STAGE 2

Introduction

This is a mini-game style short adventure based on the arcade game "**Joe & Mac Caveman Ninja**", released by Data East in 1991.

"**New Joe & Mac - Caveman Ninja**", a remake of "**Joe & Mac - Caveman Ninja**", Now on Sale for a variety of home consoles and PCs!!(https://www.microids.com/game-new-joe-mac-caveman-ninja/)

Players take on the role of a primitive youth like Joe, Mack, or Joe and his friends. and take on various stages to save villagers from being taken by hostile cavemen. (At this time, only Stage 2 is included in the game.)

In order to play this adventure, you will need a system that is compatible with 5e RPGs.

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About this Adventure

Play Time:1-2 Hour

Player: 1-2 Player(s) and 1 GameMaster

Each player should use a character created using the 5th Edition RPG rules.

P.2-P.8, Only Game Masters should read :

This is a fast-paced, action game-like adventure with events occurring at the start of each round. In all stages except for the boss battle, completion of a specified condition means that the stage has been cleared, and the player will end the battle and move on to the next stage.

In this adventure, rather than strictly managing the rules of combat, it is recommended to actively incorporate ideas generated in conversations between the players and the game master, and to modify the rules as necessary to make the story enjoyable for both players and game master.

Don't forget to pass on the inspiration for great ideas and lively roleplaying!

This adventure is intended to be played in the following ways:

-It is intended to be played in abstract combat without the use of a map. When placing enemies on the battlefield, they usually appear about 10 feet away from the player character.

-For comfortable progression, treat the result of all enemy initiative rolls as 0.

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Stage 2-1 "Proceed along the cliff"

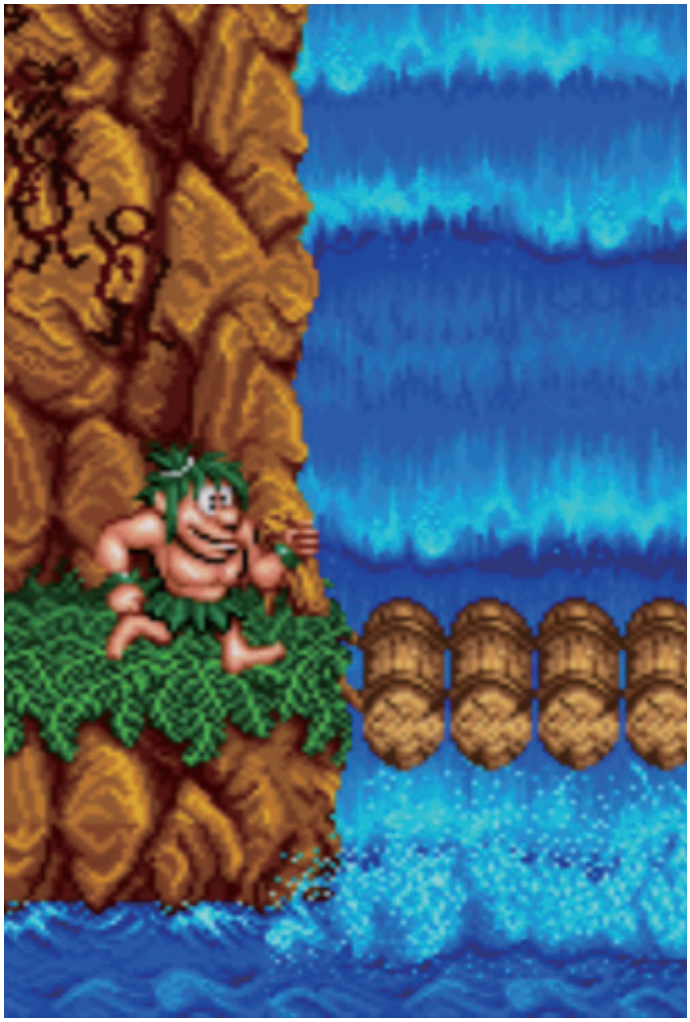
A primitive mini-adventure for one or two 6-8 level characters

I'm chasing a caveman who kidnapped my family, and now we're at a cliff by the river!

The caveman runs away over a suspension bridge, we have to hurry, but it looks kind of dangerous .....?

Special Rule for Adventure: Each time a creature's HP reaches 0, the player rolls 1D6, and if the result is 4-6, food falls. The food can be picked up and eaten in one bonus action, and the eater's HP is restored by 2D4 + 2 points.

Stage 2-1 special rule: In this stage, all enemies must be defeated to proceed to Stage 2-2.



Round 1: "A suspension bridge!"

A suspension bridge that you don't even know when you put up is very dangerous!

At the start of this round, add a caveman to the battlefield plus 1 to the number of players, and choose one of the following;

Intercept! : You decide to intercept the enemy before he steps into danger. You may not make melee attacks this round.

Find a safe foothold! : You attempt to gain a safe foothold and fight to your advantage. You must make a DC10 Wisdom (Perception) check. If you success, all enemies suffer disadvantage on their next attack roll against you. If you fail, your foot gets stuck in a rotten part of the suspension bridge, and you take 1d6 piercing damage and are grappled (Escape DC13) and restrained for the duration.

Round 2: "Mini-Rex Appears!"

A tyrannosaurus is approaching from the other side of the suspension bridge! It's a little small, but it looks formidable enough!

At the start of this round, add a Mini-Rex to the battlefield.

Round 3 "Jet Stream Attack!!"

Water is gushing out of the river in front of you with great force! But the cavemen are chasing after you from behind! What are you going to do?

At the beginning of this round, choose one of the following;

Intercept! : Add 1 additional caveman to the battlefield.

The enemy caveman gains advantage on all attack rolls against you during this round because he has poor footing and cannot evade backwards.

Jump over! : You guide the Mini-Rex into the water and remove it from the battlefield, After that, you must make a DC16 Strength (athletic) check, If you fail, you take 5d6 water damage.

Hold your ground! : You and all your enemies are hit by a stream of water! You and all creatures on the battlefield must make a DC13 Constitution saving throw. Creatures that fail take 5d6 water damage.

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Round 4 "Electric Piranha Trap!!"

The cliff is broken, but it's not that far, you can easily jump over it! But something is chattering in the river.....

Countless piranhas clad in electricity jump up from the river. At the start of this round, choose one of the following;

Avoid! : You attempt to successfully avoid the electric piranhas. You must make a DC16 Dexterity saving throw. if you fail, you take 3d10 lightning damage.

Intercept! : You attack an electric piranha and try to repel it. You must make an attack roll with one weapon of your choice. If the result of the roll is 16 or higher, you successfully hit the piranha back with your weapon and suffer no ill effects. If the result of the roll is 15 or less, you take 3d10 lightning damage.

Round 5 "Carnivorous Plants Waiting"

Just when you think you've jumped over the piranha, there's big Carnivorous Plants waiting for you where you land! Will you avoid it? Or are you prepared to get hurt and go for it!

At the start of this round, add Carnivorous Plants on the battlefield equal to the number of players, and choose one of the following;

Avoid! : You must make a DC15 Strength (athletic). If you succeed, you gain advantage on all attack rolls you make against the Carnivorous Plants this round. If you fail, you take 2d6 bludgeoning damage and fall prone.

Plunge! : You take 1d6 bludgeoning damage from the fall. You gain advantage on all attack rolls you make against insectivores during this round. However, you also gain advantage on all attack rolls the insectivore makes against you this round.

Stage 2-2 "Green Hell"

A giant plant has entangled one of our precious family members! Fear not. I am here!

Boss Battle Stage:"Mega Carnivorous Plants"

Mega Carnivorous Plants pounce on you, trying to keep you from taking their prey!

At the beginning of this stage, a Mega Carnivorous Plants is added to the battlefield. If there are two or more players, an additional Carnivorous Plants is added.

If the Mega Carnivorous Plants is defeated, move on to Stage 2-3.

If the Mega Carnivorous Plants is not defeated, the player and the GM may "continue" the game as many times as they wish.

Once the Mega Carnivorous Plants is defeated, a family is successfully rescued. But there are still many more families to be kidnapped, so you must continue the pursuit!

The rescued family returns to the village wishing you well.

Stage 2-3 "Climb the Giant Tree"

We have cornered the caveman who kidnapped my family! The caveman fled to the top of the giant tree that seems to reach to the sky. We must chase after him!

Stage 2-3 Special rule; During this stage, you must chase after the enemy caveman. You start at a distance of [5 seeps] from the enemy caveman. If you take damages during the round, you will be knocked back and the distance between you and the enemy caveman will be [1 step] away (only once per round). If the distance is [10 steps] or more, you lose sight of it and the game is over. If you are playing with multiple players, count the distance steps for each player.

At the start of each round of this stage, choose one of the following;

Hurry up! : Leap through the trees in a great hurry. Close the distance to the enemy caveman by [2 steps]. However, any attack rolls you make this round suffer disadvantage.

Move, Move : Climb the tree with caution. Closes the distance to the enemy caveman by [1 step].

Slow... Slow... : Climb the tree cautiously. The distance from the enemy caveman does not change, but all attack attack rolls against you are at a disadvantage during this round.

If at the start of the round, any one of the players is less than [0 steps] away from the enemy primitive, the game moves to Stage 2-4.

Round 1: "We have to climb."

A caveman is waiting for you in the tree tops. We have to climb anyway!

At the start of this round, add a caveman and a young pteranodon to the battlefield equal to the number of players.

Round 2 "Swarm of Bees"

What's that buzzing and roaring sound .....?

At the start of this round, add a swarm of bees to the battlefield equal to the number of players.

Round 3 "Rain of Bombs"

A caveman drops a bomb from a tree. That's not fair!

..... with that one, maybe even a hive of bees?

At the start of this round, add a caveman and a number of young pteranodons to the battlefield equal to the number of players, and choose one of the following

Avoid! : You must make a DC15 Strength (athletic). If you fail, you take 2d10 Fire damage.

Strike back! : You must make an attack roll with one of your weapons. If the result of the roll is 18 or more, you return the bomb, dealing 2D10 Fire damage to a creature of your choice. If the result of the roll is 17 or less, the bomb hits you and you take 2D10 Fire damage.

Give it to me! : You do not avoid the bomb's blast and rob the caveman! You take 2D10 Fire damage, but you gain one of the following weapons.

Bomb (Simple Range weapon) **Damage:** 2d10 [fire] **Weight:** 5 lbs.
Throws (range 20/80), **Special** (this weapon explodes once used and cannot be used again)

Round 4: "Bees or cavemen?"

There's another hive of bees! On top of that, the cavemen are dropping rocks on us again, so which side should we attack from!

At the start of this round, add a number of cavemen and a swarm of bees to the battlefield equal to the number of players, and choose one of the following

Avoid! : You must make a DC15 Strength (athletic). If you fail, you take 2d6 bludgeoning damage.

Intercept! : You make an attack roll with one of your weapons. If the result of this roll is 15 or more, you succeed in smashing the rock with your weapon; if the result is 14 or less, the rock hits you and you take 2d6 bludgeoning damage.

Rush! : You leap at an enemy without avoiding the rock. The large rock hits you and deals 2d6 bludgeoning damage. You gain advantage and may make one additional attack on your turn.

After round 5: "Not yet reached"

After round 5, things happen randomly until the distance reaches [0 steps]. At the start of the round, roll 1d6.

1-2 : Add a number of primitives to the battlefield equal to the number of players.

3-4 : Add a number of bee swarms to the battlefield equal to the number of players.

5-6 : Pteranodon drops an egg. Shake the egg event table once.

Egg Events Table

1	**Baby Pteranodon:** It thinks you are mother or father. The baby Pteranodon helps you, and for 1D6 turns, your weapon attacks gains advantage.
2-3	**Pteranodon in a bad mood:** It thinks you are an enemy and attacks you! Add a Young Pteranodon to the battlefield.
4-5	**Food:** You pick up and eat this food as a bonus action, and your HP is restored by 2D4+2 points.
6	**Capsicum!:** You pick up and eat this hot pepper as a bonus action, your body becomes hot and hotter, and you gain one additional action per your turn for 1d6 rounds. With this additional action, you may only make an attack (one weapon attack only), dash, or dodge.

Stage 2-4
"Giant Shadow from the Sky"

We finally reached the tree tops! But a black shadow from the sky is ..... a Mega Pteranodon! It's holding two eggs!

Boss Battle Stage: "Mega Pteranodon"

The Mega Pteranodon, an ally of the cavemen, is about to attack you!

At the start of this stage, a Mega Pteranodon is added to the battlefield. If there are 2 or more players, 2 more cavemen are added.

The stage is cleared when the Mega Pteranodon is defeated.

If you fail to defeat it, you can "continue" as many times as the players and the GM wish.

You have succeeded in rescuing one family, but the caveman who was chasing them seems to have gotten away in the confusion. ..... Many more families have been kidnapped, and you must continue the pursuit! The family you rescued went back to their village wishing you well.

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Creature Data

Caveman

Medium humanoid, any non-good alignment

AC: 11
HP: 16 (3d8 + 3)
Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
18(＋4)	12(＋1)	12(＋1)	5(－3)	8(－1)	6(－2)

Skills: Athletics +5, Perception +3
Senses: passive Perception 13
Languages: Primitive Language
Challenge: 1/4 (25XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Young Pteranodon

Medium beast(Dinosaurs), unaligned

AC: 12 (natural armor)
HP: 13 (3d8)
Speed: 10ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
15(＋2)	12(＋1)	10(±0)	2(－4)	9(－1)	6(－2)

Skills: Perception +1
Senses: passive Perception 11
Challenge: 1/4 (25XP)

Flyby. The dinosaurs doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Tackle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Mini-Rex

Large beast(Dinosaurs), unaligned

AC: 13 (natural armor)
HP: 51 (6d10 + 18)
Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
20(＋5)	12(＋1)	17(＋3)	2(－4)	10(±0)	9(－1)

Skills: Perception +2
Senses: passive Perception 12
Challenge: 3 (700XP)

Actions

Multiattack. The Mini-Rex makes two attacks one with its **bite** and one with its **tail**. However, the same target cannot be attacked twice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Tail. *Melee Weapon Attack:*+7 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

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Mega Carnivorous Plants

Huge Plants, unaligned

AC: 14 (natural armor)
HP: 152(16d12 + 48)
Speed: 5ft.

STR	DEX	CON	INT	WIS	CHA
23(＋6)	8(－1)	16(＋3)	5(－3)	10(±0)	5(－3)

Damage Resistances: fire
Condition Immunities: blinded, exhaustion, deafened
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10
Challenge: 8 (3,900XP)

Actions

Multiattack: The plants makes two attacks: one with its **Seed Shot** and one with its **Ivy**, or twice **Ivies**.

Ivy: *Melee Weapon Attack:* + 9 to hit, reach 50 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. If the target's size is Medium or smaller, the target is grappled (Escape DC14) and pulled straight toward this plant for up to 25 feet.

Swallow: This plant swallows one creature with a size is Medium or smaller that it has grappled and is within 5 feet, and the grapple ends. The creature cannot breath, blinded and restrained, it has total cover against attacks and other effects outside the plants.
In addition, the swalloed creature must make a DC 15 Constitution saving throw at the start of each of the plant's turns, ti take 20 (3d10 + 4) acid damage if it fails. When this plant moves, the swallowed creature also moves at the same time. Up to two creatures can be swallowed by this plant at the same time.
The swallowed creature may attempt to escape as an one action, if successful a DC14 Strength (athletic) or Dexterity (acrobat). If the creature success, the creature emerge at any point within 5 feet of the plant.

Seed Shot: The plant disperses seeds to any point within 60 ft., that is not occupied by anything. The seeds grow quickly and begin to act as an Carnivorous Plant in the next round (adds a **Carnivorous Plants** to the battlefield).

Carnivorous Plants

Medium Plants, unaligned

AC: 12 (natural armor)
HP: 19(3d8 + 6)
Speed: 0ft.

STR	DEX	CON	INT	WIS	CHA
17(＋3)	8(－1)	14(＋2)	5(－3)	10(±0)	3(－4)

Damage Resistances: fire
Condition Immunities: blinded, deafened
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10
Challenge: 1/2 (100XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Swarm of Bees

Medium swarm of Tiny beasts, unaligned

AC: 12 (natural armor)
HP: 22 (5d8)
Speed: 20ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHA
3(－4)	13(＋1)	10(±0)	1(－5)	7(－2)	1(－5)

Damage Resistances: bludgeoning, piercing slashing
Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses: blindsight 10 ft., passive Perception 10
Challenge: 1（200XP）

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Sting. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space.
Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Mega Pteranodon

Huge beast(Dinosaurs), unaligned

AC: 15 (natural armor)
HP: 110 (13d12 + 26)
Speed: 10ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
22(＋6)	12(＋1)	15(＋2)	2(－4)	11(±0)	6(－2)

Skills: Perception +3
Senses: passive Perception 13
Challenge: 7（2,900XP）

Flyby. The dinosaurs doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The Pteranodon makes two attacks: one with its **Tackle** and one with its **Double eggs**, or one with its **Tackle** and one with its **Gust**.

Tackle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 24 (4d8 + 6) bludgeoning damage.

Gust. It flaps its wings and creates a tremendous wind. All creatures within 30ft., of this dinosaur must make a DC15 Dexterity saving throw. failing which they take 13 (2d6 + 6) bludgeoning damage and fall prone.

Double eggs. This dinosaur drops two eggs. One of them will immediately produce a young pteranodon (adding a **young pteranodon** to the battlefield). What happens from the other egg is determined by shaking the egg event table once.

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■ JOE & MAC Caveman Ninja Roleplaying Game （戦え原始人　JOE & MAC　for　TRPG)Stage2

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