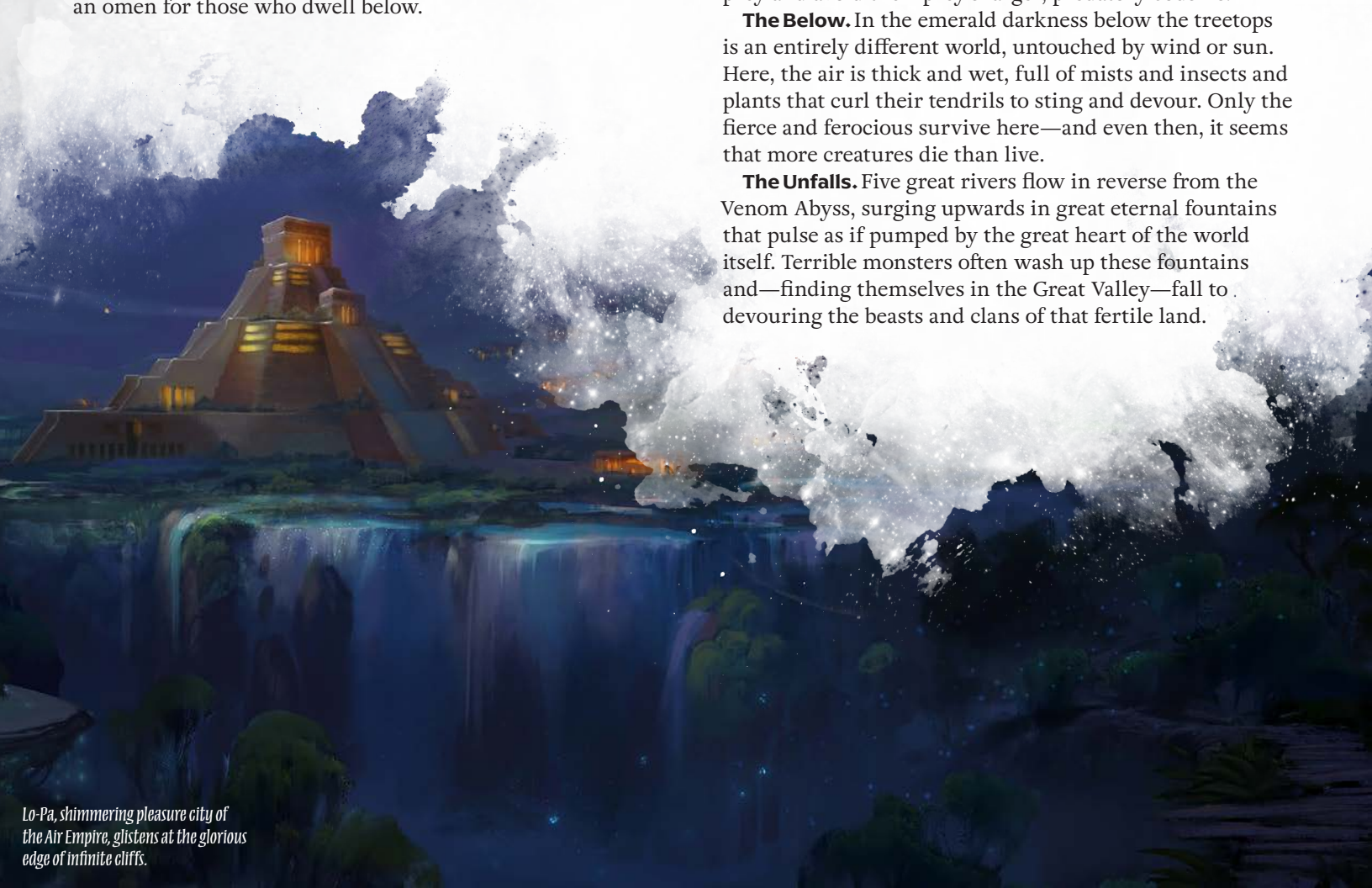
The Venom Abyss

Blood Mountain sits in an enormous chasm which is roughly circular in shape, and filled with a writhing jungle of dinosaurs, apes, and gigantic poisonous crawling beasts of all kinds. Everything about the Venom Abyss is alive and growing. Twisted poison vines, enormous carnivorous plants, things that are half-plant, half-monster... the jungle crawls with danger, most of it mindless and instinctual.

Canopy. There is an entire world in the treetops of the Venom Abyss, creatures who live and die without ever touching the jungle floor. Arboreal villages gather fruits and nuts, hunt birds, monkeys, lizards, and other small prey and avoid their prey's larger, predatory cousins.

The Below. In the emerald darkness below the treetops is an entirely different world, untouched by wind or sun. Here, the air is thick and wet, full of mists and insects and plants that curl their tendrils to sting and devour. Only the fierce and ferocious survive here—and even then, it seems that more creatures die than live.

The Unfalls. Five great rivers flow in reverse from the Venom Abyss, surging upwards in great eternal fountains that pulse as if pumped by the great heart of the world itself. Terrible monsters often wash up these fountains and—finding themselves in the Great Valley—fall to devouring the beasts and clans of that fertile land.





The Great Valley

Most of the mortals in Planegea make their home in the Great Valley—a wide and well-watered land, rich in rivers, good hunting, and plentiful plant life. Existing in a band between the violence of the Venom Abyss and the tyranny of the giant empires, the clans of the Great Valley live in a world of constant change, always only a few steps away from death.

The Brothers. Three fertile slopes of three rivers in the north of the Great Valley—the Bear, the Ape, and the Lion—are jealously guarded in the warm seasons by three powerful, warring clans. Each seeks to destroy the other two and rule as the preeminent power in the valley. Although weather and migrations force the clans to leave their rivers every year, they linger as long as they can and seasonally fight to reclaim what they have built with proud fury.

Wintersouth. In the southern arc of the Great Valley lie wide, sparse grazing lands with hearty grass, uneven hills, and little forests and pools of water. This land, drier and tougher than the northern arc, is the seasonal refuge of herd animals and the clans that depend on them for food. This land is unwelcoming, and its little hills and valleys are claimed by countless minor deities known collectively as the Winter Gods, whose spitefulness, petty aggression, and limited power makes them an object of reluctant worship for the shamans forced to make camp in their lands.

The Eel. The Eel River is the only major river of Planegea that does not have its source at Blood Mountain, running instead southwards from the Skyfang Mountains to Saltfang and Slimefang. Many consider it an accursed river, but that has more to do with the wild and fearful lands of its course than the actual waters themselves, which are remarkably cool and fresh, even in the swamps.

The Undershore. Far from the smoking center of Blood Mountain, at the edge of the great dark oceans of Planegea, a distant coastline is home to a world all of its own. This place of waves and storms, fishing villages and sea monsters is cut off from the rest of the Great Valley by the War-Way of the Sea Empire.

The Cult Riverlands. Elders and elves tell of a time within memory when the Cult Riverlands was home to the Eagle River, a grand and glorious land known for its excellent fruit and flowers. But smoke and fire took the land after a terrible eruption in the Fang of Rock and Flame, and darkness spread downriver, drying its waters. As the land fell to thirst, wicked gods sprang up, preying on the people to establish their power. Now, the gulches and gullies are carved into a warren of battling cults, each sharpening its knives for the blood of the other, while an even darker power lurks just out of sight in the ash and smoke of the worldfang's edge.

OTHER LOCATIONS

This introduction barely touches on the 90+ locations detailed in the full book. Here are a few more:

- **Scattersea.** These tropical waters are full of voyagers, mystical islands, and dangerous predators.
- **The Dire Grazelands & the Fire Empire.** Huge beasts roam in the grasslands at the edge of the warlike Fire Empire and the burning lands beyond.
- **Ghostmarsh & the Stone Empire.** Haunted swamplands stretch at the foot of the combined empire of the Stone and Frost giants.
- **The Driftlands & the Air Empire.** Drifstone islands tumble through the sky where an infinite cliff marks the boundary of the decadent Air Empire.
- **Starstep Cliffs & the Sea Empire.** Leatherwing spellcasters lurk in vertical eiries under the gathering gloom of the eternal storms of the Sea Empire.
- **The Worldfangs.** Terrifying swamps, volcanos, deserts, and storms rise at the four corners of the world.
- **Elemental Wastes.** Past the Giant Empires, the four wastes where genies dwell bar mortal entry.
- **The Sea of Stars.** An astral realm where stars swim and rest every day before the great dance in the sky.
- **Nod.** The twin worlds of dream and nightmare loom just out of sight, influencing the fates of mortals.
- **The Kingdom of the Dead.** An infinite necropolis from which there is no return of soul or light or hope.



FACTIONS & THREATS

WHEREVER THERE IS THE WILL TO SURVIVE, there are leaders who bring others into their calling. Whether for good or evil, chaos or order, the strong gather those willing to follow, organizing them into factions. From the mortal clans of the Great Valley, banded together in the worship of one or more gods, to secretive and far-ranging groups like Scavenger's Vow or the Council of Day, Planegea is full of complex, proactive factions who care little for the will of any adventuring party, and are ready to act as allies or antagonists in your campaign.

Less ambiguous but equally diverse are the threats—those world-spanning terrors that lurk under and loom over the land, posing a challenge that can drive a single encounter, an adventure arc, or a full campaign.

FACTIONS IN CONFLICT

There are many forces at work in the world, trying to shape at least a corner of it into the way they wish it to be. These factions can represent allies or enemies, opportunities or hazards, depending your party's point of view.

- **The Brother Clans.** The strong Bear Clan, shrewd Ape Clan, and fearless Lion Clan worship powerful gods and lead the mortals of the Great Valley.
- **The Council of Day.** Wandering elders seeking to consolidate mortal power and further civilization.
- **Direstaves.** Herders of giant beasts, roaming free on the threshold of the Fire Empire.
- **Free Citadel.** Proud former captives who rose up in revolt against their giant overlords and now rule a city.
- **Kraia's Children.** A destructive conspiracy that scatters authority and murders tyrants in their beds.
- **Scavengers Vow.** A league of thieves who offer shared allegiance to the mysterious and powerful Rat King.
- **Seerfall.** The sacred seven waterfalls, where divine casters gather to worship and gaze into the future.
- **The Sign of the Hare.** Spellskins on the run from the Hounds of the Blind Heaven.
- **Venomguard.** A monster-hunting guild, dedicated to the protection of the Great Valley.
- **The Whale Clan.** Matriarchal voyagers of the Scattersea, building villages and lives on the drifting islands.
- **The Worldsingers.** Chanters who travel in secret, reshaping the world for the better with arcane gifts.

POWERFUL THREATS

Great powers and primal forces are at work in Planegea, trying to shape it into the world they envision it to be. These forces are ominous and powerful, and can represent a threat to your party from 1st-level all the way up to their final session.

- **The Giant Empires.** Four cruel empires ring the Great Valley, standing between mortals and powerful genies.
- **The Brood.** Five ancient chromatic dragons lurk at Blood Mountain, manipulating the world for selfish ends.
- **Kelodhros Ascendant.** A body-snatching kinship of blue-eyed creatures seeps out of the jungle like a plague.
- **Fiendish Gods.** The demon-gods of Wintersouth and devil-idols of the Cult Riverlands demand sacrifice.
- **Vyrkha the Shepherd.** A powerful warlord climbs ever higher with unmatched ambition and tactical genius.
- **Duru.** The dark spirit of the trees moves through the world, seeking to choke and crush all animal life.
- **The Recusance.** Amoral spellskins, dedicated to unmaking the Black Taboos, conduct wicked experiments.
- **The Gift of Thirst.** A vampiric aristocracy exerts the power of fear and night upon their chosen prey.
- **Craven of the Kraken Coast.** Mindless slaves of abolethic overlords summon unspeakable horrors from the deep.
- **Throne of Nightmares.** Powers of the Nightmare World of Nod seek to spread fear in the mortal realm.
- **The Crawling Awful.** Slimy aberrations slither from buried vaults to twist and dominate the warm-blooded.
- **Deeptthought.** A powerful construct with an unsympathetic intellect gathers the answers to a terrible question.
- **Nazh-Agaa, King of the Dead.** The titan of the grave gathers souls into his inescapable inevitability.

BEASTS, GODS, & MONSTERS

There are over 60 new monsters in the *Star-Shaman's Song of Planegea*. Here are some of them:

- **Megafauna.** Inspired by the historical Ice Age, huge beasts dominate the landscape, including the arctusk, dire sloth, giant armadillo, great-hook, horse-ape, iramuk, knucklecrown, laughing boar, simbakubwa, terror birds, and woolly unicorn.
- **Dinosaurs.** Planegea features new dinosaurs, both real and imagined, including the chattercrest, frilled spitter, farloper, great-hook, mammothmaw, littlesnap, madcrash, skull-smasher, and spider raptor.
- **Giant bugs.** Enormous insects, arthropods, and crustaceans, called manylegs in Planegea, include the blind death, clawed greatspider, dire locust, faku-baz, giant milipede, ku-zug, longwing, salt spider, sea scorpion, and squidshrimp.
- **Proto-gods.** A new category of being, the proto-god, sits between mortals and the cosmos. Gods in the book include Glelh the Unblinking, Kho Many-Arms, Mala Long-Song, and Unkillable Urhosh.
- **Monsters.** There are also many all-new monsters, including the batface, ghost monkey, glunch, khelodrosians (unembraced, aspecter, priest, arch-priest, lost soul, & infiltrator), lapiscat, stickymouth, swordquill, tricerataur, and visitants (notar, chorister, refractor, emissary, envoy, & image bearer).
- **NPCs.** Finally, the book introduces important NPC archetypes needed for common encounters in the world of Planegea, including the ancestor, hunter, lead hunter, sorcerer, shaman, and high shaman.



*Some horrors have no name...
they simply hunger*

A trader, her threehorn heavy-laden with goods for barter, surveys the landscape, rich with possibility and promise



UNLEASH PRIMAL ADVENTURES

All of this and more is coming this fall in a brand-new campaign setting guide with over 300 pages of material, mechanics, adventure inspiration, lore, playable content, and rediscovered wonder. Plunge into a world of raw action, primordial horror, and mystic awe as you play at the very dawn of all fantasy worlds in Planegea!

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