

PRIMAL CRO-MAGNON

A Race Option For D&D 5E



BY BLUE GOBLIN GAMES



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CRO-MAGNON (Gizonen)

A sturdy and enduring people, these hardy primitives have thrived in the savage wilderness for countless centuries, facing some of the most horrifying of obstacles, such as extreme weather, famine, brutal tribal warfare, and the deadly mega-fauna that pose a serious threat to them on a daily basis...Kill or be Killed is the only way of life these people seem to know.

--Friar Athelstan Corriganmere, Scribe & Creature Archivist

PEOPLE OF DESTINY

Cro-Magnon (or the *Gizonen* as they are known) stand anywhere from 5 ½ to 6 feet in height, and weigh about 150 to 200 pounds. They are a strong robust people, and have well-muscled frames and hardy constitutions. Of all the *Primal* races, they resemble mankind the most, though they tend to be hairier, and with a more pronounced brow ridge and heavy jawline. Depending on the origin of their tribe's region, Cro-Magnon hair and eye color varies from fair to dark. These savages tend to tattoo and scar themselves to denote status amongst their tribe. Cro-Magnon mature at about 16 years of age and live less than a century.

CHILDREN OF GAIA

The Cro-Magnon have a deep and spiritual connection to the earth, and worship a deity they call *Gaia*, who encompasses all aspects of the natural world. In turn, *Gaia* protects her children by granting them strength and power through her divine servants, the animal-spirits of the primordial world, or *Totems*, as they are also known.

To think these proud people nothing but savages would be a bad mistake, quite contrary, as mentioned before, they are the closest kin to mankind then any of the other *Primals*. The *Gizonen* have an ancient and rich history which they have passed down the generations through tribal music, dance, song, stories, and vibrant works of art, such as elaborate cave paintings as well as the creation of talismans and idols skillfully-crafted from stone and antler bone, particularly those depicting the creator, *Gaia* herself.

TOTEM WARRIORS

The great Cro-Magnon tribes center around their tribal *Totems*. These spirit-guardians watch over and protect *Gaia*'s chosen people, giving them guidance and strength to overcome threats and adversity, be it from the fury of the elements, or an enemy's spear. They are often at odds with locale tribes regarding hunting grounds, particularly those of the *Jende* (Neanderthal), whom they trade or wage war against from time to time.



CRO-MAGNON NAMES

Cro-Magnon names are exotic and savage.

Male Names: Arak, Bala-gura, Gell, Keldarr, Ishronn, Maldorr, Norgon, Taruk, Urtog, Zolak

Female Names: Anura, Alike, Abeshnia, Baroqa', Huntra, Shaldia, Talasia, Tarahe', Tara, Narande'

Tribal & Clan Names: Cave Bear Tribe [Dire Bear] (Frost-claw, Onyx-fang, Thunder-roar clans), Cave Lord Tribe [Giant Bat] (Blood-wing, Doom-flyer, Night-fang clans), Great Hunter Tribe [Dire Wolf] (Dagger-paw, Frost-mane, Silver-mane clans), Hill Who Walks Tribe [Glyptodon] (Rock-shell, Rock-bone, Stone-back clans), Jungle King Tribe [Giant Ape] (Mountain Children, Thunder-fist, Tree-breaker clans), Mighty Horn Tribe [Wooly Rhinoceros] (Great-horn, Hill-breaker, Twin-horn clans), Mud-tusk Tribe [Giant Boar] (Death-boar, Hell-pig, Stone-tusk clans), Old-fathers Tribe [Mammoth] (Broken-tusk, Long-tusk, Thunder-foot clans), Savage Grin Tribe [Giant Hyena] (Corpse-eater, Dust-drinker, Many-spots clans), Spear-fang Tribe [Saber-Toothed Tiger] (Dagger-tooth, Spear-bite, Obsidian-claw clans), Thunderbird Tribe [Giant Eagle] (Fire-talon, Proud-feather, Sky-father clans), Tree-eater Tribe [Giant Ground Sloth] (Black-tongue, Spear-claw, Tree-crusher clans).

CRO-MAGNON TRAITS

All Cro-Magnon have the following traits.

Ability Score Increase. You may increase three ability scores of your choice by 1.

Age. A Cro-Magnon reaches adulthood at age 16 and live less than a century.

Alignment. Cro-Magnon are more inclined to chaos, leaning heavily towards neutral.

Size. Cro-Magnon are medium size.

Speed. Your base walking speed is 30 feet.

People of Destiny. You gain proficiency in 1 skill of your choice and 1 feat of your choice.

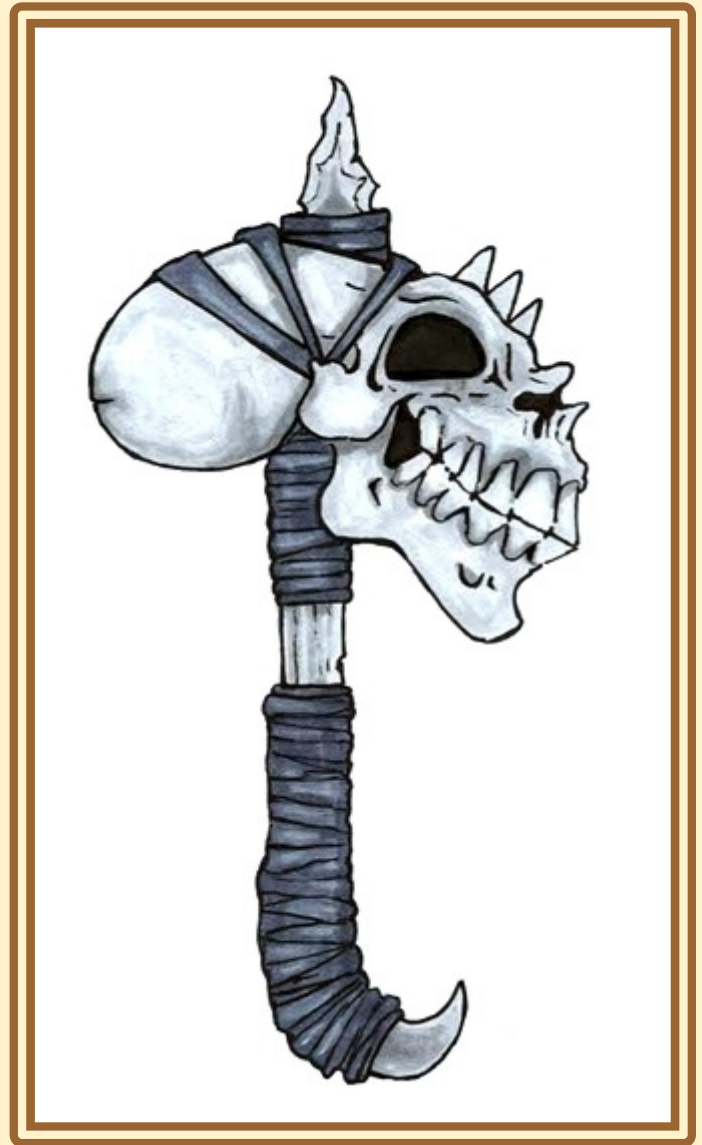
Restricted Thought. Your stone-age mind is constrained; you have a maximum Intelligence ability score of 12.

Survivor. You have proficiency in the *Survival* skill.

Cro-Magnon Weapon Training. You have proficiency with the club (all), dagger, handaxe, sling, and spear.

Tool Proficiencies. You are proficient with *Smith's Tools* (primitive material items only).

Languages. You can speak Common and Primordial.



TRIBAL TOTEMS

Every Cro-magnon belongs to one of the 12 great tribes, each under the protection and guidance of their respective totem spirit. Cro-Magnon characters may select one of the following *Totems*, and gain access to their unique set of abilities.



CAVE BEAR TOTEM (Dire Bear)

The strength and fury of the mighty *Cave Bear* is your tribal totem. You are a strong and resilient people, and are by far the most numerous and powerful of the 12 great tribes. As you progress in levels, you gain the following benefits:

Ursine Strength. At 1st level, you gain a +1 to your Strength ability score.

Blessing of Brother Bear. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (*Bear's Endurance, self only*).

Fury of the Bear. At 6th level, once per short or long rest, you may cast *Alter Self* (*Natural Weapons only*).

CAVE LORD TOTEM (Giant Bat)

The night wind and darkness are your brother and sister, with the sinister *Cave Lord* as your tribal totem. As a people, you live and hunt in the shadows, and are feared greatly by those fools that dwell in the light. As you progress in levels, you gain the following benefits:

Protection of the Cave Lord. At 1st level, once per short or long rest, you may cast *Feather Fall* (*self only*).

Eyes of the Bat. At 3rd level, once per short or long rest, you may cast *Darkvision* (*self only*).

Wings of the Cave Lord. At 6th level, once per short or long rest, you may cast *Fly* (*self only*).

GREAT HUNTER TOTEM (Dire Wolf)

Your totem is that of the *Great Hunter*, the monstrous wolf, scourge of the forest and hills. The people of your tribe are masters of the hunt and wild places. As you progress in levels, you gain the following benefits:

Mark of the Wolf. At 1st level, once per short or long rest, you may cast *Hunter's Mark*.

Silent Paws. At 3rd level, once per short or long rest, you may cast *Pass without Trace*.

Fury of the Wolf. At 6th level, once per short or long rest, you may cast *Alter Self* (*Natural Weapons only*).

HILL WHO WALKS TOTEM (Glyptodon)

Your totem is that of the *Hill Who Walks*, strong and lasting. Your people are known for their toughness and resilience. As you progress in levels, you gain the following benefits:

Flesh of Stone. At 1st level, you gain a natural armor class of 12.

Resilient Shell. At 3rd level, once per short or long rest, you may cast *Barkskin* (self only).

Elemental Shell. At 6th level, once per short or long rest, you may cast *Protection from Energy* (self only).

JUNGLE KING TOTEM (Giant Ape)

Your totem is that of the legendary *Jungle King*. Your tribe is strong and courageous, masters of your savage jungle realm. As you progress in levels, you gain the following benefits:

Voice of the Beasts. At 1st level, once per short or long rest, you may cast *Speak with Animals*.

Ape Lord's Strength. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (Bull's Strength, self only).

Voice of the Jungle. At 6th level, once per short or long rest, you may cast *Speak with Plants*.



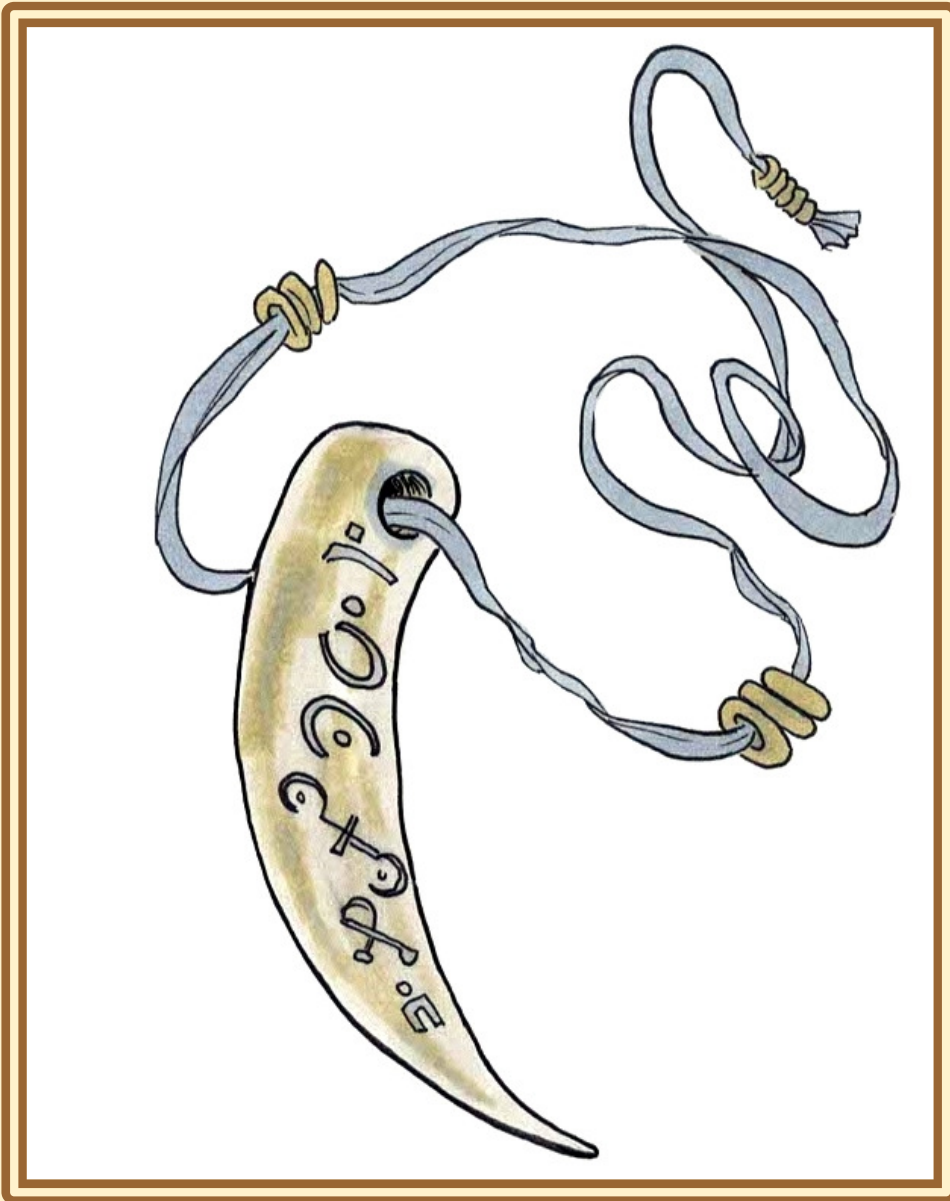
MIGHTY HORN TOTEM (Wooly Rhinoceros)

Your totem is that of the *Mighty Horn*, a destructor of foes and enduring protector. As a people, your tribe is known for their valor in combat and physical strength. As you progress in levels, you gain the following benefits:

Rhino's Sacred Hide. At 1st level, once per short or long rest, you may cast *Shield of Faith* (self only).

Mighty Horn's Strength. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (Bull's Strength, self only).

Blessing of the Horn. At 6th level, once per short or long rest, you may cast *Alter Self* (Natural Weapons only).



MUD-TUSK TOTEM (Giant Boar)

Your totem is of the wily *Mud-tusk*, ferocious and unpredictable. Your people are known for their fearlessness in combat. As you progress in levels, you gain the following benefits:

Blessed Snout. At 1st level, once per short or long rest, you may cast *Detect Poison and Disease*.

Sacred Hog Power. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (*Bull's Strength*, *self only*).

Blessing of the Tusk. At 6th level, once per short or long rest, you may cast *Alter Self* (*Natural Weapons only*).

OLD-FATHERS TOTEM (Mammoth)

Your totem is that of the *Old-fathers*, far wandering and strong. You are nomads, survivors, strong and hardy folk. As you progress in levels, you gain the following benefits:

Wisdom of Yore. At 1st level, you gain advantage on Wisdom (Survival) checks.

Might of the Long-tusk. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (*Bull's Strength*, *self only*).

Spirit of the Old-fathers. At 6th level, once per short or long rest, you may cast *Beacon of Hope* (*self only*).

SAVAGE GRIN TOTEM (Giant Hyena)

Your totem is the *Savage Grin*. The people of your tribe are known as maniacal stalkers and ferocious opponents. As you progress in levels, you gain the following benefits:

Savannah Stalker. At 1st level, you have advantage on Dexterity (Stealth) checks.

Quiet Hunters. At 3rd level, once per short or long rest, you may cast *Pass without Trace*.

Hyena's Bite. At 6th level, once per short or long rest, you may cast *Alter Self* (*Natural Weapons only*).

SPEAR-FANG TOTEM (Saber-Toothed Tiger)

Yours is the totem of the terrible *Spear-fang*, lord of the untamed savannah, killer of prey. Your tribe is known for their agility and fierceness in battle. As you progress in levels, you gain the following benefits:

Panthera Agility. At 1st level, you gain a +1 to your Dexterity ability score.

Soul of the Tiger. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (*Cat's Grace*, *self only*).

Bite of the Beast. At 6th level, once per short or long rest, you may cast *Alter Self* (*Natural Weapons only*).

THUNDERBIRD TOTEM (Giant Eagle)

Yours is the totem of the mighty *Thunderbird*, master of the wind and sky. As you progress in levels, you gain the following benefits:

Cloud Dancer. At 1st level, once per short or long rest, you may cast *Feather Fall* (*self only*).

Father Sky's Blessing. At 3rd level, once per short or long rest, you may cast *Enhance Ability* (*Eagle's Splendor*, *self only*).

Wings of the Thunderbird. At 6th level, once per short or long rest, you may cast *Fly* (*self only*).

TREE-EATER TOTEM (Giant Ground Sloth)

Yours is the totem of the *Tree-eater*, ancient and wise in the ways of nature and the wild. Your tribe is renowned for its healer's and shaman. As you progress in levels, you gain the following benefits:

Gaia's Sacred Lore. At 1st level, you have advantage on Wisdom (Medicine) checks.

Sloth's Blessing. At 3rd level, once per short or long rest, you may cast *Healing Spirit*.

Self-sacrifice. At 6th level, once per short or long rest, you may cast *Life Transference*.



CRO-MAGNON FEATS

Feats are an optional rule in chapter 6, "Customization Options", of the *Player's Handbook*. Included here are 3 new feats available to Cro-Magnon characters.

Brotherhood of Stone

Prerequisites: Cro-magnon

The skills you possess in wielding your tribal weapons is uncanny. You gain the following benefits:

- You gain a +1 attack and damage bonus when wielding primitive-crafted weapons personally-constructed by yourself or another member of your tribe. This bonus does not stack with magical enhancements of similar effect.

Brutal Resolve

Prerequisites: Strength 13 or higher; cro-magnon

You have learned how to harness, with deadly resolve, the weapons of your people. You gain the following benefits:

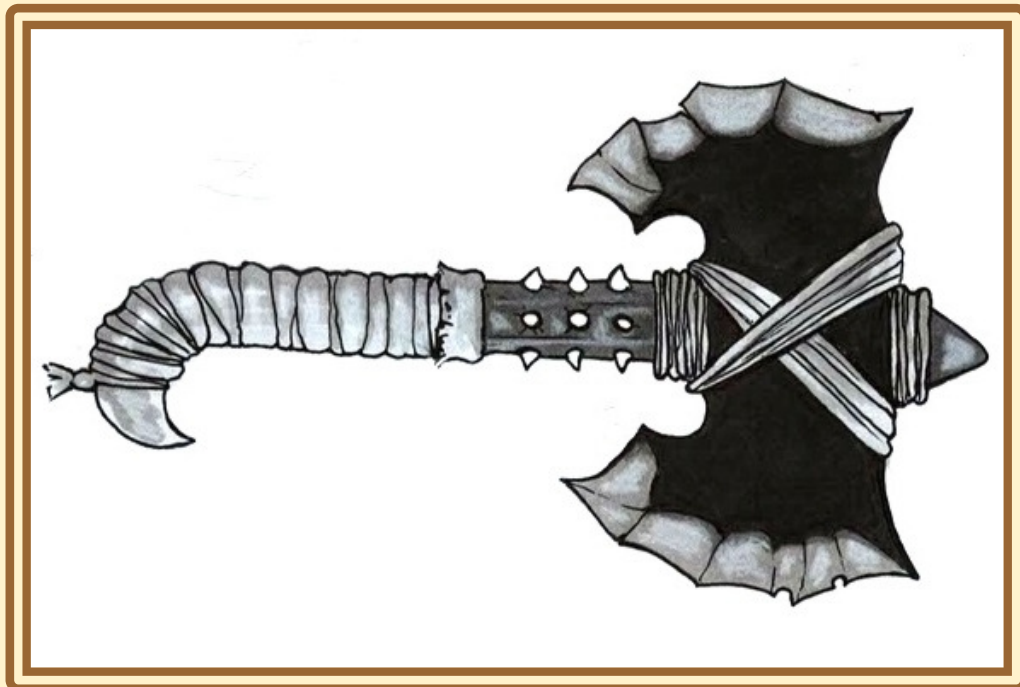
- You deal an extra die of damage when wielding a primitive-crafted weapon.

Strong like the Mountains

Prerequisites: Constitution 13 or higher; cro-magnon

Against venom and pestilence, your body's ability to withstand is unmatched. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain advantage on disease and poison saving throws.



NEW CRO-MAGNON EQUIPMENT

Cro-Magnon have access to the following items. Unless stated in their description, other races may have access to these items as well.

ARMOR

Chitin Breastplate: A serviceable breastplate crafted from chitin plates.

Chitin Coat: This armor is crafted from hundreds of tiny chitin plates sewn onto a long tunic of soft leather. The suit comes complete with chitin vambraces and greaves.

Chitin Shirt: An armor consisting of hundreds of tiny chitin plates sewn onto a soft leather shirt.

Hardened Leather: A suit of armor composed of leather hardened with special resins and oils. Highly sought after by warriors for the protection and agility it affords the wearer in battle. The suit consists of a hardened leather breastplate, vambraces, and simple greaves. An improvement on *leather armor*.

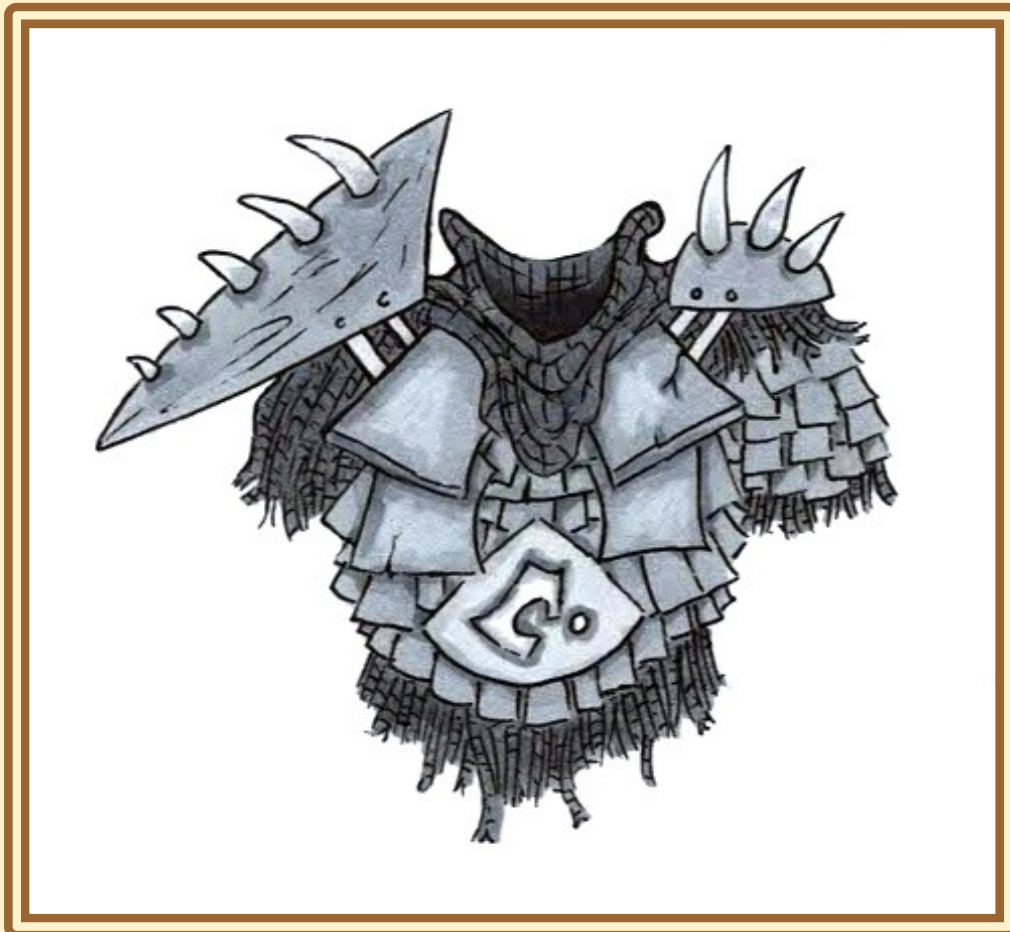
Soft Leather: A type of clothing that also acts as armor, it is composed of soft cured leather. The suit consists of a tunic and belt, trousers, and sturdy moccasins. This outfit is worn by most tribesmen in everyday life.

Shield, Small Chitin: A small triangular shield crafted from a beast's chitin plate.

Shield, Small Hide: A small oval shield crafted from treated beast hide over a sturdy hardwood frame.

Shield, Small Wooden: A small round shield crafted from hickory wood.

Shield, Tortoise Shell Buckler: A primitive buckler crafted from a hollowed-out tortoise shell. This shield allows you to attack with a weapon held (*Light only*) that the buckler is strapped onto and still receive benefit of its granted armor class bonus.



ARMOR

Armor	Cost*	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Soft leather	3 gp	11 + Dex modifier	---	---	8 lb.
Hardened leather	60 gp	13 + Dex modifier	---	---	15 lb.
<i>Medium Armor</i>					
Chitin shirt	80 gp	13 + Dex modifier (max 3)	---	---	16 lb.
Chitin coat	200 gp	14 + Dex modifier (max 3)	---	Disadvantage	35 lb.
Chitin breastplate	500 gp	14 + Dex modifier (max 3)	---	---	18 lb.
<i>Shield</i>					
Shield, small chitin	15 gp	+2	---	---	4 lb.
Shield, small hide	5 gp	+1	---	---	2 lb.
Shield, small wooden	3 gp	+1	---	---	2 lb.
Shield, tortoise shell buckler	8 gp	+1	---	---	1 lb.

*Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.

Primitive Armor Materials (Optional Rules)

If a creature wearing armor crafted from bone, chitin, hide, fur, leather, or wood (including plant fiber-based varieties) suffers a critical hit in combat, their armor class is reduced permanently by 1 point. Armor which AC is reduced to 10 is destroyed and must be replaced. Repeated wear and use of these types of organic-based armor degrade the item, which eventually falls apart and becomes useless. A typical suit of armor crafted from primitive material needs to be replaced every 12 months.

Critical Hits & Primitive-craft Shields

As with other forms of armor crafted from primitive materials, a primitive-crafted shield's AC bonus is reduced by 1 point each time a creature using it to defend themselves in battle takes a critical hit, however, a character wielding a shield can choose whether the critical AC penalty is dealt to their shield or their worn armor. Shields which AC is reduced to +0 are destroyed and must be replaced.



WEAPONS

Artengak, Bone: A primitive harpoon-like weapon used in the hunting of seal and walrus by arctic tribesmen. The weapon consists of a 5-foot long hardwood shaft with a sharp, serrated bone head. A long leather cord attaches to the base end of the shaft. The user loops and secures the cord around the wrist, which helps prevent an impaled target from escaping. Once tethered, both the wielder and target must make a contested Strength check. If the wielder wins, the target is pulled 5-feet closer, if the target wins, it does not move but remains tethered. As an action, a tethered target may cut the cord with a slashing weapon (the cord has 1 hit point), alternatively, tethered targets may rip the artengak from their body, causing an additional 1d8 slashing damage due to the serrated edge.

Battleaxe, Bone: A battleaxe crafted from the sharpened shoulder blade of a beast and a bone shaft, then lashed together with leather cord. An improvement on the *obsidian battleaxe*.

Battleaxe, Obsidian: A battleaxe crafted from a chunk of sharpened obsidian and a wooden shaft, then lashed together with leather cord. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Battleaxe, Stone: A battleaxe crafted from a sharpened slab of stone and a hardwood shaft, then lashed together with leather cord. An improvement on the *bone battleaxe*.

Bolas, Stone: A 2-foot length of hemp or leather cord with weighted stone ends, used to injure and trip foes by hurling them at a target from a distance. A *Large* or smaller bipedal or quadruped creature hit with bolas must make a Strength (Athletics) check (DC 10) or be knocked *Prone*.

Greataxe, Bone: A greataxe crafted from a large, sharpened shoulder blade of a beast and a bone shaft, then lashed together with leather cord. An improvement on the *obsidian greataxe*.

Greataxe, Obsidian: A greataxe crafted from a large chunk of sharpened obsidian and a wooden shaft, then lashed together with leather cord. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Greataxe, Stone: A greataxe crafted from a large, sharpened slab of stone and a hardwood shaft, then lashed together with leather cord. An improvement on the *bone greataxe*.

Greatclub, Spiked: An improvement on the standard *greatclub*. This weapon is embedded with shards of obsidian, which effectively changes the weapon's damage from bludgeoning to piercing.

Javelin, Bone: A light, specialized spear topped with a sharpened bone head. An improvement on the *obsidian javelin*.

Javelin, Obsidian: A light, specialized spear topped with a sharpened obsidian head. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Javelin, Stone: A light, specialized spear topped with a sharpened stone head. An improvement on the *bone javelin*.

Mace, Bone: A mace crafted from the skull of a beast and a bone shaft, lashed together with leather cord. An improvement on the *wooden mace*.

Mace, Stone: A mace crafted from a heavy stone head atop a hardwood shaft. The mace head is often decorated with fanciful designs or shapes, sometimes in the form of a beast's head. An improvement on the *bone mace*.

Mace, Wooden: A mace crafted from a solid piece of hardwood. The head portion of the weapon is often carved with a menacing face of some wild creature or monster.

Mere Club: A leaf-shaped club crafted entirely out of a single piece of polished stone with a leather grip of leather cord. Images of beasts and demons are often carved on it.

Sickle, Bone: A sickle carved from a piece of sharpened rib bone and a bone handle, lashed together with leather cord. An improvement on the *obsidian sickle*.

Sickle, Obsidian: A sickle carved from a piece of obsidian and a sturdy wooden handle, lashed together with leather cord. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Sickle, Stone: A sickle carved from a piece of stone and a sturdy hardwood handle, lashed together with leather cord. An improvement on the *bone sickle*.

War-claw: A hardened-leather gauntlet covered in spikes with three large bone blades protruding from it like a beast's claw.

War Pick, Bone: A war pick consisting of a thick bone shaft with a large femur lashed to its' end, sharpened to a deadly point.

WEAPONS

Name	Cost*	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Javelin, bone	5 cp	1d6 piercing	2 lb.	Thrown (range 30/120)
Javelin, obsidian	1 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Javelin, stone	3 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Mace, bone	1 gp	1d6 bludgeoning	4 lb.	---
Mace, stone	5 gp	1d6 bludgeoning	4 lb.	---
Mace, wooden	5 cp	1d6 bludgeoning	4 lb.	---
Mere club	5 gp	1d4 slashing	2 lb.	---
Sickle, bone	3 sp	1d4 slashing	2 lb.	Light
Sickle, obsidian	1 sp	1d4 slashing	2 lb.	Light
Sickle, stone	8 sp	1d4 slashing	2 lb.	Light
<i>Simple Ranged Weapons</i>				
Artengak, bone	2 gp	1d8 piercing	4 lb.	Special, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Battleaxe, bone	2 gp	1d8 slashing	4 lb.	Versatile (1d10)
Battleaxe, obsidian	1 gp	1d8 slashing	4 lb.	Versatile (1d10)
Battleaxe, stone	5 gp	1d8 slashing	4 lb.	Versatile (1d10)
Greataxe, bone	10 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greataxe, obsidian	5 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greataxe, stone	15 gp	1d12 slashing	7 lb.	Heavy, two-handed
War-claw, bone	10 gp	1d6 slashing	2 lb.	Finesse, light
War pick, bone	1 gp	1d8 piercing	2 lb.	---
<i>Martial Ranged Weapons</i>				
Bolas, stone	1 gp	1d4 bludgeoning	2 lb.	Finesse, light, special, thrown (range 10/30)

*Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.

Craft Material & Weapon Breakage (Optional Rule)

Weapons are bound to break after extensive use, particularly those made from bone, obsidian, stone, or wood. Whenever a character or creature rolls a 1 or 20 with a d20 for an attack roll, there is a chance their weapon will break. The chance that the weapon breaks is determined by the material used in its' construction.

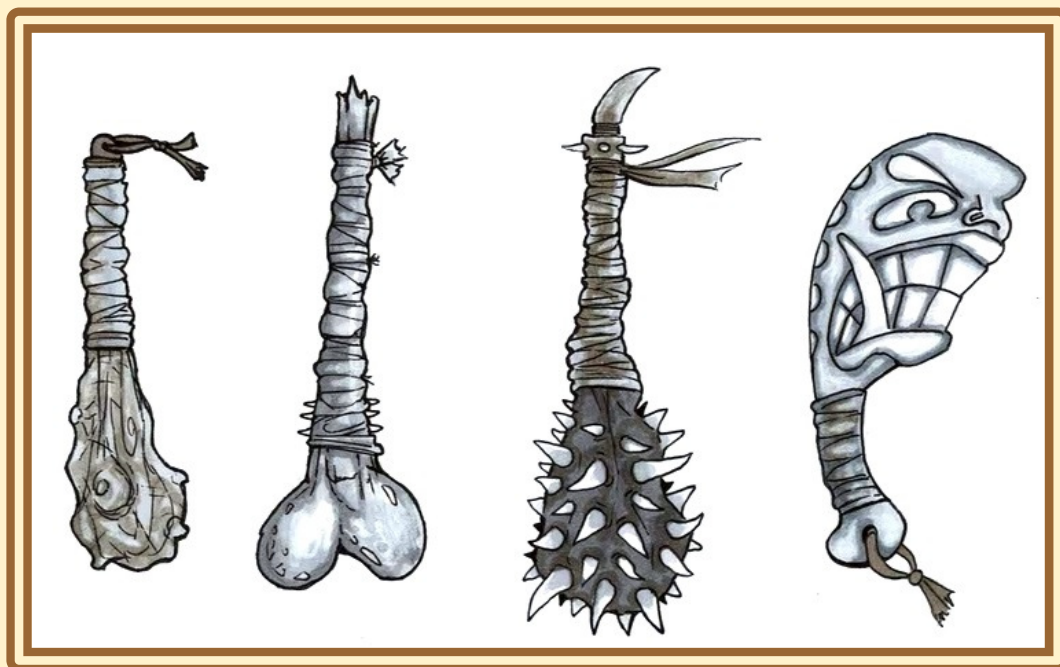
Weapons, Simple Materials

Obsidian: Roll 1d6, weapon breaks on a roll of 1 through 5.
Wood: Roll 1d6, weapon breaks on a roll of 1 through 4.
Bone: Roll 1d6, weapon breaks on a roll of 1 through 3.
Stone: Roll 1d6, weapon breaks on a roll of 1 through 2.

Weapons, Metallic Ores*

Bronze: Roll 1d20, weapon breaks on a roll of 1 through 10.
Iron: Roll 1d120, weapon breaks on a roll of 1 through 5.
Adamantine: Roll 1d20, weapon breaks on a roll of 1.

*Weapons crafted from these materials are only subject to breakage if rolling a 1 on an attack roll.



ADVENTURING GEAR

Atlatl: A throwing lever used to propel javelins farther than they would normally travel. Using this tool changes the javelin's standard range to 60/240. The atlatl is typically carved from hardwood or deer antler.

Musical Instrument, Primitive: Stone-age musical instruments used by the Cro-Magnon in a variety of tribal rituals and ceremonies, such as births, weddings, and funerals.

Papoose: A specialized bag crafted from animal skins and lined with warm fur used for carrying infants on long treks. The papoose is secured onto a sturdy bone or wooden frame and worn like a backpack.

Smith Tools, Primitive: A set of simple bone, stone, and obsidian tools used to craft stone-age items, including (but not limited to) armor, clothing, weapons, etc. This set of tools is widely available to all the *Primal* races.

Smith Tools, Refined Primitive: A set of refined crafting implements of the Cro-Magnon people, made for the fashioning of primitive items, consisting of a variety of sophisticated obsidian and flint tools such as a stone adze*, retouched blades, end scrapers, the chisel-like tool known as a *Burin* (engraver), an array of bone needles, leather cordage, and an assortment fine bone tools for scrapping and smoothing worked leather and hide. You gain advantage on rolls involving the creation of stone-age items, including (but not limited to) armor, clothing, weapons, etc. while using this tool set.

**the adze acts as a stone handaxe.*

Tattooing Kit, Primitive: A kit that includes all the needles, inks, and miscellaneous implements for tattooing.

Tent, Mammoth Skin: A simple tent made from the sturdy hide of a woolly mammoth. The tent houses up to 6 medium creatures comfortably. You gain advantage on Constitution saving throws against *Extreme Cold* wilderness environments.

Totem Fetish: A small fetish of your tribal totem crafted from bone, ivory, jade, obsidian, quartz, stone, or wood.

Watanka: A primitive (but effective) sled consisting of a sturdy hardwood frame with animal skins stretched across it. Primarily used to haul gear and trade goods over large distances, but can also be used to safely transport injured or incapacitated individuals. The Watanka can hold a maximum of 400 pounds before breaking. It is usually dragged behind a person using leather straps, or can be pulled by dogs or beasts of burden if the travel terrain allows it.

ADVENTURING GEAR		
Item	Cost*	Weight
<i>Artisan's tools</i>		
Smith tools, primitive	5 gp	5 lb.
Smith tools, refined primitive	10 gp	8 lb.
Tattooing kit, primitive	3 gp	6 lb.
<i>Atlatl</i>		
<i>Musical Instrument, Primitive</i>		
Drum, bongo	3 gp	8 lb.
Flute, bone	1 gp	½ lb.
Papoose	1 gp	8 lb.
Tent, mammoth skin (6-person)	30 gp	40 lb.
<i>Totem Fetish</i>		
Bone	1 sp	---
Ivory	5 gp	---
Jade	10 gp	---
Obsidian	3 sp	---
Quartz	3 gp	---
Stone	5 cp	---
Wood	2 cp	---
Watanka (transport sled)	15 gp	60 lb.



**Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.*

EXPANDED EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Cro-Mag Pack (16 gp). Includes a backpack, bedroll, bone fetish, 2 hunting traps, smith tools (refined primitive), 2 torches, 1 sack, 1 tinderbox, 3 days rations, and a waterskin.



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