



## 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", will be released in winter 2022 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 1 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 either the sample character at the end of this PDF file or a character created using the 5th Edition RPG rules.

### P.2-P.5, Only Game Masters should read :

This is a fast-paced, action game-like adventure with events occurring at the start of each round. For stages other than boss battles, if all written rounds have been completed, the stage has been cleared, and the player immediately ends the battle and moves 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 role-playing!

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.



## Stage 1-1 "Bring Back Love!"

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

No way! You return home after a long day of hunting to find that your house has been ransacked. Your beloved family has been taken away!

You decide to follow the sticky trail left behind to bring them back!

**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.

### Round 1 "Let's get going!"

A strange Caveman stand in your path!

**Blocking the way:** At the start of this round, add a number of Caveman to the battlefield equal to the number of players.

### Round 2 "What the tail!"

A giant dinosaur tail appears before you. The only way to move on is to climb it!

**Climbing the tail:** You must make a DC15 Strength (Athletics) check. If you fail, you fall, take 1D6 bludgeoning damage, and fall to a prone. In addition, add a number of cavemen to the battlefield equal to the number of players. If successful, nothing will happen in this round.

### Round 3 "Dropped Egg"

A Pteranodon drops an egg from the sky. What in the world is in it?

**Hatching:** A falling egg cracks open and something pops out from inside; Roll 1D6 to cause the corresponding event on the Egg events table to occur.

## Round 4 "Rolling A Big Rock"

From where we were going, a big rock pushed by a Caveman rolled down!

A big rock!: You must decide how to deal with the rolling boulder. All players must choose one of the following at the beginning of this round.

**"Avoid!":** You must make a DC15 Strength (Athletics) check. If you fail, you take 2D6 bludgeoning damage.

**"Stand your ground!":** You must make an attack roll with one of your weapons. If the result of this roll is 15 or more, you succeed in crushing the large rock with your weapon. 14 or less, the rock hits you for 2D6 bludgeoning damage.

## Round 5 "The Man Who Waited"

You climbed up the tail and the Caveman was waiting for you. Enemy all-out attack!

**Total attack! :**At the beginning of this round, add the number of Cavemen to the battlefield equal to the number of players plus 1.

## 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 1-2 "Secret Weapon"

Following the footprints, you have reached the top of the giant dinosaur's back! The footprints seem to be heading straight for the dinosaur's head. Now, move on to the top of the dinosaur's head! .....What is that chop-chop sound coming from far away?

### Round 1 "Down or not down, that is the question"

A Pteranodon is flying towards you on the back of a dinosaur, and a caveman is growling something at you from the ground. Should you continue on the dinosaur's back or jump down to the ground?

**Onward on the backs of dinosaurs!:** Add a number of Young Pteranodons to the battlefield equal to the number of players.

**Jump to the Ground!:** Adds a number of cavemen to the battlefield equal to the number of players.

### Round 2 "Secret Weapon Awaits!"

What a surprise! Here come the Cavemen, rowing their Flying bike! Caveman drop bombs from above, how nasty!

**Bombs!:** You must decide how to deal with the falling bombs. At the start of this round, choose one of the following

**"Avoid!":** You must make a DC15 Strength (Athletics) check. If you fail, you take 2D10 fire damage.

**"Stand your ground!":** You must make an attack roll with one of your weapons. If the result of this roll is 18 or more, you can hit the bomb back and deal 2D10 fire damage to the bike; if it is 17 or lower, the bomb hits you and deals 2D10 fire damage.

Whichever you choose, this round adds a Flying bike with a Caveman to the battlefield (5feet above the ground). As long as the Flying bike is on the battlefield at the start of the round, in addition to the normal start of round processing, bomb! process must also be performed.

## Round 3 "Egg again"

A Pteranodon drops an egg from the sky. What is in it?

**Hatching:** A falling egg cracks open and something pops out from inside; Roll 1D6 to cause the corresponding event on the Egg events table to occur.

## Round 4 "All-out assault!"

On top of the dinosaur's head, another caveman was waiting. Enemy all-out attack!

**Total attack! :**At the beginning of this round, add the number of Cavemen to the battlefield equal to the number of players plus 1.

## Stage 1-3

### "The Dinosaur is Angry!"

After much back and head fighting, the dinosaur finally wakes up angry! The angry dinosaurs are coming towards you. Oh, no, that's too much trouble, I'll make it quiet!

## Boss Battle Stage "Giant Dinosaur!!"

The Old Tyrannosaurus Rex, an ally of the cavemen, comes at you.

At the start of this stage, add an Old Tyrannosaurus Rex to the battlefield. If there are two or more players, add one more caveman.

After every two rounds in this stage, a Pteranodon drops an egg from the sky; roll 1D6 to cause the corresponding event on the egg event table to occur.

The stage is cleared by defeating an Old Tyrannosaurus Rex.

If the player and the game master wish, they may "continue" as many times as they wish, even if they cannot defeat the Tyrannosaurus Rex.



## Cavemans

Mysterious cavemen suddenly attacked your place of residence. They are neither neighbors nor acquaintances. neither neighbors nor acquaintances. Where did they come from?

They may be strangely nimble or use technology that is out of step with the times, but in any case, they are hostile primitives. or use technology that is out of step with the times, but in any case, they are hostile primitives.

### Caveman

Medium humanoid, any non-good alignment

**AC:** 11

**HP:** 16 (3D8 + 3)

**Speed:** 30ft.

STR	DEX	VIT	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.



## Flying bike with a Caveman

Large construct, unaligned

**AC:** 13

**HP:** 26 (4D10 + 4)

**Speed:** 0ft., fly 20ft. (hover, The creature consumes double its movement speed to ascend and descend.)

STR	DEX	VIT	INT	WIS	CHA
10( ± 0)	10( ± 0)	12( + 1)	—	—	—

**Skills, Senses, Languages:** Numerical value of the piloting creature

**Challenge:** 1 (300XP)

**Crew:** The Bike is piloted by a humanoid (usually a caveman). The ability values of this humanoid creature shall be used to determine the [INT], [WIS], and [CHA] of this motorcycle.

When the Bike reaches 0 HP, it breaks into pieces and disappears from the battlefield, along with the piloted humanoid, so another creature cannot ride on it.

**Maximum Altitude:** The Bike loses 10 feet of altitude at the end of its turn (to a minimum of 5 feet off the ground).

#### Actions

**Bomb: *Ranged Weapon Attack:*** +6 to hit, range 20/80 ft., one target. ***Hit:*** 15(2d10 + 4) fire damage. This attack can only target creatures lower than this bike.





## Dinosaurs

Dinosaurs living in the primitive wilderness live, with their own ideas. Some will attack you, others will be afraid of you and run away.

### Young Pteranodon

Medium beast(Dinosaurs), unaligned

**AC:** 12 (natural armor)

**HP:** 13 (3D8)

**Speed:** 10ft., fly 50ft.

STR	DEX	VIT	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.



## Old Tyrannosaurus Rex

This giant Old Tyrannosaurus rex is an individual that chose to coexist with primitive humans. In exchange for feeding the giant dinosaur, the cavemen would provide a warm shelter from the elements.

The dinosaur is usually docile, but when angered, it shows that it has not lost its strength in old age.

### Old Tyrannosaurus Rex

Huge beast(Dinosaurs), unaligned

**AC:** 12 (natural armor)

**HP:** 142 (15D12 + 45)

**Speed:** 40ft.

STR	DEX	VIT	INT	WIS	CHA
27(+8)	8(-1)	17(+3)	2(-4)	12(+1)	9(-1)

**Skills:** Perception +5

**Senses:** passive Perception 15

**Challenge:** 9 (5,000XP)

#### Actions

**Multiattack.** The tyrannosaurus makes two attacks: one with its bite and one with its spit out a rock, or one with its bite and one with its spit out a Caveman.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage.

The target may choose to "avoid" this attack with a reaction. If the target chooses to "avoid", the targetted creature can make a DC15 Strength (Athletics) check. On a success, the damage is reduced to 0.

**Spit out a rock.** The dinosaur spits a rock at a point within 60 ft. that is visible to you. All creatures within 10 feet of that point must make a DC14 Dexterity saving throw, taking 22(4d10) bludgeoning damage and be knocked prone on a failed save.

**Spit out a Caveman(Recharge 5-6).** From the mouth of the dinosaur, a caveman lurking within its body emerges and launches a spinning body slam at the target. A designated creature within 40 ft. of the dinosaur must make a DC14 Dexterity saving throw, taking 21 (6d6) bludgeoning damage on a failed save. The emerged caveman takes 11(3D6) bludgeoning damage from the fall and, if hit points remain, is added to the battlefield as if it were at any point 5 feet from the target.





## Additional data for 5e RPG

In order to make your adventures in primitive times more enjoyable using this book, we describe a new primal path for Barbarians, the Path of the Caveman Ninja.

Be sure to get the GM's or other players' approval before using this new primal path.

## Primal Path for Barbarian Path of the Caveman Ninja

They live in caves, away from civilization, and hunt not only beasts but even dinosaurs with simple tools. Combining precise throwing weapon techniques and high physical ability, they fight on instinct and are fierce warriors who deserve to be called "Caveman Ninja".

### NINPOU "Shuriken-jutsu"

You can extend your reach by stepping in and attacking forcefully in anger.

Starting at 3rd level, while you are raging, your melee weapon attacks you make with your attack action will be reaches 15 feet.

Besides, the duration of your rage you can make a single ranged weapon attack by a thrown weapon as a bonus action on each of your turns.

### NINPOU "Sarutobi"

Beginning at 6th level, you gain proficiency in Dexterity Saving Throws as a result of honing your innate nimbleness.

And your long jump is up to your Strength score feet, and your high jump is up to (3 + Strength modifier) feet, with or without a running start.

### NINPOU "Hirameki"

Beginning at 10th level, your wild intuition is further sharpened.

You will benefit from the Barbarian's trait Danger Sense even if you are be blinded or deafened.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, if you take advantage from Danger Sense, you instead take no damage if you succeed on the saving throw.

### NINPOU "UtsuSemi"

Beginning at 14th level, you will be able to evade enemy's sharp blows with ease by using your excellent physical ability to leap.

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

You can make a Strength (Athletics) ability check (DC = value the damage value to be inflicted on you). If you succeed in this ability check, you take no damage from the attack.



## Sample character

Barbarian (Level 6)

Medium humanoid, any alignment

**AC:** 15 (Unarmored Defense)

**HP:** 65 (HD: 6D12+3)

**Speed:** 40ft.

STR	DEX	VIT	INT	WIS	CHA
18(+4)	14(+2)	16(+3)	9(-1)	12(+1)	10(±0)

**Saving Throw:** STR +7, DEX +5, VIT +6

**Skills:** Athletics +7, Acrobat +5, Survival +4, Perception +4

**Senses:** passive Perception 14

**Languages:** Common Language

**Background** "Primitive youth"

**Personality Trait:** does not think too hard. True to his desires.

**Ideal:** Freedom, I respect my freedom and I respect the freedom of others as well.

**Bond:** I am willing to spare myself to protect the lives of my family and the people in my village.

**Flaw:** I express my emotions too much; if I do well, I rejoice with my hands and voice, and if I fail, I get down on my hands and knees and regret.

**Feature: My livelihood is hunting!**

You can retrieve a sufficient quantity of javelins from somewhere to throw during your adventures. This javelin can only be used by you, cannot be sold, and cannot be used as a material for anything. This is not a magical effect, and no one can explain why this is so, but it is the way it is.

**Rage:** In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end

your rage on your turn as a bonus action.

Once you have raged four times, you may not rage again until you must finish a long rest.

**Reckless Attack:** When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Danger Sense:** You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Unarmored Defense, Ability Score Improvement, Fast Movement:** Figures are reflected

**NINPOU "Shuriken-jutsu":** While you are raging, your melee weapon attacks you make with your attack action will be reaches 15 feet.

Besides, the duration of your rage you can make a single ranged weapon attack by a thrown weapon as a bonus action on each of your turns.

**NINPOU "Sarutobi":** You gain proficiency in Dexterity Saving Throws.

And your long jump is up to your Strength score feet, and your high jump is up to (3 + Strength modifier) feet, with or without a running start.

### Actions

**Javelin : Melee or Ranged Weapon Attack:** +7 to hit, reach 5 ft. or range 20/80 ft., one target. *Hit:* 8(1D6 + 4) piercing damage, if you are raging, add +2 damage. Javelin is a weapon with throwing properties.



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

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