

Clans & Cave Lions

Quick Reference Tables

A Pleistocene Roleplaying Game

PAST  ADVENTURES



Weapons

Armor	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	5 cp	1d4 bludgeoning	2 lb.	Light
Hunting knife	1 gp	1d4 slashing	1 lb.	Light, fragile, thrown (range 20/60)
Aurignacian hunting knife	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	1 sp	1d6 bludgeoning	10 lb.	Two-handed
Handaxe	2 gp	1d4 slashing	2 lb.	Light, thrown (range 20/60), fragile
Aurignacian Handaxe	3 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Quarterstaff	1 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), fragile
Aurignacian Spear	2 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Sling	1 cp	1d4 bludgeoning	—	Ammunition (30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	4 gp	1d8 slashing	4 lb.	Heavy, fragile
Aurignacian Battleaxe	8 gp	1d8 slashing	4 lb.	Heavy, versatile (1d10)
Whip	1 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)
Spear thrower	1 gp	1d8 piercing	1 lb.	Thrown (range 40/120), lethal (1d10)

Armor				Container Capacity	
Armor	Cost	AC	Wt.	Container	Capacity
<i>Light Armor</i>				Basket	2 cubic feet/40 pounds of gear
Leather	1 gp	11+ Dex modifier	10 lb	Bucket	3 gallons liquid, 1/2 cubic foot solid
<i>Medium Armor</i>				Pouch	1/5 cubic foot/6 pounds of gear
Hide	3 gp	12+ Dex modifier (max 2)	12 lb	Sack	1 cubic foot/30 pounds of gear
				Waterskin	4 pints liquid

You can also strap items, such as a bedroll or a coil of rope across your shoulders.

Adventuring Gear

Item	Cost	Weight
Acid (vial)	10 gp	1 lb.
Aphrodisiac tea (pouch)	10 gp	—
Antidote infusion (pouch)	10 gp	—
Antivenom (pouch)	10 gp	—
Basket	2 sp	2 lb.
Bedroll	5 sp	7 lb.
Clothes, basic	1 sp	½ lb
Clothes, heavy	2 sp	3 lb.
Fatwood	2 cp	—
Fishing tackle	5 sp	2 lb.
Great. healing salve (pouch)	50 gp	—
Healer's kit	2 gp	3 lb.
Healing salve (pouch)	10 gp	1/2 lb.
Hunting trap	1 gp	25 lb.
Lamp, oil	2 sp	2 lb.
Oil (pouch)	1 sp	1 lb.
Poison, minor (pouch)	10 gp	—
Poison, lethal (pouch)	50 gp	—
Pole (10-foot)	2 cp	7 lb.
Pouch	1 sp	1 lb.
Rations (1/day)	2 sp	2 lb.
Rope, hemp (25 ft)	1 gp	5 lb.
Sack	1 cp	½ lb.
Shovel	2 gp	5 lb.
Sling bullets (20)	0 cp	1½ lb.
Tent, hide, two-person	1 gp	20 lb.
Tinderbox	2 sp	1 lb.
Tonic, pouch	10 gp	—
Totem (Shaman Focus)	1 gp	—
Torch	1 cp	1 lb.
Waterskin	1 sp	5 lb.

Tools

Tools/Instrument	Cost	Weight
<i>Artisan's Tools</i>		
Carpenter's tools	8 gp	8 lb.
Cook's utensils	1 gp	8 lb.
Leatherworker's tools	2 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Stoneworker's tools	1 gp	5 lb.
Herbalism kit	5 gp	3 lb.
<i>Musical Instrument</i>		
Drum	2 gp	3 lb.
Flute	2 gp	1 lb.
<i>Vehicle</i>		
Dugout, raft, or Canoe	above	above

Trade Goods

Item	Value
1 lb. of nuts, berries, or tubers	1 cp
10 perfect shells	1 cp
1 large animal bone	5 cp
1 tiny hide	5 cp
1 lb. of salt	5 cp
½ lb. of meat, fresh or preserved	1 sp
1 tiny animal	1 sp
1 small hide	5 sp
½ lb. of medicinal herbs	1 gp
1 small animal	1 gp
1 medium hide	1 gp
1 medium animal	2 gp
1 large hide	2 gp
1 large animal	10 gp
1 huge hide	10 gp
1 huge animal	50 gp

Animal Meat Yields

Game	Weight (lbs)	Meat (lbs)
Rat	0.5	0.25
Squirrel; Game bird	1	0.5
Waterfowl	2	1
Hare; Weasel	4	2
Otter	20	10
Wolverine; Lynx	30	15
Deer; Beaver; Porcupine	50	25
Ibex, Wolf	100	50
Dire Wolf; Cave Leopard	150	75
Hyena	200	100
Scimitar Cat	400	200
Wild Ass	500	250
Brown Bear	600	300
Cave Lion	900	450
Cave Bear	1000	500
Irish Elk	250, 1000	125, 500
Wild Horse	300, 1200	150, 600
Bison	375, 1500	185, 750
Auroch	500, 2000	250, 1000
Woolly Rhinoceros	1250, 5000	625, 2500
Mammoth	2500, 10,000	1250, 5000

Presence of Game

Terrain	Game	Present (d12)
Woodland	Squirrel or Hare	6+
Woodland	Beaver, Porcupine, Deer, or Irish Elk	8+
Wetland, Lake	Waterfowl	5+
Wetland, Lake	Otter, Beaver, Deer, or Irish Elk	9+
Steppe	Game Bird	5+
Steppe	Wild ass or Wild horse	10+
Steppe	Bison, Auroch, Rhinoceros, or Mammoth	12
Highlands	Game Bird	7+
Highlands	Ibex	10+

Range at Detection

Terrain	Prey Size	Range
Woodland	Medium or smaller	30'
Woodland	Large or larger	50'
Wetland	Small or smaller	100'
Wetland	Medium or larger	200'
Steppe	Small or smaller	600'
Steppe	Medium or Large	1 mile
Steppe	Huge	2 miles
Steppe	Huge herd	3 miles
Highlands	Small or less	300'
Highlands	Medium or Large	1 mile

Effects of Exhaustion Levels

Level	Effect
1	Disadvantage on ability checks and saving throws
2	Speed halved
3	Disadvantage on all rolls; speed reduced to 1/3
4	Reduce maximum hp to character level
5	Reduce speed to 0'
6	Death

Trapping

Roll 1d10	Prey Trapped	Meat Produced
1-3	Rat	0.25 lbs
4-6	Squirrel	0.5 lbs
7-8	Hare, Weasel	2 lbs
9	Lynx, Fawn, Wolverine	15 lbs
10	Beaver, Porcupine	25 lbs

Exposure Constitution Saving Throw Frequency

Temperature	Frequency	Modifiers
frigid	once per ½ hour ¹	Heavy clothing/medium armor = once per hour
cold	once per hour ¹	Heavy clothing/medium armor = once per day
moderate	none	
warm	none	Heavy clothing/Medium armor = once per day
hot	once per hour ²	Naked/breech-clout = once per day; ignore if resting in shade

1 Creatures with Cold Resistance roll with Advantage against cold or frigid conditions.

2 Characters wearing any kind of armor roll with Disadvantage against hot conditions

Strong force or higher winds or wetness, either due to having been submerged or precipitation, make conditions one step cooler (moderate becomes cold, etc.).

Disease

Roll 1d20	Disease Type	Infection DC	Effect	Lethal DC
1	Lethal respiratory	15	Incapacitation	10
2-3	Skin	15	Disadvantage	2
4-9	Respiratory	15	Disadvantage	5
10-15	Digestive	15	Incapacitation	5
16-17	Neurological	10	Disadvantage	2
18-19	Muscular	10	Incapacitation	2
20	Lethal digestive	15	Incapacitation	10

Spirit Behavior

Roll 1d10	Behavior
1-3	Hostile: the spirit will attack or otherwise directly harm the character
4-5	Troublesome: the spirit alerts enemies, spoils cover, or causes similar difficulties
6	Amusing: the spirit does something playful and utterly unhelpful
7	Distracted: the spirit wanders off aimlessly to attend something or someone else
8	Enigmatic: the spirit does something bizarre and unrelated to circumstances
9	Helpful; the spirit distracts or blocks enemies or is otherwise indirectly helpful
10	Allied; the spirit will fight on behalf of the character or otherwise aid them

Steppe Encounters

Roll 1d20	Encounter
1	megafauna (1-2 auroch, 3-4 bison, 5-6 mammoth)
2	large grazers (1-2 wild ass, 3-4 wild horses, 5-6 woolly rhinoceros)
3	small grazers (1-2 reindeer, 3-4 hare, 5-6 Irish elk)
4	game birds
5	predatory bird (1-3 eagle, 4-6 hawk)
6	large predator (1-2 cave lions, 3-4 hyenas, 5-6 dire wolves)
7	bear (1-3 brown bear, 4-6 cave bear)
8	small predator (1-2 scimitar cat, 3-4 cave leopard, 5-6 wolverine) ^N
9	human hunting party (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
10	human hunting party (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
11	human clan migrating (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
12	human Shaman (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
13	human trappers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
14	human hunting party (1-4 Neanderthals; 5-6 Cro-Magnons)
15	human clan migrating (1-4 Neanderthals; 5-6 Cro-Magnons)
16	human Shaman (1-4 Neanderthals; 5-6 Cro-Magnons)
17	human trappers (1-4 Neanderthals; 5-6 Cro-Magnons)
18	human aggressive raiders (1-4 Neanderthals; 5-6 Cro-Magnons)
19	lost child (1-4 Neanderthal; 5-6 Cro-Magnon)
20	cave, undead ^N or spirit

Wetland and Lake Encounters

Roll 1d20	Encounter
1	large grazers (1-3 wild ass, 4-6 wild horses)
2	small grazers (1-2 deer, 3-4 hare, 5-6 Irish elk)
3	bird (1-4 waterfowl, 5-6 eagle)
4	beaver ^N
5	otter
6	large predator (1-2 cave lions, 3-4 hyenas, 5-6 dire wolves)
7	bear (1-3 brown bear, 4-6 cave bear)
8	small predator (1-2 scimitar cat, 3-4 cave leopard, 5-6 wolverine) ^N
9	deer
10	small mammal (1-2 beaver, 3-4 otter, 5-6 weasel)
11	human fishermen/gatherers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
12	human fishermen/gatherers (1-4 Neanderthals; 5-6 Cro-Magnons)
13	human Shaman (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
14	human trappers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
15	human hunting party (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
16	human clan migrating (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
17	human trappers (1-4 Neanderthals; 5-6 Cro-Magnons)
18	human aggressive raiders (1-4 Neanderthals; 5-6 Cro-Magnons)
19	lost child (1-4 Neanderthal; 5-6 Cro-Magnon)
20	undead ^N or spirit

Woodland Encounters

Roll 1d20	Encounter
1	Irish elk
2	hare
3	bird (1-2 raven, 3-4 hawk, 5-6 owl)
4	porcupine ^N
5	mustelid (1-4 weasel, 5-6 wolverine)
6	large predator (1-2 cave lions, 3-4 hyenas, 5-6 dire wolves)
7	bear (1-3 brown bear, 4-6 cave bear)
8	small predator (1-2 scimitar cat, 3-4 cave leopard, 5-6 lynx) ^N
9	deer
10	deer
11	human gatherers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
12	human gatherers (1-4 Neanderthals; 5-6 Cro-Magnons)
13	human Shaman (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
14	human trappers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
15	human hunting party (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
16	human trappers (1-4 Neanderthals; 5-6 Cro-Magnons)
17	human aggressive raiders (1-4 Neanderthals; 5-6 Cro-Magnons)
18	lost child (1-4 Neanderthal; 5-6 Cro-Magnon)
19	cave
20	undead ^N or spirit

Undead Encounter

Roll 1d6	Encounter
1	ghost
2	ghoul
3	skeleton
4	specter
5	wight
6	zombie

Highland Encounters

Roll 1d20	Encounter
1	avalanche
2	Irish elk
3	game bird
4	hawk
5	eagle
6	deer
7	hare
8	mustelid (1-3 weasel, 4-6 wolverine)
9	large predator (1-2 cave lions, 3-4 hyenas, 5-6 dire wolves)
10	bear (1-3 brown bear, 4-6 cave bear)
11	small predator (1-2 scimitar cat, 3-6 lynx) ^N
12	ibex
13	ibex
14	human hunting party (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
15	human gatherers (1-4 Neanderthals; 5-6 Cro-Magnons)
16	human Shaman (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
17	human trappers (1-3 Neanderthals; 4 Denisovans, 5-6 Cro-Magnons)
18	lost child (1-4 Neanderthal; 5-6 Cro-Magnon)
19	cave
20	cave, undead ^N , or spirit

Cave Encounter

Roll 1d6	Encounter
1	rock ledge overhang (1d6x10' deep)
2	warren of small, low talus caves
3	partially-covered chasm
4	small, dry cave (2d6x10' deep)
5	deep (1d6x100') high cave
6	extensive cavern (miles of tunnels)