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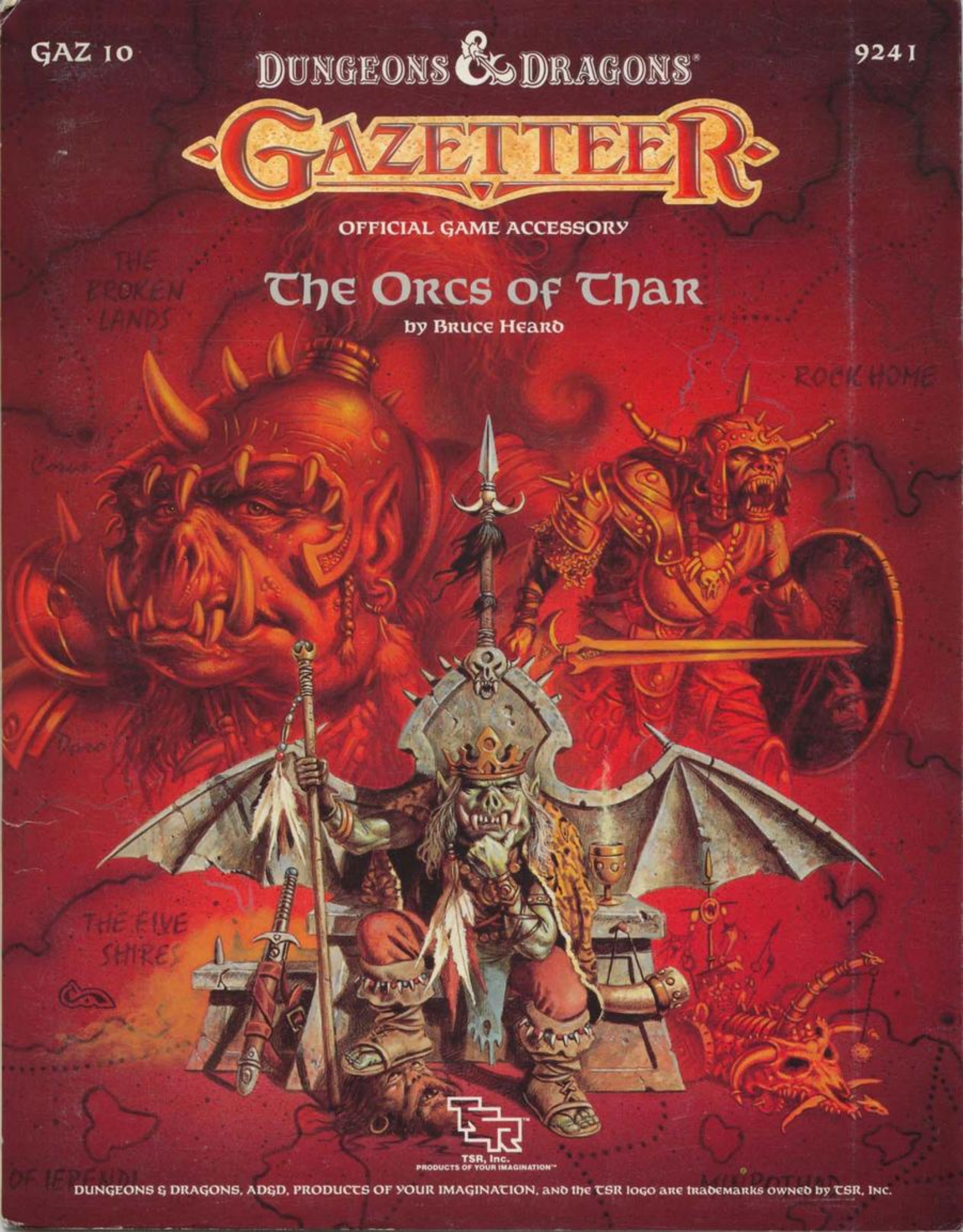
The Orcs of Thar

by Bruce Heard



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Players' Guide

The Broken Lands

READ THIS BOOKLET FIRST! It is written especially for players. Before starting in a campaign, make sure you, the player, are familiar with this book's contents. *The second booklet is for your DM's eyes only.*

This *Players' Guide* provides you with an overview of the Broken Lands and its people, guidelines on creating a new style of character for use in the Broken Lands, a character sheet, a gamers' index, conversions for use with the AD&D® game, and a set of opinions and views on the Broken Lands.

Thar's Manual of Good Conduct, also included in the center of this booklet, details how Warriors of Thar's Legion are best role-played in this strange environment. Cut these pages in two along the dotted lines and assemble the small pages in the correct page order. When done, fold in the middle to form a small booklet. Open your stapler, insert two staples along the folding line (with a soft surface underneath, like an eraser), and fold the staples back. You now have a complete *Orcish War Manual!*

Humanoid descriptions are sometimes followed with special statistics in parentheses. These are explained in the following chapter, along with new humanoid sub-races. The Orcwars game rules are in the *DM's Booklet.*

Welcome to the Broken Lands

You are now entering a most unconventional nation: the Broken Lands. Covering a region of rugged hills, mountains, and narrow canyons near the center of the Known World, the area is thought to be abandoned by civilization. Few humans and demi-humans ever venture any distance from the treacherous merchant tracks along the Vesubia and Streel Rivers, but the Broken Lands are far from deserted.

Although the rugged surface may be baked by the sun of summer and frozen by the winds of winter, many are its inhabitants. These are denizens of the depths, nomadic hordes of darkness, and fierce caravan raiders. They are the Hordes of Thar.

The Broken Lands are a haven for orcs, goblins, trolls, and many other foul beings. They call their nation Thar, and the very word makes merchants tremble, and old warriors shiver in the night. Thar is king of the Broken Lands.

Quest for a Blue Knife

The cavern was cold and humid. The three whelps sat quietly next to the fire, facing the old shaman. He barely paid attention to them, being more involved in scratching his belly and staring blankly into the fire.

His eyes glared softly from the flames, barely visible under his large headgear. Stripes of moth-eaten bear skins hung on his face below two large protruding antlers.

The three whelps were getting a bit rowdy when the shaman finely woke up from his trance. "Dzubokai, sit!"

The whelp literally froze in place, staring up at the old shaman.

"So, Grontz sent you. Interested in old wicca's stories, hmm? Yes, dark is the Legend of Wogar. Perhaps one of you three will become the chosen one. But first listen, and remember how your ancestor tamed the world and made our tribe the greatest of them all."

"It was many moons ago...more than you can count on your *eight* fingers! The tribe marched from the frozen lands. After the skies had burned and the earth was scorched by the Immortals' Fire, the bear and the deer no longer roamed the steppes. The tribe marched until its sons grew old, died, and were replaced by the younger.

"Far beyond the mountains, away from the ice, the tribe built the largest of all camps. It grew and prospered until it had more sons than stars in the sky. It was Urzud, our home.

"Then the chiefs became restless. One, called Yogo-the-Fool, discovered a knife, shining blue and sharp as the elven tongue. No one had seen such a metal before. He said it came from the south, and he knew how it was made.

"Ungar-Red-Fist, Yellow Eyes Chief, stole the blade and took Yogo away. Thus started the Steel Wars. The tribe broke up in three hordes and fought until none could hold a club or throw a stone. Many clans fled, others died. The war went on for more winters than fleas on your hide!

"Then came King Loark, and his orcs, and his goblins, and his trolls, and his bugbears — hordes after hordes of them. They wiped out the warring chiefs, but there was still no knife to be found, and Yogo-the-Fool was long dead.

"So, King Loark left, with his hordes and slaves to pull his wagons and war machines. They marched toward the sun for many moons.

"He conquered Norwold and ruled its mountains. Thus he created the mighty Great Horde. But still, no one could find the Blue Knife.

"Meanwhile, another tribe left Urzud. Another chief, one called Akkila-Khan, took his hobgoblins, orcs, and goblins and went to the warm winds. He conquered the steppes and built his empire. But still, no one could find the Blue Knife.

"Akkila-Khan went past the mountains and found King Loark. Together, they ravaged the yellow men's steppes, and ruled as one fist of iron. Alas, no one there knew the secret of the Blue Knife.

"King Loark accused Khan, who rejected the fault back on him. And the war went on again. With the yellow men's help, Khan defeated the king. His goblins fled south, his trolls to the east, and he to the west. There the mountains collapsed upon him, sealing the Great Horde in the deepest caverns.

"Many winters later, a new king rose from Urzud, one called Chief Wogar. Word of the Blue Knife came from the west and so he marched, with his ogres, his orcs, his goblins, and his kobolds; the largest tribe ever seen.

"They came upon a large sea in the plain where the Great Shaman made a prophecy. The Blue Knife would be at the end of a trail where four tribes meet.

Then his *gri-gri* fell into the water and drifted slowly south. The tribe followed.

"Many fathers died, food was scarce, and no tribe was found. The ogres of Ogremoor accused the Great Shaman of making false prophecies, and killed him. Thus parted Ogremoor from Wogar, after fighting the Battle of Khuzud, taking the Great Shaman's treasure along.

"Wogar went on, and died of old age. Still, no one ever found the Blue Knife. The tribe reached a land of water, and headed east along the shore. The son of Wogar took over, and then his son, and then the son of his son.

"The Tribe of Wogar reached the land of grass, where the buffalo roams, and humans ride horses. Easy was victory. Their horses were no match to our Wolf Riders. There, they learned the Way of the Feathers and the use of the bow. But still, no one found the Blue Knife.

"The last of the Wogar died. Three hordes parted, one to the hills in the south, the other east to the mountains of the half-men past the swamp, and the last to the north, returning to Urzud.

"It is they who found the old secret. It is they who made the prophecy come true. There, in the Broken Lands, three other tribes had come. Three tribes from Urzud reached the end of the Quest.

"Yes, children, the Great Horde found a way back to the surface, and the sons of Akkila-Khan were there along with the ogres of Ogremoor. They gathered around a great rock and found a grave. There, they found the Sacred Knife, a blade longer than your arm, and shining blue.

"It was a sign. A skull from the standard of each tribe was cracked open, and *arkhi* poured into them. The chiefs drank the magic potion to the last drop, and *the Truce* was declared. Thus ended the Quest for the Blue Knife."

The Later Years

The three whelps were rolling in the dirt, jabbing at each others' ribs, ripping fistfuls of hair off their hides, and whining loudly. The old shaman raised his long, crooked staff and slammed it on the bickering lot, raising a cloud of dust.

"It's not me! Gunghiz started," says one, rubbing his sore back.

"Liar, Kublai bit me first, you told 'im to!" snarls the small one.

"Never mind who started," bellows the shaman, "it is who ends up in my cauldron that'll matter!" Moaning and groaning, the shaman returns to his seat, cursing his aching old knees. "And now listen."

"After *the Truce*, the tribes built a great temple to the Immortals, to thank them for the Blue Knife. They built it on top of the large rock, above the old grave. Then the Broken Lands were declared sacred ground.

"As the seasons passed, many clans remained near the temple, to serve the Great Shaman and worship the Immortals. It wasn't too long before they dug holes and tunnels in the rock, enough to hold a large horde. The Great Shaman blessed the rock, and named it Oenkmar, first true city the tribes built.

"Life went on elsewhere. Akkila-Khan's sons parted and formed two tribes, Hobgobland, and Yellow Orkia, on the east side of the Broken Lands. Of King Loark's trolls, a few remained after a long trek underground. They called themselves the Grim Rippers and founded Trollhattan, in the center of the Broken Lands.

"Wogar's descendants separated into two tribes, the kobolds of Kol, on the southern border, and Red Orcland, next to Kol. Ogremoor kept the lands on the western side and build great fortresses there to protect their treasures.

"Of the Great Horde, bugbears founded Bugburbia on the northern border, goblins chose their own king in High Gobliny, and the orcs established Orcus Rex on the northwest. Finally, gnolls claiming to be descendants of the Black Moon horde took the remaining space between Yellow Orkia and Kol.

"Some dark years followed, and the tribes warred again. Some clans claimed they discovered the secret of the Blue Knife, and again, chiefs were out to obtain it, by force or fear. Massacres followed vengeance, disease, and famine. One day, the moon disappeared, and the land shook. Many caves collapsed, sealing the doom of entire hordes.

"But worse, the Rock of Oenkmar sunk into the depths, surely by the wrath of the Immortals. Never again did it return. Word came that dwarves had the Secret of the Blue Knife. Immortals had given us a sign. Our goal was to retrieve the secret from Rockhome. Another long war started.

"In the following years, chiefs and kings rose and fall, but the tribes never really moved from their territories. Among greatest chiefs were Queen Udbala and Big Chief Sitting Drool.

"Udbala was a goblin hero, a chosen one. At the worst of times, when dwarves threatened to invade, she united the tribes and forged the new Great Horde. She lead the Great Horde south and rallied other tribes of goblins and gnolls. From there, she spread the fear of the tribes among humans, and finally attacked the dwarves at Sardal Pass.

"Many tribesmen died, many dwarves followed. So great was our victory that we took slaves, Keepers of the Blue Knife's Secret, and left to conquer other lands. Old tribes returned to the Broken Lands, while other clans separated to go south. Queen Udbala left the tribe at the end of the battle. She went on to the Land of Immortals to lead their heroic hordes forever.

"Later, Big Chief Sitting Drool united the tribes again. A new menace was rising to the south. Humans built a city at the gates of our sacred lands, surely a menace to our tribes. Sitting Drool besieged the city, ransacked it, took many slaves, and massacred human armies that followed him into the hills. These were great years.

"Later, he was captured, but humans could not keep him long. They let him go for a small price: a few slaves. They had a treacherous plan. He was assassinated by human adventurers shortly after his departure, a deed they will pay for.

"The tribes broke up again in a war of succession. Many long years passed on that saw more massacres. Then came Thar of Orcus Rex. He had the knowledge of the Immortals. His hordes crushed all the others and he became King Thar. Today, the tribes wait for his word to invade the south or the north. Our hordes are ready and powerful.

"In his great wisdom, our king has passed his knowledge on, and now, all the tribes must follow his law. When you are older, your chieftain will teach you the Code of Thar. Always follow the law. If you are a chosen one, you shall prevail. The weak shall obey or die."

The Land, Above and Below

When the humanoids occupied the Broken Lands, they discovered a huge network of caverns, passages, and underground rivers. During the centuries, as the population grew, the more powerful hordes remained underground, and others moved to the surface. Entrances to the World Below are well hidden and usually blocked by enormous fortifications and gates.

The World Above

This region has been called the Broken Lands mainly by merchants who crossed it. Indeed, it is a rugged area, but not nearly as uniformly devastated as some earlier mappers may have portrayed it.

Despite the hostile appearance, there are fascinating places away from the caravan trails. Since few guides ever ventured far from beaten paths (and fewer still ever returned), the Broken Lands' topography remained a mystery to all but the finest sage and the native.

Travelers assume the Broken Lands are an endless series of ravines, cliffs, rocky outcroppings, and impassable wastelands, plowed by two major rivers, the Streel and the Vesubia. The only seriously charted areas remain along the caravan trails, a path between ten feet and half a mile wide. Geographical details of each tribal nation appear separately below.

The majority of humanoid hordes living on the surface of the Broken Lands raise goats, sheep, yaks, and wild pigs for their subsistence. The little vegetation found in this rugged land is barely sufficient to sustain the herds. Humanoids get the rest of their food from hunting wildlife, insects, monsters, or in the worst case, by raiding each other and outside settlements.

The World Below

The ten tribes of the Broken Lands occupy a vast underground network. These caves are huge, the largest stretching over 100 miles. A forest of colossal stalagmites supports the vaults, arching up to 300 feet high. The bottom of these caves is very uneven, deserving its name: the True Broken Lands. Their depths range from 800 to 1,600 feet below the surface. Huge, fortified gates often block passageways from one cavern complex to another. The largest can reach several miles wide. Rivers bubble up to the caverns, or seep in from large rivers on the

surface, creating underground lakes.

The most breathtaking feature is the Lava Flow, a huge lake of molten rock that emerges from the bowels of the Known World. Magma flows into vast tunnels, and sinks back into whirlpools. A vein extends north to a volcano shaft. Occasionally, lava rises, causing eruptions at the surface of the volcano, 1,500 feet above.

Three underground rivers fall into the Lava Flow, producing a fearsome roaring noise and a thick fog that fills the cavern. Two old volcano shafts open through the vault on the west side, evacuating some of the steam. Beyond the fog, at the center of the Lava Flow, lies Oenkmar, Jewel of the Depths, an ancient city rumored to be the Immortals's Throne and the land of fallen warriors.

These hot and humid caverns are of volcanic origin. Fertile soil has accumulated through the generations, allowing an exuberant, fast growing, fungal vegetation thriving on underground river banks. This vegetation supports a natural wildlife adapted to the underground environment.

Because of high fertility, the World Below became a complete monster wonderland where everything feeds on everything. The tribal structure is thus a matter of survival for humanoids in this hazardous environment. No self-respecting orc would grow crops; this is not one of their skills. Instead, humanoids send foraging and hunting parties to gather food — a dangerous activity but a much more exciting one. The World Below can nevertheless support an abnormally large amount of population.

The Ten Tribes of Thar —

The Broken Lands are divided among ten tribes under the powerful orcish chief, King Thar. Humanoid tribes are equivalent to human nations, each being under a tribal chief's command. Tribes break down into a multitude of autonomous hordes obeying the tribal chief, each containing several racial clans. Horde chiefs rule over hordes, assisted by chieftains in charge of the clans. Hordes are equivalent to human provinces.

Population levels given for each tribeland indicate the maximum number of humanoid creatures that can live there without starving. Fighting units are then indicated in the *War Hordes* entry. Assume each fighting unit represents 75% of the horde (all able-bodied humanoids capable of fighting). If the hordes grow past population levels, the tribe starves and is likely to begin raids.

Bugburbia

The Tribe of Bugburbia has a majority of bugbears. Bugburbia is located on the border with Glantri, east of the Vesubia River. Their tribal chief is Chief Ohr'r, an old bugbear belonging to the Yellow Eyes horde.

Upper Bugburbia
Surface: 1,316 sq. miles
Population: 1,260 HD of humanoids

Burgburbia is a region of dry, rocky hills with very steep slopes gradually becoming mountains. Several mountain caves lead to the bugbears' underworld. The Vesubia River flowing from Glantri marks Bugburbia's western border: a deep, dark canyon filled with giant rhododendrons and thick mosses, except for the narrow, slippery trail used by human caravans.

Lower Bugburbia
Surface: 840 sq. miles
Population: 1,620 HD of humanoids

The heart of the Bugburbian underworld, a humid area with two rivers branching out to sinkholes, is located 1,000 feet below the surface. In many places, water from the Vesubia River drips from the vaults and forms a multitude of small, muddy streams. Two large tunnels slope down to the Lava Flow, west and south, and form ledges 100 feet above the molten rock.

Chief Ohr'r remains in Kundar, a fortress built on the side of a huge stalagmite, near the center of his domain. A thick fungus forest grows on the shores of two rivers. The bugbears built a bridge from giant mushroom trunks across the midsection of the Bugbur River. It leads to Camp Rox, near the passage to High Goblinian caves.

Bugburbians usually hunt giant locusts for food. These abound in fungal forests where they are easily trapped with nets. Grilled over a lava ball, they are a treat for Bugburbian gourmets. Residents also spear fish in the river, a dangerous sport since the Bugbur is infested with monsters. Bugburbians trade part of their catch for different foods with High Gobliny hunting parties.

War Hordes: Chief Ohr'r maintains a permanent garrison of seven hordes. Each horde is commanded by a bugbear chief (BU15) and six chieftains (level 6 humanoids).

Yellow Eyes: At Kundar, Troop Class Average, BR 95; 60 bugbears with oversized spiked maces, 45 goblins with bows and swords (5 pts in Orcwars).

Other Hordes (6): Troop Class Average, BR 80; 50 bugbears with pole arms, 35 goblins with slings and spears, 30 hobgoblins with battle axes (4 pts in Orcwars). Two hordes at Kundar, one at Camp Rox, two in Upper Bugburbia to raid caravans, one patrolling the Fungus Forests along the Bugbur River.

Faith: A majority of Bugburbians are spiritual followers of Bartziluth, an Immortal bugbear hero. He is the patron of Strength and Bravery in the humanoid pantheon. Bartziluth's symbol is a huge spiked mace. Open worship of Ranivorus is forbidden in Bugburbia.

Each year, at the dawn of winter, his followers make a tribute to him, by smashing the skull of a past foe. The pieces are then thrown into the Lava Flow, with the proper religious songs. Bugbears often conserve the heads of powerful enemies for this ceremony, as it is said to bring luck to the follower.

Current Situation: Bugburbians remain on relatively good terms with High Gobliny, at least by humanoid standards

(they raid each other just a little bit to keep in shape). They are more or less tolerant of other races. They sincerely dislike South Gnollistani for claiming that their Immortal, Ranivorus, has already imprisoned Bartziluth several times. Gnolls and bugbears are rivals as far as bravery is concerned. Each tries to outperform the other at every opportunity.

High Gobliny

As implied by its name, High Gobliny is a goblin haven. Hobgoblins, bugbears, and goblins make up the majority of the population. This nation lies south of Glantri, and extends to the Streel River.

It is currently under Queen Yazar's iron-fisted rule, although rumor has it her consort, King Doth, plots to overthrow the tribe's first lady. They both belong to the Wolf Riders horde.

Upper Gobliny
Surface: 1,930 sq. miles
Population: 1,430 HD of humanoids

Upper Gobliny covers a row of steep hills before turning into high mountains. These hills have very little vegetation, except at the bottom where water tends to accumulate in muddy gullies. There, a few trees and bushes offer perfect ambush sites for the goblins. The mountains, often snow-covered in winter, grow evergreens. The goblins built Akrass, an impressive fortress at the base of their highest mountain peak, overlooking a narrow pass. The pass leads to the Plateau of Zyrd. Akrass itself is the entrance to Lower Gobliny.

Zyrd extends west of Akrass. It is a roughly flat area where the Rock of Oenkmar used to be. Now a vast forest of petrified trees, this desolated place is taboo; only shamans are allowed there. It is rumored to be haunted.

Lower Gobliny
Surface: 760 sq. miles
Population: 1,350 HD of humanoids

This tribe occupies one of the smaller cavern complexes of the Broken Lands. It is located 1,250 feet below the surface. The Bugbur River enters from the west (see *Bugburbia*), and exits through a siphon 30 miles south. Tall mushrooms grow along the river banks, providing the tribe with abundant grubby mosses, tasty fungous puddings, and vegetal slime.

A wide gap opens on the Lava Flow, east of the Bugbur River. There, black sand dunes slope gently down to the lava. The bottom of the Akrass Fortress ends north of these dunes. This is the main exit to the surface, a long ascension through a multitude of low, winding goblin stairways.

Queen Yazar had a gate built on the north side of her land to protect her tribe from possible Hobgobland raids. Pootz Camp stands nearby, guarding both the end of the Northgate tunnel and the western passage to Bugburbia.

High Goblinians hunt giant slugs, very common in this area of the World Below. Once captured, they chop them up on site and store mega-slug steaks in salt bags. They trade some of their steak reserves with Bugburbian and Hobgobland hunting parties. They use wild pigs to dig out batches of giant slug eggs. These are a refreshing delicacy usually saved for chieftains and important visitors.

War Hordes: Queen Yazar keeps an army 14 hordes strong. Mounted goblins ride dire wolves. A goblin chief (GO20) often commands each horde with eight chieftains (level 8 humanoids).

Wolf Riders: At Akrass, Troop Class Average, BR 80; 80 mounted goblins with bows and spears, 20 bugbears with maces, 25 hobgoblins with swords, 10 ogres with pole arms (4 pts in Orcwars), one war machine.

Guards (4): Three at Pootz Camp, one at Northgate, Troop Class Fair, BR 65; 50 mounted goblins with bows and spears, 35 hobgoblins with swords, 10 ogres with clubs (3 pts in Orcwars).

Raiders (5): Along the caravan trail in Upper Gobliny, Troop Class Below Average, BR 55; 55 mounted goblins with spears, 25 hobgoblins with swords (2 pts in Orcwars).

Reserve (4): In Akrass, Troop Class Poor, BR 45; 65 goblins on foot with swords, 20 hobgoblins with swords (1 pt in Orcwars). Two hordes patrol the Bugbur.

Faith: High Goblinians view themselves as descendants of the Great Wogar: he who led them to the Broken Lands. Wogar is the patron of Predators and Monsters in the humanoid pantheon. Wogar's symbol is a wolf head. Other faiths are tolerated in High Gobliny, except open worship of the Shining One.

During his younger years, a follower must raise a dire wolf born during the same moon. He is responsible for his wolf companion. If it dies due to his neglect, the follower immediately becomes a pariah (see *Tribal Standing*). If the wolf dies during combat, it is customary for the follower to eat his wolf's heart to gain its strength. The Ceremony of the Heart takes place at the temple.

Current Situation: High Goblinians are in relative peace with the bugbears (see *Bugburbia* for details). Relations with Hobgobland are somewhat strained by the hobgoblins' natural aggressiveness. They have agreed so far to a fragile truce which caused the construction of Northgate. Goblins are rather neutral to the other tribes, except for kobolds whom they find uneducated if not outright gross, basically pretentious pests. They also hate King Thar, but bow to his authority for lack of a better alternative.

Hobgobland

This tribe is located on the northeastern border of the Broken Lands, next to Ethengar. Hobgoblins, yellow orcs, goblins (usually of the *Goblinus Orientalis* variety), and some ogres populate this area. All of these have a pale orange skin color and wear hats and clothes Ethengar style. Some trolls live in eastern Hobgobland.

These aggressive warrior hordes remain under Hutai-Khan, their tribal chief. He belongs to the Night Bringers horde, usually camping at his fortress Ul'Guzud.

Upper Hobgobland
Surface: 1,180 sq. miles
Population: 1,420 HD of humanoids

This region is divided into two distinct areas, a grassy plateau to the west, called Akkila's Throne, and a swampy area at the junction of the Dol Anur and Streel Rivers. The weakest hordes survive in the swamps while those more powerful occupy the plateau and the crags overlooking the Streel River. Most of the entrances to Lower Hobgobland are located in muddy swamp caves and on the southern slopes of the plateau.

Lower Hobgobland
Surface: 900 sq. miles
Population: 1,000 HD of humanoids

Lower Hobgobland is rather poor in comparison with Bugburbia or High Gobliny. Little vegetation grows in the cavern complex, except near the Yellow Orkian Lake. Hobgobland has a fairly large-sized beach there, known as the Breadbasket. There, Hobgoblanders use mushroom milk to brew their traditional beverage, *arkhi*, the reason why some Hobgoblanders consider this a fun place to work, a "resort area" of sorts.

A steep slope leads to High Gobliny on the west (see *High Gobliny* for details). Two other tunnels lead south, one toward Yellow Orkia, the other to the Lava Flow, 200 feet above magma level. Hutai-Khan built his fortress, Ul'Guzud, at the bottom of a giant rock pillar. It is a large open fort made of petrified giant mushroom trunks.

Just in case High Goblinians and Yellow Orkians decided to raid his tribe, Hutai-Khan ordered some of his hordes to Camp Ozomo on the west, and Camp Argul on the south. Meanwhile, slaves captured above mine his caves for gold and gems, and ferry water and soil west, where the ground is bare rock. This colossal effort is fruitless, since mushroom plantations have all failed so far. Slaves nevertheless make great fertilizer, bait, or even food in hard times.

Much of the food comes from hunting parties that bring back giant rats and cave bears. Hobgoblanders have developed a unique fishing technique consisting of throwing nets from ledges above the Yellow Orkian Lake, and hauling back fishes and monsters alike. When the prey is too big, they use an array of ballista-launched harpoons to secure their catch. Hobgoblanders trade a little with Yellow Orkians, between wars, and with High Gobliny. Their favorite approach is to storm their gates, ravage their lands, then trade goods, maybe.

War Hordes: Hutai-Khan commands an eight-horde strong army. Hordes are usually under a hobgoblin chief's authority (HO18) and six chieftains (level 6 humanoids).

Night Bringers: At Ul'Guzud, Troop Class Average, BR 95; 75 hobgoblins with bows and scimitars, 20 yellow orcs with spears, 25 goblins with hand axes, 10 ogres with pole arms (5 pts in Orcwars), one war machine.

Raiders (4): North of the caravan trail in Upper Hobgobland, Troop Class Average, BR 80; 60 hobgoblins with battle axes, 30 yellow orcs with spears, 40 mounted goblins with slings and daggers (4 pts in Orcwars).

Brewers (3): One in each camp, the other on the lake shore, Troop Class Fair, BR 65; 55 hobgoblins with swords, 25 yellow orcs, 30 goblins with nets and clubs (3 pts in Orcwars).

Faith: The common Hobgoblander worships Yagrai, He-Who-Always-Rises. Yagrai is the patron of all that is dead, or close to death. His symbol is a black skull.

Each time a follower of Yagrai has been knocked unconscious during a combat and revived afterward, he must mark his chest with the sign of his favor. It consists in a scar left by a blade or red-hot metal. Ritual chanting and dancing is required. The more scars, the higher status among followers. The marking causes a point of damage.

Current Situation: Hobgoblanders are usually devoted to their Khan. They view themselves as fierce warriors who despise the weak. A fragile truce exists between them and their western neighbor (see *High Gobliny* for details). Every other month, they declare war on Yellow Orkia and raid them, then Yellow Orkia does the same until everybody is tired. Then they both raid caravans and make slaves to fix the damage during the following month, and so on. They are neutral to all other tribes who are not neighbors, except King Thar's orcs. *"Ah hate 'em cuz dey be onta oder side oda Broken Landz an' Ah can't raid 'em, but dey still gotta be da boss!"*, so spoke Hutai-Khan.

Kol

Also referred to as the Republic, Kol is located in south central Broken Lands, east of the Streel River. Its citizens are mostly kobolds, common orcs and gnolls, although non-kobolds are perhaps considered *a-bit-less-equal-citizens.*

High Doge Kol, born Constantin Diocletius, is the Supreme Court Judge, *He-Who-Judges-All-Matters-Of-State (And-Anything-Else-He-Wants)*, basically the boss. The High Doge is the one who judged he could add the extra title in parentheses. He is supported by his Premier, Citizen-General Zar, and his military clique, the citizen-soldiers. Citizens of Kol love mimicking the Empire of Thyatis, although they do not really understand the difference between a *republic* and an *imperial autocracy.*

Upper Kol
Surface: 1,620 sq. miles
Population: 2,070 HD of humanoids

Kol covers one of the larger areas of the Broken Lands. Half of the citizens of Upper Kol reside in the forested hills north of the Republic. The remainder spread out among the rugged terrain that forms about half of the nation, especially along the Streel River. The thin line of hills along the outer border is deserted, being a bit too close to Alfheim for the citizen-kobolds' taste.

The hills are covered with thorns and high bushes. Geysers and tar pits are common in the broken terrain. Citizens keep wild pigs in the forests to support most of their needs. The forests are hard to invade because of numerous thorns, traps, and organized ambushes.

Lower Kol
Surface: 1,740 sq. miles
Population: 1,700 HD of humanoids

The Republic occupies one of the larger caves, 1,500 feet below the surface. A secondary cave, called the Shining One's Arm, widens 30 miles south. The High Doge's stronghold, Kol-Khat, is built in a 200-foot long stalactite hanging from the vault, 100 feet above the ground.

The fortress can be accessed only through a crude system of counter-weight powered elevators prone to malfunctions. The mighty Republic hasn't yet mastered the concept of brakes. Despite its problems, Kol-Khat still remains a formidable stronghold that has resisted all but King Thar's hordes.

The Republic maintains two camps, Kol-Slah to the north, and Kol-Tarkee to the south. Two fortified gates have been built in the tunnels leading to Red Orcland, and another east of Kol-Khat, in the passage leading up to South Gnollistan. A natural bridge of volcanic rock arches over the Kol-Dahk River.

Surprisingly, the Kol-Dahk is a dark red, bubbly river that springs forth from the Shining-One's Arm and near Kol-Tarkee, and falls into the Lava Flow to the south, creating a thick brown fog. The river and its fumes are notorious for causing inebriation.

Citizens of Kol survive from the thick fungal forests that grow along the Kol-Dahk. There they gather fungous fruit hanging from giant mushrooms. Aside from the monstrous wildlife thriving there, citizen-hunters track the purple worm that hides under the black dunes near the Lava Flow, a perilous but rewarding task that feeds hundreds for weeks. Citizen-hunters wear face masks to resist the Kol-Dahk's fumes. Fortunately, the worms often are drunk, and taste like Kol-Dahk — a delicacy the Republic has no difficulty trading for other goods from neighboring tribes.

War Hordes: The High Doge controls an army of 14 hordes, although orders are normally channeled through Citizen-General Zar. A kobold citizen-chief (KO25) often commands each horde with a dozen citizen-chieftains (level 10 humanoids).

Killer Claws: At Kol-Khat, Troop Class Fair, BR 65; 200 kobolds with slings and steel claw weapons, 50 orcs with crossbows, 20 gnolls with clubs (3 pts in Orcwars), one war machine.

Citizen-Soldiers (12): Six on Upper Kol to raid caravans; one at each gate, the two camps, and the Shining One's Arm; Troop Class Below Average, BR 55; 170 kobolds with daggers, 35 orcs with swords, 20 gnoll with clubs (2 pts in Orcwars).

Citizen-Hunters (1): Patrolling the Kol-Dahk or the black dunes, Troop Class Poor, BR 45; 100 kobolds with nets and daggers, 35 unarmed orc bearers, 20 gnolls with sticks and stones (1 pt in Orcwars).

Faith: Respectable tax-paying citizens worship the Shining One, the legendary kobold hero in glowing armor. He is the patron of Hierarchy and Kobold Warfare. His symbol is a horned helm.

True followers can be recognized by their acute sense of hierarchy and proper military procedures, especially if these make no sense at all. Followers apply Thar's Code of Conduct to the letter, addressing each other by formal ranks, and saluting appropriately. Forms of address include Citizen-Slave, Citizen-Cadet (add name from there on), -Hunter, -Soldier, -Sergeant, -Captain, -General, -Chieftain, and -Chief. Followers bark *"Sir!"* (pronounced "Sah") at the end of each sentence when addressing a superior.

Current Situation: The Republic is often at war with Red Orcland. When things start getting bad, they usually call upon King Thar to re-establish peace and former boundaries. Kol is closely allied to Thar and on reasonably good terms with Gnollistani with whom they trade a great deal of food in exchange for peace in Upper Kol. Citizens of Kol hate High Goblinians, whom they find unduly arrogant and undisciplined.

Ogremoor

Ogremoor was founded in AC 1269, after a long trek through the Sind Desert. Since then, the ogres have kept a culture vaguely reminiscent of the Sind. Ogremoor is located at the far western end of the Broken Lands. Prince Alebane rules over this ogres' tribe. He belongs to the Bone Crushers horde.

Upper Ogremoor
Surface: 2,040 sq. miles
Population: 1,930 HD of humanoids

This large kingdom is principally mountainous. Altitude rises quickly from the border of broken terrain to the chain of mountains. The highest peaks reach over 10,000 feet high from the midsection of Ogremoor and further east, overlooking glaciers.

The Vesubia River forms the eastern tribal boundary. Altitude falls sharply, in a series of vertiginous cliffs. Only five or six hordes have settled in Ogremoor, occupying mostly the mountain regions near the glaciers and the trails on the Vesubia.

Upper Ogremoorians raise yaks in their tribal dens, which they milk or eat. The rest of their diet comes from hunting wildlife and monsters in the mountains, and raiding caravans.

Lower Ogremoor
Surface: 2,128 sq. miles
Population: 2,350 HD of humanoids

Lower Ogremoor occupies the largest cavern complex of the Broken Lands, covering almost 100 miles from one end to the other. This oblong cavern complex is crossed by two rivers, the Trolldew that flows north toward Trollhattan, and Ogreditch that fills the large Gum Lake. The lake separates Red Orcland from Ogremoor. Its banks are covered with a thick, sticky mud, notorious for its quicksands and slimy monsters.

A thick fungal forest grows on the two riverbanks, its growth enhanced by the humidity and the presence of an open lava vein in the middle of Ogremoor. Lower Ogremoorians survive on giant bloodworms from the Gum Lake mud, large frogs and toads that thrive in the forest undergrowth, as well as any slaves taken from other tribes or from raids at the surface. Barbecued giant bats, locally referred to as *winged sausage*, are a fine meal usually saved for chiefs.

A large tunnel extends north toward the Lava Flow, opening 100 feet above the molten rock. Prisoners are sometimes thrown off the cliff as a sacrifice to the tribe's Immortal patrons.

Prince Alebane resides in his fortress of Rattaya. It is an ogre-made stone structure built on top of a huge, broken pillar, 200 feet above ground. Stairs spiral to the top, at a heavily fortified entrance. Prince Alebane also had a fortified gate built a few miles north to prevent troll vermin from creeping in. Two permanent camps have been set to guard the extremities of the prince's domain.

War Hordes: Prince Alebane has an army of seven hordes. An ogre chief (OG10) often commands each horde with four level 4 humanoid chieftains.

Bone Crushers: At Rattaya, Troop Class Good, BR 125; 55 ogres with pole arms, 45 hobgoblins with bows and spears, 15 bugbears with axes (7 pts in Orcwars), one war machine.

Troll Grinders: At Trollgate, Troop Class Average, BR 95; 40 ogres with battle axes, 60 goblins with slings and daggers (5 pts in Orcwars).

Guards (3): One at each camp, the third patrols the forests or hunts bloodworms in the mud flats; Troop Class Average, BR 80; 40 ogres with nets and clubs, 45 goblins with axes, 25 bugbears with grappling hooks and harpoons (4 pts in Orcwars).

Raiders (2): In Upper Ogremoor, near the caravan trail, Troop Class Fair, BR 65; 40 ogres with pole arms, 45 goblins with bows and daggers, 20 hobgoblins with battle axes (3 pts in Orcwars).

Faith: The common Ogremoorian worships the Immortal Jammudaru, patron of Fear and Nightmares. His symbol is a bubbling cauldron. All other faiths are tolerated in Ogremoor, with no exceptions.

Each moon, followers absorb juju moss that grows in central Ogremoor. Drenched in a foe's fresh blood, it causes dreams about the Immortal patron. Followers are defenseless for 1d12 hours when dreaming.

Current Situation: Red Orcland usually refrains from raiding Ogremoor for fear of triggering a war with bloodthirsty ogres. The border is calm on that side. The opening to Trollhattan is seriously

guarded since Ogremoorians absolutely hate the trolls. Even for ill-tempered ogres, trolls are definitely unsavory neighbors, too stupid to make deals with, and too hungry to be ignored. Trolls would drain Ogremoor food supplies. Ogremoor is otherwise tolerant of other tribes, especially those who taste better, namely kobolds. Ogremoorians avoid dealing with them because good manners do not allow playing with food.

Orcus Rex

The powerful tribe of Orcus Rex is located on the northwestern side of the Broken Lands, on the Glantrian border. Their territory extends to the Vesubia River. The natives, the Rexians, are under King Thar's control. He is their tribal chief as well as the present King of the Ten Tribes. He belongs to the mighty Skull Smashers horde.

Upper Orcus Rex
Surface: 1,710 sq. miles
Population: 1,740 HD of humanoids

Orcus Rex perhaps best deserves the name of Broken Lands. The upper territory is a succession of cliffs, narrow canyons, impassable rocky crags, and dusty plateaux. The hinterland sharply rises to 3,000 feet. Orcus Rex and Ogremoor are separated by a permanent glacier called the Valley of Khyr. The Rexian fortress, Udhgar, rises at the mountain foothills, on top of a 450 foot-high cliff. It is the main entrance to Lower Orcus Rex. Upper Rexians hunt local monsters and raise mountain goats for their survival.

Lower Orcus Rex
Surface: 1,010 sq. miles
Population: 1,200 HD of humanoids

The Rexian homeland is located 1,100 feet beneath the surface. This large, round cavern complex opens north on a 16-mile long sand beach next to the Lava Flow. Two other passages link the Rexian tribeland to Trollhattan and its lake. A thick jungle grows next to the water. Thar had a fortified gate built to prevent the Trollhattan trolls' excessive appetite from affecting Orcus Rex. Camp Sodhor lies nearby to guard both passages. A small lake occupies the western tribeland, allowing more fungal vegetation to grow.

King Thar resides in his palace of Udhgar, a great fortress located halfway between the lake and the Lava Flow. The palace has nothing in common with human rulers' domains, but it earned its name from the various treasures it contains and the many trophies adorning its walls.

Lower Rexians train war dogs for their army and for monster hunting, their traditional feeding source. Some of the food also comes from the lake, and the two fungal forests. Stirges are a Rexian specialty, raised at the palace where they feed on prisoners and slaves. Baked with fungal spices, bloated stirges make an excellent blood sausage. Trolls will pay dearly for this treat, some of them volunteering for slavery in exchange for it. Trade occurs only aboard armored rafts on Troll Lake.

War Hordes: King Thar maintains a fearsome legion in addition to his nine hordes. The "Legion of Thar" is recruited from other tribes, pariahs, prisoners, slaves, bandits, monsters, and any other unsavory scum of the Known World. It is based at Sodhor, a disciplinary camp designed to train and indoctrinate even the most reluctant troops according to Thar's Code of Conduct. Legion commanders are notorious Skull Smasher warriors. Other tribes provide supplies each month, via expeditions on the Broken Lands' surface, as part of their monthly tribute to Thar. Whenever supplies run low, legionnaires leave on raiding campaigns over Glantrian or Darokinian settlements and caravans.

Orc chiefs (OR20) command the Legion and the Rexian hordes, each with the help of eight chieftains (any race or character class level 10 or better).

Skull Smashers: At Udhgar, Troop Class Average, BR 95; 95 orcs, with crossbows and swords, 40 kobolds with slings and daggers, 25 gnolls with pole arms (5 pts in Orcwars), one war machine.

Thar's Legion: At Camp Sodhor, Troop Class Elite, BR 150; 75 orcs with crossbows and axes, 25 flying red orcs with bolas and spears, 50 kobolds with slings and daggers, 35 mounted goblins with spears, 30 hobgoblins with bows, 25 gnolls with spears and swords, 20 bugbears with spiked maces, 15 ogres with pole arms, 15 trolls with clubs, 25 war dogs, 20 lizardmen, 10 hill giants, 40 bandits and human mercenaries, one war machine (this unit is not used in Orcwars; otherwise treat as a 10-pt counter).

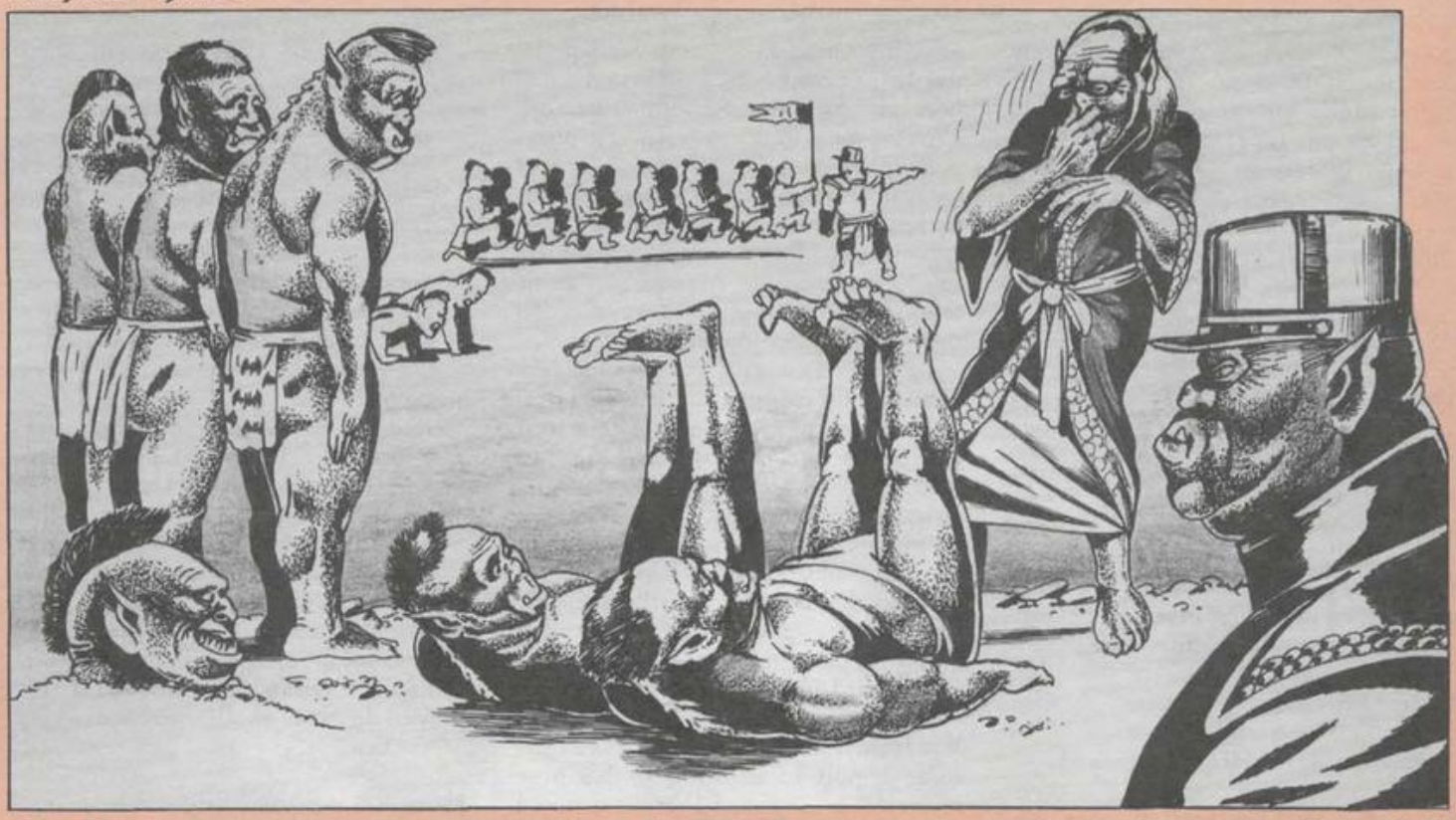
Cavern Orc Patrol: Patrolling the forests and maintaining order between the Rexian hordes and the Legion; Troop Class Average, BR 80; 60 orcs with swords, 50 kobolds with nets and clubs, 30 gnolls with spears and swords (4 pts in Orcwars), one war machine.

Rexian Raiders (7): Six on Upper Orcus Rex, one on the gate; Troop Class Fair, BR 65; 55 orcs with swords, 30 kobolds with slings, 15 gnolls with spears (3 pts in Orcwars).

Faith: Rexians worship Karaash, patron of War and Destruction. Karaash used a wicked-looking sword, now his symbol, to fight his enemies. Legends say its wounds never healed. All faiths are tolerated, except worship of Yagrai.

Each time a follower defeats an enemy, he must mark his sword with a notch: the larger the victim, the larger the notch. Once a blade has notches all over it, it must be *blessed* by the shaman at the temple, as a sign of power. A non-follower would wield such weapon at −2 to hit because of the numerous dents.

Current Situation: Thar is the king of all tribes in the Broken Lands. Rexians have no direct borders with any of the lower areas, except with trolls. Occasionally, some younger trolls wander out of Trollhattan, creeping along cavern ledges above the lake, looking for fun and different food. Some bloody battles occur but no formal war actually takes place. Prisoners are then incorporated into the Legion. Rexians despise hobgoblins for being direct descendants of Akkila-Khan the Traitor (see *History*).



Red Orcland

The red orcs occupy the land between the Vesubia and Streel Rivers, south of High Gobliny and Bugburbia. The Supreme Hool is the red orcs' chief, a young brave belonging to the Drippin' Blades horde. Orclanders are similar to Atruaghin Clans, wearing feathers on their heads, and fighting with arrows and hatchets.

Upper Orcland

Surface: 1,600 sq. miles
Population: 1,200 HD of humanoids

The rivers at the eastern and western boundaries flow southward within a narrow band of broken terrain. Bushes and clusters of forest grow sporadically, providing ideal ambush conditions along the merchant trails. A deserted plateau, called Natoka's Grave, covers central Red Orcland between two mountain ranges. Natoka's Grave is notorious for being the red orcs' sacred burial grounds, as well as a strange place were large rocky pillars rise straight up from the ground, supporting huge, flat stones. Hordes often set camp atop these columns.

The Supreme Hool's fortress, the Sacred Cavern, opens up in the southern mountain range. It is the main entrance to Lower Orcland.

Lower Orcland

Surface: 1,740 sq. miles
Population: 1,300 HD of humanoids

This large cavern complex opens north on the lava flow, 100 feet above the magma. Two passages on the west side lead to Kol, both blocked by kobold strongholds, Kol-Gate and Kol-Edge. Lake Gum, into which flows the Orcditch River, separates western Orcland from Ogremoor. The Supreme Hool keeps three camps to guard the passages to the other tribelands. Mud flats surround Lake Gum while a thick, humid fungous forest thrives on the banks of the Orcditch, providing much of Lower Orclanders' food.

The hordes hunt a breed of large cave birds, similar to pterodactyls, which they call skinwings. Orclanders feed on their big eggs, preventing the birds from overpopulating the cavern complex, and ride the largest of their species. The Sacred Cavern opens 150 feet above ground, halfway up a cliff. There, a platform allows flying orclanders to take off and land. A vertical shaft leads all the way up to the Broken Lands' surface, 1,250 feet higher, which the flying mounts can ascend with a lightly encumbered rider.

War Hordes: The Supreme Hool commands 11 hordes of braves. A high level orc chief (OR18) and eight chieftains (level 8 humanoids) command each horde.

Drippin' Blades: Located in the Sacred Cavern, Troop Class Average, BR 80; 75 orcs with bows and axes, 25 flying orcs with spears and nets, 30 goblins with hatchets, 15 gnolls with pole arms (4 pts in Orcwars).

Cavern Braves (6): One per camp, two at the Sacred Cavern, and one patrolling the forests; Troop Class Fair, BR 65; 60 orcs with bows and hatchets, 15 flying orcs with bolas, 40 goblins with clubs and nets (3 pts in Orcwars).

Corunglain Scouts (4): At the path to Corunglain and caravan routes; Troop Class Below Average, BR 55; 55 orcs with bows and spears, 40 goblins with hatchets and bolas (2 pts in Orcwars).

Faith: Any of the faiths can be practiced in this tribe, except the cults of Jammudaru and troll rituals. The old Atruaghin faith of the Orclanders has been supplanted by the other races' religions after being invaded several times and occupied after the fall of Sitting Drool. The worship of Wogar is most common now.

Current Situation: After Sitting Drool's assassination, AC 527, all the tribes fought for control of the Broken Lands. Their first goal was to defeat Red Orcland pretenders first, which led to several invasions and a long occupation period by High Goblinians. It was only after King Thar gained power that Red Orcland was freed, essentially to break up High Gobliny's power.

Orclanders are respectful of Thar and accept his authority, as well as the goblin culture and experience. They hate trolls and ogres for their frightening shamanistic customs. Kobolds are treated with contempt, but not really disliked. Red orcs enjoy tying honey-dipped kobolds over red anthills, a tribal pastime they gladly extend to all prisoners. Their ant stew is renowned for its sweet taste and nutritious benefits.

South Gnollistan

The gnolls' tribelands are essentially located on the Sun's Anvil, a large plateau east of the Streel River, on the Darokinian border. It is under Nizam Pasha's rule, a courageous and daring gnoll chief. He belongs to the Black Moon horde. South Gnollistani kept some of the customs and dressing tastes of the Ylari, in addition to traditional gnoll habits.

Upper Gnollistan
Surface: 1,900 sq. miles
Population: 1,450 HD of humanoids

Dating to BC 500, the Black Moon gnolls came from Nithia and populated that part of the Broken Lands named South Gnollistan. The Sun's Anvil came closest to what the ancient gnolls were used to, and most of them reside there today. It is a sun-baked, rocky desert with temperatures reaching well over 100 degrees during the day. Despite the overall hostile appearance of this land, many small waterholes exist. These are where the gnollistani set up camps, raising camels and goats for their survival.

South Gnollistan extends to the slopes of the Sun's Anvil, and further south along the Streel River. Several entrances lead to Lower Gnollistan from the isolated peaks rising on the plateau.

Lower Gnollistan
Surface: 1,570 sq. miles
Population: 1,400 HD of humanoids

This large cavern complex is located 800 feet below the surface of the plateau, and connects with Yellow Orkia to the north and with Kol to the south. Both passages are guarded by fortified gates. Lower Gnollistan lies just above the main Lava Flow cavern, keeping the place very warm and steamy.

The northern cavern is essentially bare of soil, a large forest of quartz pillars and stalactites. The south is an endless series of volcanic sand dunes leading to the gate to Kol. It is a treacherous desert where pools of tar are covered with a fine layer of dry sand, making them nearly invisible. It is also the place where a huge sinkhole is capable of swallowing entire patrols. It leads to the Lava Flow, 800 feet lower.

Oued Ashuma gushes out a hole near the cavern's vault, forming a thunderous waterfall. It crosses Lower Gnollistan before disappearing into a mud hole. The banks of the Ashuma are mud flats known for their monsters and quicksands. A large oasis grows north of the Ashuma, with fungal palm trees providing much of the tribe's food. Gnolls otherwise hunt the black pudding hiding in the sand dunes. Deep-fried and dipped in stirge honey, they make a national treat often exported to Kol and Yellow Orkia.

Nizam Pasha remains in his fortress, El'Krak, located east of the cavern. It is a large natural tower rising from the black sands. Nizam maintains a camp, Bir-Razud, essentially to mark the location of the giant sinkhole.

War Hordes: Nizam rules over a seven-horde strong army. A high level chief (GN13) usually commands each horde with the help of another seven chieftains (level 8 humanoids).

Black Moons: At El'Krak, Troop Class Good, BR 110; 60 gnolls with swords and spears, 40 orcs with crossbows, 40 kobolds with slings and daggers, 15 trolls with clubs (6 pts in Orcwars).

Desert Guards: At Bir-Razud, Troop Class Average, BR 95; 50 gnolls with swords, 35 orcs with battleaxes, 15 trolls with clubs (5 pts in Orcwars).

Desert Raiders (4): Two on the Streel River, one on each gate, Troop Class Average, BR 80; 50 gnolls with spears, 25 orcs with crossbows, 25 kobolds with axes (4 pts in Orcwars).

Oasis Hunters: In the Oasis, Troop Class Fair, BR 65; 45 gnolls with spears, 40 kobolds with nets and clubs, 15 trolls with harpoons and grapple hooks (3 pts in Orcwars).

Faith: Since their migration from Nithia, the Black Moons broke apart, settling in Soderfjord and South Gnollistan. Years later, shamans from Soderfjord brought the worship of Ranivorus. He is the patron of Influence over the Weak. His symbol is a screaming head with snakes pouring out of its mouth.

Followers often are pathological liars, paranoids, or maniacs with split personalities and other psychological disorders. They like to carry snakes in their personal effects, usually harmless pets. Snakes are thought to be minions of Ranivorus.

Current Situation: South Gnollistan remains at peace with its immediate neighbors thanks to the fortified gates. The gnolls, however, have more difficulties with hobgoblins and goblins. Upper Gnollistan has been invaded several times despite alliances. Nizam Pasha

managed to finally defeat the invaders and would have captured both King Doth and Queen Yazar, had it not been for Bugburbian intervention. Chief Ohr'r captured Nizam and released him only at the end of the war, after being himself conquered by King Thar. Gnolls have hated the bugbears ever since.

Trollhattan

The trolls' haven is located in the worst area of the Broken Lands. It is a region of swamps and sickly forests west of the Vesubia River, between Orcus Rex and Ogremoor. Haa'k Hordar, the ruler, is one of the meanest, ugliest, biggest, and most ravenous trolls. She belongs to the Grim Rippers horde.

Upper Trollhattan
Surface: 1,100 sq. miles
Population: 1,260 HD of humanoids, mostly trolls

A ring of high mountains totally surrounds this region, preventing most caravan guides from discovering it. It lies in a 600-foot deep depression with sheer cliffs. Water from the Vesubia River flows through tunnels under the mountains and then falls into Trollhattan, contributing to an everlasting fog that prevents observation from above. The swampy area below is in a permanent gloom. Over 200 trolls thrive there, feeding on various swamp horrors. A few muddy caverns lead from the depression to the mountains, and then back down to the caravan trails, Orcus Rex, Ogremoor, or Lower Trollhattan.

Lower Trollhattan
Surface: 1,200 sq. miles
Population: 1,450 HD of humanoids, mostly trolls

This area is just as bad, if not worse, than Upper Trollhattan. A great deal of the water and muck seep through from above, and almost continuously rain over the land below. The largest feature of Lower Trollhattan is a large, shallow lake with a mushy island in the middle. This is the siege of Haa'k Hordar, chief of the trolls, and her Grim Rippers.

A 30-mile long beach opens on the Lava Flow. It is a terrible place, extremely hot, with steaming sulfuric vapors, geysers, tar pits, and bubbling mud — a real fun place for troll kids to play. They stay away from lava, though, since lava hurts and does not heal easily.

The rest of the population thrives in the bogs surrounding Troll Lake, an incredible jungle of semi-intelligent fungus capable of lifting small prey out of the murky waters and swallowing them. This living jungle snaps at anything edible with its sharp vegetal mandibles, while slimy tentacles pull feet and hands toward putrid, nauseating flowers. Constant sucking, swallowing, chewing and digesting sounds occur everywhere in the forest. Any normal monster wouldn't last long in this abysmal place, but the trolls haven't realized the danger — they just eat it.

Haa'k Hordar hasn't bothered setting up camps or fortresses since no humanoid is foolish enough to invade. If they do: more food for the trolls! She rules from her island in Troll Lake, sitting on her semi-living throne of slime and fungus, spending most of her time eating what her subjects bring her, anything from stones, fungal tree stumps, treasure, slaves, to monsters, or even annoying subjects.

War Hordes: Haa'k Hordar is able to muster five hordes of trolls with promises of excitement and new food. Troll hordes are always commanded by troll chiefs and three or four chieftains. Few humanoids are reckless enough to command ethnic troll clans without a solid escort.

Grim Rippers: At Troll Lake Island, Troop Class Excellent (so dumb they are fearless), BR 145; 75 trolls with clubs, stone axes, living fungus tentacles used as lassos (8 pts in Orcwars).
Other Hordes (4): Two in Upper Trollhattan, two around Troll Lake, Troop Class Average to Good, BR respectively 80, 95, 110, 125; 50 trolls with clubs (4, 5, 6, 7 pt counters in Orcwars).

Faith: *"Huh? What's faith...can I eat it?"* Trolls are usually incapable of worship since they do not understand the concept of Immortality or even death. Most of them are quite stupid, which does not help. Things trolls treasure most are eating, having fun, eating, sleeping, and eating again. Those few who understand worship are those who stayed with other tribes and noticed their strange "game". Always on the lookout for new fun games, they joined, and the "rules of the game" more or less sunk in. If one of them ever gains an ability of some sort, he is more likely to say *"Hey, look! I won something! Let's try again!"* But the next day, he might just as well have forgotten all about it. Some of them follow the "wrong group" of worshippers, shifting from one Immortal to another, and sometimes end up as a little pile of smoldering ashes. *"Wow, neat! Hey, how d'ya do that?" "Hey, Ragha, stop foolin' around, get outa there!"*

Current Situation: Trolls are usually despised by all other tribes, not for political reasons, but because of the trolls' lack of wit, and their bad habit for taking a quick bite from other humanoids, either because they are hungry, or to check how they taste, or simply just for fun. To this, they usually answer, *"So what? It'll regrow later!"* Trolls dislike the Ogremoorians simply because they don't let them enter their country (at least King Thar occasionally takes a few on campaign).

Yellow Orkia

The tribeland covers the eastern edge of the Broken Lands, south of the Streel River. It is ruled by Moghul-Khan, orcish rival of Hutai-Khan the Hobgoblin. He belongs to the Storm Raiders horde.

Upper Orkia
Surface: 1,010 sq. miles
Population: 760 HD of humanoids

The heart of Upper Orkia lies behind a narrow band of broken terrain guarding it from Darokinian and Ethengarian

incursions. This is the dried bed of an ancient lake, now nothing but a rugged, salt desert. It gradually sinks toward the Streel, giving way to a sickly marsh. The Upper Orkian population is concentrated at the border of the marshes, where food is more easily found, competing with trolls from the other side of the river. Entrances to Lower Orkia are located in small caverns in the salt desert.

Lower Orkia
Surface: 560 sq. miles
Population: 1,120 HD of humanoids

Mostly a large fungal forest on the shore of the Yellow Orkian Lake, Lower Orkia is linked by tunnels to Hogobland on the west side and South Gnollistan on the east side. Both are guarded by Orkian fortified gates. For extra safety, Moghul-Khan has also built Camp Akkar next to the west gate.

A third tunnel leads to the Lava Flow, ending at a ledge 200 feet above the magma. Hobgobland raiders are often dumped off this cliff. The Morkia River flows here from the lake, forming a great cataract that immediately turns into steam. Thick fog usually fills this area.

Moghul-Khan lives in Tanglar, built over a score of huge stalactites that once fell from the vault. The pointed monoliths remained stuck upright in the silt, forming a succession of roughly flat surfaces, 50 to 200 feet high, linked to each other with rope bridges. Shoddy structures made of mushroom tree trunks clutter the surfaces. Moghul-Khan lives in a stone tower built on one of them. The shore is linked to the closest monolith via a troll-powered telpher.

Lower Orkians live from the various foods gathered in the fungal forest and blind fishes from the lake. Most commonly hunted are the owlbear, giant lizard, and carrion crawler (often stuffed with ground rat meat and baked in leech gravy).

War Hordes: Moghul-Khan is the head of an eleven-horde strong army. Each is commanded by a high level yellow orc (OR17) assisted by eight chieftains (level 9 humanoids).

Storm Raiders: At Tanglar, Troop Class Average, BR 80; 80 orcs with pole arms, 60 goblins of the *orientalis* sort, with bows and short scimitar, 20 gnolls with spears and swords, 10 trolls with clubs (4 pts in Orcwars).

Seven Warlords (7): Two at Tanglar, one patrolling the forest, and four in Upper Orkia along caravan trails; Troop Class Fair, BR 65; 55 orcs with scimitars, 40 *orientalis* goblins with bows and daggers, 20 gnolls with pole-arms (3 pts in Orcwars).

Moghul's Guards (2): At each gate, Troop Class Below Average, BR 55; 40 orcs with pole arms, 40 *orientalis* goblins with bows, 10 trolls with clubs (2 pts in Orcwars).

Yellow Reserve: At Camp Akkar, Troop Class Poor, BR 45; 50 orcs with scimitars, 30 goblins with sticks and stones (1 pt in Orcwars).

Faith: Yellow Orkians usually worship Yagrai, but they claim he was not a hobgoblin but a yellow orc, just as many of the yellow goblins claim he was a goblin. They otherwise worship Karaash, whom they call Hong-Tzu, his symbol being an equally wicked-looking, toothed scimitar. Wogar is also worshipped here as Wong-Ah. Yellow Orkians have a variant in their pantheon for all other Immortals, adapted to their culture.

Current Situation: The suspicious authenticity of the Orkians' faiths has caused many of the other tribes to dislike them, pushed by their shamans. Immortals do not really care what they are called, as long as they have followers. Aside from theological differences, Orkians get along fairly well with other humanoids, as orcs go, except with Hobgoblanders who constantly try to invade them. They usually wipe out Orkian hordes, reach Tanglar, get massacred trying to climb up, and then run back to Hobgobland taking as much food and as many prisoners as possible. Orkians do most of their trade with Gnollistani. Rumor has it they also do business with unscrupulous Ethengarian merchants.

Creating Player Characters

Orcish Heroes?

Looking for fun? Different alternatives? Longing for a completely new flavor in role-playing? Those of you who enjoy humor: this chapter is yours!

Let's imagine a moment we are the hated ones, the ones laughed at, those always suffering from the exactions of the conventional (so-called conformist) adventurers. Yes! Now, for the first time in the D&D® game, the true, frightening, and awesome monsters are none other than the elves, dwarves, and humans!

You guessed it: we are the puny kobolds, the cowardly goblins, all the strange denizens of the underworld who one day may become heroes of Thar's Hordes! Is this a joke? Are we serious? Of course not. No one would take an orcish PC seriously, but *what if...*

This chapter provides suggestions on how to create new PCs based on the humanoids described in the D&D® game rules. Complete with level advancement and humorous skills, this system allows the unique experience of role-playing monsters in a purely humanoid context. Now, you become the ones who fear the mighty human blade, the dwarven hammer, and the deadly elven arrow! Your goal: defend the tribal homeland and become the undisputed ruler of Thar.

At the very least, if you are the Dungeon Master, this will provide you with a way of modifying these *classical* foes we all love to hate, and make them a bit more of a challenge to adventurers who take them too lightly.

Ability Scores

As with normal characters, first choose your race and determine your Ability Scores. Roll 3d6 six times. Please avoid different methods for rolling up Ability Scores: the numbers involved here have different meanings and game effects than with conventional characters. This will be detailed later in this chapter.

As described in the chart below, some of the Ability Scores have limitations and modifiers. Assign a score to each ability. Exchange Ability Score points as described in the D&D® game rules (Players Manual, page 50) if desired *before* applying modifiers from the chart. Final Ability Score results should remain within the limitations given for the chosen character race. Points beyond these limitations are lost.

RACIAL ABILITY MODIFIERS

Abilities Race/ Max.:	St 18	In 16	Wi 16	Dx 18	Co 18	Ch 18
Kobold	−4	—	—	+3	—	—
Goblin	−3	—	—	+1	+1	—
Orc	+1	—	—	−1	—	—
Hobgoblin	+1	—	—	−1	—	—
Gnoll	+1	—	−2	+1	—	—
Bugbear	+1	—	−2	—	+1	—
Ogre	+2	—	−1	−1	+1	—
Troll	+2	−2	−2	−2	—	−2

Note that gnolls and bugbears require a minimum Strength of 13, while ogres and trolls need 16. Scores of less than 3 should not be attributed at all. If scores of less than 3 cannot be avoided in any way at all, reroll the character's Ability Scores.

Ability Scores should be viewed in a purely humanoid context. Humanoid characters have Prime Requisites. Unlike conventional characters, simply choose Strength, Intelligence, Wisdom, or Dexterity as your Prime Requisite. A 13 or more on a Prime Requisite entitles your character to an Experience Bonus. Abilities and their game effects are described below:

Strength: This ability is comparable to human standards. Many humanoids are stronger than the common human being, but for the sake of simplicity and game balance, the maximum should be limited to 18. Humanoid characters may benefit from conventional Strength Adjustments during combat, but *only* when using a weapon. Strength does not affect natural attacks.

Intelligence: Limited to 16 for all humanoids, since these creatures do not understand the concept of anything beyond that score (human or demi-human geniuses are considered insane). Humanoid characters are illiterate and know only one language — their tribal dialect — regardless of their natural Intelligence. These are *Skills* discussed later in this chapter.

Wisdom: As with Intelligence, this, too, is limited to 16 for all humanoids. The natural impulsiveness, if not outright aggressiveness, of all humanoids limits their maximum Wisdom. Wisdom may be important later in some characters' careers if they decide to become shamans. Your DM has the all the details on shamanistic rituals and special abilities.

Dexterity: There are no differences here from human or demi-human standards. Large humanoids often become clumsy because they usually rely on their superior Strength, but exceptions are known. The tiny kobold depends on his Dexterity as a matter of survival. All conventional Dexterity penalties and bonuses are usable with humanoids.

Constitution: Humanoids are usually considered a pretty tough bunch, but since PCs are rarities among their species, the full score range is acceptable for them. A low Constitution troll could be the kind to live forever with a running nose (snout?) and earth-shaking sneezes. All conventional Constitution penalties and bonuses are usable with humanoids.

Charisma: This is important for commanding humanoid hordes later in some characters' careers. Charisma must, however, be viewed in a purely humanoid context.

Humanoids are the epitome of *macho* behavior — not in the sexual sense of the term but rather in a racial sense. Everything that seems refined, elegant, or subtle is an aberration: the louder, the cruder, and the brasher, the better! Physical ugliness can be viewed as a way of being *impressive*, as long as the character displays a raw, primitive strength and an ability to intimidate his peers. There isn't any difference in Charisma between male and female humanoids.

The elves and their culture are the prime example of what humanoids hate the most. For the latter, beauty and grace are weaknesses to be laughed at and taken advantage of. Humans would perceive an 18 Charisma gnoll as incredibly rude, brutal, and gross — definitely admirable qualities among humanoids!

To convert humanoid Charisma to human standards, divide the humanoid Charisma by 3 rounded down, and subtract the result from 9. For example: a 15 Charisma bugbear would be perceived as a despicable 4 Charisma shaggy monster.

Exception: Trolls have a −2 modifier to their Charismas. This is due to their truly horrid and loathsome looks as well as a rumored reputation for turning against foe and friend alike when hungry. Especially for this last reason, trolls are rather unpopular creatures even among humanoids. When converting Troll Charisma to human standards, subtract the result from 8 instead of 9.

Armor Class

All humanoids have a natural Armor Class due to the toughness of their hide. The AC given in the rules monster descriptions are averages including fighting skill, armor, an agility. This AC should not be used here; instead, use the following:

Kobold:	7	Gnoll:	8
Goblin:	8	Bugbear:	8
Orc:	8	Ogre:	9
Hobgoblin:	8	Troll:	9

Dexterity bonuses and penalties do affect the above AC. Armor affects AC only if the armor protection exceeds the character's natural AC. For example, a troll wearing chain mail has AC 5, instead of 9; however, a kobold wearing leather would still have AC 7. The shield, as usual, always improves Armor Class by 1 point.

Depending on your DM's generosity, armor may not always be available upon creating your character — acquiring armor and weapons may probably be your first quest! These are valuable possessions jealously kept by their humanoid owners.

Ogre or troll armor is practically nonexistent, often consisting of a bulky and noisy bric-a-brac of padded furs, chain mail, armor plates and shields all strapped together. Some armorers exist among humanoids, but they are rare and the quality of their work is rather limited. Optional rules on this topic are available at the end of this chapter (see *Equipping Your Character*, page 41).

Most armor is scavenged from fallen fighters, usually humans and demi-humans. Humanoid warriors prefer to wear battered, mismatched pieces of armor that don't always fit together very well. No self-respecting humanoid would ever wear nice, shiny armor since this might mean that the character has never seen combat. Disparate pieces of beaten-up armor and old tattered tabards are trophies and proofs of the humanoid's bravery.

Initial Hit Dice

All characters start their careers at the lowest HD possible (see Humanoid Experience Table). Use the HD given in this chart, and roll the dice to get the character's hit points. A *good* cheating method for 0-level humanoids consists of rolling 1d6: 1-3, the character has maximum hp; 4-5, subtract two hp; 6, subtract half. Multi-HD creatures benefit from this on only a single HD. Unlike conventional D&D® game player characters, humanoids do not have classes: they are and will remain monsters.

Level Advancement

Humanoids are capable of level advancement. Your characters start as unexperienced monsters, at various degrees of maturity. Upon gaining Experience Points, your characters will eventually reach level 1. Unlike conventional PCs, humanoid characters do not begin their careers directly at 1st level.

The chart that follows indicates the total XP needed to advance from one level to the next for each race, as well as the time at which each gains an extra HD. For the sake of game balance, these characters do not necessarily increase their HD at each level of experience, nor do they all start as *Normal Monsters* either.

For game balance reasons, several humanoid characters start as younger specimens of their race. Balancing a game involving 1/2 HD kobolds and 6+ HD trolls would be difficult. This explains why tougher creatures start with negative XPs. Experience should be gained through adventuring before PCs become *Normal Monsters* and begin acquiring effective Experience Levels. Experience Points awarded during adventures reduce a PC's negative points until they reach 0. Level advancement then occurs normally up to 36th level. Although monsters in the D&D® game universe can be far more powerful than 36th-level humanoid PCs, the latter should not advance any further.

Constitution bonuses are added to hit points when first creating the humanoid character, and at each time it gains a new Hit Die, up to 8th level. At level 9 and beyond, humanoids get only an extra 2 hp, with no extra bonuses. Thus, the maximum an 18 Constitution ogre could reach is 166 hit points. Special abilities, such as the troll's *regeneration*, are gained only when becoming a *Normal Monster*.

Example: *Your 18 Constitution ogre starts as a young 2+1 HD monster. Assuming you roll 9, your starting hit points are then 10. Upon becoming a teen-ager, your ogre gets an extra HD (d8), plus 3 for its Constitution Adjustment. Assuming you roll a 5, your teen-age ogre would then have 18 hit points.*

Levels and Titles

Experience Levels are used to gain and develop Skills (q.v.) and a natural aptitude at Commanding Troops (q.v.). These special abilities, an addition to the standard D&D® game rules, are described later in this chapter.

Experience Levels are *not* used to determine Saving Throws. Humanoids' Saving Throws are always determined according to their current Hit Dice. Humanoids save as Fighters.

HUMANOID EXPERIENCE TABLE

EXPERIENCE TITLE	LEVEL	Kobold XP	Kobold HD	Goblin XP	Goblin HD	Orc XP	Orc HD	Hobgoblin XP	Hobgoblin HD	Gnoll XP	Gnoll HD	Bugbear XP	Bugbear HD	Ogre XP	Ogre HD	Troll XP	Troll HD
Whelp																−35,200	3d8+2
Youngster												−2,400	d8+1	−4,800	2d8+1	−26,400	4d8+2
Teenager										−1,000	d8	−1,200	2d8+1	−2,400	3d8+1	−17,600	5d8+3
(Normal Monster) Tribesman	0	0	d4	0	d8-1	0	d8	0	d8+1	0	2d8	0	3d8+1	0	4d8+1	0	6d8+3
Scout	1	500	2d4	800	2d8-2	1,000	2d8	1,200	2d8+2	1,000	3d8	2,400	4d8+2	4,800	5d8+2	35,200	7d8+4
Marauder	2	1,000	3d4	1,600	3d8-3	2,000	3d8	2,400	3d8+3	3,000	4d8	7,200	5d8+2	14,200	6d8+2	105,600	8d8+4
Raider	3	2,000	4d4	3,200	—	4,000	—	4,800	—	7,000	—	16,600	—	33,200	—	246,400	—
Plunderer	4	4,000	5d4	6,400	4d8-4	8,000	4d8	9,600	4d8+4	15,000	5d8	35,600	6d8+2	71,200	7d8+2	528,000	9d8+5
Ravager	5	8,000	6d4	13,000	5d8-5	16,000	5d8	19,000	5d8+5	31,000	6d8	73,600	7d8+3	145,200	8d8+2	828,000	10d8+5
Destructor	6	16,000	7d4	26,000	6d8-5	32,000	6d8	38,000	6d8+5	63,000	7d8	147,600	8d8+3	295,200	9d8+3	1,128,000	11d8+5
Devastator	7	30,000	8d4	55,000	—	64,000	—	76,000	—	129,000	—	297,600	—	595,200	—	1,428,000	—
Conqueror	8	60,000	9d4	110,000	7d8-5	130,000	7d8	150,000	7d8+5	259,000	8d8	597,600	9d8+3	895,200	10d8+3	1,728,000	12d8+5
Conqueror	9	120,000	+2hp*	220,000	+2hp*	260,000	+2hp*	300,000	+2hp*	519,000	+2hp*	897,600	+2hp*	1,195,200	+2hp*	2,028,000	+2hp*
+1 Level for each extra		+100,000 XP		+160,000 XP		+200,000 XP		+240,000 XP		+300,000 XP							

*Constitution bonus no longer applies; +2 hit points per level thereafter.

A title comes with your character level. These are not real titles, but can be used as nicknames. Your character obviously does not know what "level" he is, but perhaps he can sense when to dare giving himself a pompous sounding name!

Adding New Creatures to the List

Your DM may approve the use of different creatures. In this case, here are guidelines on how to make them fit in the Humanoid Experience Table.

Most monsters use eight-sided Hit Dice. In some cases, changes are needed to reflect peculiarities of the D&D® game system. For example, kobolds are listed as having d4 HD — actually 1/2 HD — goblins as having d8-1 HD, and d8+1 HD for hobgoblins. These HD modifiers should be accumulated each time the goblin or hobgoblin gains new HD to differentiate them from orcs (d8 HD), up to +/−5. In the case of multiple-HD monsters, HD modifiers are accumulated every two HD for 2 HD monsters, every three HD for 3 HD monsters, and so on, when they go up levels (see bugbear, ogre, and troll for examples).

As a rule of thumb, a 1 HD *Normal Monster*, like an orc, needs 1,000 XP to reach 1st level. This is called the *Base XP*. Experience Points then double for each subsequent level up until 9th level, or up to 300,000 XP increments maximum. At that time, XP needed for the following levels stop increasing. The XP needed to reach all subsequent levels should remain equal to 200 times the creature's XP needed to reach 1st level, or 300,000 XP, whichever occurs first.

If the creature has a +/−adjustment to its HD, simply add or subtract 20% to its Base XP. For example, the hobgoblin (HD 1+1), needs 1,200 XP to reach 1st level, the goblin (HD 1-1) needs 800 XP.

The level advancement for multi-HD creatures is a bit different. Here, the primary concern is to make sure the total XP needed to acquire extra HD is the same for all creatures. For example, both the bugbear and the ogre have to accumulate 2,400 XP to get their 3rd HD. This causes tougher creatures to start with negative XP to minimize differences in hit points with the smaller creatures. The actual XP progression is otherwise basically the same as for single HD or HD 1+1 monsters.

Example: *Your gnoll should start as a 1 HD* teenager, *with −1,000 XP. This means it needs to gain 1,000 XP through adventuring to become a 2 HD* Normal Monster *with "0" experience. Similarly, an orc would need 1,000 XP to become a 1st-level creature with two HD.*

Smaller creatures have the advantage of gaining experience levels faster. They will, however, be limited in the long run as to their total hit points and fighting abilities when compared to tougher monsters with slower level advancements.

If a creature has special abilities, do not forget to penalize its level advancement requirements. The suggested penalty is 1,000 XP or more, per special ability to be added to the Base XP.

Example: *The troll (HD 6+3*) has a* regenerating *ability. Its Base XP should be 2,200 rather than 1,200. The XP progression goes from there. Your DM is free to increase or reduce the penalty, depending on how powerful a special ability is. Remember, special abilities are gained only upon becoming a* Normal Monster.

Monsters may not necessarily gain HD when reaching each level. This is an optional twist which it is up to your DM to accept or not. For example, the orc does not gain a new HD at 3rd and 7th

levels. Your DM is free to modify these numbers for game balance reasons, or the personal preferences of your gaming group.

Very large monsters can be added to the list, such as giants. However, these should be limited to NPCs because their level advancements require extraordinarily high amounts of XP.

Combat & Morale

Humanoid characters fight as monsters of whatever HD they may have reached. For example, after gaining three extra HD, a hobgoblin would fight as a "4+" HD monster on the Monster Hit Roll Chart. Kobold HD count as full HD for combat purposes (not 1/2 HD).

Note that Morale never affects player characters. Standard Morale Rules affect only NPCs and other conventional monsters. If humans and demi-humans are encountered as "monsters", assume their Base Morale is 11. At your DM's discretion, if a PC is the leader of a group of normal humanoid monsters, their Morale may be affected by his Charisma Adjustment.

Example: *Urgath the Orc has a Charisma of 8. He leads an ogre war band. Their Base Morale (given in the Basic D&D® game rules) is 10. Because of your character's negative Charisma Adjustment, their actual Morale is 9.*

NPC Morale should always remain inferior to 12. Such a Morale should be restricted to fanatical or mindless creatures. Use of Charisma Adjustment replaces Morale rules given in the D&D® game books, in the description of humanoids with their leaders.

The Optional Approach

If the entire idea of humanoid PCs is a problem in your campaign, ignore the PCs' levels and extra HD when facing human or demi-human foes. In this case humanoids revert to their conventional *Normal Monster* description in the rules: a 10th-level kobold facing a 10th-level human would remain but a humble 1/2 HD monster!

Of course, this makes your character much more vulnerable. As an alternative to this, you gain the ability to *Command* troops (see page 31 in this chapter). You can then send these troops against powerful foes rather than risking your own miserable hit points. If this fails, you can always flee. That ought to make for great orcish characters!

Appearance

All these neat critters come in different sizes and styles! A Bugburbian bugbear does not necessarily look like his cousin from Altan Tepes tribes, or the Hyborian hordes. The humanoid races actually have many different ethnics and cultures, just as humans do. Many of these are briefly described below.

Bugbear

Bugbears are shaggy, giant goblins with all the common features of the goblin except they are much larger and have very long hair. Most often, bugbears have a vague similarity with bears, including a short tail and a certain gruff attitude.

Average Size: 6' 6" + d20 inches
Fitness (d6): 1-2: skinny
3-5: normal
6: fat

Ursus Bipedis Bugburbianus: Mostly black; braided hair with a red snout. Preferably wearing goat skins fastened by leather straps. Commonly found in Bugburbia (Broken Lands).

Ursus Bipedis Vulgaris: Grey, curly hair, with black snout and large ears. Usually wearing tattered red cloth and deer skins. Found throughout the D&D® game world.

Ursus Bipedis Hyborianus: White, shaggy hair, with grey or bluish snout. Most often wearing seal or polar bear skins with ivory studs. Found in Hyboria and polar lands.

Gnoll

A gnoll looks like a cross between a tall man and a hyena, its hair usually very short, ranging from light brown to black.

Occasionally, older specimens sport a mohawk, growing larger with age, from the middle of the back to the top of the head. Mohawks are often dyed as a tribal mark.

Average Size: 6'6" + d12 inches
Fitness (d6): 1-3 skinny
4-5 normal
6 fat

Canis Erectus Meridionum: Essentially light brown hair, with a naturally black mohawk for older specimens. Usually wear panther skins around the waist and a leather belt. Found in most deserted areas.

Canis Erectus Septentrionum: Darker brown, with reddish spots and a naturally white mohawk. Usually wear sheep skins and dark grey or black cloaks. Common in northern regions.

Canis Erectus Hilaris: Hunched; light brown hair with black spots, and black snout. Always seem to giggle before attacking. Occasionally grow a tan mohawk and wear bear skins. Common in most wilderness and South Gnollistan (Broken Lands).

Goblin

Goblins are small, ugly creatures with red eyes. Just about any type of facial features can be found among the goblinoids, including camel, cow, goat, or horse-like features, in addition to other features described in this section. Goblins often are the result of humanoid crossbreeds. Beards and hair are not unseen among them, especially for older specimens.

Average Size: 4' + d4 inches
Fitness (d6): 1-2: skinny
3-4: normal
5-6: fat

Goblinus Occidensis: Dirty grey with very short brown hair. Usually wearing studded leather, chain mail headgear, and heavy, hobnailed boots. Mostly found in Western Darokin and the Sind Desert borders.

Goblinus Oriensis: Yellow skin. Their hair is usually bluish black, tied in the back. Often wear rags dyed in bright orange, black cloaks, and large, round, slightly conical hats. Ethengarian nomads essentially.

Goblinus Goblinus: Chalky tan skin and rusty-brown hair. Covered with tattoos, usually tribal markings. They wear an assortment of shabby, moth-eaten rabbit furs, with dark rags laced around their feet. Found in most areas of the Known World and High Gobliny (Broken Lands).

Goblinus Hyborianus: Dead white skin with flat-grey, braided hair. Often wear reindeer skin coveralls with seal skin cloaks and mittens. Live in Hyboria and most polar regions.

Hobgoblin

Hobgoblins are related to goblins, but are much taller, stronger, and meaner. Most of them come with bulldog or toad-like faces, with squinted red eyes.

Average Size: 6′ + d12 inches

Fitness (d6):		
	1-2:	skinny
	3-4:	normal
	5-6:	fat

Goblinus Fortis: Copper, skin, very muscular, bulldog-faced species. Usually slick their hair back using goat or camel butter, and tie it neatly. Torso often remains bare; wear puffy pants made of rags or leather, and scimitar. Common in deserts and warmer regions.

Goblinus Grandis: Light tan skin, very short rusty-brown or black hair. Toad-faced, lips often grey or black, protruding eyes. Often wear various pieces and styles of armor, favoring dark, gloomy colors. Common anywhere in the Known World and Hobgobland (Broken Lands).

Kobold

Kobolds are small, scaly creatures with short tails, various dog faces, and two small horns. When angry, they growl and bark like dogs, and wave their tails when happy. Their little horns are either light grey or ivory in color.

Average Size: 3′ + d4 inches

Fitness (d6):		
	1:	skinny
	2-3:	normal
	4-6:	fat

Canis Minor Militaris: Rusty brown scales and yellow eyes. Usually wear mismatched pieces or armor plates, or anything metallic offering some sort of body protection. Often paint their armor in bright colors, essentially as tribal markings. Well organized and disciplined, found in rugged or mountainous terrain (such as Kol).

Canis Minor Rapidus: Common in hills or forested hills. More chaotic than the *Militaris*, but far more daring. Black scales, or very dark green with blue shades; blue, green, or white manes depending on age. Wear camouflaged garb. Great ambushers.

Canis Minor Numerus: Neither sneaky nor organized, they make up for their weakness with sheer numbers. Fast reproducing. Scales are dark grey with muddy splotches. Often wear war paints and colorful plumes on their heads as tribal markings. Nomadic culture native of Atruaghin.

Ogre

Ogres are very large human-like creatures, usually resembling humans in their region, physically or culturally. Ogres are much uglier and cruder than their human counterparts.

Average Size: 8′ 6″ + d20 inches

Fitness (d6):		
	1:	skinny
	2-3:	normal
	4-6:	fat

Homo Monstrum Bellicosus: Chalky white skin, with braided blond or red hair; dull grey eyes. Usually wearing bearskins and old battered shields fastened by chains and leather straps. Usually fight with cutting or slashing weapons. Common in most northern regions.

Homo Monstrum Brutalis: Copper skin, with black, bushy hair and eyebrows; red eyes. Very muscular and slightly hunched, often wear studded leather and blunt weapons. Most common in mountain areas and broken terrain, such as Ogremoor (Broken Lands).

Homo Monstrum Grossus: Usually large, fat ogres. Brown or black skin, very dark green hair and beard, yellow eyes. Usually wear furs and large black cloaks. Good hunters with nets and spears. Common forest-dwellers.

Common Orc

The most common of them all, the orcs come in many sub-races. They can be found in most regions of the D&D® game Known World. They usually are slightly larger than a normal man, their faces bearing some obvious beastly traits.

Average Size: 6′ + d6 inches

Fitness (d6):		
	1:	skinny
	2-3:	normal
	4-6:	fat

Orcus Porcus: Definitely most common, with obvious porcine features. Pink, brown, black, or grey-greenish skin, sometimes with spots. Any color and length of hair arranged in any style imaginable. Tribal members identifiable by their smell. Wear anything shabby and filthy.

Orcus Hyborianus: Northern reaches' breed with sickly white or light grey skin. Wear various furs. Can be found in some glaciers in high mountains.

Orcus Imperator Rex: Porcine features less obvious allowing them to pass for really ugly humans. Prefer black or dark grey hooded cloaks. Copper skin, smaller snout. Psychotics and megalomaniacs believing other orcs to be inferiors. Some found in Orcus Rex territory (Broken Lands).

Red Orc

This is a sub-race of the orcs, recognizable by their generally red hides and simian features. Red orcs are about the size of a tall human, with small round ears.

Average Size: 5′ 6″ + d12 inches

Fitness (d6):		
	1-2:	skinny
	3-4:	normal
	5-6:	fat

Adapting Your Gazetteer to the AD&D® Game

Many of you may be avid players of the ADVANCED DUNGEONS & DRAGONS® Game. For your convenience, we included this section to help you use this Gazetteer in your AD&D® campaign.

The differences between the D&D® and the AD&D® games are small enough that adaptation should not be much of a problem. However, for those of you who are not familiar at all with the D&D game, there are a few details that need to be clarified. For simplicity and reference, topics appear in alphabetical order.

Keep in mind when adapting your D&D adventures, that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at middle and high levels.

The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a level 36 wizard would turn out be a level 28 arch-mage in the AD&D game.

Gazetteer nations can now be set up in other game worlds, such as those described in the FORGOTTEN REALMS™ Campaign Set, or the WORLD OF GREYHAWK® Fantasy Game Setting. This offers interesting alternative developments to regions not yet charted, allowing you to continue your campaign without having to switch to the other game. The best of two worlds could create the greatest campaign ever!

Considering the similarity between the Broken Lands and the region of Thar described in the FORGOTTEN REALMS set, you could either replace Thar with the Broken Lands or assume there is a magical portal linking the two places. Place the portal in the City of Oenkmar (see page 22, area 42, in this booklet). The gate can just as well lead to the WORLD OF GREYHAWK Goblins of the Pomarj, or to Iuz.

Alignments: D&D game characters have only three alignments Lawful, Neutral, or Chaotic. In the AD&D game, assign Good, Evil, or Neutral alignments, depending on the context.

Armor Class: Unarmored characters in D&D game have AC 9, but in AD&D game, these characters have AC 10.

Classes: In the D&D game, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game elven *fighter/magic-users*. D&D dwarves and halflings are *fighters*. At high levels, D&D demi-humans use *Attack Ranks*, which are abilities to fight better. Ignore these in AD&D game. Human fighters, clerics, magic-users, and thieves are unchanged.

Coins (cn): The *cn* abbreviation stands for *coin* and is a measure of weight equal to the AD&D game *gp*.

Dominions: These are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. The D&D game dominion populations grow an average 15% - 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5% 5d10 people. Use AD&D game taxation.

Equipment: The terminology in the D&D game is very similar to that in AD&D game. Equipment cost, encumbrance, and damage in combat are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See *cn* or *Coins*.

Experience: Total accumulated experience for characters is also different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference between a level 1 magic-user and a level 15 wizard...hopefully!

Immortals: These are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres", such as:
Matter: Usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.
Energy: Usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.
Time: Usually related to neutral beings, cleric types, or the element of water. Opposes the Sphere of Matter.
Thought: Usually related to any alignment, thief types, or the element or air. Opposes the Sphere of Energy.
Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they would surrender or flee. Use the AD&D game reaction/loyalty system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in D&D game are given in *feet/turn*, and then in parentheses, in *feet/round*. In D&D game, 100'/turn equals 10"/round in AD&D game.

Ranges: All distances are expressed in *feet*, rather than inches. Assume 10 feet are equivalent to 1" in AD&D game.

Rounds: Rounds and turns are used the same way in both games. D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds — for more simplicity use the AD&D game equivalents, without converting.

Spells: Some D&D game spells have slightly different names than their AD&D game counterparts. Simply use what comes closest. Modify the number of memorized spells listed for spell-casters, to match the AD&D game rules.

War Machine: This is a mass combat system developed in the D&D game, that has no equivalent in AD&D game. *BR* stands for *Battle Rating* and is used only for the War Machine. We suggest the BATTLESYSTEM™ Fantasy Combat Supplement which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the AD&D game equivalent.

Wiccas: Similar to witch-doctors (see AD&D game Tribal Spell-Casters).

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PO*: Pull-Out Section in the Players' Guide
WM*: War Manual, in the Pull-Out Section
AD&D Game*: Conversion in the Pull-Out Section
OW*: Orcwars Game in the Pull-Out Section

Opinions and Views on the Broken Lands

Cunegonde-the-Broad, Brigand, to her Mental Healer

Listen, doc, I've been feelin' bad in my life as a brigand daughter, but now it's becomin' unbearable. I have been battered, robbed, insulted, but never, never did anybody call me a *wanderin' monster.*

Why, no later than yesterday, my daddy Ungvar-One-Horn, was captured. We followed the caravan that left two days ago, the one with the Thyatian elephants. We spent the week before snoopin' around, listenin' to merchants, guards, an' caravan guides...a sure bet.

Well, the caravan had six heroes among the merchants. It was as though those six would never die. Arrow after arrow...they wouldn't fall. It's like I tell ya. Never saw that before. Then, we retreated to safety, into our lair.

Not 10 minutes after that, three dumb orcs stumbled on us. You'd think we'd slaughter these lousy bums in no time, right? Wrong...heck, these three were even worse than those crazy caravan guards.

I was absolutely sure I impaled one on my dagger. But nooo! This stupid orc answered in *perfect* Darokinian: "Hah! Just a flesh wound! It takes more than a dagger to get Snortbag the Ravager!" an' he went on, nya-nya- nya...I swear I stabbed him at least four times! *Four times*, and he still wouldn't fall! What is this world comin' to?

Those stinkin' flea-bag friends of his went on speakin' nonsense all the time. Things like, "Nah, we're wastin' our time here. These are just low-level wanderin' monsters." Me? A low-level watchamacallit! After four raids, eight robberies, 12 muggin's! Can ya believe that! The other answered, "So what? It's cheap experience. I wanna make it to Plunderer level before we join King Thar's legion!"

One of them came from behind and tried to knock me out. I faked it. Thinkin' I was out cold, the three crazy orcs went on, "Hey, she could carry our adventuring equipment, and she eats less than my mule!" — Harrumpf —and the other nitwit then said, "Nah, she's got lousy saves anyway. I'm sure Th'dee- um won't allow it. Do you have any cure wounds left?"

Well, *finally* the three stooges walked away and left me. None of this makes sense. I feel terribly weak and depressed. Somehow, a feelin' of utter helplessness is gettin' the best of me. So I'm askin' you, doc. Am I gettin' an old, sick-in-the-head lady, or am I missin' sumthin'? What were they talkin' about? An' what about that Legion stuff, huh? Nobody told us about a Legion.

Please help me doc, what should I do?

...Waddaya mean join the Legion!!

Hogur, Knight of High Gobliny, brushing his war wolf:

Hmmm...like that, huh? It's not like our goblin brushes, but it still feels good! Pfeh! What a life here. If I could only have guessed what would have happened...

...brush-brush-brush...

Can you remember the time we were invited to the queen's banquet? What a great time that was. Fresh human thighs for you, stuffed hyena tongue with honeysuckle sauce for me. I remember the time Yazar ordered me up to her apartments. My, what a night that was!

...blush-blush-blush...

Seh...and now look where we ended up. Oh, shush! Don't you growl at me! How could I have ever guessed that her blasted, yellow-bellied husband of a king would pull a stunt like that on me! Me! A Grand Knight of High Gobliny, Champion of Her Bombastic Majesty! Sent to the Legion, as High Gobliny's tribute to King Thar! Like vulgar merchandise, hah!

...grumble-grumble-grumble...

"It's for the kingdom," she said. "It's for the best. It will save High Gobliny dozens of young, promising braves from having to join the Legion," she said. My foot. It's that jerk Jungar, yes. I knew he had his blood-shot eyes on the queen...and she fell for it. Falling for a stable-goblin — she really disappointed me, that lust-bucket.

...brush-brush-brush...

And now it's *"Get up, Hogur, do this, Hogur, do that, Hogur, go clean the chief's boots, empty the latrines, go pick the troll's teeth."* What a life. How long has it been since we had a decent munch? They wouldn't even allow me as a chief. And their lousy training: look at that, only five feathers so far. I have 35 more to go before becoming a simple chieftain. I hate the Legion, and I hate the orcs.

...brush-brush-brush...

"It's a chance they let me keep you. Hey, don't look at me like that. It's not my fault. Those stupid orcs: look at them parading on their giant boars. Look how slow and clumsy they are. Have you noticed how much the riders look like their mounts? They all have this pig-faced snout. Suits them well. And they smell the same, too!

...chuckle-chuckle-chuckle...

Bah, tomorrow the Legion leaves for a raid into Darokin. We are taking the war machine with us. You and I are going to have some fresh meat for dinner, yeah. And then we slip behind the enemy's lines and we steal everything we can get our hands on. I want to return with at least six scalps. That'll get us another feather, and maybe a medal, and maybe they'll give us a break when we show them what a Grand Knight of High Gobliny can do! We'll show them, those heavy-footed orcs...

...brush-brush-brush...

Opinions and Views on the Broken Lands

Chief Umtotor, War Machine Engineer, Hero of the Legion, to his son:

Come here, whelp, or I'll whip your butt! Is this the way you've been taught to greet your clan chieftain? By Karaash, you've been raised with the boars! Come here, and sit on the lap of a tired, old warrior.

Tomorrow, the Legion is leaving for a foray into Darokin lands, and maybe I won't be back. Wars are a sad, terrible thing, but we orcs must endure and survive. Before I leave, I should tell you a little about the Legion. Perhaps, if you grow up, you'll understand, and you'll take after your father.

You see, when I was a whelp myself, many moons ago, I was afraid, too. All I thought of was hunting free in the hills of Orcus Rex, and finding a companion. Oh, sure, I did that...and much more. But one day they came. The sun was burning high in the sky, and the clan was sleeping in the shade of a small cave. They came from the north, riding their horses. Without any reason at all, they attacked our camp, stole our food, killed whelps and warriors alike, and tied our companions to the ground, facing the burning sun.

As the seasons pass, my son, you will learn about the humans. They look weak, but don't let that fool you. They are treacherous, wicked, and deadly. They believe orcs have no right to live in this world. They refuse our ways, and for that alone, they kill and spread grief. They want our lands. This is why we orcs fight back.

You think the Legion is a dreaded thing. It is, my son. But it must be so. It teaches the orcs to be strong and united. Many warriors die training for the Legion. Others turn into unsensitive beasts, barely more than trolls. But when the humans come again, we will be ready.

One of the companions the humans tied down in the burning sun was your mother. They took your sister and dragged her behind their horses, for fun, and they took your brother away, in slavery. Now, my boy, I am old. You must grow up, and live for yourself. Leave the clan, and observe the human ways at the borders. Then you will make your own choice.

My brother, Uzal-One-Leg, cannot fight anymore. But he is a wise shaman. He fought along with me for many wars. He too knows the secrets of the war machines. If you decide to join the Legion, go find Uzal first. He will teach you the secrets. He is in my debt for saving his other leg, and his life.

Then come to the Legion. It will be hard at first, but your knowledge will make you a chieftain very fast. Perhaps you will stand on the chief's shield, commanding the war machine as I did for all these seasons. Remember, never let humans capture you, and much less elves. Dwarves won't even give you a chance.

And if you wonder why we treat prisoners the way we do, just remember what happened to your mother and to your sister. There, my son, take this. It is the axe I held the day your mother died. It has cracked the skulls of many humans. I hope it'll do as well for you. Wield it with strength, and have no mercy."

Thoin Orc-Slayer, Caravan Guard, haranguing new recruits:

...*At ease*...Well, men, this is your first big one! There are 42 wagons, 12 elephants, 55 pack mules, and a number of pushcarts in this caravan. To guard that, we have 18 seasoned veterans of the trails, 67 of you, and me. That's all, boys. We gotta make it past that stretch of land from Ethengar all the way to Corunglain. No stops, no shelters, no extra supplies, and no reinforcements, just lots of orcs.

All right, it is time that you knew something about this inferno we are going to cross! There is only one trail across the Broken Lands, from Ethengar to Darokin. On the north side — rough terrain. On the south side — more rough terrain. Everywhere else, them: orcs, goblins, gnolls, bugbears, kobolds, ogres, hobgoblins, and trolls.

That flea-infested filth all comes from underground rat holes and only wants two things: gold and slaves. They use the gold to build infernal war machines with catapults, ballistas, and wheels. They use the slaves to pull them, and then, when they drop dead, they eat them, or feed them to their war wolves, just for fun.

That's where we come in. We have the gold, they want it, we stop them. You are here to defend the caravan. You aren't here to play hero. If you see something move, don't shoot — wait 'til you can see the white in its blood-shot eyes. Each arrow must hit. If one of those blood-thirsty bastards runs away, stay put. It's a trap. As gross and primitive as they may be, no one equals them in the art of ambushing. It won't be long before you'd end up hanging from your feet, your head above a campfire, screaming for mercy. If you see a lump on the trail, sure enough, an orc is hiding there to jump on your rear later on. Use your spear, it could also be a trap. If you find a pond, don't drink from it. It's poisoned. If one of your friends falls off his horse during a hot pursuit, don't wait for him — that'd just make one more casualty.

The golden rule is: A Good Orc Is a Dead Orc. No prisoners. We can't feed them, and we won't take the chance to see one of them get loose and stab the guards in the back. Unless you've noticed already, orcs have sharp teeth, and they can somethimes chew themselves loose. If you find a dead troll, run. There are no such things as dead trolls abandoned on trails. Don't bring dead troll heads as trophies with you.

You get the point. This is no fun mission. The Broken Lands are a haven of bandits, humanoid killers, earthquakes, and stinking clouds of dust. Many caravans have been decimated there. Soon, we'll be sending a vast army to clean up this scum once and for all. I hope you'll enlist. After this mission you'll probably have some good reasons for that. But until then, we have work to do.

The caravan owners will pay a bonus for this dangerous mission. Those who survive get to share 10% of the total value of the caravan in Corunglain. I wish you good luck. *Dismissed.*

Orcus Rubeus Vulgaris: Very short hair if any, brick-red to reddish brown. Simian features emulating many of the various monkey faces found in nature. Usually wear mismatched armor pieces, preferring chain mail and great helms. Southern Red Orcland natives (Broken Lands).

Orcus Simius Terribilis: Long, shaggy hair, bright orange to dull red. Much more muscular and aggressive that the *Vulgaris*. Favor black, studded leather armor and hoods. Natives of northern Red Orcland (Broken Lands).

Yellow Orc

Another sub-race of the orcs, identifiable by their dull yellow hides. Some come with ugly rat or pekingese faces. They are about human size, with pointed ears.

Average Size: 5′ + d20 inches

Fitness (d6):	1-3:	skinny
	4-5:	normal
	6:	fat

Orcus Facies Ratis: Very short hair, ranging from tan to dull light brown. Longer, pointed snout. Favor black garb with hooded cloak. Nomads of the hills and mountains north of Alfheim.

Orcus Canis Oriensis: Long hair forming a plume on the head, dusty yellow to brown. Pekingese face. Favor mismatched pieces of oriental armor and frightening helms. Nomads of the vast Ethengarian steppes, and Yellow Orkia (Broken Lands).

Troll

These creatures are the most alien of the humanoid races. They look like tall, skinny, rubbery monsters, with a slimy skin. Their greenish fangs and claws seem to be a continuation of their skin rather than a separate matter.

Average Size: 7′6″ + d20 inches

Fitness (d6):	1-3:	skinny
	4-5:	normal
	6:	fat

Monstrum Imbecilus Rex: Not noted for their intelligence. Tall, light green with dark green spots (or vice versa). Black, straw-like hair on top of the head, straw-like shape. Seen with studded red leather belt and sashes; spiked whips. Long, slimy, carrot-shaped nose. Inhabit wilderness hills and the gloomiest forests.

Monstrum Erroneus Hyborianus: Not very bright, either. Tall and hunched forward; dull white or grey, light green shades. Thick, wooly hair on head, shoulders, back, and forearms. Polar bear hide around waist and laced on feet; large bone as weapon. Common in Hyboria, polar regions, or glaciers high in the mountains.

Monstrum Carnivorus Maximus: No wits but great appetite. Tall, grey-green, with swampy-brown splotches. Oozing warts and bumps. Large, drooling mouth with protruding fangs. Long purple or black hair, tied in the back. Older specimens with muddy-grey or white hair. Few spiked armor, full-faced helms, and barbed-wire hunting nets. Common in all Known World wilderness, especially humid caverns, steamy swamps, and Trollhattan (Broken Lands).

Other Physical Details

Aside from the general features described above, your character can have some of the physical features described below. Choose 1d6 features directly, or at random (d%).

01-03	Bald; extra hair on the shoulders
04-06	Big wrinkles, or flabby flesh
07-09	Blue splotches on the snout
10-12	Broken teeth (1d6), or funny wig
13-15	Brown, hanging tongue, foul breath
16-18	Cold, slimy snout, or wooden leg
19-21	Drooling, gaping mouth
22-24	Drooping ears, or tusk upward
25-28	Eye patch, leather or fur
29-31	Green splotches on the snout
32-34	Hairless spots or tattoos
35-37	Hairy warts, or furry feet
38-40	Hunchback, broad shoulders
41-43	Limping, whining, or hiccup
44-46	Mane, mohawk, plume, or tuft
47-49	Occasional convulsion, or twitch
50-52	One upright ear, one drooping
53-55	Oozing lumps and pimples
56-58	Orange lumps on the snout
59-62	Oversized ears, or nostrils
63-65	Prognathous jaw, or foul breath
66-68	Small horns, or small boar tusks
69-71	Split lip exposing teeth
72-74	Twitching, or nervous attitude
75-77	Upright ears, or oversized lips
78-80	Various ugly, seamed scars
81-82	Wet, slimy hair under chin
83-00	Roll twice more on this chart

Once you have decided on the looks of your character, record the information on your character sheet. Add detail from the above chart, if applicable to your character's race. These have no game effect whatsoever. Yes, sir/mam, you now have a perfectly presentable adventurer!

Commanding Troops

All humanoids have the natural ability to command troops, a natural authority they can exert over humanoids capable of understanding them. It is based on their notoriety as "tough guys", on how loud they can *bark* their orders, and on their ability to bully and intimidate subordinates.

In effect, this is how humanoids (either PCs or NPCs) acquire large numbers of retainers. In exchange for their services, retainers expect protection and good guidance from their "chief". Humanoids have no henchmen.

This command ability generates a hierarchy among the tribes, where the tough command and the weak obey. The more powerful humanoids are then able to form clans, if not large hordes, and effectively deal with the common dangers of the D&D® game wilderness.

Your character can use this natural talent on any humanoid NPC or humanoid *Normal Monster* with fewer Hit Dice than your character — but never on humanoid PCs. The latter obey only if they feel they should, in their own interest or personal safety.

Taking Over Subordinates

This ability can be used only once a day, by succeeding a Charisma Check. Roll 1d20. If you roll equal to or less than your character's Charisma, the subordinate decides it is "safer" to join your character. If you roll higher, the creature giggles, cracks a few jokes, and walks away minding its own business (if it was in a good mood).

Once the Charisma Check succeeds, the subordinate becomes a permanent retainer in your service. If the Charisma Check fails and the subordinate is an NPC (1st level or higher), he will never again be affected by your character. Instead, he becomes a rival (fails all further Reaction Checks).

Your character can try to take over more than one humanoid *Normal Monster* in one attempt. However, the Charisma Check is penalized −1 per group of ten subordinates. For example, an orc chief could try to take over 25 orcs in one attempt, but with a −3 penalty to his Charisma Check.

Command Limitations

The total number of retainers you may keep under your control is limited. At 1st level, you can have only up to 2 HD of retainers; 5 HD at 2nd level, and 10 HD at 3rd level.

The command ability affects an extra 10 HD for each subsequent experience level the humanoid character gains thereafter. Kobold HD are counted as full HD; the HD modifier such as the goblins' or hobgoblins' should be ignored here.

Example: *A 9th-level kobold could keep 78 normal kobolds (at one HD each) under his command, while a 9th-level troll would retain only 13 normal trolls (6 HD each).*

When taking over retainers, make sure you keep a list of these forces and their total HD, as well as your Command Limitation. Extra details such as their general armament and armor could be useful as well. These retainers can fight individually according to the circumstances, or in a group using the War Machine or BATTLESYSTEM™ rules.

Length of Service

Retainers remain in your service until you dismiss them from your ranks or another chief manages to take them over in your absence. You will have to deal with the impudent chief yourself.

Retainers are subject to regular Morale rules. Those who run away are deserters and will not return if given a chance. Not punishing captured deserters causes your retainers' Morale and your character's Charisma to immediately drop 1 point until the culprits are appropriately dealt with.

Other Chiefs' Retainers

It will happen often enough that potential subordinates are already under another chief's command. Taking over these retainers is more difficult if the other chief is of a higher level than your character.

Penalize your Charisma Check −1 per level of difference between your character and the other chief. Retainers cannot be taken over when in presence of their chief.

Controlling Another Chief

At higher levels, wiser humanoids avoid taking control over weaklings personally. Instead, they go for the minor chiefs in the tribe.

If your character takes over another chief, you may control his retainers indirectly. In other words, you can order him to command his retainers as you wish. The subordinate chief's retainers do not count toward your maximum Command Limitation.

Commanding Example

A band of human adventurers broke into the tribal cavern and stole the treasured idol. Human adventurers often turn out to be hideous, scary monsters loaded with impenetrable armor, devastating weapons, and — worst of all — dreaded magical spells. In other words, this is a state of tribal emergency!

The tribal chief sends you, poor devil, to ambush the fearsome intruders, an obviously perilous task. You decide to substantially increase your "striking potential" and use your ability to order nearby goblins to come along. Their present master, another chieftain, is busy elsewhere.

You are a 3rd-level goblin with a 15 Charisma. There are 12 normal goblins, all retainers of the chieftain (a 5th-level goblin). You need a score of 11 or less to take over these troops.

Assume you rolled a 10. Because of your Command limitation, the ten closest goblins join your war band, while the two others scurry away to safety! You also have a new enemy in the person of the disgruntled chieftain. Of course, he could come back later and retake possession of his former retainers, unless you deal with him before then.

Command Modifiers

Depending on the retainer's tribe or race, a Command attempt may be harder to succeed. Use the following guidelines. Penalize your Command attempt 1 point for each of the following:

- Subordinate belongs to another horde
- Subordinate belongs to another tribe
- Subordinate's horde or tribe is at war against your horde or tribe

If you are a pariah (in your own tribe), your Command attempts are penalized another 2 points, until you form your own clan (see *Tribal Standing*, page 38 in this chapter).

If you have achieved Name Level (*Conqueror*, 8th level or higher), your Command attempts gain a permanent bonus of 2.

The subordinate's race also affects a commanding attempt. The chart below indicates which races have been traditionally more tolerant of others. Subtract the indicated modifiers from your Command attempts.

Example: *Urgath the Orc is a pariah. He attempts to take over a rebellious ogre of another tribe. His Command attempt is penalized −7, plus any other Charisma Adjustments. His Charisma is 15. Urgath thus needs a 9 or less to succeed his attempt.*

Racial Tolerance Table

Commander's Race	Subordinates' Races: Kobold	Goblin	Orc	Hobgoblin	Gnoll	Bugbear	Ogre	Troll
Kobold	—	−3	−1	−2	−1	−2	−2	−1
Goblin	−3	—	−2	−1	−2	−1	−1	−2
Orc	−1	−2	—	−3	−1	−2	−2	−1
Hobgoblin	−2	−1	−3	—	−2	−1	−1	−2
Gnoll	−1	−2	−1	−2	—	−3	−2	−1
Bugbear	−2	−1	−2	−1	−3	—	−1	−2
Ogre	−2	−1	−2	−1	−2	−1	—	−3
Troll	−1	−2	−1	−2	−1	−2	−3	—

Skills (Optional)

Your character may have *skills* related to various professions existing in the humanoid background. Some of the skills may be similar to other conventional D&D® game classes, but since the humanoids do not have character classes, this should not cause major problems in a humanoid based campaign. This is an optional addition to the D&D® game rules, subject to your DM's approval.

Initial Skills

Humanoid characters at *Normal Monster* level start with four skills. As you would do for languages, apply your character's Intelligence bonus to acquire extra skills. For example, a 13 Intelligence kobold would have one extra skill; a 16 Intelligence goblin would have two extra skills, for a total of four. A troll with an Intelligence of 5 would have only two skill choices.

Only humanoid characters at *Normal Monster* level or higher can have skills. Characters starting as whelps, youngsters, or teenagers are still learning those skills, and therefore cannot use them effectively — at least in game terms. These initial skills must be chosen at the moment the character is created.

How Skills Are Used

Skills are based on one of your character's Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma).

Whenever the skill is needed, your DM will ask you to make an Ability Check. Roll a d20 under the indicated Ability Score. If you roll equal or less, the check succeeds. A roll of 20 *always* fails. A roll of 1 does *not* always insure success: if the task is incredibly difficult to accomplish, perhaps a second 1 would be needed for success.

Example: *Urgath the Orc has the* Sound Imitation *skill. Hiding in the bushes, he tries to imitate wild boar grunts to fool a squad of human fighters. If his Dexterity Check succeeds, the fighters decide it is safer to stay away from these trembling bushes. If the check fails, the fighters suspect something and start beating the bushes.*

Had the fighters been elves or experienced hunters, the check could have been penalized one or two points. If Urgath had tried to imitate a roaring monster, two consecutive scores of 1 would be needed, considering the extraordinarily slim chances of success!

Some of your character's Abilities may vary for different reasons over the course of his career. This should affect your character's skills as well. For example, if your character loses a point of Dexterity due to some horrible accident, his Ledge Hopping skill also drops a point. This should work both ways.

Improving Skills

Your character can improve his skills if desired. In this case, the chances to use an improved skill would be higher than the Ability on which it is based. To improve a skill, your character must "trade in" one of his extra skill choices. Each skill choice traded in gives your character a permanent +1 to another skill.

Example: *Urgath the Orc has a 13 Dexterity. He wishes to be a superior* Sound Imitator. *Two skill choices are traded in to improve his Sound Imitation. Urgath now needs a 15 or less to succeed a* Sound Imitation *attempt.*

Learning More Skills

During his career, your character may gain more skills or improve some of those he already has.

All characters get a new skill choice every four experience levels. A *Normal Monster* has four initial skills: at level 4, he gains an extra skill choice, at level 8, he gains another skill choice, and so on.

Learning more skills takes time. At 1st level, you should indicate to your DM what new skill your character starts studying. Your character gains the skill when he reaches the appropriate level. At that time, he must once again indicate to the DM what next skill he begins to learn, and so forth.

A new skill can be studied only if someone with that skill exists in your character's tribe and consents to teach it to your character. Otherwise, your character will have to go on a quest to find "he-who-knows" outside the tribe.

The quest must be accomplished before reaching the next experience level or your character will have a permanent −1 modifier to his next skill choice. This penalty increases for each level of delay.

If your character still hasn't found a teacher by the time he reaches the level at which he should gain the new skill, that skill choice is then lost. Wise players will keep a list of those rare NPCs who might have something valuable to teach them later on. This sort of information can be worth treasure!

Example: *Urgath the Orc is 1st level. He wants to learn* Martial Arts. *Unfortunately, this skill does not exist in his tribe.*

He decides to leave on a quest to find the skill. He is 3rd level when he finds a teacher. At 5th level, Urgath gains his Martial Arts *skill, but with a permanent −2 modifier.*

If Urgath had changed his mind before reaching 3rd level, and studied Outdoor Stealth *from his uncle, he would then have only a −1 modifier to his skill.*

Penalties to a skill, no matter how heavy, can be removed completely by trading in one skill choice. By trading in one more skill choice, the skill can then be improved as explained in the *Improving Skills* section.

Skills for Other Races

Many skills described in this book may be usable by other races. However, it is recommended that the skills imitating specific character class abilities be avoided with conventional D&D® game characters.

For example, a *Hide in Shadows* skill is acceptable in a purely humanoid based campaign. Since humanoids do not have character classes, this ability would not be available at all. In a normal campaign however, this skill should remain a Thief's specialty.

Traditional Humanoid Skills

Some of the skills are tribal knowledge, jealously kept secret. Depending on the humanoid race you chose for your character, some skills may not always be available. A secret skill could be taught to another tribe's humanoid only as a great reward, or as a token of respect for a heroic humanoid king. These secret skills are listed below and described later in this chapter.

Bugbear: *Fighting Frenzy (Co)*
Gnoll: *Bravery (Wi)*
Goblin: *Monster Empathy (Wi)*
Hobgoblin: *Alertness (Dx)*
Kobold: *Escape Artist (Dx)*
Ogre: *Muscle (St)*
Common Orc: *Endurance (In)*
Red Orc: *Outdoor Stealth (Dx)*
Yellow Orc: *Martial Arts (Dx)*
Troll: *Sleeping (Co), Drinking (Co)*

Similarly, many other skills simply do not exist in the humanoid culture. These are the skills that are normally found in highly developed civilizations, such as poetry, dance, entertainment (and generally all forms of art), philosophy, law, alchemy, medicine (and other intellectual or scientific skills), farming, fishing, papermaking, apiculture (and most agricultural skills), swimming, navigating (and all aquatic skills), raising and handling horses (and basically anything that could be perceived as an elven skill), and so on.

Skills and Your Character Sheet

Your skills can be recorded on your character sheet. Find a blank spot on the sheet and recopy your chosen skills. Next to each skill, add the Ability Score needed to succeed the Ability Check, plus any modifiers.

Example: *Urgath the Orc (St 15, In 7, Wi 9, Dx 11, Co 14, Ch 12) has the following skills near the end of his career:*

Brawling (St): 15 (+1)
Literacy (In): 7
Mysticism (Wi): 9
Noise Imitation (Dx): 11 (+2)
Outdoor Stealth (Dx): 11 (-1)
Endurance (Co): 14
Bawling (Ch): 12 (+1)

Skills and the DM

It's your DM's responsibility to make sure that Skill Checks aren't abused to achieve results inappropriate to the skill. Your DM may also reward you for using your skills in a clever manner, or in a way to enhance good role-play.

It is your DM who decides when it is necessary to make a Skill Check, and also what the effects will be.

Example: *Urgath the Orc tries to use his* Brawling *skill to intimidate a multi-HD fire-breathing dragon, so he and his comrades can get out safely. Your DM can ignore such a silly request, since the dragon will get furious for such a lack of diplomacy. Your DM may instead remind the player of his character's* Servility *skill. Urgath could use the latter to beg for his party's survival!*

Skill Checks should be made only at critical points of an adventure. For example, tracking a party in soft terrain can be done automatically by someone with that skill. The Skill Check should be done only when a chance of error occurs, not every 100 feet.

Similarly, there are many very simple tasks that can be performed successfully without rolling the dice. For example, a brewer does not have to make a Skill Check every time he attempts to make a beverage. He does not "forget" brewery from one year to another.

However, if he had to brew a more sophisticated beverage, a Skill Check should be required. The extent of the die roll failure or success may give an indication of the mediocrity or quality of the final result.

Positive and Negative Modifiers: Depending on the circumstances under which your character uses a skill, your DM can reduce or increase your chances of success.

Example: *Urgath the Orc (In 11), has a* Tribal Culture *Skill. To identify what horde an arrow belongs to, he needs an 11 or less. However, he discovered an ancient symbol in a forgotten cavern. Your DM decides to penalize the Skill Check −2 points to reflect the difficulty of the task. Urgath now needs a 9 or less to identify the symbol.*

Time Use: Your DM decides how long each task takes to be accomplished. Hopping from one cavern ledge to another is nearly instantaneous. *War Machine Engineering* takes weeks if not months, depending on the size of the war machine being built and raw materials available. An Engineering Check does not mean the war machine is built all of sudden.

Final Note: Do not argue with your DM. Making suggestions about something he may have overlooked is fine, but his judgment is always final. If you have a problem, talk to your DM after the game session, and explain your views calmly. If there was an error on either side, perhaps this will ensure it will not occur again.

Many of the skills, especially Charisma-based skills, are for use on NPCs only. Skills like *Bawling* or *Servility*, for example, can influence only an NPC's reasoning.

Make sure skills aren't abused. A character with *Armorer* skill, for example, shouldn't be allowed to provide free armor to all in the party. Time, money, or adventures are needed to acquire needed materials and build the items. Always remember that skills shouldn't be used foolishly — your DM will penalize your character for this. Similarly, he will reward you if you use your skills cleverly and appropriately to the role-playing context.

Skill Descriptions

This section describes some of the skills available to humanoid characters at the start of the game. Your DM may add more skills as the campaign progresses.

Strength Skills

Brawling: This skill allows you to fight crowds using furniture pieces, knocking attackers off-balance, swinging down chandeliers, and so on. Brawling damage is *not* lethal, it just knocks victims unconscious when reaching 0 hp.

A successful check allows you to double damage for each +1 in Strength bonus your character has. Damage is spread among attackers in the same group, up to ten attackers.

Intimidate: A talent for bullying people into doing what you want them to do. A successful check means that an NPC with fewer HD obeys. This skill is the same as *Bawling (Ch)*, except it is based on Strength.

NPCs with the same or better HD (levels for humans or demi-humans) may ignore a successful check if they succeed a Morale Check (as described in the rules for monsters), or a *Bravery* Check (q.v.) for PCs, humans and demi-humans.

This skill also adds a bonus of +1 to Commanding attempts (see *Commanding Troops* in this chapter). Further improvements of this skill also increase the Commanding bonus.

Muscle: Knowledge and experience of heavy lifting and heavy labor. Your character knows how to direct slaves or laborers to make their work most effective, and understands simple concepts like wedges, pulleys, and levers. Your character gains a +2 for difficult tasks such as bending bars or smashing through doors and walls.

Intelligence Skills

Craftsman: Choose one type of craft (armorer, blacksmith, bowyer, brewer, carpenter, leatherworker/tanner, miner, potter, smelter, weaponsmith, etc.)

Knowledge: Choose one field of study (knowledge of fungi, homeland terrain, a foreign land, a foreign language, literacy, monster lore, non-tribal culture, tribal culture, etc.)

Artillery: Allows your character to understand the use of artillery pieces. A successful check gives a +2 to hit with such weapons.

Fire-building: The ability to start a fire without the usual tinder box. A Skill Check (with some penalty) is needed in case of adverse conditions, such as winds or wet wood.

Mapping: Your character does not necessarily know how to read and write, but he is capable of understanding and making maps. A check is needed for complicated three-dimensional layouts, or to map an area by memory.

Orientation: (or *Caving*) Best used underground, when moving on long distances. It prevents becoming lost when exploring caverns, tunnels, and underground rivers. Orientation in a maze, or outdoors with an overcast sky requires a Skill Check.

Signaling: Allows your character to leave messages that can be understood only by another *Signaling* specialist. For example, inoffensive looking stacks of stones and branches can be left on a trail to warn friendly followers of an impending danger.

Simple messages can get across this way, like: "army arriving from north", "camp here", or "go back to village". Communication is also possible with war drums, smoke signs, or Sound Imitation at close range.

Each tribe has its own language. Each foreign signaling language is a separate skill.

Snares: Building traps to capture animals, monsters, or unwanted visitors. A successful check means the trap functions properly.

Stone Engineering: Best used underground, it allows your character to understand the complexities of underground mining and stone constructions. A stone engineer can direct slaves or laborers in large building or tunneling operations.

Survival: Your character can find food, shelter, and water in territories of his homeland or similar terrain (useful underground). A successful check means you have provided enough for several companions (fungi, roots, berries, bark, grubs, small game, etc.). Another skill choice is needed to learn survival in a different terrain type.

Tactics: The ability to use troops in the best way possible. A successful check means your DM will modify the outcome of a confrontation in a reasonable way.

Tracking: Your character can follow a fugitive or a group of creatures or NPCs. The DM is free to increase or penalize chances of success depending on the circumstances (age of tracks, type of terrain, number of fugitives, etc.) Humanoid tracking works best underground.

War Machine Engineering: Your character knows how to maneuver a war machine and use its weapons. You can command a war machine crew to obtain the best use of the machine's potential. Add +1 to Morale of the war machine's crew.

DUH LEGION'S GUIDE TO FUNGI

Foodshroom — dis be food, as small as gramp's toe, or as big as a goblin's belly. Duh foot be sickly grey, with small buboes, duh trunk green, an' duh hat mud-brown. Groze ennywhere, 'specially on dead an' rottin' thingz. Old Foodshroms also come with fat, lumpy wormz.

Badshroom — dis be no food. Dis be bad, real bad, cuz goblins fall sick fer dayz, an' ogres get crabby. Foot sickly green, with small buboes, duh trunk be sickly grey, an' duh hat mud- brown with small black dots. Groze ennywhere, with Foodshrooms

Futpuff — good fer findin' duh enemiz. Goes PUFF! when walked on. Dis be really smelly too (should plug snout). Looks like small green blobs with purple spots all over. Dis be as big as a kobold's foot an' can be heard a spearz throw away in duh cavern.

Rokstelk — reel' hard carpet of tiny shroomz dat groze onta rusty thingz. Dis formz thin crust above whot it be growin' on, an' keepz it in a solid rock grave forever. Great fer hidin' thingz. Groze as big as whotz rusty underneath, in less than a moon.

Fireshroom — dis be shroom dat looks like dead branchz. It be ugly sun color, with red an' purple shades. Groze near lava, or hot places. Fireshroom be catching fire quick, when rubbed, or stomped. Used on arrowz to burn down enemiz fortz.

Rustlemoss — blue-grey thingz dat groze onta side of duh Biggiz. Dey be used to heal woundz, an' some diseazes. Shamans an' wiccaz pay good for Rustlemoss. Dis be as big as a koboldz grubby paw, and groze reel high onta Biggiz trunks. Smellz like rotten eggs.

Darksnap — dis be reel bad. It be enny color, an' groze on dirty walls, or on old Biggiz. Dis be taking duh color of where it stayz. It can move slow, and bite quick. A small Darksnap can bite off a finger, a gran'daddy Darksnap can gobble a troll. Smellz like Rustlemoss.

Oozeshroom — grey thingz dat grow ennywhere. When hit, oozes black, slippery goop, like oil. Great for mock combatz. Groze enny size, an' shape. Can be sculped into statues, and arrows, or used in construchonz. Dried sap makes strong glue too.

Gooberry — groze onta cavern ceilin'. It be swingin' at duh end of hairy stalks. When all be quiet, stalks get longer, allowing Gooberry to stick on bugs, then it be zippin' up to ceilin' again. Reel big Gooberry can catch a goblin. Gooberry make good food, insects an' preyz too.

Ubgar's Cup — big, red shroom dat groze in dry, mizerable places. Itz large cup recoverz water, an' nectar to attract insect swarmz. Cup can contain up to three ogres. When punktured, cup drips sweet, drinkable water. Watch out fer insect swarmz.

Weepin' Fungi — dis be big shroom dat groze onta mud. Branchz hang down, makin' great places to hide an' ambush enemiz. Weepin' Fungi attracts monsters. Great fer huntin'. Watch out fer monsterz in duh branchz too. Branchz make good bowz, an' arrowz.

Biggiz — huge shroom dat groz near riverz, as tall as ten ogres, an' as wide as a purple worm. Comes in enny color. Trunk be bare, an' very wide hat coverz duh top. Trunk be hollow, very light, an' often used in construchonz.

Wisdom Skills

Animal Training: Choose a particular animal. Your character knows how to raise, train, and care for this type of animal. The animal can be taught some very simple tricks, or to obey simple orders.

Bravery: This allows your character to resist the effects of any magical fear. An NPC could also escape the effects of Morale (see D&D® Basic Rules on Morale).

Cooking: Your character is capable of cooking many different types of food for up to a regiment of hungry humanoids. Inedible foods can be prepared to make them digestible and presentable to humanoid tastes.

Executioner: The sinister ability to make a prisoner talk, or scare him enough to cause the same. A successful check can be ignored if the victim succeeds a Morale Check (as described in the rules) or a *Bravery* roll for PCs, humans, and demi-humans.

Healing: Your character knows some tribal medicinal secret that helps to heal wounds. You can reduce further loss in hp for a companion under 0 hp, to 1 point a day. You can heal someone at 0 hp or above, at the rate of 1 hp a day. A check is needed to heal natural diseases (tribal medicine is useless against magical diseases).

Instinct: The aptitude of sensing danger or odd situations. A successful check means you detected an imminent danger, magical or physical, directed at you. You do not know the nature nor the source of the danger.

Monster Empathy: Choose a particular type of monster. The ability to sense and communicate basic feelings with a monster, within 100 feet. A check is needed for each attempt, and penalized for each HD of difference between the character and the monster (if the monster is the tougher of the two).

Monster Training: Choose a particular monster. Your character knows how to raise, train, and care for this type of monster. A check is needed every time the monster is used for any significant purpose, with a penalty to the check of −1 per HD of difference between the trainer and its monster (if the monster is tougher than its trainer). The monster must have animal intelligence (no less, no more) and can be taught some simple tricks, or to obey simple orders.

Mysticism: Your character instinctively knows the best course of action to follow to please the Immortals, or to avoid being the victim of a curse. A successful check, for example, means that your character recognized an idol dedicated to an Immortal patron, and decided not to desecrate it.

Teaching: The ability to teach a skill most efficiently. A successful check means the apprentice learns the skill with a permanent +1 modifier, as long as his final skill score remains at best equal to his teacher's.

Dexterity Skills

Alertness: Allows your character to draw a weapon without losing time, or to avoid the effects of surprise. A successful check means your character gains first attack on a foe or wakes up at the slightest, odd noise.

Blind Shooting: The ability to shoot at a target without seeing it (infravision has a limited range after all!) Your character must be able to hear the target so its position can be evaluated. A Hit Roll is needed to hit the target, but without the normal penalties due to darkness.

This skill is best used with a light crossbow. Other weapons (bows, daggers, hand axes, artillery, stones, etc.) require a Skill Check, some with varying penalties. Can be used in conjunction with *Hear Noise* skill.

Climbing: Can be used to climb mountain terrain with appropriate gear. A check is needed to climb more dangerous surfaces, with penalties varying with the degree of difficulty.

Escape Artist: Your character has a chance of getting loose when tied or locked up. A successful check means your character managed to get rid of his ropes. Another roll is needed to open a locked door. Actually getting away from the location of an imprisonment should be role-played.

Find Traps: The ability to detect traps after observing a corridor or a room. A failed check means none of the traps are discovered. The extent of the success indicates how many traps could have been found. Another check is needed to set or disarm each trap.

Hear Noise: The aptitude of perceiving faint noises, or some detail among a multitude of different sounds, knowing their source and nature. A successful check means you can tell approximately how many troops are approaching, if some have armor, mounts, war machines, and how far away they are. An extra check with a penalty is needed to determine the tribe. This skill improves *Blind Shooting* THACO by +1.

Hide in Shadows: As the Thief's ability. Either make a Skill Check, or use the ability as a Thief of the same Experience Level (up to your DM).

Ledge Hopping: Common in underground settings. Lets your character safely hop from one rocky ledge to another within 6 feet, and with reasonable encumbrance. The skill also enables your character to find the safest, most stable ledge on your path. Circumstances may require a check.

Martial Arts: Choose one style.

Offensive: Allows a PC to add Strength bonuses to open hand or natural attacks. A successful check doubles damage (bonus not included).

Defensive: Permanently improves AC by one, and allows a check to dodge nonmagical projectiles.

Weapon Mastery: The humanoid becomes *skilled* with a specific weapon, as described in the D&D® Masters Players' Book, under *Weapon Mastery* (page 16-17). A skill choice must be traded in for each subsequent Weapon Mastery Level.

Move Silently: As the Thief's ability. Either make a Skill Check, or use the ability as a Thief of the same Experience Level (up to your DM).

Outdoor Stealth: Similar to the Thief's Hide in Shadows ability, except it may be used outdoors in full daylight (choose a terrain: caverns, grassy plains or hills, broken terrain, or city streets for Oenkmar humanoids).

Riding Monster: The aptitude of riding a monster trained for that purpose. Choose a specific monster. Goblins get an innate +1 for riding dire wolves.

Rope Use: The aptitude of making knots and nets. A check is required to throw a net, a lasso, or a grapple to get a solid hold on an object or creature.

Odor Scenting: Your character has the ability to identify smells and their source. A check is needed for faint smells. This skill improves *Tracking* and *Blind Shooting* by +1.

Sound Imitation: Your character can emulate animal or monster noises to deceive someone. It can be used to communicate at short range without being noticed when used with *Signaling*.

Constitution Skills

Endurance: The ability to perform a task for long periods of time. A successful check means your character is able to run for an hour without collapsing. A check is needed for each hour a similarly demanding task is accomplished, with a penalty of −1 for each extra hour. Your character then needs three times the length of his performance to recover from exhaustion.

Drinking: A talent for absorbing exceedingly large quantities of alcoholic beverages without being affected. The first failure means your character is drunk; at the second, he collapses.

Fighting Frenzy: The ability to keep on fighting after being reduced to 0 hp or less. A check is needed for each round of fighting beyond 0 hp. Your character collapses when the check fails or when the combat ends.

Sleeping: A habit for being capable of sleeping through anything! A successful check means your character manages to sleep through a brawl or a battle. A useful skill for shamans in need of meditation and rest.

Slow Respiration: A successful check means your character survives in a reduced space after a cavern exit collapses. A check is needed for each day of imprisonment, with a penalty of −1 for each day. The same could be applied to water, with a penalty of −1 for each minute of immersion. A failed roll means the character suffocates and dies.

Charisma Skills

Bawling: Similar to *Intimidating*. A shouting and verbal abuse contest to bully people into doing what you want them to do. A successful check means that an NPC with fewer HD obeys.

NPCs with the same or better HD (levels for humans or demi-humans) may ignore a successful check if they succeed a Morale Check (as described in the rules for monsters), or a *Bravery* Check for PCs, humans, and demi-humans.

This skill also adds a bonus of +1 to Commanding attempts (see *Commanding Troops* in this chapter). Further improvements of this skill also increase the Commanding bonus.

Gambling: A talent for most games involving bets. A successful check means your DM will increase your winning chances in a reasonable way.

Servility: An aptitude for groveling and appearing so pitiful that a victimizer or a foe might leave your character alone, or spare his life for an extra day. With a successful check and a reasonable penalty, the tormentor might even let you go (but not the party.) This should be role-played all the way!

Singing Marches: A must for some horde leaders! This ability increases the Morale of your troops by +1. A successful check means the rest of the troop start singing, too, reducing the enemy's Morale by −1!

Drinking songs enter this category. A successful check means your character gains a bonus to Reaction Checks.

Storyteller: An ability to captivate an audience when telling stories. It is also the main ability of the tribal sages versed in Humanoid History. Tribal culture is not written but transmitted through the generations by word of mouth.

Humanoid Languages

Humanoids speak a dialect specific to their tribe. There is no such thing as an "orcish" or "trollish" tongue. A goblin of a Hyborian tribe does not necessarily speak like a goblin nomad of the Ethengarian Steppes.

Since King Thar's crowning, all the humanoids of the Broken Lands also speak the Common Tharian Language, a military jargon used by all troops serving under King Thar's chieftains. This does *not* count as an extra foreign language when rolling up a new character.

When encountering another tribe of the same race that is unfamiliar with Common Tharian, roll 1d6. An even score means the two dialects are similar enough for both parties to understand each other. They are otherwise unintelligible. As the campaign progresses keep a list of the dialects your character understands.

Aside from these dialects, your character may know different languages (such as Traladaran, Glantrian, or Ylari). These should be acquired only by spending an extra Skill Choice. Intelligence bonuses should not entitle your character to start the game with extra languages, unless your DM authorizes it.

Your Character's Background

It is now time to find your character's tribe. If you are thinking of playing a game involving a tribal campaign setting, this will be of importance. Otherwise, ignore this section — your character is a "wandering monster", a tribeless outcast seeking fortune. Your DM has all the information on how to role-play characters belonging to specific tribes.

Your Tribe

PCs may belong to the same tribe despite racial differences, but this never is an obligation. This campaign setting is flexible enough to allow characters of different tribes in the same party. It is, however, recommended that different races belong to different clans. Note that 1-10 clans usually form a horde. Clans bear the name of their chieftain.

Simply pick the tribe you want for your character. There are ten tribes in the Broken Lands, and a multitude of others in neighboring regions. Broken Lands tribes are described earlier in this booklet (see page 4-13).

Your Horde

Once you know your tribe, roll a d20. If you score a 1, your character belongs to the tribal chief's horde. These hordes are listed below for your convenience. If you score anything else, consult the *Minor Hordes Chart* that follows next.

1. **Yellow Eyes**
2. **Wolf Riders**
3. **Night Bringers**
4. **Killer Claws**
5. **Bone Crushers**
6. **Skull Smashers**
7. **Drippin' Blades**
8. **Black Moons**
9. **Grim Rippers**
10. **Storm Raiders**

If your character does not belong to a major horde, roll the dice indicated in the chart below to find a horde. Your DM will provide background detail needed to role-play your character.

Minor Hordes Generation Chart

d20	Broken Landers	d20	Outsiders
1	Night Slashers	1	Deathmongers
2	Heart Rippers	2	Blood Grizzlies
3	Black Axes	3	Hill Striders
4	Hell Raiders	4	Night Crawlers
5	Skinheads	5	Hounds of War
6	Storm Rovers	6	Rambling Cavers
7	Cave Scourges	7	Fire Spears
8	Hide Grinders	8	Broken Shield
9	Havoc Bringers	9	Devil Swines
10	Elf Slayers	10	Shadow Blades
11	Black Thugs	11	Cave Marauders
12	Winds of Death	12	Hell Hounds
13	Blood Thorns	13	Sabre Punks
14	Howlin' Dogs	14	Dwarf Smashers
15	Night Stalkers	15	Tunnel Creepers
16	Vile Runes	16	Bloody Hands
17	Evil Eyes	17	Leprous Heads
18	Rottin' Hands	18	Halfling Rippers
19	Leg Breakers	19	Death Drifters
20	Flesh Renders	20	Hook Flayers

This list is not exhaustive; many other hordes exist in the Known World. Assume you belong to a clan of your race. If you are an outsider, your DM will come up with your tribal background.

Your Tribal Standing

Next, find your character's position in the horde. Family is less important in a humanoid society than in a human or demi-human environment. What really matters is whose follower you are. You may be treated differently in the horde, depending on who your master is.

To find your Tribal Standing, roll 1d20 and add your **unmodified*** Strength and Constitution Ability Scores. Subtract your **unmodified*** Intelligence and Wisdom Ability Scores, and consult the chart on page 40.

*Remove all Racial Ability Modifiers to find unmodified Ability Scores.

01(-): Master is a Shaman or Wicca
02-05: Pariah (no Master)
06-20: Master is a minor Chieftain
21-30: Master is a major Chieftain
31(+): Master is the Horde Chief

Tribal Standing Definitions

Shaman or Wicca's Retainer: You are one of the horde shaman or wicca's follower. If your Wisdom is higher than your Intelligence score, your master is the Shaman, otherwise, it is the Wicca.

Your master does not judge his retainers' value on their strength or health but rather according to mystical reasons only he understands. Your master is a feared individual in the horde, even though he may not be a chieftain. You are therefore often treated with respect, but no one really feels comfortable in your presence. Rumor has it that your master can influence some of the horde's chieftains, if not the chief (provided your master isn't the chief himself).

You are excused from all hunting or other duties, unless your master sends you. You spend most of your time caring for his needs and assisting him in his rituals. You own 3d6 gp to start with, and a few obscure fetiches. Your master may teach you some odd Skills as a reward for services. Roll once at +2 on the *Weapon Defects Table*, inside front cover, for each of your weapons.

If you stay with him long enough and learn his craft, you are the one with the greatest chances to replace him after he passes away. Your DM has all details about shamans and wiccas.

Pariah: Your character has no master, and is shunned by all in the tribe. When joining humanoid adventurers, they will trust your help, but will not show any kindness. Some friendship may develop as you get to know each other, but it will never be shown openly anywhere close to the horde.

You can count only on yourself for food or shelter. You may remain with the horde as long as you do not interfere with its day to day business. You are positively malnourished (−1 to fitness — see *Appearance* earlier in this chapter), and you are definitely dirt poor (2d6 gp starting treasure). The horde will share neither loot nor food with your character. The quality of your weapons, if any, is up to your DM.

Minor Chieftain's Retainer: Your master commands a clan of undisciplined, ill-trained, poorly-armed, and not so bold tribesmen. You and the others of the clan are treated with contempt by the more powerful and better trained clans. Yes, every army in the world needs this breed of fighters: the *grunts*!

When present at the horde, you often are "volunteered" for patrol missions, guard assignments, kitchen police, and other fatigue duties.

Your master has neither the clout nor the notoriety of some of the other chieftains. Because of this, little loot and few war prizes are shared with your clan. You start with some treasure (4d6 gp). You do not personally own any weapons. The horde provides weapons and armor in case of a war (and takes them back afterward). Roll twice at +2 on the *Weapons Defect Table*, inside front cover, for each of your weapons.

Major Chieftain's Retainer: Your master commands one of the more efficient clans in the horde, and rumor has it that he can influence other chieftains, too. He is a ruthless, cruel, but heroic warrior in good standing with the horde chief.

Tribesmen of your clan are considered veteran fighters. Physically stronger and more aggressive, they are often chosen for hunting missions. Your clan is one of the major food suppliers for the horde.

You are reasonably fed (+1 to fitness — see *Appearance* earlier in this chapter). You haven't much to do after hunting missions — other than bullying the *grunts*, of course. Your starting treasure: 5d6 gp, 1d6 worthless baubles. Roll twice on the *Weapon Defects Table*, inside front cover, for each of your weapons.

Horde Chief's Retainer: Your master is no other than the horde chief. He is the one who controls your village (and perhaps even the tribe itself). He decides when to move elsewhere or start a war. He is definitely the toughest, meanest, and ugliest of them all.

The tribesmen of your clan are chosen from among those rumored to be the best in the horde. The older often function as minor leaders during raids. You are the elite corps: no hunting missions or kitchen duty for you. At the horde, you spend your time eating, training, bullying the *grunts*, spying on rival hordes, bullying the *grunts* again, guarding the chief, eating again, raiding human settlements, and bullying the *grunts*.

When hunting parties return, you get first choice on the food — after the chief, of course. You are obviously well fed (+2 to fitness — see *Appearance* earlier in this chapter). At the end of raids, your clan also gets first pickings on loot, weapons, and armor.

Your starting treasure: 6d6 gp, a bagful of worthless trinkets, and 1d4-1 pieces of armor chosen at random (see *Equipping Your Character*, page 41). Roll once on the *Weapon Defects Table*, inside front cover, for each of your weapons.

Naming Your Character

As usual, you need a name for your character. Common humanoid names sound very harsh and guttural, even to the point of being caricatural. Depending on the cultural background of your horde, you may want to use different names than the common humanoid ones.

For example, a character from the Yellow Orkian Tribe could be named *Ulaan-Uluk*, as would perhaps seem more appropriate to an Ethengarian background.

The various ethnic backgrounds for Broken Lands names are given below for your convenience. Feel free to choose a name from these lists, or inspire yourself to invent one in the general style of the tribe.

Common Humanoid Names

These are suggested for Orcus Rex, High Gobliny, Kol, and Bugburbian Tribes.

They are the most guttural and common names used among the humanoid tribes. Anything that sounds crude will do:

Angmar, Argh, Arkah, Augh, Bangrah, Bruun, Caasz, Cungk, Darg, Derk, Dguul, Droom, Eaark, Elokr, Fkuul, Fotrn, Frachk, Garlak, Gorgar, Gorguul, Gork, Gurgh, Gynk, Hartl, Harak, Herlk, Hirrah, Hoorl, Hotrachk, Hoygh, Huh, Huzzk, Iirk, Karaash, K'blam, Khizzk, Kirrl, Khorguul, Kruumz, K'thomm, Kurun, Loark, Marukk, Morguul, Nyarh, Oinksn'rt, Ongah, Oorgar, Oynksn'ff, Rahann, Raorr, Rhinng, Rhuun, Rhyshk, Roaarh, Roorh, Saark, Sohrguul, Sorgh, Tarak, Tawar, Tompff, Truohl, Urgh, Ungh, V'tamm, Waarph, Whorff, Wogar, Wunggah, Zar, Zoarh.

Males and females use the same names. Very often, humanoids add a nickname that is reminiscent of one of their physical attributes, a particular behavior, or something they did. Red Orc names (see next entry), horde names, or even level titles are good examples of common humanoid nicknames.

For example: *Zaar-Crooked-Legs, Whorff-Flat-Snout, Raorr-One-Tooth, Karaash-Shield-Basher, Tarak-Elf-Ripper, K'thomm-Cliff-Hanger, Argh-No-Fingers, Tawar the Worrier, or Eeark the Shabby.*

Atruaghin Origins

These names are more commonly used by Red Orcland hordes. Red orcs are usually named according to circumstances at their birth. They sound more like American Indian names, although cruder and certainly grosser as befits orcs:

Bag-Cheek, Bone-Fist, Black-Blood, Broken-Fang, Cave-Hop, Dirt-Ball, Double-Tongue, Fat-Pot, Flat-Skull, Flat-Foot, Flea-Bag, Fork-Chin, Gloom-Mud, Grim-Claw, Gut-Worm, Hare-Snout, Iron-Butt, Little-Big-Snout, Muck-Bag, Nose-Pick, One-Eye, Ooze-Lip, Pimple-Drip, Pus-Pop, Rattle-Bone, Red-Eye, Red-Hand, Red-Stone, Rot-Finger, Scare-Belly, Scar-Snout, Sitting-Drool, Skunk-Hide, Slime-Tongue, Stale-Water, Stink-Puff, Stomp-Foot, Stutter-Bug, Two-Feathers, Wart-Bag, Wolf-Head, Wood-Hand, Yellow-Dust, Yawning-Bear, Zorn-Breath.

Red Orclanders call their tribal chief "Big Chief". These names are used indifferently for males and females.

Ethengarian Origins

These names are often found among Yellow Orkian and Hobgobland Tribes. Names with a vaguely Mongol ring to them will do fine here:

Adja, Adjumuk, Akkila, Altai, Altan, Bajan'uul, Barzoi, Bator, Bulgan, Buzuk, Chumbar, Daiga, Davasuren, Dzagad'hai, Dzubokai, Dzulagazai, Dzuunbulag, Gandgiz, Gegyai, Gogol, Gunjiz, Gurvan'char, Gyangze, Gyarduk, Hargul, Hutai, Jamsuren, Jigme, Kai, Kai'bataar, Kailar, Kazukh, Khampa, Kitar, Kublai, Lhaze, Mangpo, Mugluk, Mugul, Muludzin, Namgyal, Ngarang, Norbor, Olodzin, Oyun, Paryang, Sagyar, Sukhe, Talai, Tzeluk, Tsomo, Udbal, Ulaantar, Ulgarai, Ulmuk'hai, Urumdul, Uzuk, Wu'hai, Xigaze, Yagrai, Yarlung, Zhongbai

Yellow Orkians and Hobgolanders call their horde chiefs "Khan", and their tribal chief "Aga Khan". In a conversation, they simply add "-Khan" after the chief's name. For example, hobgoblins refer to their Aga Khan simply as "Hutai-Khan". Add an "a" or an "i" at the end of the name to indicate a female name.

Ylari Origins

These are the names of humanoids dwelling in the Emirates of Ylaruam, or those who emigrated from there. They are suggested for the South Gnollistan Tribe. These names are originally Arabic sounding, but are somewhat distorted because of the humanoid pronunciation. Asterisks indicate female names:

Aptalah, Apu, Aptul, Akmed, Aika, Alattin, Alhi, Alhia*, Khamin, Amneh*, Atziz, Kaprak, Kapip, Karun, Khater, Khalit, Khassan, Leitak*, Makmut, Mekmet, Mokamett, Muztfa, Myram*, Nachip, Nahmi*, N'ssar, Nizam, Rakit, Ratitsa*, R'zah, Shtam, Saat, Shrazat*, Sh'rff, Tshamal, Tunya*, Varah*, Varit, Varuk, Vattma*, Zimpat, Zulman, Tarik, Yzmna*, Zmurrut*.*

South Gnollistani call a horde chief "Qadi", and their tribal chief "Pasha" In a conversation, they simply add "Pasha" after a chief's name. For example, gnolls refer to their tribal chief simply as "Nizam-Pasha".

Northern Reaches Origins

These are the names of some humanoid tribes in the Northern Reaches (Ostland, Vestland, and Soderfjord), or those who emigrated from there. Asterisks indicate female names. These names are suggested for trolls of Trollhattan:

Aki, Anlaf, Anskar, Armod, Arngrim, Arnora, Asa*, Askr, Aud*, Dotta*, Einar, Bodvar, Bork, Botolf, Eldgrim, Fhorgeir, Floki, Geirmund, Gerloc*, Gilli, Gjaflaud*, Glum, Grima*, Groa*, Gudrun*, Gulmund, Guthorm, Hakon, Harek, Hauk, Herijar, Hjort, Hogni, Horik, Hrapp, Hreffna*, Hrodny*, Hrolf, Kalf, Kari, Katla, Mord, Orm, Rhora*, Rollo, Rurik, Skamkel, Strykar, Svart, Thurid*, Tosti*, Unn*, Vandrad, Vigfus, Ynvar, Yrsa*.*

Sind Origins

The Ogres of Ogremoor most often use names of Sind origins. Names vaguely reminiscent of India and surrounding regions are suggested here. Asterisks indicate female names:

Ahmadar, Ajmara, Amritsa*, Amravati*, Bandar, Barodar, Burhan, Burhani*, Chindagong, Chandra*, Dhara-Dhun, Ganjim, Ghorak, Gangha-Dhan, Howra*, Hubliah*, Impal, Indora*, Jabalhi*, Jadhka*, Jaipor, Jamigar, Jammu, Jhansir, Jherek, Jiffnir, Jingmahal, Jodhsari, Khaipur, Khuttna*, Khishnat, Krinagar, Kristna*, Krondahar, Kunjing, Ludhiana*, Mahanadar, Nagpar, Nasim, Nicopar, Panji, Patiala*, Patni, Rajan, Rajani*, Rajnagar, Rajkat, Ranchi, Reshawan, Saharana*, Sharjah*, Sinaria*, Surattar, Ujjain, Ujjaina*, Varani*, Vijay, Vishakha*, Vishtra*.*

Ogres of Ogremoor add "-Singh" at the end of their names, especially chieftains, accepted tribesmen under a major

chieftain's authority, or one who has accomplished a courageous feat. Horde chiefs call themselves "Rajah", or "Prince" for the tribal chief.

Humanoid Forms of Address

According to Thar's Code of Conduct, humanoids introducing themselves to a chief or his representative are required to mention several things. First mention your rank: King, Tribal Chief, Horde Chief, Clan Chieftain, or Khaa — "private" in Common Tharian. A pariah would rather say "Mhaa" — simply "me" in Tharian.

Then, give your name, as chosen above, followed by the horde and tribe names. Sometimes, to avoid confusion, it is customary to indicate a parental relationship, such as "son/daughter of ..."

For example: *A tribesman of an Ogremoor horde would address a tribal chief for the first time as follows: Khaa Jalan-Singh, Bone Crusher of Ogremoor, Son of Rajan-Singh.*

A orcish pariah of the Orcus Rex tribe would introduce himself as: "Mhaa Ongah-Double-Toe, Hide Grinder of Orcus Rex, Son of Raoth-Nitwit" — simply known as Ongah to his adventuring companions.

When addressing one you believe to be of equal Tribal Standing or lower, or an adventuring companion, the chosen name is sufficient. You don't address an enemy — just bash his head in!

Equipping Your Character

Depending on your DM's generosity, your character may not always be able to start with conventional adventurer's equipment. Whatever you start with will almost never be as good in quality as that of the usual human, dwarf, or elven adventurers.

The effects of bad equipment are described in this section. If your DM feels this concept is inappropriate to the campaign, simply ignore this section and go on with regular D&D® game play. These rules are totally optional and do not affect the rest of this product.

Who Gets What, and Why?

Humanoids are often badly equipped because of a lack of competent artisans, but also because of the maximum limit on humanoid intelligence. Smeltering and forging are sciences not always well understood by humanoids.

Techniques are learnt either by empirical methods, word of mouth, or by spying on another horde. These almost always are "horde secrets" not to be revealed to outsiders. Knowledge of metals has often been the cause of pointless massacres and costly wars between hordes, even within the same tribe. Whoever knows the secrets of metal holds the upper edge on the battlefield.

Weaponsmiths and armorers are rare at best, their skills are limited, and they usually prefer fighting wars and raiding human settlements, which keeps their numbers even lower. So far, stealing a good weapon has been more efficient than actually trying to make one! Humanoids' dislike for brand new, shining equipment has been one more reason why these professions have remained marginal.

There aren't shops to buy equipment from in a horde. In fact, there isn't any developed commercial structure at all within the humanoid society. Most everything is traded — treasure and money have actually little value here.

You earn whatever you can fight for. You keep whatever you can defend against envious rivals in your horde. At low level, you get hold of your equipment by scavenging battlefields, stealing equipment during raids, or attacking caravans.

Unfortunately, the horde's chiefs usually get first picking on war prizes, then the tougher tribesmen. At the bottom of the scale are the weakest (lowest level) tribesmen, the youngsters, and finally, the pariahs. They usually end up getting leftovers, old damaged equipment, and rusty weapons.

Depending on your Tribal Standing, you may start with some treasure. If your DM allows it, you may trade it in for equipment. This equipment is what you managed to pilfer during your younger years before becoming an adventurer. It is an exception — for the remainder of the campaign, you will not be able to gain equipment this way.

Remember, there are no shops in the horde. If there are any armorers, or weaponsmiths, they probably are one of the chieftain's retainers. They would not be likely to make new equipment for your character.

Your starting equipment, if any, is of poor quality, if not outright defective. The next sections describe defects and their effects on play.

Weapon Defects *(Optional)*

For purposes of trading equipment, a relative price in gold pieces and a series of defects can be determined in this section. Roll 1d20 on the following charts every time you scavenge equipment from other humanoids, battlefields, or dungeons (effects are cumulative).

Cutting, Slashing, Piercing Weapons

d20	Category	Effect	Price
1-2	No defects	—	100%
3-6	Dented blade	−1 damage	−10%
7-10	Rusty blade	−1 damage	−10%
11-14	Imbalanced	−1 to hit	−10%
15-16	Makeshift weapon	shift die	−20%
17-18	Cracked elements	break check	−10%
19-20	Roll again twice	—	—

Blunt Weapons

d20	Category	Effect	Price
1-2	No defects	—	100%
3-8	Wobbly elements	−1 damage	−10%
9-14	Imbalanced	−1 to hit	−10%
15-16	Makeshift weapon	shift die	−20%
17-18	Cracked elements	break check	−10%
19-20	Roll again twice	—	—

Damage: No matter how many penalties a weapon has, damage should never be reduced below 1 point. Strength bonuses are not affected.

To Hit: Combat penalties should not go beyond −5 to hit in any case.

Shift Die: Weapon is made of various elements recovered from leftover equipment. Shift the weapon's damage die to the next lower. For example: a sword normally causes 1d8 points of damage; a makeshift sword would then cause 1d6 points of damage. Weapons cannot be shifted lower than 1d4.

Break Check: You must *fail* a Strength check every time you roll an unmodified score of 1 to hit or score maximum damage with the weapon. If you *fail* the check, your weapon is unaffected; if you *succeed* the check, the weapon breaks up totally.

Price: The relative trading value of your weapon is given as a percentage of the conventional rules' price. For example, if your weapon is rusty, it has a −10% to its value. This means the price goes from 10 gp to 9 gp. Always round prices down.

Example: *Flea-Bottom picked up an abandoned axe on a battlefield. He scores a 19, and thus rolls twice more. He scores a 6 on his second roll (rusty blade), and then another 19 on his third roll. He rolls again twice. He finally scores a 6 (rusty blade, again) and a 17 (cracked element). Flea-Bottom has a very rusty battle axe (-2 to damage), with a cracked handle, worth 4 gp and 9 sp.*

Oversized Weapons *(Optional)*

Unlike the common D&D® game characters, the size of humanoids can vary greatly from one race to another. Kobolds range from four to five feet tall, compared to ogres who can grow over 10 feet tall!

Because of their sizes, large characters may be penalized when using very small weapons, and vice versa. The following guidelines are available if you desire to add this extra detail to your game.

Small Creatures, 5′ tall or smaller, cannot use any of the heavy two-handed weapons, such as the battle axe, two-handed sword, pole arm, and cavalry lance. They can, however, use javelins, spears, bows, crossbows and other lighter two-handed weaponry.

Human-Sized Creatures, between 5′ 1″ and 6′ 9″ tall, can use any of the conventional weaponry described in the rules. Their attacks are penalized −2 to hit when using *large* weapons, or −4 when using *very large* weapons (see below). They cannot use anything bigger.

Large Creatures, 7′ tall or bigger, can use *large* weapons. Their cost and encumbrance* is doubled. If the owner has a Strength of 14 or more, damage gains a +2 bonus. When using *human-sized* or *very large* weapons, these creatures fight at −2 to hit.

Very Large Creatures, 10′ tall or bigger, can wield *very large* weapons. Cost and encumbrance* triple. If the owner has a Strength of 16 or more, he gains a +4 to damage. When using *human-sized* weapons, very large creatures fight at −4 to hit, or −2 using *large* weapons.

Example: *Rhogar the Bugbear is 8′ 2″ tall, and has a Strength of 15. He owns a* large *sword. It costs 20 gp instead of the usual 10, has an encumbrance of 120 cn, and causes 1d8 + 2 points of damage. If Rhogar had a* very large *sword, he would then fight at −2. He would not inflict the extra damage since he does not have the required minimum Strength.*

> *At your DM's option, encumbrance increases only when a weapon is larger than what its owner would normally use. An ogre's sword is no more encumbering to an ogre than would be a kobold sword to a kobold. Feel free to modify encumbrance to reflect extra weight if needed.

Note that the owner of a weapon can inflict increased damage only if he has the necessary Strength to wield the weapon. Of course, these weapons could have defects as described earlier. When the size of weapons isn't mentioned in a monster's description, assume they are of the monster's size.

Common sense should be used in some situations. For example, one could perceive an ogre's dagger as a kobold's sword. However, it is not so — the damage would be different in the two cases and the weapons' proportions wouldn't be right. Assume a *very large* dagger is built for a *very large* creature. The hilt for example, would be very thick and hard to grasp for a smaller creature, the actual weight of a *very large* dagger could also be much superior to that of a normal sword, and so on. Your DM will judge these situations as they occur.

Huge Creatures: If at all acceptable in your campaign, some much taller monsters than those described in this product could be played. For every extra 4′ in size, increase cost, damage, and encumbrance using the above patterns. A minimum Strength of 18 is needed to gain the extra damage bonus on *huge* weapons. This is suggested for encounters with NPC giants.

Example: *K'raash the Stone Giant, 14′ tall, wields a* huge *weapon causing +6 damage. If it were a* huge *two-handed sword, it would cost 60 gp instead of the usual 15 gp, and have an encumbrance of 400 cn.*

Humanoid Armor *(Optional)*

This entry mentions various defects plaguing armor equipment, but also the effects of partial protection, or of odd assortments of armor pieces. You can either choose the various armor pieces your character has from the chart below, or roll at random (1d20) when scavenging a battle site.

Armor Pieces

d20	Protected Area	Cost/Encumbrance
1-2	Shield	Normal
3	Head	1/4
4	Torso	1/4
5-6	Shoulder (one)	1/10
7-8	Arm (one upper)	1/10
9	Elbow (both)	1/10
10-11	Arm (one lower)	1/10
12	Hands (both)	1/10
13-14	Waist & Back End	1/10
15-16	Leg (one upper)	1/10
17	Knees (both)	1/10
18-19	Leg (one lower)	1/10
20	Feet (both)	1/10

Value and Encumbrance: Once you know which pieces of armor you have, you can find what their value is by looking at the third column. It indicates the portion of a full armor's cost that the particular piece represents. A full set of mismatched armor pieces can be more expensive than normal armor.

The encumbrance of armor pieces is determined the same way. Find the normal encumbrance for the type of armor; then find what fraction of encumbrance the piece of armor represents. Here again, a full set of armor can be more encumbering than normal armor. This is due to the fact that the pieces are mismatched and do not fit well together.

Example: *Urgath the Orc has four pieces of armor — a head gear in chain mail, a large shoulder plate on his right side, and two leather arm pieces.*

The head gear represents 1/4 of a normal chain mail cost and encumbrance (1/4 of 40 gp, and of 400 cn); the shoulder piece is 1/10 of a normal plate mail (1/10 of 60 gp, and of 500 cn); the two leather pieces are worth 2/10 of a normal leather armor (2/10 of 20 gp, and of 200 cn). Urgath's "armor" costs 20 gp, for a total encumbrance of 190 cn.

Note: Assume padded furs can be used for protection. A set of padded fur armor costs 10 gp, provides an AC of 8, and has an encumbrance of 100 cn. Unfortunately, it can't be worn in hot climates.

Partial Armor Protection: Once you know how much armor pieces can cost and which ones you have, it is then necessary to find out what kind of protection these mismatched pieces provide. The following chart suggests protection ratings that help finding your Armor Class.

Partial Armor Protection Ratings

1d20	Armor Material	Head or Torso	Any Other Pieces
1-6	Padded Fur	2 pts	1/2 pt
7-12	Leather	4 pts	1 pt
13-17	Chain	6 pts	2 pts
18-20	Plate	8 pts	3 pts

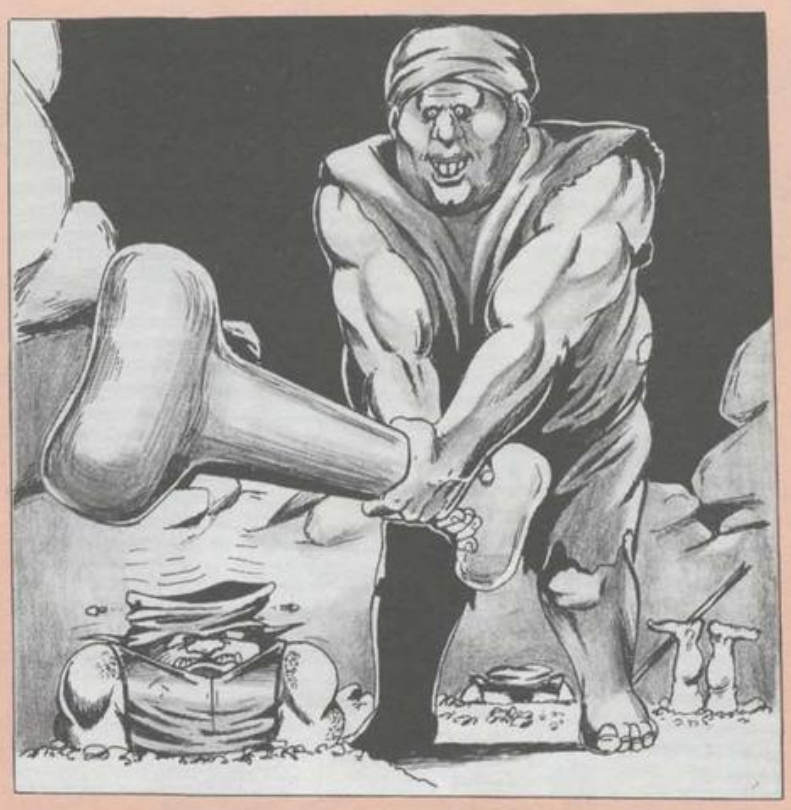
How to Use Protection Ratings: Add up the points corresponding to your armor pieces, divide by 10 (rounded down). Then subtract the total from 9; the result is your character's Armor Class. In other words, each 10 points of Partial Armor Protection equal a bonus of 1 to your Armor Class (drop all fractions).

The use of the shield is unchanged. It provides the usual bonus of 1 to your Armor Class, as per conventional rules.

Example: *Urgham the Orc has a chain mail head gear, one shoulder plate, and two leather arm pieces, for a total of 11 points. Divided and subtracted from 9, the total comes to 8. Urgham is AC 8!*

Armor Failure *(Optional)*

As if this weren't enough, humanoids also suffer from *bad* armor quality. If they get them new and shiny, they will most



assuredly beat them up and cover them with muck so they look more "broken in", thus "respectable" and fearsome!

However, every time a foe rolls an unmodified 20 to hit, the following things may happen:

Random Armor Failure Table

d8 Game Effect

1. Armor pieces knocked out of place, hindering your movements. Your AC is penalized 1 point until the armor can be fastened back in place (includes shield, if any).
2. One armor piece chosen at random is ripped off and flies across the room, 5′ away per point of damage scored on your character (includes shield if any).
3. One armor piece chosen at random is totally and permanently destroyed; it does not count any longer in your Armor Class. Adjust your AC now (includes shield if any).
4. Armor set is badly shaken, causing a serious amount of rattling noises until brought back to a competent armorer (fee: 10% of armor cost).
5. Armor is severely beaten. The unmodified score needed to cause an armor failure is reduced 1 point until armor pieces rating 10 points or more are replaced or added (shield is not included here).
6. Armor straps are rotten. Each hit a foe scores during this combat causes a random piece of armor to fall off (shield included). This happens until a competent armorer can fix the set (fee: 50% of total armor cost).

7+ Armor ripped to shreds: damage to your character is totally absorbed by your armor, but one random piece of armor per point of damage shoots across the room, and is permanently destroyed (shield included). Your foes' fits of laughters cause a −1 Morale penalty to all of your retainers (if any).

Armor Sizes (Optional)

Large humanoids always have difficulties finding body protection that fits their sizes. The larger the character, the more expensive and rare the equipment.

As far as trading values go, assume human-size or smaller armor (up to 6′) comes at the conventional price given in the rules. Multiply armor trading value for each extra foot in size, or fraction of, above 5 feet.

Example: *Flea-Bottom the Hobgoblin measures 6′ 6″. He is a bit large for human-size armor, and thus belongs to the next higher category. Double his armor trading value.*

If he were a 22′ tall storm giant, the trading value of his armor would be multiplied by 17. His shield would then cost 160 gp instead of the normal 10.

Wearing Smaller Pieces: Humanoids always have the option of wearing smaller pieces as part of their armor. However, protection will be equally reduced.

Subtract 1 point of armor protection rating to the armor piece, per difference of sizes. If the result would be less than 1, then this particular piece just doesn't fit at all and cannot be used.

As an option, subtract two points of protection ratings instead of one if the character is fat (check fitness).

Example: *Hungar the Troll is 8′ tall. He finds a kobold size chain mail (4′ tall category). Its protection rating is now only 2 instead of the original 6. Hungar now wears the chain mail, torn of course in many places, and his belly is largely unprotected!*

If Hungar had been fat and tried the chain mail anyway, he would have ruined it totally, unless he succeeded an Intelligence Check — but that's another story.

Wearing Oversized Armor: Of course, the opposite can happen, too. A smaller humanoid may try to wear an oversized piece of armor. However, not only will it not provide a better protection since it does not fit very well, but it also becomes extravagantly encumbering. Multiply encumbrance of the armor piece by the difference in size category.

Example: *Twinky-Kobold-Master (4′ category) found an apparently serviceable chain mail made for an impressive 10′ tall ogre. The chain mail's encumbrance shoots from 400 cn to 2,400 cn (400 x 6)!*

Our little hero Twinky could conceivably put it on, but he would barely be able to walk away. Many Dexterity Checks would also be needed to avoid tripping over the chain mail dragging on the floor.

At your DM's option, encumbrance increases only when armor is larger than what its owner would normally wear. Armor encumbrance is relative to its bearer's size. Ogre-sized armor is no more encumbering to an ogre than kobold armor would be to a kobold! Feel free to modify encumbrance to reflect the extra weight if needed.

Other Adventuring Equipment —

Assume the trading value of adventuring equipment is at least twice the price given in the rules. Adventuring equipment is a rare thing among humanoids.

Most of these items are usually recovered from failed human expeditions, or from miscellaneous objects abandoned in the dungeons. Because of this, they may be in bad shape.

A rope could be rotten, a grapnel partially rusted, food rations inedible, a backpack could burst its seams, the garlic and wolvesbane definitely stale, a worm-eaten pole could snap any time, and wine turned into vinegar (the latter might not be a big problem, though, considering humanoid taste!).

It is up to your DM to create circumstances when these items fail their purpose. Of course, there is no way of telling, especially for a neophyte humanoid adventurer, whether or not an adventuring item is in good condition. Remember, if it looks good, a humanoid will invariable muck it up!

Unfortunate Legacy —— (Optional)

Your character may have some unfortunate personal affliction. This is common in a society where medicine is practically inexistent, and the shaman's power not always effective. These traits are optional — if your DM decides they are not to be used in the campaign, ignore them. These rules do not affect the rest of this product.

The inclusion of afflictions in the game is intended only to present players with humorous role-playing alternatives. We suggest you avoid them if inappropriate to your gaming group.

Roll 1d20 on the table below and recopy the effects of afflictions on your character sheet. All of these can be cured by shaman's magic.

d20 Unfortunate Legacy Table

01-05 *None.*

06-08 *Addiction:* Your character often feels compelled to drink the local beverage whenever presented with it. You must succeed a Wisdom Check to avoid temptation. You can fail this check only once a day. *Note: We do not recommend or sanction the use of alcohol or drugs.*

09-10 *Allergies:* One particular item or creature causes you to sneeze violently (Dexterity and AC are penalized 3 points) until the cause of allergy moves at least 100′ away.

Your allergy is to (1d8): flowers, halfling tobacco, elven music/poetry, dwarven beards, perfume, lycanthropes, dragon scales, or one creature chosen at random on the *Animal Encounter Table* (Expert Rules, page 30).

11-12 *Color Blind:* You can't determine differences in color. Your character sees everything in black and white. Infravision is spoiled, if any.

13-14 *Disease:* You have been suffering from a chronic disease. If magically cured, it has a 10% chance of recurring each month.

You have one of the following (1d6): Rheumatism (Strength −1), Brain Rot (Intelligence −1), Nervous Breakdown (Wisdom −1), Orkinson's Disease (Dexterity −1), Head Cold (Constitution −1), Stuttering (Charisma −1). Remove penalty when the disease is cured.

15-16 *Hearing Impairment:* Your character can hear only loud speaking or louder noises.

17-18 *Phobia:* You must succeed a *Bravery* Check (see *Skills*) or a Wisdom Check at −2, to avoid panic whenever encountering one of the following (1d8): rivers or larger bodies of water, cliffs, large open spaces, flying, an adventurer type (dwarf, halfling, cleric, thief, elf, etc.), an insect (from Table 7, Expert page 35), an animal (from Table 1, Expert page 30), a monster (from Tables 4-9, Expert page 35).

Panic causes you to flee, or resist all attempts to come close to the object of your phobia.

19-20 *Multiple Afflictions:* Roll again twice on this table, ignoring similar results.

This concludes the chapter on creating humanoid characters. You now should have a perfectly respectable monster, ready to brave the wild world of adventures!

THAR IDENTIFIKASHOEN SKROL

DUH ORC FACE

DUH TRIBAL ZIMBOL

Duh Abiliteez	Adjustmntz
Strenx	
Smartz	
Wiz	
Deks	
Konz	
Karizma	

NAME:

Tribe:

Horde:

Race:

Sekz:

Age:

Futness:

Size :

HIT DAIZ

XP:

HIT PONTZ

NOW

THEN

THAKO

AC: /

Tribul Ztanding:

Feith:

Alignmunt:

DUH ARMUR

WHERE	WHAT	SIZE	ENC.	P.AR.	WHERE	WHAT	SIZE	ENC.	P.AR.

DUH WEPONZ

WHAT	SIZE	ADJUSTMUNTZ	MASTERY

Saving Throws

POISON DEATH RAY

MAGIC WAND

PARALYSEEZ

DRAGON BRETH

SPELS/STAF

EKUIPMUNT:

Side Kik:

Race

AC: HD

hp: THAC0

Tresur:

Totol Enc.

Skils + Special Abiliteez:

Othoritee Max. HD:

Creatures Commanded:

MOVE:

Normal:

+ whip:

LANGUAJZ:

Unfortunate Legazes/Deskripshoen

SPELS;

DUH ORC FACE

THAR IDENTIFIKASHOEN SKROL

DUH TRIBAL ZIMBOL

Duh Abiliteez		Adjustmntz
Strenx	16	+2
Smartz	13	+1
Wiz	14	+1
Deks	16	+2
Konz	12	
Karizma	15	+1

NAME: Hoolg Red Mane

Tribe: Red Orcland
Horde: Drippin Blades

Race: Red Orc
Sekz: Male
Age: 24
Futness: Normal
Size: 6 ft

HIT DAIZ: OR17/55
XP: 1,869,000

HIT PONTZ: NOW 60 / THEN 60

THAKO: 6
AC: 4/8

Tribul Ztanding: Triba/Chief
Feith: Wogar
Alignmunt: Chaotic

DUH ARMUR

WHERE	WHAT	SIZE	ENC.	P.AR.
CHEST	BONES	H	50	4
L.SHOL	LEATHR	H	20	1
R.SHOL	LEATHR	H	20	1
WAIST	FURS	H	10	1/2
L.ARM	SHIELD	H	100	(-1 AC)

WHERE	WHAT	SIZE	ENC.	P.AR.
L.LEG	FUR	H	10	1/2
R.LEG	FUR	H	10	1/2
R.FOT	FUR	H	10	1/2
L.FOT	FUR	H	10	1/2
			TOTAL	8 1/2

DUH WEPONZ

WHAT	SIZE	ADJUSTMUNTZ	MASTERY
HATCHET	H	-/+2	—
SPEAR	H	HIT -2/D+4	—
DAGGER	H	-/D+2	—
S. BOW/ARROWS	H	HIT +2/-	—

Saving Throws

3 — POISON DEATH RAY
4 — MAGIC WAND
4 — PARALYSEEZ
5 — DRAGON BRETH
6 — SPELS/STAF

EKUIPMUNT:

ARMOR	240 CN	AMULET +1 AC 20CN
WEAPONS	130 CN	AMULET +1 TO HIT 20CN
GRI-GRI	20CN	
SHAMAN'S POUCH	20CN	
HEAD BAND +2	10CN	
PAINT POTS	20CN	
CHIEF FEATHERS	30CN	
SKINWING GRAINS	40CN	
OLD BLANKET	45CN	

Side Kik: RaceSkinwing
AC: 7 HD 2
hp: 12 THACO 18

Tresur: TRIBE'S

Totol Enc. 565 CN

Skils + Special Abiliteez:

KNOW HOMELAND	(IN)	SOUND IMITATION	(DX)
SIGNALING	(IN)	DIRE WOLF EMPATHY & TRAINING	(WI)
SNARES	(IN)		
TRACKING	(IN)		
OUTDOOR STEALTH	(DX+2)	SHAMANS OF WOGAR (LYCANTHROPY)	
MOVE SILENTLY	(DX)		

Othoritee Max. HD: 15 7
Creatures Commanded: 130 HD OF RED ORCLAND CHIEFS & CHIEFTAINS

MOVE:
Normal: 90'/30'
+ whip: JUST TRY

LANGUAJZ: ORCLANDISH, THARIAN

SPELS: DETECT MAGIC, DETECT GOOD, HOLD PERSON, SILENCE 15'

Unfortunate Legazes/Deskripshoen
LONG RED SHAGGY HAIR
BRAIDS & FEATHERS
1 TUSK UPWARD
RED MANE
OVER SIZED NOSTRILS
SPLIT LIP & SCAR

PHOBIA: SEAS
HAS FLEAS

GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

The Orcs of Thar

by Bruce Heard

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Dungeon Master's Booklet

READ THIS BOOKLET LAST! It is written only for your Dungeon Master. Before running a campaign in which PCs are assuming the role of humanoids, make sure the players have had a chance to go through the Players' Guide and familiarize themselves with what they should know.

If the players run conventional characters, either exploring the Broken Lands, or guarding a caravan, provide them with limited information. Two of the pullout sheets in the Player's Guide, Opinions & Views on the Broken Lands, can be used in this case (Cunegonde and Thoin Orc-Slayer). The two others can be used under special circumstances (the humanoids are unaware of the PCs' presence).

This booklet contains a note about what the true history of the orcs is, as well as what the powers of their shamans and wiccas are. This chapter also provides a list of humanoid Immortals that could be useful for shamans.

The major characters of the Broken Lands are then described in detail. These NPCs are recommended for major opponents of the PCs (if playing humans), or as arch-rivals for humanoid player characters. Eventually the goal of humanoid PCs is to command a horde, and ultimately to take over their tribe. Only then can PCs attempt to reach Immortality.

The details of such a campaign, including tribal warfare, role-playing in a clan, experience points awards for humanoid characters, demi-races, building war machines, and other peculiarities of the humanoids, are all explained in Campaigning in the Broken Lands.

If ever needed, an orcish city is available in this gazetteer. It has a different flavor from what can be expected from the typical orcish hordes. It offers great opportunities to *dungeon crawl* for conventional parties or humanoid adventurers. The campaign could actually be set directly in the city itself. See *Oenkmar, Jewel of the Depths.*

The map of the city that appears on the large fold-up sheet is for the players. The DM's map comes with the description of the city, in this booklet.

Also provided on the fold-up sheet are the maps of the Upper and Lower Lands, since humanoids live as much underground as on the surface. The map on the back of the fold-up sheet, and the counters, are for use with the Orcwars game. The game rules are located on the four-page insert at the center of this booklet. The game can be played separately from this gazetteer if desired. This campaign setting, however, has been written to reflect as much as possible the atmosphere of Orcwars.

Finally, a series of adventures comes at the end of this booklet. They are designed for Basic up to Companion level of play. The main adventure takes place in the City of Oenkmar.

For your convenience, the inside of the cover gatefold provides you, the DM, with a series of charts from various chapters of this gazetteer. They are especially useful for rolling up new characters and for combat.

Remember that this product is supposed to present the players with a fun and humorous version of the D&D® game more than anything else. This is what this product does best. Most of the information will be relevant to humanoid characters. If you are running a conventional campaign, then the special humanoid NPCs could be used as super powerful monsters. The vast majority of humanoids remain but simple 1 HD monsters.

You have been warned! If you did not read the Players' Guide yet, please do so now. If you intend to participate in this game as a player... *you'll be sorry if you go any further!*

History as Immortals See It

"Dark is the night of time...darker is the purpose of Immortals. Many moons have past since the Gates of Ether *closed behind my path. Mortals speak of my saga as a revered legend of their ancestors, but few are those who understand the true design behind their lives. When I was young, I had no other thought than finding the secret of the blue steel. I thought this was the truth of life. Many hordes followed me. Many died, many found glory. But none found what I have discovered.*

"Steel is nothing. The Strength of a Warrior isn't much more. What really matters is the thought that governs oneself. And I, once called Wogar among the realm of mortals, have discovered the verity about being a humanoid.

"Just as the forces of chaos rule over the Sphere of Entropy, the forces of law rule over birth and atonement. So does the universe maintain its balance. Humanoids were not created without a reason. Other beings of the universe view them as evil and brutal, but few realize the harshness of their lives.

"Indeed, being an orc among mortals is no gift from the Immortals. It is in truth a penalty. Very soon after life appeared on this world, chaos followed. It was decided by the lords of the four spheres that the most chaotic beings would once be reborn in humanoid bodies to live a life of hardship and atone for their crimes. Only the most evil beings would suffer this pain, but so much evil was ingrained in this world, that it created a major race of beastmen, who later became the orcs.

"After centuries, orcs, goblins, and their humanoid brothers overran a great share of the world. It was only by the bravest efforts of the humans, elves, halflings, and dwarves, that the orcs have not taken over, making others' lives indeed miserable. Such is the fate of the orcs. They must endure the hatred of the other races, suffer pain and hunger, and die on the battlefield — but never will they disappear. Only those who prevail over these circumstances within the frame of their mortal lives may learn the truth about their fate..."

The Origins of the Humanoid Race

Early in the history of the Known World, a race of beastmen appeared north of Blackmoor. These were the reborn souls of evil beings of the world sent back to expiate their crimes. They evolved after centuries into the orcs and goblins as they are known today. Of course, none of the humanoids know about this — neither do the other races.

The most evil of souls reincarnated among the tribes that ultimately would settle in the Broken Lands. This was not a fluke, either. Great *spiritual* powers have driven the tribes toward these wicked lands. Immortals caused this region of the Known World to be deadly and awful to live in, specifically so those ultimately evil reincarnations would suffer even more. Humanoid shamans thus consider this place their *Sacred Land*. All who enter uninvited must perish on an orcish blade.

Indeed, the Broken Lands are known for their treacherous earthquakes, shifting grounds, volcanoes, geysers, abysmal climate, dust storms, and noisome gas clouds coming from sulfuric pits. It is not surprising that other races never settled there.

After many wars, humanoids have occupied the caverns below ground. These are nearly impregnable underground realms, but another race lives there, too. These are the Shadow Elves, descendants of the first colonizers of Glantri (see *GAZ3*, *GAZ5*, and the City of Oenkmar in this booklet). They live much deeper, below the orcish kingdoms, reclusive beings who shun contact with all other races. At best, they are likely to secretly send agitators and spies, whose primary goal is to wreak havoc on the surface. Manipulating orcs to this purpose is a common strategy.

Shadow elves also found another use for the humanoids. Many shadow elves suffer from a disease that causes atrocious deformities at birth. Very often, the elves will leave deformed progeny in the passages patrolled by the orcs. The latter pick them up and take care of them, in the humanoid tradition — orcs are loath to abandon whelps. The ugly appearance and high intelligence of these deformed elves make them valuable shamans and wiccas. These elves were abandoned soon after birth so they do not remember their true origins. The long living elves view this as a plan to slowly crossbreed orcs to form a more acceptable race. Perhaps they will become better neighbors someday.

When humanoids reach 30th level or higher, they start having strange dreams. Ultimately, they feel the need to visit a shaman or wicca, who will perform a special ritual to chase *bad spirits* away. Instead, the patient learns all about his previous life, and why he was reincarnated as a humanoid. At this point, there is a fair chance a humanoid Immortal will give some sign to the hero to begin his quest (see *Reaching Immortality* in this booklet, page 36). The shadow elves' secret may also be unveiled at that time, which explains why some powerful humanoids are very suspicious about wiccas and shamans.

The mere idea of being crossbred with elves — more so, deformed elves — makes humanoids hate the elves even more. The worst case scenario happens when a high level humanoid discovers he himself has some elven blood. A common quest for powerful humanoids is to find the Shadow Elves' kingdom and destroy it utterly.

Another strange episode in humanoid history is the creation of gnolls. Gnolls were created from the bodies of trolls and gnomes, during atrocious and evil experiments by Nithian wizards. It appeared Nithians could create dozens of gnolls from one troll body and a pint of gnomish blood, through proper alchemic formulas. The entire Black Moons tribe was altered this way to become gnolls, and then spread out to become common humanoids. Their descendants now populate South Gnollistan and a fair portion of the mountains north of Karameikos. History as Immortals and rare sages know it tells other details (see the next page).

History as Immortals See It

4500 BC Beastmen discovered in upper Borean Valley.
3500 BC Blackmoor flourishes. Priests hunt beastmen down.
3200 BC Surviving beastmen flee to the frozen reaches of Hyboria. Arctic breeds of beastmen appear.
3000 BC Great Rain of Fire. Blackmoor blows up.
2400 BC Beastmen move south and prosper in the vacated lands of ancient Blackmoor. Tribes gather at Urzud.
2000 BC Beastmen evolve and become modern humanoids.
1800 BC Steel Wars divide the tribes. Plague, famine, massacres ravage Urzud. Population dwindles.
1725 BC King Loark raises Great Horde at Urzud and migrates eastward, continuing his Quest for a Blue Knife.
1722 BC Great Horde ravages Norwold and learns Norse culture.
1720 BC Akkila-Khan conquers the southern steppes.
1711 BC Great Horde reaches pre-khanate Ethengar. Akkila-Khan allies with King Loark against Ethengarian nomads.
1709 BC Akkila-Khan betrays King Loark in exchange for lands west of the Dol-Anur. Great Horde defeated at the Battle of Chongor, in ancient Ethengar. Goblins flee south. King Loark reaches Broken Lands and settles.
1700 BC Local cataclysm rakes Broken Lands and buries the Great Horde. King Loark dies, his horde breaks apart.
1701 BC Resurgence of faith in Ethengar; Akkila-Khan betrayed by Ethengar allies; retreats from Dol-Anur.
1690 BC Akkila-Khan builds a fortress in Broken Lands, and starts raiding Glantri and Ethengarian borders.
1688 BC Akkila-Khan retires from world, becomes an Immortal, and takes the name of Yagrai. Unaware of the truth, Ethengarians rejoice. Rise of the first Khan.
1310 BC Quest for Steel; Wogar Tribe migrates west from Blackmoor to a great lake, called the Cradle.
1305 BC Prophecy from King Wogar's Great Shaman; Wogar Tribe moves south, along a major river, following the Great Shaman's floating gri-gri.
1299 BC Vestland trolls miss a turn and pop-up in Broken Lands. Trollhattan is founded. Bagni Gullimaw eats an elephant. Nithia enslaves Black Moon horde.
1296 BC Ogres kill King Wogar's Great Shaman at the Battle of Khuzud, and flee with his treasure. They settle in the Sind Desert and learn local culture.
1270 BC Great Drought dries up the ogres' wells. Ogres migrate east, devastating and enslaving Sind villages.
1269 BC Ogres settle in Broken Lands. They found Ogremoor.
1263 BC Wogar becomes an Immortal. Tribe continues along the coast to Atruaghin. Learns the use of feathers, war paints, light cavalry tactics, and scalping.
1257 BC Wogar Tribe ravages Atruaghin. Capital is ransacked.
1254 BC Wogar Tribe splits into three nations. One settles south of Atruaghin, another in the Five Shires. The last goes north, torches a trading post called Akorros. Moves to central Broken Lands.
1190 BC Descendants of the Great Horde surface in Broken Lands. The Tribes meet again and discover the Rock of Oenkmar. End of the Quest for a Blue Knife. Truce proclaimed.
1050 BC Odious experiments in Nithia turn Black Moon trolls into gnolls. Gnolls rebel; they escape and later invade Karameikos. Nithian priests visit the Shamans of Oenkmar. Atzanteotl is increasingly offended.
1000 BC Broken Lands overpopulated. All forces join and raid Rockhome; defeated by dwarven King Blystar III. Minor raids go on for 500 years. Tribes migrate south.
500 BC Nithia destroyed. Remaining Black Moon gnolls scatter east and west. Oenkmar Rock sinks into earth.
493 BC Queen Udbala raises Great Horde again. Recruits goblins and gnolls in the Altan Tepes, and marches north.
492 BC Battle of Sardal Pass. Orcs utterly massacred. Udbala dies. Hordes routed south and west, crowding Cruth Mountains and Altan Tepes. Gnomes kicked out.
150 BC First contact with Shadow Elves. Elven spies infiltrate the Lands Below and manipulate tribal chiefs into attacking Alfheim. They spread the hatred of elves.
0 Emperor of Thyatis crowned. Humans celebrate for weeks.
390 AC Disastrous raid on Alfheim. Some orcs captured.
500 AC Big Chief Sitting Drool unites Broken Lands. Siege of Corunglain. Orcs threaten the capital.
502 AC Corunglain freed. Darokin Punitive Expedition massacred and devoured in Trollhattan. Scandal in Darokin.
520 AC Second Punitive Expedition from Darokin is massacred in Kol. First caravans attempt to cross tribelands.
522 AC Second Siege of Corunglain. Villages torched.
523 AC Big Chief Sitting Drool ransacks Corunglain. Enslaved population taken back to Broken Lands.
525 AC Third Punitive Expedition from Glantri and Darokin. Sitting Drool brought back in chains.
526 AC Sitting Drool traded for slaves and gold taken from Corunglain, causing great political uproar in Darokin. Truce with Darokin and Glantri.
527 AC Adventurers assassinate Sitting Drool. Tribes break up again. Various humanoid hordes invade Red Orcland.
800 AC Orcwars. Desperate hordes ravage neighboring nations for food, treasure, or shelter. Caravans systematically plundered. Cities torched. Agitation in Darokin.
802 AC Yagrai sends the Plague; spreads to Glantri.
975 AC King Thar unites Broken Lands, threatening Darokin commerce. Enforces Tharian Code of Conduct. The Legion is created. Thyatis frowns at the military threat.
1000 AC Today. All Gazetteers are set in this period.
1020 AC Joint Darokinian and Thyatian operations to protect their interests. All-out war pits humans vs. orcs.
1200 AC Great War with the Master of Desert Nomads. Tribes of Thar tempted to join Desert Master. See adventure module *X10, Red Arrow Black Shield*.

The Secrets of the Shamans

The coals softly glow in the dimness of the yurt. Sitting nearby, a fat yellow goblin chants a monotonous incantation, shaking his gri-gri, and occasionally sprinkling powder around him. A large fetish hangs from his neck, rattling with necklaces of claws, bones, fangs, feathers, and other unspeakable things. His eyes glare in the wisps of smoke that rise from the coals.

The goblin then throws a fistful of magical powder into the coals, and a flame briefly roars, followed by a puff of smoke. In the back of the yurt, a small winged creature whines suddenly, rattling its small cage.

"Lemme out! I tell you, if Ghorn knows about this you won't live to regret it! Eh, I'm speaking to you, dog-face!"

Ignoring the creature, the goblin goes on with his ritual. The yurt is now getting darker. Strange shadows creep and slither around the goblin. Suddenly, a ghostly form rises from the coals.

The goblin opens wide eyes, and rattles his gri-gri with even more conviction as the thing slowly turns toward him. His chanting grows louder, and he sprinkles more powder.

"Yesss, Masster...you called?" says the dark form in a hissing voice. What is it you wisssh to know?" The dark form floats in front of the goblin, looking at the narrow circle of powder on the bare ground.

Becoming Wiccas and Shamans

Humanoids usually do not have magic-users or clerical classes. Instead, they have more primitive spell casters, the wiccas and the shamans. Their power is no match for conventional spell casters described in the D&D® game rules, but they may prove useful in many situations, and they do add an interesting twist to humanoid role-playing.

These special classes are available to players, starting at any level, with some limitations and conditions. Before you read any further, have a look at the *Non-Human Spell Casters* section, DM's Book page 21, in the D&D Master Set.

Apprenticeship

To become either a wicca or a shaman, the apprentice must become a subordinate of one of the two spell casters. Shamans require a Prime Requisite of 9 in Wisdom, wiccas need this in Intelligence.

Wicca or shaman abilities can be gained as early as 1st level. Whelps, youngsters, and teenagers have to study until they become 1st-level monsters. Apprenticeship must last at least one full level advancement period (the time between the moment the apprentice reaches one level to the next).

Example: *Gumbar is a teenage ogre. He has been studying from the moment he became a teenager to the day he becomes a 1st-level scout. Only then can he hope to gain the abilities of his craft.*

Example: *Troondh began his shaman apprenticeship upon reaching 2nd-level kobold. He will gain 1st-level spellcasting ability at the time he becomes a 3rd-level kobold.*

Note that the character's hit points and combat abilities are unchanged. A wicca may, however, save as a wizard of the same level, or a shaman as a cleric, if these saving throws are better than the character's normal saving throw scores.

Example: *Troondh the Kobold is a 3rd-level kobold with 1st-level shaman spell casting abilities (abbreviated KO3/S1). Troondh could save either as a 3rd-level fighter, or as a 1st-level cleric, whichever is best.*

The Ritual of Passage

Once the apprentice is done with the initial apprenticeship, he must go through the Wicca's or Shaman's Ritual to prove his dedication to the craft. No spell casting abilities are gained without enduring the ritual.

Rituals vary with different races and tribes, but in general they are a gruesome and frightening experience in the spell caster's life. Details are left up to you, the DM, and to your players' tastes. Typical effects are described in the chart below.

Personal Sacrifice Chart
d12 Effect

1-6 *Character loses 1 hp permanently.* The Immortals are pleased with the ritual. No further effect.

7-9 *Character loses 1d4 hp permanently.* The ritual left scars on the character's body, but it was rewarding after all. Increase total accumulated experience 5%.

10-11 *Entity comes from beyond and takes a payment.* Character loses 1 point of Constitution permanently. The ritual took a heavy toll on the character's health. Increase total accumulated experience points 10%.

12 *Omen from the Immortals.* Character loses 2 points of Constitution in exchange for an extra point of Wisdom (shamans), or Intelligence (wiccas), up to a maximum of 16. No further effect.

If a spell caster ever reaches 0 hit points or a Constitution of 2 or less, the character dies on the spot. Anything he was attempting automatically fails.

Level Advancement

Becoming a spell caster, or gaining new levels, requires extra Experience on the part of the candidate. The character must earn these extra XP before reaching each experience level. In effect, these extra XP are added to his Experience Table, from the moment apprenticeship begins.

Spell Caster Extra Experience Table

Spell Casting	Extra Experience
Level 1	1,000 XP
Level 2	2,000 XP
Level 3	4,000 XP
Level 4	8,000 XP
Level 5	16,000 XP
Level 6	32,000 XP
Level 7	64,000 XP
Level 8	130,000 XP
Level 9	260,000 XP
+200,000 XP for each subsequent level	

Example: *Ungar the Ogre just became a* Normal Monster. *He is due to become a shaman upon reaching 1st level. A normal ogre needs 4,800 XP. Ungar needs 5,800 XP (4,800 + 1,000), since he is becoming a shaman.*

Example: *Troondh is a 3rd-level kobold with 1st-level spell casting abilities. A normal kobold needs 2,000 XP to reach level 4. Instead, Troondh needs 4,000 XP (2,000 + 2,000) to become a 2nd-level shaman, for a final total of 7,000 XP.*

Once a character gains his 1st-level spell casting abilities, he must continue his career alone. He does not have a teacher for any of his subsequent levels (see *Spell Casting* for details on how to gain new spells).

Level Limitations

As described in the Master DM's Book, wiccas and shamans have level limitations. It is, however, possible to go beyond these limitations by rolling on the *Personal Sacrifice Table* each time a new level is gained.

Example: *Gumbar is a 2nd-level ogre with 2nd-level spell casting. He decides he wants to become a 3rd-level wicca. At the time he reaches his 3rd level, Gumbar rolls on the* Personal Sacrifice Table.

The character may decide to stop improving spell casting skills at some point in his career. This is an important choice. Once this decision is made, it is final and irreversible; the character does not gain any further spell casting powers.

The experience needed for subsequent levels should remain the same as for a normal humanoid from then on. Do not forget to recalculate the experience table for that character.

Example: *Troondh is an 8th-level kobold with 4th-level spell casting. He decides to stop his quest for magical power. Troondh now needs only 60,000 XP to reach 9th level (120,000 - 60,000), instead of 76,000 XP (60,000 + 16,000) as would be the case for a 5th-level spell caster.*

Dual Classes

> ..."Oh, Great Warrior of Beyond, tell me of the secret to bind Wogar's Soul to this fetish." The goblin raises a shrunken kobold head stuck on a staff.
>
> "You asssk for great knowledge. What shall you pay me in return?" asks the dark form. Then, while hovering next to the goblin, the entity seems to be slowly pushing the powder on the ground, trying to make its way toward the goblin.
>
> The goblin turns around and points his gri-gri toward the cage behind him "Him, Great Lord of the Shadows!"

DM Notes: As stated in the Master DM's Book, some humanoids are capable of learning both wicca and shaman crafts. Remember that level limitation for both classes is then reduced by 1/2.

This means several things. Assuming the character studies both crafts at the same time, one of the two teachers must

have decided the character was someone worth teaching to, since a character can only be one person's subordinate. This can only occur as a great reward for some incredible deed.

Furthermore, the two teachers may also feel they are competing to show which craft is the most powerful, making the apprentice's life very uncomfortable. Each will constantly try to bully his apprentice into dropping the other craft.

A character may otherwise study the two crafts at different times in his career. Level restrictions must still be respected. A character planning to learn a different craft later on had better stop improving his first craft before advancing past the reduced level limitations. If he goes beyond, then he has become so used to his craft that he is incapable of starting a different one now. Rolling on the *Personal Sacrifice Table* won't help in this case.

In both cases, the apprentice must gain sufficient experience to cover for both crafts. None of these come free.

Example: *Gumbar is a 1st-level ogre with 1st-level spell casting. He finds a wicca willing to teach him his craft.*

To become a 2nd-level ogre, Gumbar now needs an extra 2,000 XP for his 2nd-level shaman spell casting abilities, plus an extra 1,000 XP for the 1st-level wicca spells.

Gumbar is limited to 1st-level wicca and 2nd-level shaman spell casting, since he is an ogre. If he wanted to gain one extra level in both classes, he would then have to roll twice on the Personal Sacrifice Table!

Notating Your Character Sheet

"...Me? Now, hold your worgs there!" squeaks the small creature. While desperately clawing at the small lock, it adds, "Listen, swine-breath, I taste terrible and there ain't enough of me for a sacrifice. A fat ogre's tied to the totem outside — go mess with him instead!"

The dark form turns toward the goblin, slowly swirling above the coals. "Thiss is a *ssmall* payment indeed for such a sservice. What elsse do you have?"

A few drops of sweat roll off the goblin's forehead. Nervously rattling his gri-gri, he pulls out a few shabby-looking pieces of jewelry and tosses them next to the coals...

DM Notes: Keeping track of the various spellcasting levels of a character can be cumbersome. It is suggested that you proceed as follows.

Wicca can be abbreviated **W**, with the spell casting level following immediately after. Shaman is abbreviated **S**. Note the character's normal experience level, followed by the wicca or shaman abbreviations between slashes.

Example: *Gumbar is a 2nd-level ogre, with 2nd-level shaman and 1st-level wicca spell casting abilities. This would be abbreviated OG2/S2/W1.*

The following abbreviations for the humanoid races are used in this booklet.

Bugbear	BU	Kobold	KO
Gnoll	GN	Ogre	OG
Goblin	GO	Orc	OR
Hobgoblin	HG	Troll	TR

Spell Casting

...The small creature flaps its little bat wings and adds, "Hey! You, smoke-puff! The goblin's jewelry is just a pile of junk, if you ask me. Don't take it for payment!"

The goblin sprinkles more powder around him, and pulls a few more worthless-looking trinkets from his pouch. "Oh, Great Master of the Dark, here is my most prized possession. It is all that I have, and to you I give it with no other thoughts."

The swirling smoke grows in the tent, and laughs slowly. "How dare you summon me, wretch! You are weak, and your offer does not measure up to your demand. It is *power* that I seek, not baubles."

The powder on the ground begins to give way in several places. The goblin stands up, furiously rattling his gri-gri. His incantations now reach a high, unpleasant pitch. He fumbles with his other hand, looking for more powder. The pouch rips open, and with horror the goblin realizes it is now empty!

DM Notes: Both shamans and wiccas recover their spells by dancing, shouting, howling, and waving gri-gris. This replaces the clerical meditation and prayer, as well as the long hours or studying spell books, since neither shamans nor wiccas are necessarily literate.

There is no way to tell what their craft is by observing their ritual. Only a shaman or wicca could tell the difference. The wicca and the shaman automatically *know* the spells listed for them in the Master DM's Book when reaching each new level.

Acquiring New Spells

Other spells than those given in this list may be acquired through special rituals, and the expenditure of appropriate spell components. For example, fresh troll blood might do for a *reincarnation* spell, fur from a displacer beast for a *teleport*, red dragon scales for *protection vs. fire*, and so on. A quest is usually needed to acquire these rare items.

Common Spells: Common spells are spells listed in the D&D® rulebooks. The spell caster must roll on the *Personal Sacrifice Table*, and sacrifice treasure at the rate of 1,000 gp per spell level. The rituals to acquire new spells last as long as a day per 1,000 gp of sacrificed treasure! At the end of the ritual, the treasure is destroyed (thrown into a volcano, or disintegrated through dark incantations, or whatever sounds dramatic to you).

New Spells: To acquire new spells (invented by the player), not only must the spell caster make the Personal Sacri-

fice, but its effects are doubled, as well as the amount of treasure needed.

Chances of Success: Even so, the spell caster is not assured of success. Chances of acquiring spells are as follows:

Common Spell:
((Int* + Lvl) x 2) - (3 per spell level)
New Spell:
((Int* + Lvl) x 2) - (5 per spell level)

*Intelligence applies to wiccas. Use Wisdom instead for Shamans.

As a DM, feel free to give bonuses to the chances of success if the spell caster sacrifices extremely valuable treasure or magic items. Artifacts cannot be used as sacrifices. No matter what the result of the ritual, the treasure is destroyed and the spell caster suffers the effects of the *Personal Sacrifice Table*.

Casting the Spells

Unlike other spell casters, wiccas and shamans must use a gri-gri to cast their spells. This special item must be built before gaining 1st-level spell casting abilities. Shamans and wiccas are incapable of casting spells without it.

For example, a skull mounted on a stick, with small pebbles inside to make a rattling noise, plus feathers, paints, and other strange elements would make a perfect gri-gri!

Upon performing the Ritual of Passage, shreds of the spell caster's soul are sent to the gri-gri. This item is specially attuned to its owner. No one else can use it. The owner can sense its presence and its exact location within 100 feet.

If the gri-gri is lost, the spell caster must create another by going through the Ritual of Passage once more. A spell caster may have any number of gri-gris. Unfortunately, the spell caster permanently loses 1d4 hit points if any of his gri-gris are destroyed.

Creating Amulets

"...Indeed, weakling, you are out of your worthless powder. I shall now have what I came for!" Without hesitation, a dark hand reaches out from the swirling form and plunges into the goblin's chest.

The goblin drops his gri-gri, trinkets, fetiches, and baubles, and falls to the ground. Wheezing and sweating, he reaches with a trembling hand for his chest, now marked by a burned, smoking scar.

The dark form laughs at him, and seems to shrink into the glowing coals. "Even weaker you are now, fool, and none the wiser! *Do* call again; your soul is indeed so refreshing!"

The swirl rips a few amulets off the goblin's chest, and disappears into the coal. With a final rattle of his gri-gri, the goblin closes his bulging eyes and passes out.

In the background, the small creature goes on, "Holy Gorgon! That'll teach you to mess around with those guys!"

DM Notes: Wiccas and shamans have very limited abilities when it comes to creating magical items. They prefer sending a few hordes of bloodthirsty warriors to steal them from whoever may have some.

However, they can create amulets for themselves or others. Special components are required to create amulets. These items have limited powers, as described below:

+/−1 to Combat (to hit rolls)
+/−1 to Armor Class
+/−1 to Damage
+/−1 to Saving Throws
+/−1 to an Ability Check (choose Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma).

If the amulet is for the spell caster's use, roll on the *Personal Sacrifice Table*. Treasure of at least 5,000 gp must be sacrificed in the process. The chances of success are equivalent to acquiring a 5th-level common spell if the spell caster has already created a similar item before. If not, treat as a 5th-level new spell.

If the amulet is for someone else, the effects of the *Personal Sacrifice Table* apply to him instead. In both cases, the item is attuned to its owner, like the gri-gri. If the amulet is destroyed, the owner suffers a permanent loss of 1d4 hit points.

Effects of the amulets can be accumulated up to +/-5. Any humanoid in his right mind would, however, avoid having too many of these strange items. Do not forget that each of them is a receptacle containing a bit of its owner's soul. These are tempting little devices for evil entities of the outer planes.

Creating amulets does not produce any experience for the shaman or the wicca, except when created for himself, and only for the first time a particular type of amulet is created. Experience is equal to 1 XP per 1,000 gp value of sacrificed treasure.

Owning Excessive Amulets

If a character *owns* more than one, there is a 1% chance per existing amulet of catching the attention of an outer planes entity. The roll is made each time one of the amulets is used. If the roll fails, the entity appears and attempts to take one or more amulets away.

If it takes amulets, the entity will try to possess the owner. Each day, the owner must save vs. Spells at −1 per stolen amulet, or fall under the entity's control. The only way of freeing a victim is by destroying the amulet(s) the entity tampered with.

Shamans and the Humanoid Pantheon

Shamans are equivalent to conventional clerics, although they do not have the Undead Turning ability. They worship ancient humanoid heroes who reached Immortality by leading entire tribes to glory, conquering immense empires, and defeating powerful legions.

There are more Immortals than can realistically be listed in this book, so only a few have been suggested here. There is

no obligation for a shaman to worship these Immortals, and even less so for a regular character to worship anything at all. An orcish shaman could be the follower of a bugbear Immortal if it so fits your campaign.

Humanoids are Chaotic beings. You may allow Neutral or even Lawful characters to respect your gaming group's tastes. Assume that these humanoids have been raised differently or are exceptions in their own world. In this case, shamans represent Immortal patrons of any sphere. If you decide they are followers of the Sphere of Entropy, assume that the Immortals are any of the demons described in the Immortal Set.

First-Level Shamans

There isn't much more to do for 1st-level shamans since they acquire spellcasting only at 2nd level. However, you may decide to give them a special ability at 1st level to compensate for this limitation. The gri-gri is needed to trigger the shaman's power.

If you choose to invent it, a special ability should be representative of the patron Immortal's powers. It should attempt to emulate it in a modest way. It should be a limited power useful to a low level humanoid. One such power is described for each Immortal Patron in the following section. You are free to modify these to suit your campaign.

Bartziluth

Broken Lands bugbears most commonly worship Bartziluth. Also known as Hruggek, he is famous for wielding a huge magical spiked mace with which he smashes the head of his enemies.

Shamans: Gain the ability of wielding weapons made for a creature of one larger size category without penalty (see *Oversized Weapons* in the Players' Guide, page 43).

Followers: Gain a temporary +1 to *Fighting Frenzy* skills when blessed by a shaman of Bartziluth.

Jammudaru

Well known in Ogremoor, Jammudaru is also called Vaprak, or Prince of Nightmares. Jammudaru was an ogre who survived a terrible curse that turned him into a slimy horror. As a revenge he boiled his foes in a cauldron of bubbling tar and green slime, and ate them afterward.

Shamans: Earn twice a foe's XP value if cooked alive in the shaman's *gri-gri* (a big cauldron), howling incantations. The foe must fit (alive) in the cauldron, and then is eaten at the rate of 1 HD per turn. Rare Ogremoorian Juju Moss, macerated a week in the remaining goo, produces one dose of healing moss.

Followers: Heal (as per *cure serious wounds* spell) when eating a dose of Juju Moss. It must be drenched in a foe's fresh blood at the time of consumption. Causes a cataleptic trance lasting 1d12 hours.

Karaash

Karaash is often considered a minor Immortal by orc tribes living outside the Broken Lands. A great warrior also known as Ilneval, he ravaged empires simply for the pleasure of winning and proving his strength. He is the prime example of war leader. Karaash wielded a wicked-looking sword capable of causing horrible wounds that healed very slowly.

Shamans: Gain an automatic +1 to Authority Checks with followers of his faith. His gri-gri is a *Karaash sword* causing wounds which can be healed only with magic, at the rate of 1 hp per healing spell.

Followers: Gain the ability to use a *Karaash sword*, a toothed blade the size of a normal sword, causing 1d10 points of damage. The sword is wielded at *Skilled* level, as described in the Weapon Mastery rules (Master Players' Book, page 16).

The Secrets of the Shamans

Ranivorus

The favorite gnoll Immortal, Ranivorus is also called Yeenoghu in gnollish tribal dialect. He is heavily worshiped in the hills of Soderfjord and Vestland. Legends say that he caused the downfall of the Nithian empire by spreading insanity among its rulers and wizards.

Shamans: Once a day, cause an intelligent being to have violent convulsions, totally disabling the victim for 1d4 rounds (save at −2 vs. Spell). Affects four levels or HD, +1 per Shaman Level.

Followers: Gain the ability to act and speak in strange, scary ways, reducing foes' Morale 1 point (−1 per Charisma adjustment).

The Shining One

Kurtulmak was a brilliant kobold tactician who wore an ancient artifact, glowing armor. By blinding his foes, the Shining One could avoid their blows and trick them into deadly traps or strike them from behind. Rumors say that a kobold tribe in Soderfjord has the sacred armor.

Shamans: Once a day, cast a flash of light from a shining part of the *gri-gri*. The flash blinds all present beings (save at −2) except followers, causing them to fight at −4 for 1d6 rounds. The area must be dark, or poorly lighted for the flash to have an effect.

Followers: Gain the *Hide in Shadow* Skill or a +2 bonus, in addition to current skills. Attempts to *hide in shadows* immediately after a shaman casts a flash automatically succeed.

Trolls

These foul creatures aren't known for having any Immortal Patron at all. Most trolls have no idea what an Immortal might be, or what worship is. A troll would probably try to eat an Immortal, if meeting one. Trolls have no real understanding of magic and spell casting, and therefore, no fear of it. If you decide to have worshiping, spell casting trolls, use the faith below. Any time a troll must roll on the *Personal Sacrifice Table*, double the effects.

A troll, Bagni Gullymaw, has reached Immortality in the Sphere of Entropy by smashing all eating records in a troll's lifetime, slaying massive amounts of adventurers, humanoids, and monsters. Unfortunately, trolls have forgotten who he was. Jammudaru, described earlier in this section, can be a good alternative for troll worshippers.

Shamans: To become a shaman of this faith, one must have eaten a number of personal foes equaling ten times his own HD. Foes are eaten at the rate of 1 HD per turn. Shamans recover their spells by eating more foes, at the rate of 1 spell level per HD of eaten foe. First-level shamans automatically gain the basic *Odor Scenting* Skill, or a +2 bonus.

Followers: Gain a permanent +2 bonus to saving throws vs. Poison when absorbing potentially harmful foods.

Wogar

Wogar led his goblins to the Known World before reaching Immortality. Wogar, also called Maglubiyet, was a great war leader and the best wolf handler ever seen.

Shamans: Can turn into a werewolf in wolf shape once per moon (4 weeks). The shaman retains his Intelligence, Wisdom, and memories, but cannot cast spells nor handle items. The shaman reverts to his original hit points when returning to his natural form, which can be done anytime after transforming.

Followers: Automatically gain *Dire Wolf Empathy* and *Training* Skills (or a +2 bonus to these skills), in addition to current skills after eating their wolf companions' hearts (see Players' Guide).

Yagrai

Also called He-Who-Always-Rises, Yagrai was a great warrior who could come back from the dead after being killed. He was notorious for surprising foes who thought him destroyed. No one could ever tell whether he was a hobgoblin or yellow orc.

Shamans: To become a shaman of this faith, one must bear twelve Death Scars (see Players' Guide). Gain the ability to revive when reduced to 0 hp or less (down to −10), on a successful Wisdom Check, 1d4 rounds after the fatal blow. The hit points healed equal the difference between the die roll (d20) and the score needed, plus one.

Followers: Gain a permanent +1 (up to +5 maximum) to all saving throws vs. Energy-draining creatures/devices for each ten Death Scars. Followers usually bear religious tatoos all over their bodies, except their hands and faces.

The characters described in this chapter have been mentioned in various places of this Gazetteer. Most of them are humanoid monsters with experience levels. Monster levels and their *scientific* appellation are described in this Gazetteer's Players' Guide.

Alebane

Prince Alebane: *OG10, St 18, In 12, Wi 11, Dx 10, Co 17, Ch 16, AL C, Homo Monstrum Brutalis. Faith: Jammudaru.*

Prince Alebane is the Chief of Ogremoor, born of a family of pariahs in Upper Ogremoor. Very quickly he left his horde and became a wandering monster. He was captured by a Darokin caravan and ended up as a monster feature at the Lizzieni Colosseum, in Glantri. His owner, a Glantrian Prince by the name of Innocenti di Malapietra, had him trained as a professional gladiator. He defeated a number of Glantrian heroes, and became so tough that he almost gained the status of hero among the locals. Eventually, he escaped and later returned to Ogremoor. Prince Innocenti will pay a reward of 5,000 gp for his return to Glantri.

With his fearsome training, Alebane had little difficulty defeating the various Ogremoorian leaders who stood in his way to the tribal throne. Alebane owes his name to the number of drinking contests he has won.

Alebane is an arrogant and very brutal leader. He will fight for the pleasure of fighting. Despite his chaotic nature, he dislikes attacking a helpless foe, a rather unchallenging feat. He would instead help an enemy regain some strength, and then fight him to the death. This attitude has sometimes gotten him into serious trouble. He may befriend a human ex-gladiator acting bravely or challenging him to a fight. He might spare the gladiator his life.

Alebane looks like a typical *Homo Monstrum Brutalis*, with many scars. He often wears the Ogremoorian turban and a huge trident. He wears a large ring on his right hand, in fact a 7 HD huptzeen (AC9 Creature Catalogue, page 27).

Uruk Vaath, the creator, instructed the huptzeen to stay with Alebane and secretly influence him to raid Red Orcland rather than Orcus Rex. Unbeknownst to Uruk, the enchantment is flawed. The huptzeen is the victim of a split personality: at times it acts as instructed, but at other times it believes itself to be the true power behind the ogres and seeks to influence Alebane into invading Darokin. It uses such spells as *charm monster, ventriloquism*, and *ESP** during Alebane's sleep to achieve its ends.

General Skills: Brawling (St +1), Intimidate (St), Muscle (St), Martial Arts (Dx +1; offensive style). Languages: Ogremoorian, Tharian, and Glantrian.

Atzanteotl

Lord of Entropy: *HD 22, St 21, In 51, Wi 31, Dx 47, Co 34, Ch 76, AL C, Screaming Demon. Faith: himself. Mortal form: E9, St 15, In 18, Wi 15, Dx 17, Co 13, Ch 18.*

Atzanteotl was a dark elf hero who earned his immortality in the Sphere of Entropy after creating an underground empire and the City of Aengmor (see *History of Oenkmar*, page 20). The slowly growing population of his elven worshippers caused him to force them out of Aengmor into deeper caverns, and then lure the orcs — a notoriously proliferous race — into the ancestral city.

Since then, Atzanteotl rules over the souls of his unsuspecting elven and orcish followers, reincarnating the latter into new dark elven beings. This ploy to boost the dark elven growth has earned him the hatred of all other Immortal entities of humanoid origins, especially Karaash (see *Secrets of the Shamans*, page 9).

Atzanteotl is a wicked, blood-thirsty entity. He will lie, trick, and destroy whenever possible to further the dark elven cause. He will not hesitate to kill followers of any true humanoid Immortal. Through the dark elves, his goal is to destroy all life on the surface, especially Alfheim.

In mortal form, Atzanteotl appears either as an elven hero, or as a dark orcish figure. In demonic shape, he looks more like a jet-black feathered serpent with the face of an elf.

Doth

King Doth: *GO15, St 14, In 11, Wi 10, Dx 13, Co 14, Ch 10, AL C, Goblinus Goblinus. Faith: Wogar.*

King Doth was the son of King Oth, a previous tribal chief of High Gobliny. His father was deposed after failing a major invasion of Hobgobland, both above and below the surface, This created two major factions among High Goblinians, those for King Oth's successor, his son Doth, and those for Yazar, a mighty *she-hero* of the latest war.

Doth's lack of charisma eventually contributed to Yazar's ascension to the Goblinian throne. To appease internal frictions, Queen Yazar married Doth, making him her powerless consort.

Since then, King Doth has been conspiring to get rid of Her Bombastic Majesty, either by diverting Her Royal Treasure to support rebellions, or to assassinate her. So far, Doth has lacked the courage to confront her personally, fearing Her Majesty's fighting skills.

King Doth is a coward. He has a nearly insane fear of Yazar. He is the perfect, sleazy vizier who tries to take over the kingdom, but lacks all moral values that would earn him respect. He may ally with PCs if they support his cause — getting rid of the Queen — but then, there is a fair chance he might turn against his previous allies.

Doth has a side-kick, Gaakie-Green-Snout, a lizard woman (LM12, St 17, In 11, Wi 7, Dx 15, Co 17, Ch 6) who has grown quite fond of her "protege", another hopeless love. She is equivalent to a 12th-level thief, usually acting as spy, executor, or body-guard for Doth. Gaakie is the victim of a curse that makes her feel compelled to ingurgitate anything she identifies as a magical potion.

Doth usually wears common furs, and rows of gold chains on his chest. His face is vaguely reminiscent of that of an ox,

with a slimy snout, and a sad wet look in his eyes which he skillfully uses to inspire pity when in trouble.

General Skills: Survival (In), Instinct (Wi), Hide in Shadows (Dx), Servility (Ch +1). Languages: High Goblinian, Tharian, and Darokinian.

Haa'k Hordar

Mistress of Trollhattan: *TR12, St 17, In 9, Wi 8, Dx 10, Co 18, Ch 15, AL C; Monstrum Carnivorus Maximus. Faith: ...hungry.*

The *First Lady* of Trollhattan is perhaps the most peaceful creature of the Broken Lands. It is true that few trolls actively seek the throne — many ignore what it is for. Among the *elite*, some have felt the need to portray themselves as Master or Mistress of Trolls. Usually, this is not for purely political reasons, but because the tribe leader gets to eat more than the others.

One morning, Haa'k stumbled on the throne, in the middle of Trollhattan, with no one sitting on it...and there she sat for some time, until Ragnu, the previous owner (who couldn't remember how he lost his throne) came up and challenged her. Both Haa'k and Ragnu would compete to see who ate the most of anything. The winner would be the chief.

They ate. They devoured so much they actually opened a clearing in the swamp. But still, there was no obvious winner. Ragnu still challenged Haa'k's right to the throne. Ragnu claimed they should share this privilege...after which Haa'k ate Ragnu. Thus became Haak the Mistress of Trolls.

Haa'k is a mischievous creature who enjoys lying and conniving to get her enemies in trouble. Unfortunately, her short memory causes her to contradict herself since she tends to forget her own lies. She is not interested in war, but might be talked into leading raids against neighbors for the fun of stealing food. Of course, in order to do just that, a party of adventurers might have to give up a limb or two, just to keep the dear lady quiet, temporarily.

Haa'k looks like the typical *Monstrum Carnivorus Maximus*, except that she wears dozens of tabards, cloaks, horse trappings, ripped chain mail, rotting furs, and other tattered garbs of past foes. Her muddy grey hair reaches down to her waist where it is tied on a large bone she uses as a weapon.

General Skills: Fungi Knowledge (In), Tracking (In), Cooking (Wi), Outdoor Stealth (Dx, swamps only), Odor Scenting (Dx), Singing Marches (Ch). Languages: Trollhattanese, Tharian, Vestlander.

Hool

Supreme of Orcland: *OR17/S5, St 16, In 13, Wi 14, Dx 10, Co 12, Ch 15, AL C; Orcus Simius Terribilis. Faith: Wogar.*

Hool, also known as Hoolg Red Mane, is a direct descendent of the late Big Chief Sitting Drool. He studied shamanism in his early age, and then got involved in the affairs of his clan. His knowledge helped him gain influence over the common warriors of the clan and eventually to become their chieftain, and later the chief of the tribe.

Hool is rather young for a tribal chief. Now that he has gained control over his horde, his goal is to acquire even more knowledge of shamanistic rituals. His desire to learn, insatiable for an orc, often leads him to study a foe before attacking. Very often, he would rather capture an enemy simply to study him. Once Hool is certain there is no secret knowledge to be gained, the captive is then thrown to his braves who delight in torturing him.

Hool is a tall *Orcus Simius Terribilis*, with long, red, shaggy hair, which he wears braided with feathers. A magical *head band +2*, stolen from an Atruaghin brave, improves his Armor Class and Saving Throws, as well as keeping his long hair from his snout. Hool is easy to recognize with his facial paints (his face is black from the eyes up). When needed, Hool will use an ornately carved hatchet to fight, along with a leather shield.

General Skills: Knowledge of Homeland Terrain (In), Signaling (In), Snares (In), Tracking (In), Outdoor Stealth (Dx +2), Move Silently (Dx), Sound Imitation (Dx). Languages: Orclandish, Tharian.

Hutai-Khan

Khan of Hobgobland: *HO21/W3, St 15, In 12, Wi 13, Dx 14, Co 13, Ch 14, AL C; Goblinus Grandis Oriensis. Faith: Yagrai.*

Young Hutai was raised by the clan's wicca, before he left on his own through the caverns under the Broken Lands. It was long before a raiding party from Oenkmar picked him up as a slave and flew back to the Forgotten City (see page 22 for more information on the city).

He worked there, in the mines, learning to deal and survive the harshest living conditions. His strength and skills did not go unnoticed. A local priest bought him from the Mines Superintendent, as a slave companion. Hutai learned much there about the city, and some more uncommon knowledge for common humanoids.

Hutai was free to go about the temple and manage other slaves, but his master took the precaution of *questing* his servants not to ever speak of the city or anything relating to it. Later, Hutai escaped and returned to Hobgobland with some valuable, religious treasure. So far he has been unable to take revenge of his years of captivity, because of his *quest*. He still hates his ex-master, Xilochtli, whom he would happily cut to pieces if given a chance.

Hutai is a middle-aged hobgoblin, with Asian features. He wears pointed felt boots with the tips curving up, puffy pants made of fur, chain mail, and a pointed helm. He fights with a *scimitar +2* and a leather shield. A bat is often perched on Hutai's shoulder.

The bat is in fact a homonculus (AC9, Creature Catalogue, page 27), complete with squinted eyes and pigtail. Hutai thinks Yagrai sent Unanai, the creature, to serve and protect him. Unanai's only master is in reality Atzanteotl. Its mission is to trick Hutai to return to Oenkmar,

there to be sacrificed. Atzanteotl promised Unanai he would otherwise personally rip its horns off and feed him to the night wings. Unanai will do its best to protect Hutai in order to accomplish its task.

General Skills: Muscle (St), Knowledge of Oenkmar (In), Stone Engineering (In), Survival (In), Mysticism (Wi), Alertness (Dx), Endurance (Co). Languages: Hobgoblandish, Tharian, Ethengarian, Oenkmarian.

Kol XIV

Born Constantin Diocletius, High Doge of Kol: *KO26/W5, St 12, In 14, Wi 12, Dx 16, Co 13, Ch 13, AL C; Canis Minor Militaris. Faith: The Shining One.*

Kol is a descendent of the ancient Kol dynasty, a family of kobold monarchs who ruled over this part of the Broken Lands and gave it their name. Contrary to most other tribal lands, Kol benefits from a thin layer of civilization, thanks to the ancestor of the Kols, the Great Skoldar. The ancestor was once the slave-buffoon of an eminent (if borderline chaotic) Thyatian Praefect — a fact unknown among koboldkind. He lived to gain the Praefect's friendship, and even became his Captain of the Guard, learning more about the marvels of the Thyatian imperial society and its military. Later emancipated, Skoldar went to the Broken Lands. He founded a tribe there, now known as the Republic of Kol, a kobold-sized Thyatis with an imperial arrogance.

The Kol dynasty waged unending wars to conquer the other kobold hordes of the region. Constantin, the latest of the Kols, effectively *pacified* the last kobold horde, and named himself High Doge, or Judge-Emperor of Kol. After centuries of Kol rulership, the small humanoids took after their rulers' manners and life style, using both Thyatian and humanoid-sounding names.

Unlike most other tribes of the Broken Lands, Constantin inherited his power from his parents. He is no hero, but a great politician. Only by his wits did Constantin prevent Kol's total submission to King Thar of Orcus Rex. For its own good, the Republic of Kol remains a reluctant *ally* of the powerful orcish tribe, a situation causing great discontent among the strong kobold military caste.

Constantin is extraordinarily arrogant when sitting on his throne, secure from the dangers of the world. Under these conditions, he acts with great dignity as fits an emperor, but if cornered, he will try to talk himself out of trouble, wheeling and dealing, promising many things. He will be true to his word, but as soon as he is free, Diocletius will round up a large force of kobolds and attempt to take revenge of the impudent foe, usually sending his loyal follower, General Zar (see below).

Constantin is a middle-aged kobold with a thin, white mustache. His little horns are inlaid with gold and some semi-precious stones (he wears a hood when he desires to remain incognito), and a crown of fungus vegetables on his head, since laurel does not grow in the Broken Lands. He wears a red toga, and usually goes unarmed except for a small dagger.

General Skills: Knowledge of Poisons (In), Literacy (In), Escape Artist (Dx), Hide in Shadows (Dx), Ledge Hopping (Dx), Move Silently (Dx), Outdoor Stealth (Dx), Negotiating (Ch). Languages: Tharian, Kol, Thyatian, Darokinian.

McClintock, Angus

Professor Emeritus at the School of Glantri, alias Angus McDuff: *MU21, St 9, In 18, Wi 12, Dx 14, Co 11, Ch 6, AL L; Homo Sapiens Magus. Faith: none whatsoever.*

Angus is the son of the late Lady Myra McDuff, a Baroness in Glantri (see *GAZ3, The Principalities of Glantri*). Angus believes he was an orphan. He was raised by one of the teachers at the school, and knows nothing of his mother.

He himself became a teaching professor at the Great School of Magic. Although a great spell caster, his lack of Charisma never allowed him to rise high in the school. His ugly face often earned him the "orc-face" nickname among the haughty wizard-princes.

Incapable of finding the proper incantation to change his looks, he decided to leave the wizards. And away he went, into the Broken Lands, ending up at the forgotten City of Oenkmar. Amazed by its architectural beauty, wealth of history, and magical secrets, Angus decided to stay and learn more.

From his hide-out (see area 13 in the city), Ol' Angus spends his time studying the orcish society. The dim light of the city, a hooded cloak, his ugly looks, and his knowledge of Oenkmarian allow him to go unnoticed among the orcs.

He can be found at his hide-out half of the time. He otherwise wanders through the maze-like city, observing the orcs's customs and finding ways into sanctuaries of ancient temples and libraries, in search of secrets and knowledge.

Angus is a good man. He understands the humanoid ways, and has grown fond of the orcs. He would never do nor allow to be done anything that would harm them. He knows he would certainly die quickly if ever discovered, but feels what he learns is worth the risk. Angus may help adventurers in trouble in Oenkmar, as long as they respect his feelings for the orcs. One day, he plans to return to the Great School of Magic, and unveil his fantastic discoveries. However, Angus is torn between his wish to contribute to knowledge, and the risk of exposing *his* orcs to greedy wizards and other adventurers.

Angus looks like a hunchbacked orc wearing a black, hooded cloak. Without a hood, and in bright light, his true race is obvious. His hump is phony, worn strapped under his cloak. He uses it to conceal his spell book and other wizard's tools. To perfect his looks, Angus has developed a talent for limping that would fool the wisest orc. Angus is truly ugly, with white, greasy hair, porcine nose, and decayed teeth sticking out of his mouth.

General Skills: Acting (In), Knowledge of Oenkmar history and streets, humanoid culture, and Aengmor elves (In), Orientation (In), Underground Sur-

vival (In), Healing (Wi), Teaching (Wi), Sound Imitation (Dx), Languages: Oenkmarian, Aengmorian, Glantrian, Thyatian, *English* with a strong Scottish accent.

Moghul-Khan

Khan of Yellow Orkia: *HD9*, St 16, In 15, Wi 9, Dx 14, Co 13, Ch 11, AL C; Porcus Diabolicus Oriensis. Faith: Yagrai.*

Moghul-Khan is an orcish devil swine (see *Expert Rulebook*, page 48). He contracted this form of lycanthropy during a raid into New Averoigne, a region of Glantri highly contaminated by lycanthropes. He already was a clan chieftain at that time, the disease undoubtedly contributing to his success at becoming the Chief of Yellow Orkia.

Already an adept of Yagrai, his faith became ever stronger when the disease struck, because it appeared he could not be killed with normal weapons. This was attributed to Yagrai's power to rise from the dead. In view of this, many of the orcs accepted him as their chief, without question. It became very easy for Moghul-Khan to dispose of his foes, using his devil swine's ability to *charm*. Many unwanted rivals ended up cheerfully leading rather risky forays into well guarded areas of Ethengar.

Moghul-Khan is a totally amoral being who delights in others' pain and demise. He will come up with complex plans to cause grief around him and satisfy his sick sadism, either intellectually or physically. None of his subjects dare go against him, for religious reasons. They fear reprisals from Yagrai himself.

At times, Moghul-Khan will leave his horde and wander across the tribeland, incognito, spying, manipulating, and dividing hordes to rule them more easily. Out of boredom or craving for human flesh, he may wander into Ethengar and stalk nomads at night, or cause mischief. Nomads he has been stalking the past years call him the Yellow Demon, but they never really observed him directly. The Ethengarian clergy will pay a hefty bounty for his capture, dead or alive.

Moghul-Khan can take various shapes. As a humanoid, he appears as an overfed yellow orc with an ugly pekingese dog face. His eyes are of a cold, icy blue, and he keeps his hair in a knotted pigtail, in Orkian tradition. In human form, he is an obese Ethengarian, with slightly porcine features. Otherwise, Moghul-Khan is able to turn into a huge hog. In all shapes, a gold ring hangs at his snout. This ring is a special item a *charmed* wizard crafted for him before his death. The ring confers upon Moghul-Khan the *invisibility* he often uses to quietly leave his horde.

General Skills: Knowledge of Lycanthropy (In), Tracking (In), Executioner (Wi), Pig Empathy & Training (Wi, includes boars, hogs, swines, and similar creatures), Martial Arts (Dx, offensive). Languages: Orkian, Tharian, Ethengarian.

Nizam

Pasha of South Gnollistan: *GN15, St 17, In 13, Wi 9, Dx 14, Co 13, Ch 16, AL C; Canis Erectus Hilaris. Faith: Ranivorus.*

Nizam was raised in a clan of warriors, trained since his youngest age in the techniques of raiding and guerilla warfare. Barely an adult, he defeated his chieftain and took over his clan. As a young, aggressive chieftain, he took his clan to the trail crossing the tribeland, and soon caravans learned to fear his savage nocturnal raids and bloody ambushes.

At about the same time, an ancient Nithian faith appeared in Gnollistan, which Nizam perceived as a way to further his own ends. He started a holy war against gnollish heretics of the northern Ylaruam hills. His clan immediately grew to the size of a large horde, while other chiefs joined him in his endeavor. After his campaign in Ylaruam, Nizam gained so much notoriety that none of the existing chiefs stood in his way to the Gnollistani throne.

Nizam is a true follower of Ranivorus. He suffers from multiple personalities — a blessing from the Immortals, according to gnollish faith. His behavior is totally unpredictable, alternating between that of a softspoken and wise chief, a foolhardy warrior of his young age, or sometimes a cynical, giggling, maniac. Nizam is quite paranoid and subject to fits of violence. The only two beings who put up with his fits are two tabis, Rikki and Udha (AC9, Creature Catalogue, page 79). They are his eyes and ears in the tribe, remaining in his service not because of Nizam's authority (which they try to make him believe), but because he has a number of ancient Nithian books they would like to steal. They have failed so far.

Nizam wears the traditional Gnollistani garb consisting of puffy pants and a long black cloak. Nizam never parts with his saber, a weapon he took from a powerful gnollish qadi of Ylaruam.

General Skills: Bravery (Wi +2), Tactics (In), Martial Arts (Expert Mastery with sabers and normal swords), Hide in Shadows (Dx), Gambling (Ch), Storytelling (Ch). Languages: Gnollistani, Tharian, and ancient Nithian.

Ohr'r

Chief of Bugburbia: *BU16, St 18, In 12, Wi 10, Dx 11, Co 17, Ch 15, AL C; Ursus Bipedis Bugburbianis. Faith: Bartziluth.*

Ohr'r has been an exemplar of the typical humanoid way of being a chief. This bugbear has lived a life of head-bashing and combat frenzy that few other humanoid heroes can rival. While still a whelp, Ohr'r started his career by clobbering the other clan's hogs in a fit of anger. When the chieftain came to complain, little Ohr'r ran by and gave the whiner a good whack on the toes with his killer baby rattle.

As a youngster, he became the leader of an infamous youth gang that caused so many depredations in the camp that the party was ordered out into Glantrian territory. After badly messing up a small border village there, the youngsters were eventually captured and taken to Glantri. A few of them managed to escape to safety after causing their barge to overturn in a city canal. Some found refuge in

the city catacombs, but Ohr'r managed to join the local Thieves' Guild as a door guard and bashing specialist, until he ran into a certain Prince Jaggar, a powerful wizard.

After causing substantial damage to the prince's mansion and highly paid guard, Ohr'r eventually fell into Jaggar's hands. Furious, the wizard took the time to pay a personal visit to Bugburbia, and blasted the camp. After cornering the chief, Jaggar simply asked, "I presume this young hairy thing belongs to you? You won't mind if I return it, will you?" On these words, Jaggar turned the dear thing loose on the chief, and *teleported* home.

Ohr'r, who had been copiously *charmed* earlier, and loaded with magical effects — compliments of the wizard-prince — went berserk and chewed up the chief. Not much was left of the late chief and his body guard. As far as the rest of camp, none of the surviving bugbears were brave enough to get into trouble with the young terror. Since then, they have always feared his magical powers (none of which lasted more than a day, in fact). New Chief Ohr'r lived happily ever after, and had many more heads to bash.

Chief Ohr'r is a brute. In his mind, clobbering (and being clobbered) is just a fun game definitely worth its load of lumps. Anything smaller than him, and *wimpy*-looking is simply not worth the trouble. Ohr'r talks only to something big, and suspected of providing a good fight. It is only after many good lumps on the head that Ohr'r will talk business. Other than this fact, and his taste for human bones, Ohr'r is not a bad puppy. He can be a reasonable chief and handle serious problems, like hammering the head of a dragon rash enough to barge into the tribal cavern.

He is almost 8′ tall, with black fur and a red snout. His hair, under the chin and on his back, is braided and knotted with little bones. He wears baggy chain mail around his waist, held by a thick leather belt. The armor is less used for protection than for covering his hairless rear end — cruel token of Jaggar's talent with fire spells...

Ohr'r always rides to combat on Smaggugah, the inseparable companion and only object of the bugbear's tenderness and affection. Smaggugah is a giant skunk (AC9 Creature Catalogue, page 20) Ohr'r found when it was a baby. Considering the bugbear's smell, Smaggugah thought he was its mother. Since then, Smaggugah has always followed the bugbear everywhere.

General Skills: Brawling (St), Knowledge of Glantri City (In), Find Traps (Dx), Giant Skunk Riding (Dx), Endurance (Co), Fighting Frenzy (Co). Languages: Bugburbian, Tharian, Glantrian.

Tehuantipoca, Zotl

Lord Zotl *GN19, St 16, In 14, Wi 10, Dx 13, Co 15, Ch 14, AL C; Canis Erectus Septantrionum. Faith: unbeliever.*

Lord Zotl is an old gnoll from the lost city of Oenkmar (see Oenkmar, area 30). His nobility title is a family legacy earned by a past ancestor.

Lord Zotl has developed a hatred of the clergy in Oenkmar because of the power they hold over the population. Zotl commands most of the Oenkmarian army, which he hopes will one day help him topple the regime of High Priest Xilochtli and his followers.

Zotl actively seeks outside visitors in Oenkmar. Rather than turning them over to the priests, he is more likely to offer them a deal, even if confronted by non-humanoid adventurers. He may secretly leave the city and wander Darokin in search of chaotic heroes who would follow him. He offers as much treasure a party can carry away, any clerical secrets or magical items they can find (without restriction), and a safe way out of Oenkmar, in exchange for the destruction of Xilochtli and his Great Temple.

What Zotl doesn't say is that his only transportation out of the lost city relies on skinwings, large reptilian birds. The animals can carry only up to 300 pounds (6,000 cn) of weight across the lava. Above that weight, the birds get tired quickly (10% chance of falling in the lava for each eight miles). The birds cannot lift more than 600 pounds in any case. Zotl also fails to promise a guide to lead the birds through the fog, unless the PCs request one specifically.

Zotl looks like a typical Canis Erectus, with short, dark fur, and a white mohawk. He wears a long red dress with a golden star sewn in the front and back, and multicolored feathers on the back of his head. He fights with a large wooden mace studded with sharp stones and metal ridges (Dmg 1d10).

General Skills: Artillery (In), Literacy (In), Stone Engineering (In), Tactics (In), Orientation (Wi), Martial Arts (Dx, Expert Mastery with his mace), Riding Skinwings (Dx). Languages: Oenkmarian, Darokinian.

Thar

King of the Broken Lands, Chief of Orcus Rex, and Supreme Commander of the Legion: *OR29/SH12, hp 85, AC 0; St 17, In 13, Wi 11, Dx 14, Co 16, Ch 18, AL C. Orcus Imperator Rex. Faith: Karaash.*

Thar is the current overking of the Broken Lands. He is the chief who conquered or forced the other tribes to ally to him, and pay tribute to his Legion. Except perhaps for the High Priest of Oenkmar (see Xilochtli later in this section), King Thar is the single most powerful humanoid in this region of the Known World.

This highly charismatic individual, by orcish standards, rounded up many followers early in his career. After a turbulent beginning during which he forced his clan to secede from the horde, he took over other weaker hordes and rose to power from there. He gained most of his experience leading endless wars against southwestern Glantrian armies.

During a recent raid, Thar intercepted a convoy and captured a valuable spell book belonging to the Wizard-Prince of Boldavia, a powerful Glantrian nosferatu (see *GAZ3, The Principalities of Glantri*). Nosferatus are similar to vampires except that they can walk in sunlight, and they retain their former skills

and character class abilities. The undead's anger was such that the creature reached Thar and caught him off guard and alone. Thar was defeated and shortly after became a nosferatu himself.

Thar does not feed on his kin. He satisfies his thirst for blood only on slaves and prisoners brought back from the surface. He never kills in this manner because he seeks to avoid spreading vampirism, which he considers a threat to his authority.

Thar is insanely megalomaniac. He plans on mounting a huge army to enslave Rockhome. His intentions are not unknown to a mysterious individual who names himself Uruk Vaath (see below) and conceals his identity behind a mask. This character often wears impeccable white uniforms (unknown to any local tribe) and seems to be able to appear and disappear at will.

Uruk Vaath sometimes visits Thar and provides the orcish king with potent magic and sensitive information on the dwarven kingdom. Thar and his guards have attempted a few times to capture this Uruk Vaath and unveil his identity. But in all cases, this led to utter catastrophes, massive death, and destruction in the horde.

Uruk Vaath claims to be Karaash's Herald, and definitely displays the awesome power of quasi-divine creatures. His message to Thar is to keep up with his efforts against the dwarves, rather than the caravans crossing the Broken Lands and the Glantrian borders. Thar is quite suspicious of this herald, since he never found any signs of him in all his shamanistic rituals. Until he can find a better solution, Thar reluctantly obeys Uruk Vaath's orders, and is now on the brink of invading Rockhome.

Thar maintains a permanent contact with the other humanoid tribes outside the boundaries of the Broken Lands, especially the numerous hordes thriving in the mountains west of Glantri and the hills north of Alfheim. He intends to annex them to his empire before attacking the dwarves. King Thar would then be able to field a 20,000 monster-strong army against the dwarves. *GAZ6, The Dwarves of Rockhome Gazetteer*, provides an excellent adventure involving an all-out war opposing dwarves and humanoids.

Thar owns a number of magical items, courtesy of his mysterious ally, Uruk Vaath. Among his magical firepower is a chaotic, orc-speaking, intelligent *bastard sword +1, flames on command*, with a pathological hatred of dwarves (Will Power 24; extra damage, detect gems, secret doors, and traps). Thar is barely capable of controlling this fabulous weapons. Any wound to Thar, no matter how minor, causes the sword to prevail and take over the king and his whole empire!

Among other magical items the sword tolerates near Thar are such things as a *potion of giant strength*, a *ring of regeneration, bracers of protection AC 0*, two sets of *drums of panic*, and three *horns of blasting*. The *drums* and *horns* are currently in his legion's inventory.

King Thar is also related to a certain Angus McClintock. Thar was the orcish chieftain who captured Lady McDuff decades ago and had a son from her. The son was later captured in Glantri at a very young age, and was never heard of again in Orcus Rex.

General Skills: Knowledge of the Broken Lands (In), Artillery (In), Tactics (In), War Machine Engineering (In +2), Martial Arts (Dx — Mastery of bastard swords), and Bawling (Ch). Languages: Rexian, Tharian, Glantrian.

Uruk Vaath

Alias Jaggar von Drachenfels: *M30, St 16, In 16, Wi 15, Dx 13, Co 16, Ch 15, AL L; Homo Draconis Magus. Faith: Rad.*

Jaggar von Drachenfels is a Glantrian wizard (see *GAZ3, The Principalities of Glantri*). He is one of the ten princes at Glantri's Ruling Council. Notorious for his vehement attitude against the Ethengarian clergy and the dwarven kingdom, he sincerely believes the clergy to be a serious threat to the magocracy. As far as the dwarves are concerned, they have been the victim of Glantrian perse-

cutions — they say — and display obvious hatred for these wizards. Many centuries ago, dwarves were accused of bringing the plague into war-torn Glantri, and were thus savagely hunted out of that nation.

Prince Jaggar supports the theory that an early war against Ethengar, and their assumed allies — the dwarves — is needed for the security of the magocracy. Since the council does not favor an all-out war against these nations, Jaggar took matters into his own hands. His plan is to manipulate King Thar into attacking Rockhome. This would allow him to kill two birds with one stone, weakening Rockhome and keeping the orcs busy for a long time. To this end, Jaggar assumes the identity of *Uruk Vaath* and pretends to be the herald of the orcish Immortal patron.

Jaggar wears high cavalry boots and a white uniform covered with medals and stripes (most of which are magical trinkets of various effects). Some of them have a tendency to fall off, at the great joy of the younger orcs who will wrestle for possession of such treasure.

Jaggar is a High Master of Dracology, a science taught at the Great School of Magic in Glantri. Among other dragon-related powers described in *GAZ3*, Jaggar also is *the* Star Dragon (see Master DM Rules). If in danger, he may assume this shape and wreak havoc among the orcs.

General Skills: Knowledge of Dragons (In +2), Artillery (In), Tactics (In +1), Dragon Training (Wi), Riding Dragons (Dx), Singing Marches (Ch). Languages: Glantrian, Tharian, Darokinian, Elf, Dwarf, Thyatian, and gold dragon.

Xilochtli

High Priest of Oenkmar: *OR26/SH17, St 14, In 12, Wi 14, Dx 11, Co 7, Ch 5, AL C; Orcus Rubeus Vulgaris. Faith: Atzanteotl.*

Xilochtli is the master of the Great Temple of Oenkmar (see page 29, areas 23 and 26). This red orc is a product of the clerical school of Oenkmar. Raised since his youngest age at the school, he was carefully taught the orcish worship of Atzanteotl.

Xilochtli spent a great deal of time meditating in the caves under the Great Temple. The noxious vapors and the sulfuric vapors emanating from the lava affected his skin to the point that he now looks like a walking mummified corpse. He wears long robes that cover his feet and skeletal hands, and a hood conceals part of his dried, reddish face at all times. In public, Xilochtli always wears a mask of jade and an array of multicolored feathers. The vapors badly damaged his throat and lungs, causing him to speak in a hissing, croaking voice.

Xilochtli is an evil creature devoted to the worship of Atzanteotl (see above and also page 20, *History of Oenkmar*). He knows of the origins of the city and does his best to conceal the facts. He spends a great deal of his time controlling the orcish scholars of Oenkmar, accusing of heresy those who get a bit too close to the truth. One of his other strategies consists in preventing the expansion of the plantations under the city to keep the city supplies below the minimum necessary. Then, his caste of priests produces the rest of the needed food using their spells. Xilochtli uses this method to ensure the city will not rebel against the clergy, for fear of famine.

Xilochtli cannot be killed in a normal manner. So blind was his faith in the chaotic Immortal, he once willingly allowed himself to be immolated to Atzanteotl. After his death, Xilochtli met his Immortal master in the Sphere of Entropy, and swore to follow his commands without question or hesitation. Xilochtli was then returned to the world of the living, and had no trouble becoming the high priest. Since then, a large wound has stayed open in his chest. His heart is in a jar, at the center of a temple identical to the one in Oenkmar, but in the Sphere of Entropy. Xilochtli can be killed only when this heart is destroyed. Whoever possesses the jar and the heart can control Xilochtli completely.

Confident he cannot be killed so easily, Xilochtli sometimes leaves the city and wanders the surface world. He spends his time observing the advances of the surface civilizations and humanoid tribes. His atrocious deformity and croaking voice prevent any identification of his race. Xilochtli may hire PCs to retrieve ancient artifacts related to the Aengmorian era. He plans to destroy any item he comes across that may present a link to the elven origin of Oenkmar. Xilochtli is also highly opposed to any major war between King Thar and the outside nations. Such a war could ultimately bring unwanted visitors into the area of Oenkmar. Here again, he would not be above hiring PCs to interfere with Thar's megalomaniac plans.

General Skills: Knowledge of Aengmor history and magic (In), Skinwing Training (Wi), Skinwing Empathy (Wi), Skinwing Riding (Dx +3), Slow Respiration (Co). Languages: Oenkmarian, Aengmorian, Tharian, Darokinian.

Ximanga

Punk Hoodlum: *OR12, St 14, In 11, Wi 8, Dx 17, Co 15, Ch 11, AL C; Orcus Rubeus* (actually *Vulgaris). Faith: none.*

Ximanga was taken away from Red Orcland when he was barely 12 years old. A tough critter, Ximanga never forgot his origins and so despises everything and everybody in Oenkmar. This explains his anti-social behavior that earned him the role of *orcus non grata* in the Oenkmarian ghetto where he lives.

Ximanga wears tight black leather pants, a studded jacket, and only one glove. Security pins, pearls, and other strange ornaments hang from his ears. His most extravagant feature is a very large mohawk dyed in bright colors. He can often be found in his quarters (area 8 in Oenkmar), with his band of hoodlums. They enjoy their time playing Orcland drums, moving convulsively, walking backward, and spinning on the floor. He fights with a short sword fitted with a switchblade.

If in the mood, and offered a good deal by someone he considers *cool*, Ximanga

may handle some shady business. He is a skillful thug (see *Master DM's Book*, page 32). Away from prying eyes, Ximanga trains his band of young punks as professional thugs. Whenever he feels ready, he plans to assassinate both Tehuantipoca and Xilochtli, do as much damage to the city, and then steal skinwings for himself and his gang to flee to Orcland. Ximanga will react favorably to any PC who is obviously a Red Orclander. Ximanga ignores the fact that he is the lost brother of the Supreme Hool of Red Orcland.

General Skills: Thug level 12 — use all the abilities of a level 12 Thief, Tracking (In), Blind Shooting (Dx), Escape Artist (Dx), Ledge Hopping (Dx), Outdoor Stealth (Dx), Odor Scenting (Dx). Languages: Oenkmarian, and a smattering of Orclandish.

Xoteczuma

Tehuantipoca's Wicca: *HO15/WI9, St 14, In 13, Wi 11, Dx 12, Co 16, Ch 14, AL C; Goblinus Grandis. Faith: Yagrai.*

This female hobgoblin once encountered Angus McClintock (see above) and discovered he was not Oenkmarian. She attacked him, but failed to immobilize him. The Glantrian wizard escaped after launching an array of *magic missiles* at the wicca. In the fight, however, Xoteczuma managed to grab one of the wizard's amulets, which turned out be an *amulet of teleportation*.

She has come close to reaching him several times, tipped off by his hunchback disguise. Xoteczuma will most certainly follow any character who looks like a limping hunchback. Xoteczuma spent years trying to discover the wizard's hideout in Oenkmar, but so far has failed.

During her years of research, she finally discovered the enchantment style of the *amulet* — Glantrian — and the secret word to activate it. She has been using it to pay impromptu visits to a number of Glantrian wizards, spying on their conversations and hoping perhaps to learn about the mysterious hunchback. In the meantime, she takes the opportunity to steal any magical items that may be lying around.

Most of her stolen goods are stored in the basement of her abode (area 28 in Oenkmar). She practices a secret trade of these magical items with other wiccas, or individual humanoids in the pay of her master, Lord Tihuantepoca. Occasionally, the Lord of the Citadel uses her services to spy on the High Lord or to free prisoners. She is loyal to the cause of the Oenkmarian army officers, as well as being a staunch opponent of the local clergy, especially Xilochtli who had her husband "sacrificed".

She managed to recover parts of her late husband, which she reanimated in the form of a mummy. Another half-dozen are stored in coffins, in the basement, waiting to be used against the High Priest, or the hunchback. She will send them after McClintock if she discovers his hideout.

Xoteczuma looks like an ugly, toad-faced hobgoblin. She is an old hag, with greasy gray hair, wrinkles, and warts. She carries her gri-gris and the *amulet of teleportation* under her sordid robes.

General Skills: Knowledge of Mummies (In +2), Tracking (In +1), Endurance (Co +1). Languages: Oenkmarian, Glantrian.

Yazar

Her Bombastic Majesty, the Queen of High Gobliny: *GO24/WI13, St 9, In 14, Wi 12, Dx 13, Co 12, Ch 16, AL C; Goblinus Goblinus. Faith: Wogar.*

Queen Yazar is especially notorious for her heroic contribution to the latest High Goblinian war against Kol. A simple border dispute started the whole thing when kobolds and goblins attacked an Ethengarian caravan at the same time. In the confusion, the caravan escaped, and the two hordes fought each other instead, both suffering heavy casualties. Kobolds were quick to accuse High Gobliny of treachery, and immediately mounted a raid against the Fortress of Akrass. The well disciplined kobolds nearly breached the heavy gate when, single-handedly with her horde, Yazar charged their rear. With Yazar mounted on her white dire wolf at the spearhead, her horde forced the mighty General Zar (see below) to flee the battlefield in absolute shame.

Yazar is slightly taller than the average goblin, but definitely heavyset, with rather obvious feminine features. She usually goes scantily dressed, wearing bits of armor and chain mail trappings that suggest more than anything else. Not that this would hamper her ability as a warrior at all, she is as adventurous and mighty as her husband, King Doth, can be cowardly and servile.

Because of a boring life with such an unimpressive husband, Yazar is often on the lookout for attractive goblin heroes in her guard. It is not rare for Queen Yazar to leave on a wild hunt, or an equally bogus "campaign", with a small army and the lucky hero. After benefiting from the queen's overbearing gratitude and sentimental generosity, the hero quickly goes up in rank, and is then forgotten by the queen just as quickly.

Despite his hatred for Yazar, King Doth is terribly jealous, and feels deeply humiliated by his queen's excesses. Her royal favorites had better be on their guards if they want to live long. Doth actively seeks to have these indelicate champions either assassinated or sent on suicidal missions.

Many goblins in the queen's retinue gossip that she prevented King Thar from totally wrecking High Gobliny when he invaded, by granting him her favors. Opponents of the queen's faction suspect there is a strong sentimental link between the two. Not so: overcoming her absolute disgust for the orcs, heroic Yazar intimidated Thar so much that he promised he would tolerate her "cordial alliance" in exchange for her discretion on the whole affair. Thus it is that High Gobliny is an autonomous protectorate of King Thar, rather than a colony reduced to political slavery.

Yazar's reaction to gossip of a romance with Thar will be anything but idyllic. As far as Doth goes, he has sworn to himself that he would kill Thar at the first opportunity — an unlikely promise considering Doth's cowardice. Behind his apparent

boorishness, Thar is horribly embarrassed each time he meets the dear lady, to the point he is loath to go to High Gobliny or even to dare reprimand the queen's political *faux pas*.

Queen Yazar never separates from Fangrim, her white dire wolf pet. In reality, this is her only true and loyal companion. Fangrim always sits at arms' reach from the queen, no matter what the situation, and stares her visitors in the eyes, snarling occasionally. Fangrim would immediately attack if he sensed his mistress in danger. He is a large dire wolf, and an intelligent beast (hp 30, St 16, In 6, Wi 6, Dx 12, Co 15, AL C). His skills are based on the ability scores above, as described in the Players' Guide: Tracking (In +8), Instinct (Wi +8), Hear Noise (Dx), Hide in Shadows (Dx), Ledge Hopping 12′ (−2 with rider), Move Silently (Dx), Odor Scenting (Dx +5), Endurance (Co).

Yazar has the following skills: Brawling (St), Intimidate (St), Knowledge of High Gobliny terrain (In), Tactics (In), Bravery (Wi), Dire Wolf Training and Empathy (Wi), Riding Dire Wolves (Dx), Seduction (Ch — similar to Storytelling, for humanoids only). Languages: High Goblinian, Tharian, Bugburbian, Hobgoblandish.

Zar

Generalissimo of the Imperial Army: *KO20, St 15, In 12, Wi 11, Dx 14, Co 18, Ch 15, AL C; Canis Minor Militaris. Faith: the Shining One.*

Zar, also known as Titus Titonius, is the son of Zaroath, another well known high commander of the Imperial Army of Kol. The embodiment of Kol's military education, he was raised along with a small mob of kobold youngsters in what appears to be a kobold version of a cadet corps. These young kobold chiefs are as proud and haughty as a high commander of the Thyatian Legions would be, trained to think according to the Tharian Code of Conduct — disciplined, faithful, and loyal to their superiors, quite unlike the rest of the savage hordes of the Broken Lands.

The kobolds were quick to adopt this form of militarized society precisely because of their small size. They believe that anything bigger than they are is out to eat them or steal their treasures. This is most obvious with Kol.

Zar is now an old kobold. He suffers from rheumatism, and is further limited by poor eyesight. In a raid into Rockhome, Zar discovered a strange disk of glass which fits on one of his eyes. It is indeed a lens which helps him see a bit more clearly, but he has a tendency to drop it when surprised or wounded. This sends him to his knees, searching for the precious item, usually squirming, and interrupting anything that may go on at the same time. The item is magical. It allows Zar to see anything *invisible*, including both concealed or hidden objects and people.

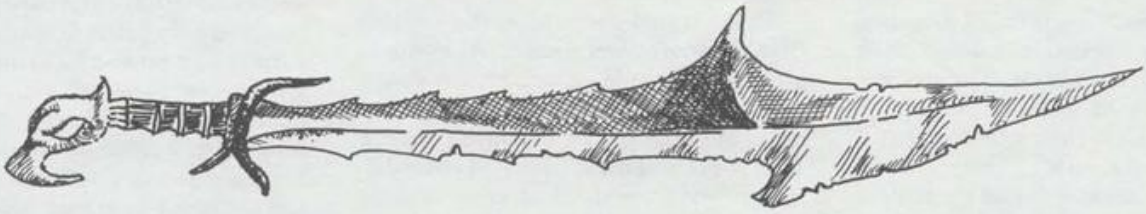
Zar is loyal to High Doge Kol (see above), despite his dislike for Kol's lack of bravery. Had it been his choice, Zar would have opted for a war against King Thar, rather than to shamefully ally with Orcus Rex. If it appeared Kol would make decisions that would endanger the nation, Zar would attempt a coup against the High Doge. This would be rather easy since Zar controls a great share of the army, but he fears a resistance by the people, who display great respect for the Kol dynasty.

Zar is a typical army officer, all spit and polish, except, of course, that he is a kobold. Small but proud, he will be quick to put on his pointed helm and defend his nation. Zar lacks Kol's wit because he tends to judge everything according to the book. Everything is either black or white, foe or friend. This has led to impromptu changes of opinion on his part.

Zar also suffers from a rare disease. The symptoms are triggered when he loses half or more of his hit points. Rabid, Zar foams at the mouth, and attacks the closest man-like being. He locks his jaws in a terrible bite with a score of 15 or better. He will not let go until knocked unconscious, or reduced to 0 hp or less. Treat rabid Zar as if he had the *Fighting Frenzy* skill. Zar causes 1d4 points of damage each round he maintains his bite. Victims are also infected with 12 points of more of biting damage. This disease can be cured by a cleric of 10th level or better.

Zar usually rides a armored giant slug into combat (*Master DM's Book*, page 38, except for the following: AC0, HD15**, hp 75). He wears bulky armor, made of various mismatched pieces of chain and plate painted in clashing colors.

General Skills: Brawling (St), Knowledge of Kol terrain (In), Artillery (In), Literacy (In), War Machine Engineering (In), Giant Slug Empathy (Wi), Riding Slugs (Dx), Singing Marches (Ch). Languages: Kol, Tharian, Thyatian.



Oenkmar, Jewel of the Depths

Despite contrary beliefs, the Broken Landers do have a city, located in the middle of the Lava Flow, in a huge cavern below the Broken Lands. Out of reach of the common tribes, it is thought to be a legend. Rivers falling into the Lava Flow produce a perpetual wall of steam that limits vision to ten feet, thus preventing anyone outside from seeing Oenkmar.

History of Oenkmar

Orcs never built the city, elves did. These were elves who fled the cataclysm that ravaged Glantri, BC 1700. After centuries of fortuitous wandering about endless tunnels and caverns, the elves adapted to the underworld, unaware that the surface had returned to life. They resigned themselves to a life of eternal darkness, and built their city, Aengmor, on top of a rocky outcropping.

Their philosophy was chaotic and violent, built upon hate of humankind (who were blamed for the cataclysm), bitterness for being forced to live in darkness, and desperation. Aengmorians established a cult similar to that of ancient Aztecs, adoring Atzanteotl, an evil king-priest who reached Immortality. The construction of the city ended in 1352 BC, with the completion of the Great Temple.

Unfortunately, after the Glantrian cataclysm, the Broken Lands never really settled. Since then, earthquakes and volcanic eruptions periodically ravaged this region. The tragedy happened in 1290 BC when lava surrounded Aengmor, trapping the deep elves. Most of them died from toxic fumes or starvation. Some escaped, using magic to fly to safety, and then moved on to even deeper places, abandoning the city forever.

This, however, was all a plot of Atzanteotl to gain more followers. A hundred years later, he opened a volcano shaft through the cavern's vault. The city was then thrust upward, allowing Aengmor's temple, the city's highest structure, to fill the bottom of the shaft exactly.

Orcish shamans soon found the temple in the new crater, and especially the elves' sacrificial dagger on the main altar. It was only a magical *dagger +1*, but it was enough to convince them that their centuries-long quest for the "Blue Knife" was fulfilled. Thus did the orcs unknowingly worship Atzanteotl, unaware of the city beneath the temple.

Nithian priests visited the orcs then, providing magic and teachings in exchange for access to the temple's scriptures. Nithian profanations offended Atzanteotl, and when Nithia was destroyed, in 500 BC, he sent the temple and the city back down, and sealed the volcano shaft above them.

Only Atzanteotl's faithful followers survived the descent. They discovered the city, and lived to expand it. Atzanteotl used his magic to ensure the city would be livable, preventing excessive heat and toxic gases from choking his followers.

Aengmor became Oenkmar after centuries of mispronunciation from the humanoids. The other tribes went on to live their primitive ways while Oenkmarians developed a unique humanoid civilization devoted to Atzanteotl.

To make the discovery of the city an even more unlikely endeavor, it drifts on the lava, going up and down with the level of the magma. It follows a slow, circular path of about six miles in diameter, drifting clockwise. A full circle takes about 18 hours to complete.

Oenkmarians Today

Since Oenkmar descended into darkness, its inhabitants have evolved totally cut off from the rest of the world. During the following centuries, disciples of Atzanteotl learned to read the scriptures carved on the surface of most buildings, and in the temple, and began to believe their ancestors were the true architects of Oenkmar.

This enabled them to evolve quicker than their *over-lava* cousins. They are as gross and as rude as usual humanoids, but they have a better technology, and more importantly, an organized society. They speak *and write* a debased elven dialect derived from the deep elves' ancient language, strongly tainted by the heavy humanoid accent.

About 18,000 Oenkmarians now live in the city, with a regular army of 2,000 humanoids (Troop Class Good, BR 95). Half the population is composed of common and red orcs. The latter are descendants of visitors who accidently flew in from Red Orcland after getting lost in the fog. Goblins represent a quarter of the population. Other humanoids, including giants, form the remainder.

Oenkmarians go about the streets on foot or on *striders*, biped lizards equivalent to war horses. Potentates travel on palanquins, with a number of bearers appropriate to their rank. Dire wolf or boar-pulled command chariots are common near the Citadel.

Their cult of Atzanteotl is a dark and evil one, requiring sacrifices and other frightening ceremonies. Oenkmar is currently under the rule of High Priest Xilochtli, who usually stays in the Great Temple, at the center of the city.

Visitors are unwanted. Oenkmarians know about the other tribes and the surface, but they prefer staying away. Sometimes, Xilochtli secretly sends a party of Oenkmarian adventurers to spy on their primitive cousins, or to recover a lost artifact. Oenkmarians are boors, but witty enough to find their way on the surface and deal with humans.

Other tribes are considered savages and members are imprisoned if discovered in the city. It is only after years of "education" by Atzanteotl priests that prisoners are released to Oenkmar's streets. Non-humanoids, if ever captured, are most likely to end up on the altar as sacrifice to Atzanteotl.

Aengmorian elves originally coined Oenkmarian currency. Most of the features are almost totally worn off by now, prohibiting identification of the origins. The *quetzal* (qz) is the basic coin, worth a common gold piece. It is a gold coin with a malachite bird in its center. Also used are bronze coins of various sizes and denominations, like the 1 *axolotl* (xl) coin worth 2 common copper pieces, the 5 xl coin worth a common silver piece, and the heavy 25 xl coin, worth 5 silver or a half-quetzal. For large sums, small jade ingots called *ixitxachitl* (xc) are used. They are worth 100 qz. Silver is not found

in Oenkmar, nor are copper and platinum used as currency. The latter are worth 10% less than among surface dwellers.

An Overview of Oenkmar

Oenkmar looks like an ancient Central American city. Buildings have slightly slanted walls, with no round shapes, and are sometimes built atop small pyramids. All openings are trapezoidal. Buildings are either made of large stones, or carved directly into the volcanic rock.

The walls and pavements often are covered with mosses partially masking omnipresent sculptures, which represent typical Aztec-like deities and monsters. Streets have single central gutters that drain the city's filth toward occasional sewer grates. Oil lamps, glowing mosses, or perpetually burning gases that come from the rock provide light. Oenkmarians know how to channel these gases for a variety of uses.

The city was built on top of a rocky hill, on a series of concentric plateaus leading to the Great Temple at the center. Each plateau rises 100′ up, forming sheer cliffs. Most vertiginous, a 300′ high cliff rises above the Oenkmar Garden, a fungal forest growing at the bottom of a 100′ deep chasm. Fortified stairways carved into the rock lead from one plateau to another. A slope rises sharply to the southeast, where a citadel was built. The highest keep of the citadel reaches 200′ high.

Oenkmar is a vast maze of narrow, winding streets. The city is roughly divided into seven districts. The highest plateau is called *Temple Hill* and is occupied mostly by priests and their servants. The next lower plateau, the *Religious Quarter*, is a residential area reserved to the temple's more zealous followers, acolytes, and students. North, east and south lies *Downtown Oenkmar*, essentially the domain of the working class. Nobles, rich families, and the military caste live in the *Citadel*, while undesirables and criminals remain in the *Enclave*, south of the temple. West of the *Enclave* is the *West Bend*, a relatively poor area inhabited by families of miners.

Large tunnels lead from the West Bend and Oenkmar Garden to a network of caves, tunnels, and lakes under the temple. This is where miners extract their ore, but also where Oenkmarians grow vast fungal plantations to feed the population. These vegetables are capable of growing back after harvest in less than a day. Monstrous wildlife is also commonly hunted there. Nevertheless, much of the food still comes from the clerical establishment, ensuring their authority.

Oenkmar is enclosed in a defensive wall and huge, fortified towers. Invasions from the Plane of Fire are not unseen, so the walls are regularly patrolled. Beyond lies the realm of bubbling lava.

A unique phenomenon provides Oenkmar with water. Steam that does not evacuate through the two volcano shafts, 20 miles to the west of the cavern, condenses on the vault above the city, causing rain showers every 16 hours. Water accumulates in wells beneath the city, and is then pumped out as needed. The excess is rejected on the lava through a sewer network, producing more steam.

When the rain falls, it is time for the common Oenkmarian to rest. The rain lasts for about two hours, but the people go on sleeping another four. In other words, an Oenkmarian day lasts 18 hours instead of 24. This affects spell recovery only if spell casters are natives of the city. A curfew is in effect downtown, in the enclave, and the West Bend during rain showers. Streets are occasionally patrolled then.

Entering Oenkmar

The city can be accessed riding *skinwings*, large reptilian birds native of Red Orcland. Oenkmarians have such birds and use various magical items to find their way through the steam. The most practical way would be to *teleport* in, for those who have this power. A less glamorous way is to be captured on one of the outer Lava Flow shores by Oenkmarian slavers, and taken back to the city.

The oddest way, however, lies in South Gnollistan, which is located in a cavern 800′ above Oenkmar. Their giant sinkhole occasionally opens vertically above Oenkmar Garden. Anybody who falls through may land on the soft marshy goo growing there, and perhaps survive. Victims lose half their hit points suffocating in the sinkhole, plus 4d6 points for the impact. The fall is likely to go unnoticed by the city guard — not so for the fungi leeches, unfortunately.

The Streets of Oenkmar

1. Fire Bridges: These impressive structures arch over the lava, linking two fortified buildings and a small island to the south. The bridges are used to drop water or projectiles over invaders from the plane of fire. This area is heavily patrolled.

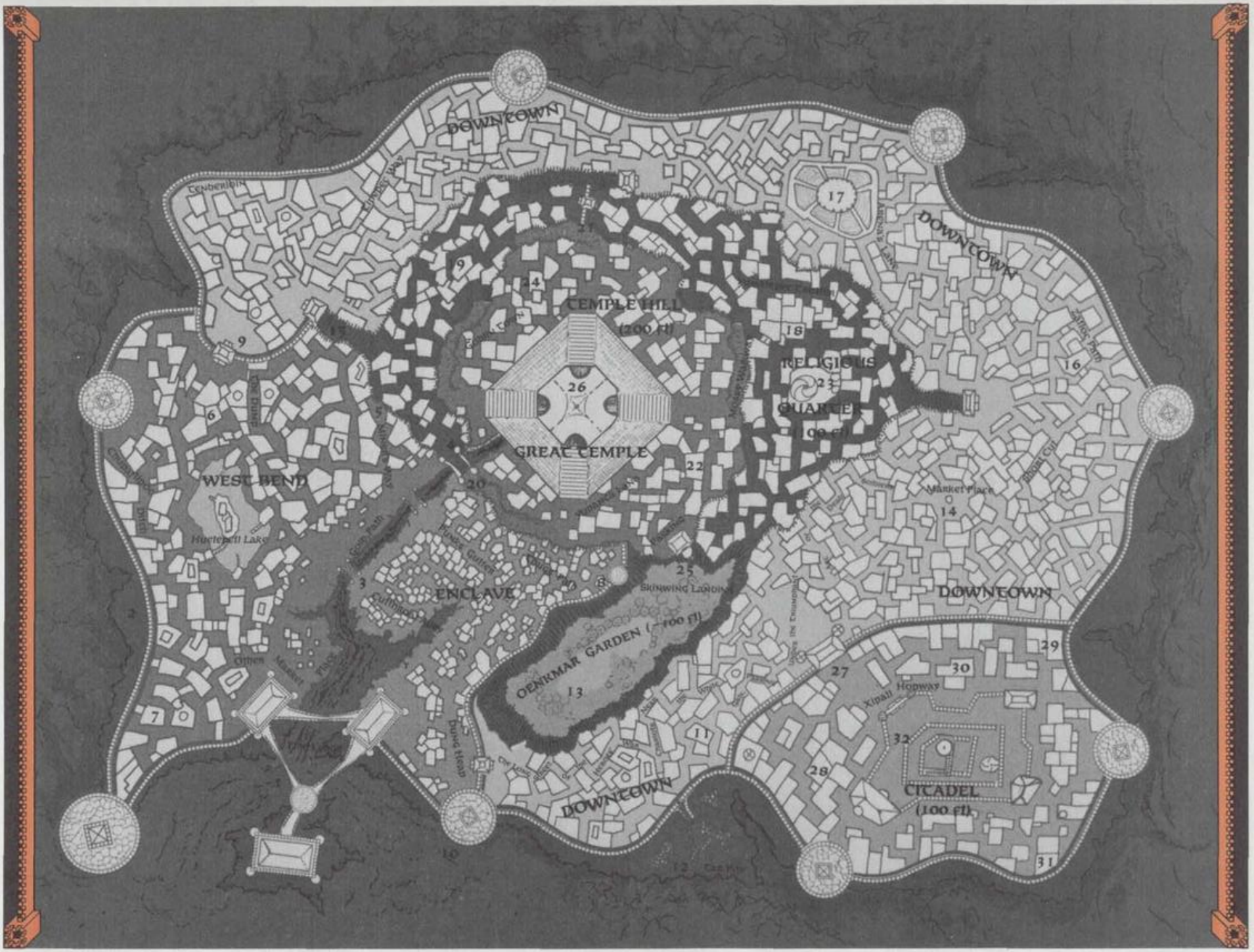
2. Defensive Wall: The city is surrounded by high stone walls with no portals. Designed to keep people out as much as in the city, the only way to access the walls other than by air is from the massive towers regularly spaced around the city.

3. Enclave Bridges: These are commonly used to go from the enclave to the West Bend. Fortified guardhouses block the passage. They are checkpoints where the identity of people is verified. Known trouble-makers are not allowed out of the enclave. A fee is required to use the bridge, usually one quetzal. The bridge is also used to watch for intruders from the Plane of Fire below in the lava.

4. Slaves' Ledge: A narrow, treacherous passage leads from the West Bend down to lava level, and into caverns under the temple. This is the passage slaves use to reach their working places, either fungal plantations or mines. Metal gates open only to let the slaves in or out between shifts.

5. Mine Entrance: The poorest elements of the population use this entrance to

(Continued on page 27)


DOWNTOWN
DOWNTOWN
DOWNTOWN
DOWNTOWN
TEMPLE HILL
(200 ft)
RELIGIOUS
QUARTER
(100 ft)
GREAT TEMPLE
WEST BEND
ENCLAVE
OENKMAR GARDEN (-100 ft)
CITADEL
(100 ft)
Market Place
Hurlebell Lake
Skinwing Landing
Xinall Hopway
Cenbenlbin
Otter Market
Fish Market
Dung Heap
Dung Path
Hunter Gulch
Dung Road
Cow Road
Sellers Path
Temple Gulch
Temple Road
Temple Path
Temple Lane
Temple Way
Temple Stair
Temple Hill Road
Temple Hill Lane
Temple Hill Path
Temple Hill Stair
Temple Hill Way

ORCWARS!

This game is a humorous simulation of the Great Orc Wars, when ten Tribal Chiefs of the Broken Lands attempted (in vain) to unite their hordes for control of the caravan routes and supremacy over the neighboring human and elven realms. From two to six players are required, each representing a Tribal Coalition. The playing time is about 2½ hours with four players.

1. Game Components

In addition to the materials provided in this magazine, you need two cups and a six-, eight-, and 20-sided die. Other components are explained below.

Map: The map in the center of this magazine depicts "The World According to Orcs". The Broken Lands are divided into 10 tribal lands at the center of the map. Caravan routes, in red, link major merchant centers. On the side of the map are Combat Result and Turn Sequence Tables, and boxes that indicate each chief's allegiances and strengths.

Tribal Coalition Markers: Four sets of markers indicate to which player the chiefs and the territories belong.

Chiefs: Each chief is a native of one particular territory. A chief is identified by color, name, and two numbers on his counter, which represents both that chief and his ferocious bodyguards (see "Chiefs").

Hordes: Each horde counter represents 100 armed warriors of a particular territory and race (goblins, gnolls, or orcs of a particular tribe) according to the counter color (see "Levying Hordes").

War Machines: These are giant attack devices used in combat. These counters are identified by a "War Machine" label and a number in the upper right corner (see "War Machines").

Fortresses: These counters represent underground fortified caverns. They are identified by a cavern-mouth symbol and a number in the upper right corner (see "Fortresses").

Caravans: The white ½" counters are merchant caravans. The two letters on each counter indicate its starting point and destination on the caravan routes (see "Caravans").

Gold: The back of a gold counter shows a generic gold coin. The front indicates the value of the counter in gold points, each point representing 1,000 individual gold pieces. (See "Gold").

Mines: These counters are identified by a crossed shovel and pick (see "Mines").

Spies: Each of these counters can be recognized by the shady-looking character with cloak and dagger, the "Spy" label, and a number in the upper left corner (see "Spies").

Shamans: These counters are recognizable by the characters that each bear a staff and a "Shaman" label (see "Shamans").

2. Setting Up

Choose a set of Tribal Coalition Markers to represent each player. Put the ½" gold and caravan counters into one cup (the Gold Cup). Set the chief counters aside and put the rest of the ¾" counters into the second cup (the Tribe Cup). All draws made from either cup are made without looking at the cup's contents, ensuring random selection.

Randomly pick one chief for each player and return the others to the Tribe Cup, thoroughly mixing them with the other counters. Each player then picks five counters from the Tribe Cup, looks at them, and places them face down in front of him. This constitutes that player's Hand, his secret forces. The player may discard any number of counters in his Hand and trade them for an equal number of gold counters drawn randomly from the Gold Cup. Return all such traded counters to the Tribe Cup. Gold is placed face down in each player's Hand, forming his secret Treasure Hoard.

All caravans drawn at this time must now be placed on the map at their departure points (see "Caravans"). Keep drawing until all due gold is in Hand. You are now ready for ORCWARS!

3. Turn Sequence

On the initial turn, the player rolling the highest number on 1d20 plays first (high ties should roll again). On subsequent turns, the player with the lowest total of Authority levels (found by adding up the chiefs' Authority levels of each coalition; see "Chiefs") *decides* who plays first. In case of a draw, the one with the lowest total of controlled territories and fortresses (see "Winning the Game") decides who plays first; otherwise, determine at random. Once the starting player is chosen, the other players follow in clockwise order.

A Game Turn is played in three Phases: the Caravan Phase, the Tribal Phase, and the Trade Phase.

A. Caravan Phase: Move the caravans already placed on the map one space on the Caravan Tracks toward their destinations (see "Caravans"). Return caravans to the Gold Cup when they arrive at their destinations.

B. Tribal Phase: The first player performs all actions from steps B1 to B7. Each subsequent player repeats this sequence. Note that steps B3-B6 (marked with asterisks) are played in any order a player wants; however, all actions of one step must be performed at the same time. For example, a player could not levy hordes (B3), move (B4), then levy hordes again elsewhere (B3). He must levy all eligible counters at once, then move all of his armies, or vice versa.

B1. New Caravans: Place caravans held in Hand at their departure points on the map.

B2. Reinforcements: Draw counters from the Tribe Cup. A player automatically draws one counter each turn. He may also buy one extra counter per gold point, gaining up to four extra counters each turn (see "Gold"). Return all gold so spent to the Gold Cup, and place new counters face down in Hand. A coalition may not have more than 10 counters at the end of its turn (see step B7). A coalition with no chief on the map has the option of redrawing a completely new Hand of six counters and discarding the previous one entirely, instead of drawing just one counter.

B3. Levying*: Place all eligible counters from a Hand on the map (see "Levying Hordes", "Fortresses", "Mines", "War Machines", and "Shamans").

B4. Movement*: Move none, some, or all of the armies or chiefs on the map, then collect gold from armies and chiefs (see "Movement", "Gold", and "Transferring Gold").

B5. Combat*: Resolve combat, capture chiefs and gold, and conduct diplomacy (see "Capturing Chiefs", "Combat", and "Caravans").

B6. Treachery*: Reveal spies from a Hand to examine another player's Hand, steal gold or counters from a player's Hand, or attempt treachery (see "Spies").

B7. Loot and Mine: Collect gold from mines and place the gold on armies on a rampage (see "Gold", "Mines", and "Orcs on a Rampage"). Discard excess counters from Hand (see B2).

C. Trade Phase: All players with chiefs in adjacent territories may trade counters or gold from their Hands or trade control of territories.

4. Winning the Game

There are several ways to win an ORCWARS! game. Whenever one of the following victory conditions is achieved, the game ends and a winner is declared.

1. A Tribal Coalition with five or more chiefs on the board at the end of any Game Turn wins a political victory.

2. A Tribal Coalition controlling 12 or more fortresses and/or territories at the end of any Game Turn wins a military victory.

3. A Tribal Coalition with 35 or more gold in Hand at the end of any Game Turn wins an economic victory.

The chief with the most powerful army in the winning coalition then becomes the Overking. A new ruling era commences.

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5. Chiefs

Chiefs are needed to levy hordes, build war machines, move them on the map, and conquer territories. Like hordes, chiefs are placed on the map during step B3 (see "Controlling Territories" and "Levying Hordes"). A chief with one or more hordes is called an **Army**.

To avoid confusion, place Tribal Coalition Markers in the Chief Boxes to show to whom the chiefs belong. Hordes can be left in a Chief's Box when an army grows to an unwieldy number of counters. A chief may command an unlimited number of hordes.

A chief has two numbers printed on his counter. The first, in the upper left corner, is his **Authority** level, the brutish ability to command unruly hordes and other chiefs in his coalition; this number is also his Combat Strength. The other is his **Servility** level, a vile, subservient loyalty to his coalition and allied chiefs; this is also a talent for escaping trouble. When an Authority or Servility **Check** is called for, roll 1d8. If the die roll is equal to or lower than the indicated level, the check succeeds. A score of 8 is an automatic check failure.

6. Capturing Chiefs

Any time a chief is left without hordes in the presence of enemy hordes or any caravan at the end of a battle, he may be captured. A chief avoids capture by passing a Servility Check. If he does, he retreats normally (see "Combat").

A captured chief stays with his captor until the end of combat (step B5). The chief may then be ransomed to any player (i.e., sold to the highest bidder). Ransoms may involve paying gold, trading counters from one Hand to another, or trading control of territories and uncommanded hordes. If ransomed, the chief goes to his new owner's Hand. If capturing hordes are uncommanded or the captor has found no suitable ransom, the chief is then executed and returned to the Tribe Cup. The same chief may appear later in the game as a son or brother of the late chief.

If a caravan captured a chief, he remains with the caravan, which continues on its track until it reaches its destination. The chief is then executed and returned to the Tribe Cup. A player who destroys this caravan frees its prisoner and places it in his Hand.

7. Controlling Territories

Broken Lands territories (within the thick borderlines on the map) are the only areas that can be controlled; mines and fortresses can be placed there. The other territories on the map are sovereign nations under human or demi-human rule; these can only be raided (see "Orcs on a Rampage"). A coalition claims control over a territory by successfully placing a chief in it (see "Levying Hordes") or by conquering it in combat.

If a chief has not yet been placed on the map, his native territory is considered neutral unless another army or chief has already captured it. If a player has the chief of a territory in Hand, he may reveal him on step B3 (along with corresponding native hordes in Hand) and claim that territory. The two cases described below apply only when the chief is placed on the map from the owner's Hand:

Case 1: If any neutral or uncommanded hordes of the same race are present, they automatically join the chief's army. If there is an unoccupied fortress, the chief automatically takes it over.

Case 2: If an enemy chief, enemy army, or uncommanded hordes of another race are there, a battle occurs (see "Combat"). If they are in a fortress, the fortress's Combat Strength is totally negated since the new chief breaks in from below (he comes up from tunnels, surprising his foe).

A chief automatically captures an empty territory when he ends his move there. Place the appropriate Tribal Coalition Marker in the territory when it is taken over. Remove the marker when the territory becomes neutral (see "Neutral Territories"). Control over a territory remains even if unoccupied.

8. Levying Hordes

Levying hordes consists of placing horde, chief, fortress, mine, shaman, or war machine counters from their owners' Hands onto the game map.

Chiefs and hordes can be placed only in their native territories. A chief must either be played simultaneously with the hordes or must already be present in the territory levied. For example, a player with an Orcish Chief in Trollhattan (Troll Territory) may reveal troll hordes from his Hand and place them under the Orcish Chief (see "War Machines" and "Fortresses").

A chief cannot levy hordes in an enemy-occupied territory, unless he is placed on the map from a player's Hand (see "Controlling Territories"). If a chief with an army has moved overland to enter a territory, he must first defeat its original occupants in combat before he can levy more hordes. Once he occupies a territory, a chief can leave uncommanded hordes behind him when he leaves the territory. The territory remains under the player's control until an enemy chief defeats or takes over these uncommanded hordes.

A chief automatically takes over neutral or friendly uncommanded hordes if they are native to his territory. Taking over hordes of another race (even within the same Tribal Coalition) is a risky business, however. The player must first reveal all counters from his Hand that he wants to levy in a territory that turn. The chief then makes an Authority Check to convince the hordes to join his army. If he fails, the hordes show flagrant disobedience and treacherously attack him. If the chief and his army are destroyed or retreat, the territory becomes neutral, along with any surviving rebel hordes (see "Neutral Territories"); remove any Tribal Coalition Marker from this territory. If the rebels capture a chief, he is immediately executed.

A chief may attempt to take over friendly uncommanded hordes, or hordes of his race, anytime during his turn when in presence of the hordes (before, during, or after movement or retreat). Each chief has one attempt per horde, each turn.

9. Neutral Territories

Neutral territories are territories of the Broken Lands that are not controlled by any Tribal Coalition. Any single chief or army entering a neutral territory gains control over it and places a Tribal Marker there. If uncommanded hordes occupy a neutral territory, they must first be defeated in combat or rallied by a chief of the same race (see "Controlling Territories").

10. Movement

A horde cannot move without a chief. An army moves overland from one adjacent area to another each turn. Chiefs without hordes can each move at the rate of two unoccupied territories per turn. Rivers and other terrain features have no effect on movement.

A chief must stop and end his move to claim any unoccupied territory he enters; if he does not stop, territorial control is unaffected. An isolated chief crossing through an enemy-occupied territory must pass a Servility Check or be forced into battle (see "Combat"). A battle automatically takes place when an army enters an enemy-occupied territory. A chief may leave uncommanded hordes only within the Broken Lands.

All humanoid races are capable of moving underground through the maze of caverns and tunnels beneath the Broken Lands. This is a quick way to move from one area to another if the areas are not adjacent. Unfortunately, shifting grounds and labyrinths can cause underground expeditions to lose their way.

An army or chief must be in a fortress to initiate underground movement. Roll 1d20. On a score of 20, the army dies a horrid death in a monstrous cave-in. On a 19, it is lost in an underground maze. Place that army in the "Lost in the Dark" box on the game map and roll again next turn on step B4. On any other score, the player's army (or chief) may be placed at any of his fortresses. If the player does not have any other fortress, the army then pops up in one of the numbered territories on the map (according to the 1d20 score), including its starting point. If the territory is occupied, the invaders must immediately attack. If the occupants have a fortress, its Combat Strength (see "Fortresses") is negated

since the intruders entered through an unknown passage.

Any time a chief or an army carrying gold (see "Caravans" and "Orcs on a Rampage") enters a friendly territory, the gold is immediately returned to the player's Hand, face down.

A chief cannot enter an enemy-occupied territory if this would cause him to attack more than once that turn.

11. Transferring Counters

Two or more friendly armies may end their move in the same territory. However, since humanoids are jealous, vain, and power-hungry, the transfer of any counter from one chief to another is not easy. The chief receiving gold or war machines must pass an Authority Check or be denied the transfer by the other chief; nothing else may be transferred that turn. Hordes may be transferred the same way, but the new chief must then make a successful Authority Check or cause the transferred hordes to turn neutral. Neutral hordes immediately attack all armies and chiefs in their presence. Transfers occur at the end of movement in step B4.

12. Multiple-Chief Operations

Two or more armies of the same Tribal Coalition may fight in the same territory. However, they can be used only in separate attacks, one after the other, because humanoid chiefs are notorious for their lack of cooperation and coordination. The player chooses which of the armies fights first. If that army is defeated, the remaining chief seizes any retreating hordes of the first army and has its chief deposed (if the losing chief is still alive). The deposed chief returns to the owner's Hand, unless he fails a Servility Check in which case he flees to the coalition with the lowest total of Authority levels, hoping to become a head honcho in a smaller clan; the losing chief is immediately placed in the other player's Hand. Seized hordes continue the battle under their new chief.

13. War Machines

Each war machine adds its Combat Strength (the number on its counter) to an attacking army's total Combat Strength. A war machine must be pulled by one horde to move. No more than one war machine per horde can be present in an army. War machines can be left unmanned only in fortresses; they are otherwise lost to the Tribe Cup.

A war machine is placed on the map during step B3, under a chief in his native territory. An amount of gold equal to the war machine's Combat Strength must be spent in its construction. The chief and his army may then move normally with the war machine and attack other territories. War machines successfully used against an enemy fortress will destroy it (returning the fortress to the Tribe Cup). War machines used in a failed attack against a fortress are destroyed and are returned to the Tribe Cup. War machines can neither be used defensively nor to balance out an "X" result when defending. The player decides whether or not to use a war machine in an attack.

14. Fortresses

A fortress can be placed in any friendly territory during step B3; however, the owner must pay an amount of gold equal to the fortress's Combat Strength for its construction. Only one fortress can be built in a single territory. It cannot be built if potentially hostile hordes are also being levied that turn. A fortress allows underground movement (see "Movement").

A fortress has a permanent garrison that counts as an occupation force, and an individual Combat Strength (the number on the counter). It defends a territory against outside attacks. It does not offer protection against invaders moving underground (see "Movement") or rebellious hordes (see "Levying Hordes" and "Controlling Territories").

A fortress's Combat Strength is added to that of any hordes or individual chief in the territory. A chief in a fortress in his native territory gains a bonus of +1 on his Servility Checks; an outsider gains a bonus of +1 on his Authority Checks instead.

15. Combat

Combat occurs when an army (or an individual chief failing his Servility Check) enters an enemy-occupied territory. First, however, there's the question of loyalty.

Code of Ethnics: If a player's army contains hordes of the same race as an enemy chief whom the army is fighting, the player's chief must make an Authority Check for each such horde prior to battle (and vice-versa). Each failure causes the horde for which the check was made to join the enemy army. Ignore the Code of Ethnics if chiefs of the same race are fighting each other. For example: a Gnoll Chief has goblins in his army, and he fights the Queen of Goblins. He must pass an Authority Check for each of his goblin hordes or see them change sides. Remember that uncommanded hordes of the same race (neutral or not), automatically join an invading chief.

When it is clear who fights on whose side, total the hordes and chiefs' Combat Strengths on both sides, adding eligible war machines and fortresses, if any. Compare both armies to find their Combat Ratio; fractions are always rounded up to the defender's advantage. Roll 1d6 and consult the Combat Table on the game map. Results are detailed below:

A: Combat results affect the attacker.
D: Combat results affect the defender.
H: Make an Authority Check for each horde in the army; those failing the checks are removed and placed in the Tribe Cup (the shameless creatures flee the battlefield, abandoning their chief). Uncommanded hordes automatically fail the check. A caravan drops two gold counters at random and flees two stops away on its track if any gold remains.
K: The army is destroyed, and the chief may be captured. A caravan is destroyed and its gold captured.
N: Make an Authority Check for each horde in the army that is not native to its chief's homeland; those failing the check are removed and placed in the Tribe Cup. Uncommanded hordes automatically fail the check. A caravan drops one gold counter at random and flees one stop ahead on its track if any gold remains.
R: An army retreats to any unoccupied or friendly adjacent territory (up to two areas away for individual chiefs). If no such territory is available, the army is destroyed and its chief is immediately captured. Uncommanded hordes are destroyed on a retreat (they return home after the beating) and are returned to the Tribe Cup. If the retreating army defends a fortress, it must use underground movement to retreat. If it ends up in an enemy-occupied territory, it must immediately attack the territory's occupants (see "Fortresses"). A caravan flees to the next stop on its track; the attacker may either pursue it (if still in an unoccupied territory) and attack it again at −1, or end combat.
S: Hordes surrender and join opponent's army; the chief may be captured. A caravan is destroyed and its gold captured.
X: An exchange occurs. The smallest army is destroyed, its chief dying heroically in action. The larger army suffers a loss at least equal to the total Combat Strength of the smaller one. Remove an appropriate amount of gold from a caravan to the Gold Cup, if it was the larger force. The battle's survivor otherwise captures the gold (if the chief alone survives, the excess gold is lost). In both cases, if the larger force does not have enough hordes to make up for the Exchange casualties, then its chief also dies heroically during the battle (place all losses in the Tribe Cup).

Notes on Retreat: Whenever a defender survives an attack without retreating, the attacker must retreat. If only two enemy chiefs survive without any other horde, the attacker must then retreat (no one is captured). If combat occurs before movement, a retreat then counts as a move.

Notes on Fortresses: Authority Checks do not affect fortresses, although other hordes are normally affected. The Combat Strength of a fortress counts against exchange results, but it is not removed at the end of combat. A for-

tress is captured only on R, K, or S results; a chief always avoids capture on H or N results when defending a fortress.

16. Caravans

Caravans picked from the Gold Cup must be played on the player's next B1 step. (This represents his advance intelligence on caravan moves.) Caravan counters are obvious in a player's Hand since they are the only white pieces in the game; they are, however, kept face down in Hand.

A caravan moves one space per turn along its Caravan Track (the red lines on the map) until it reaches its destination or is raided. The letter on the upper left corner of a caravan counter shows its departure point, and the other letter its destination point (see map). Caravans never go backward.

If a caravan is attacked, pick a gold counter; it indicates the total number of gold counters the caravan carries. Pick extra gold counters from the Gold Cup to match that number. The caravan's total gold value, however, is also its Combat Strength. If several caravans happen to be on the same space, add up their Combat Strengths (treat them as one big caravan). If caravan counters are picked at this point, place them in the player's Hand (spies overheard caravan drivers talking about future expeditions) and draw until all needed gold counters are drawn (see "Gold").

Leave the gold under the caravan counter and resolve combat (see "Combat"). Once a caravan's Combat Value is known, the attacker must continue the battle. If the caravan is successfully raided or reaches its destination, return it to the Gold Cup. Caravans cannot be attacked in cities (the black city spaces on the track).

If the caravan is raided, captured gold remains face down on top of the victorious army. The army must return the gold on a later move to a friendly territory before the gold can be placed in the player's Hand; this gold cannot be used until then.

17. Gold

Gold counters have varying values. Whenever "gold" is mentioned, the total value of a gold counter is referred to. There is no change for gold counters; for example, if a player needs to build a fortress costing three gold and he has only one counter representing four gold, he must then spend the whole counter with no cash back from the Gold Cup.

A Tribal Coalition's gold is called a Treasure Hoard. It is kept in the player's Hand, face down. Counters can be purchased from the Tribe Cup (but drawn at random) at the rate of one gold per counter. Gold counters that are spent are returned to the Gold Cup. Counters go to the player's Hand, face down.

Fool's gold is worthless and used only to fool another player (see "Spies") during diplomacy dealings involving the collection of gold (step B4). Caravans with a "O" value are decoys; fool's gold is nevertheless captured.

18. Mines

Mine counters can be placed on any friendly Broken Lands territory during step B3. Only one mine can be placed in any single territory. A mine earns its owner one gold counter on step B7 if a horde is present at that time to dig for it. This gold is immediately placed in the owner's Hand. Chiefs do not produce gold; only hordes do this (uncommanded hordes can mine a territory). If a neutral territory has hordes and a mine, the gold remains on the map.

If the "mined" counter picked from the Gold Cup turns out to be a caravan, place it in the player's Hand (rumors of caravans spread fast, unfortunately sending miners on fruitless raids; the mine produces no gold that turn). If the caravan counter was picked for a neutral mine, place the caravan on the map immediately.

19. Spies

A spy can be used to steal a counter from an opponent's Hand, peek at an opponent's entire Hand, *or* attempt treachery. A spy counter can be revealed on step B6, but is not placed on the map. A spy counter is negated if the opponent also has a spy in Hand. Return spies to the Tribe Cup after use.

Treachery: A player may attempt to bribe an opposing chief with gold and the help of a spy. Treachery cannot be attempted against a coalition with only one chief — naturally, he thinks himself to be the grand master of his coalition and thus will not betray his own cause!

The total cost of treachery is equal to the chief's Servility level plus the spy's skill (the number on its counter). The chief then makes a Servility Check, with a penalty on the die roll equal to the spy's skill level. If the roll succeeds, the chief remains faithful to his coalition, and one gold counter from the bribe (a down payment) goes to his owner's Hand. The spy is then returned to the Tribe Cup.

If the chief failed his Servility Check, remove his previous Tribal Marker and replace it with the other player's. The territory he occupies and all its counters now belong to the other coalition. Return the spy to Tribe Cup and all the gold to the Gold Cup. If another chief is present in the same territory, he and his army are immediately attacked by the traitor, as per normal combat procedures.

After showing his entire Hand, a chiefless faction may use a spy with a +2 bonus to succeed, without paying any gold at all. His Hand is then flipped back face down.

20. Shamans

A shaman is placed on the map under a chief in his native territory (one shaman per chief at most) during step B3. He always follows the winner of a battle in which he was involved, whether a defender repelling an attacker or an attacker capturing a territory ("I follow the wise voice of the One True Leader!"). If no victorious chief is there to be followed, the shaman then flees to a random territory using the rules for underground movement. He stays in his new territory until picked up by any visiting chief. Caravans never affect shamans.

A shaman gives a bonus of +1 on his chief's combat die rolls (for either defense or attack) and his chief's Authority and Servility Checks. A shaman who ends up in a neutral territory adds his combat bonus to local neutral hordes, if any.

21. Orcs on a Rampage

Any army or chief may decide to raid foreign lands when visiting foreign lands (territories around the Broken Lands). A raiding chief then collects a gold counter (loot) on step B7. The army or chief must transport the gold back to a friendly territory. If the counter collected is a caravan, immediately place it in the player's Hand, face down (early intelligence on new caravans!) and draw again.

Each time an army raids foreign lands, its chief must make an Authority Check or be betrayed; in this case, an unruly horde deserts and returns home with a gold counter (both horde and counter are picked at random). If the army is entirely of the same race as its chief, a score of 5 or less on 1d8 is sufficient to pass this betrayal check.

If the player has a friendly territory, place the runaway horde directly in the player's Hand. If no friendly territory exists, return the horde to the Tribe Cup; stolen gold is lost. Armies may carry unlimited amounts of gold counters.

Chiefs without an army can go on a rampage (petty larceny in their case) but are limited to carrying one gold counter; they are immune to theft and desertion, however.

22. Cutthroat Game

This is suggested for games with five or six players.

When a chief is killed while another player has no chief (neither on the board nor in Hand), that player may show his Hand and take the counter. The chief is then placed in his Hand, and the counters flipped back down.

If a player is unable to prove he has any chief in Hand (by showing that counter) within three turns following the death of his last chief, the player is eliminated. Return all his coalition's counters to the appropriate cups.

A player's chief or army attacking at odds worse than 1-2 automatically places one gold in his Hand, no matter what the outcome of the battle, as an extra reward for orcish arrogance!

(Continued from page 21)

access mines under the temple. This single entrance is under guard since the mine is the property of the temple. Miners are thoroughly checked when leaving to make sure they do not steal anything. Instead, they are required to turn over the fruit of their work to the Stone Master, in exchange for a meager payment. Valuables are then stored in the building's vault until sent to forges. The penalty for stealing from the Stone Master is one hand cut off. After two convictions, the hapless thief is expelled to the enclave.

6. Miners' Lair: This is a sinister tavern where miners spend their miserable allowance to drink and forget. Brawls and criminality are rampant. Shady deals often end tragically here. The owner is Huantepeca, a big ogress.

One of the stalls of the Miners' Lair has a secret passage to the cellar. It is the nest of a group of underground activists, led by Huantepeca, conspiring to take over the mines and invade the temple. Their ultimate goal is to rid the city of the High Priest, and return ownership of the mine to the miners.

7. Zapotec's Gambling House: Zapotec is a perfect example of the priests' *re-education* methods. He was a kobold captured years earlier and finally released to the enclave. There, he managed to earn his way out by wit and an incredible talent for games and wagers. Since then he established a gambling house where some of the luckier miners, and especially the commoners from downtown, come and spend their money.

A variety of games are played there, including dice, cards, darts, pool, and dog and rooster fights. Zapotec can often be found there, as impeccably dressed as a kobold could be, and smoking thin rolls of peyotl. He gladly accepts challenges to the pool table, as he is a notorious hustler.

8. Ximanga's Hovel: This ramshackle tavern definitely qualifies as a dive. Ximanga is the head of a gang of young orcish thugs and other wrongdoers. They are easily recognizable with their mohawks, studded leather jackets, and offensive facial paints.

Their favorite pastime is called *Follow the Chief Game*: the gang follow Ximanga or one of his minions, imitating whatever he does — usually running around the streets of the enclave, bashing heads, breaking doors, and perpetrating other acts of brutality, all in good order, one after the other.

These *punks*, as they are called, can sometimes be hired individually or as a whole to perform some evil deed. Their temporary employer had better not hang around them too long afterward. The punks are notorious for sudden changes of mind and mood, as well for an obvious dislike of anybody who is not part of their gang. They often handle dirty work for the Miners' Lair (see area 6).

9. Guard Houses: The major sections of the city are separated by fortified walls and heavily garrisoned checkpoints. A 1 qz fee is required to pass from one district to another. A special medal is also required to enter the upper plateaus of the city. Medals are normally awarded by the temple to commoners who work for residents of the upper plateaus. Commoners are otherwise not allowed to stay "over-rain" in the upper areas.

10. Defensive Towers: These huge structures rise 150′ above street level. Each of them is garrisoned by 100 soldiers with ballistas and catapults. A metal grate at the bottom of each tower allows access from the city to the upper battlements and to the walls.

11. Cuatepec's Golden Alpaca: This tavern is one of the more pleasant places that can be found downtown, by orcish standards. Patrons need not fear being stabbed. Occasional "accidents" occur at times, which are quickly covered up by Cuatepec, a red orc with a wooden leg.

The tavern offers some reasonable food for humanoids, and drinks by the tankard. No rooms are available here nor anywhere else in the city since there are no travelers. The concept of room rental does not apply to Oenkmar: either one has a place to stay, or he is an outsider. Cuatepec will pretend he has rooms if asked, and discreetly send his son (a tiny orc with an equally tiny wooden leg) to alert the guard — prison cells are the only "free rooms" for outsiders.

12. Tar Pits: Several tar pits are located at the bottom of the walls. A ledge allows workers to haul buckets up and down to collect tar, used for construction and for the manufacture of *tlachtli* balls (see area 17).

Young orcs often run down the streets kicking balls of this untreated goop, pretending to be champions. They are a nuisance to the busy adult crowd, kicking ankles, screaming, and wrestling for the ball until it falls apart in a lump of sticky tar. Adults can often be heard cursing after stepping in one of these disgusting lumps, angrily wiping the soles of their shoes.

13. Oenkmar Garden: This place hardly deserves to be called a garden, by human standards. It is a humid, hazy jumble of fungal mosses, tree-like mushrooms, and oozing goo growing in a bog at the bottom of a 100′ deep chasm. It is infested with leeches, mosquitos, and other unnameable pests. A murky lake lies in the garden's center.

Stairs run on the southern side of the chasm, leading up to the south of the city. Oenkmarians often wander to this place to hunt and gather delicacies for breakfast, just after the rain. A waterfall roars down the northern cliff from Temple Hill.

Oenkmar Garden hosts an uncommon guest in the person of old Angus McKlintock (see *Orcs Galore* for details). Angus has been hiding in a treehouse for decades. His magic has prevented him from ever being discovered. He may offer help and refuge to human fugitives.

14. Marketplace: This roughly circular building is made of stone pillars supporting a flat roof. Plantations' produce and food from the temple are brought here

and sold to the population. Just after the rain, a crowd of carts pulls in, bringing food while the city is still asleep. As soon as visitors walk in, workers start hawking the merits of their produce and great low prices.

There, the common orcish housewife finds the daily course of common Oenkmarians, including such treats as slugburgers, fermented llama tripes, slime balls, instant goo soup, dried skinwing liver, stuffed strider tongue, sweet, creamy mosses, pink stirge honey, mushroom beer, bloated rat-kebabs, salt, spices, sometimes prime cuts from a sacrificed outsider, and much more!

Aside from food, anything else ranging from slaves, mounts, pets, weapons, orcish art, and black market peyotl can be found for the right price. Watch out for loose quetzals — cutpurses are rampant at peak hours.

15. Fortified Stairs: This is the only way to access the higher plateaus of the city. The stairs, rather steep, are about 50′ wide and have battlements. Gas lamps on each side, regularly spaced every 30′, provide an eerie blue light.

16. Ixtayutla's Steam Baths: This establishment was built over a volcanic crack. There, therapeutic gases, mineral waters, hot springs, and bubbling mud baths are used to restore a better health to the older orcish population. The steam baths are also famous as a meeting place for the status-conscious to discuss business. Only the richer orcs go there. It is a steamy place where one can easily conceal his identity.

17. Atzanteotl Arenas: Games are commonly played to break the monotony of life in this closed environment. Every *seven rains*, enthusiastic spectators crowd the tiers to watch *tlachtli*, a traditional ball game as well as a way of settling disputes.

Two teams of 6 to 12 players meet in the arena, a large rectangular court. The point of the game is to knock a heavy rubbery ball between the opponent's goal posts. The ball is made from the tar that lies south of Oenkmar; it has excellent bouncing abilities.

The players cannot touch the ball with anything other than their feet, knees, hips, and elbows. The ball is allowed to bounce off the walls. Teams win the game by knocking the ball through either of the two stone rings that jut out from the midpoints of each side wall. The rings are about 20′ above ground and small enough to make that eventuality very unlikely.

Players wear full-face leather helmets and quite a bit of padding to protect themselves. This attire also provides colorful "team looks". So equipped, tlachtli players can look very impressive.

The game is brutal. Once in a while, teams of slaves or other antagonists confront each other. These games are intense since they often end with the ritual sacrifice of the losing team. Custom demands that a player who scored be allowed to confiscate the clothes and belongings of any spectator he and his team can catch. This is the only payment for entering the arenas.

Despite this, these games are very popular, and many tlachtli champions are treated as heroes among the people. Needless to say, fierce wagering takes place among the spectators. Tlachtli is a *skill* that can be learnt (see Players' Guide).

18. Coaxaca's Little Peyotl House: This place is famous among the people who can afford to go there. The house contains a series of lounges, quite comfortable by orcish standards. Customers go there to relax, enjoy fine company, and smoke peyotl, a dream-inducing drug made from local fungus. On a successful roll under Intelligence, peyotl allows the user to enter any plane in astral form. The user can wake up only after 1d4 hours, when the effects of peyotl dissipate. The upper class often comes here to find answers to problems.

Coaxaca, the hobgoblin owner, grows peyotl in his basement. He keeps a stock of dried peyotl in a locked vault. Peyotl sells on the market at the rate of 100 qz per dose.

19. City Library: This old building stands atop a small pyramid. It is one of the older structures originally built by Aengmorian elves. It contains a wealth of old elven books telling of the story of Aengmor, cynical dark-elf poetry, tales of darkness, and ancient forgotten spells.

The most troublesome books — those proving orcs were not the original city builders — have been locked up in a crypt under the library, on the orders of past high priests. Other books contain rare clues on that topic. The original Aengmorian language is different enough that visiting scholars would probably miss revealing notes on their past.

20. High Bridge: This breath-taking structure gracefully arches over a 200' deep canyon filled with bubbling lava. This is the place where traitors are executed, dropped from the bridge into the lava below.

21. Gate of Faiths: Various faiths exist in Oenkmar beside the worship of Atzanteotl. The other Immortals are no other than those worshipped by the savage tribes, except they have Oenkmarian sounding names, such as Axtzilotl, Xayudapac, Caraxtli, Ranivoratl, Uxtulmatl, Xogar, Yaxtchli, and so on. Some followers do not get along very well, so some reside on one side of the religious quarter, and their antagonists live on the other. The Gate of Faiths separates them.

Atzanteotl is considered the leading Immortal power of the pantheon. All followers worship him as well as one of the minor Immortals. PC outsiders could find potential allies with followers of their faiths if they can recognize them and be recognized as such.

22. Atzanteotl Priesthood School: This large building is where the most powerful priests of Atzanteotl reside and learn their clerical knowledge. The school teaches them the "official history" of Oenkmar — that is, the one that makes the orcs the true ancestral builders of the city. The school also teaches a special brand of spell casting adapted to the worship of Atzanteotl. These priests can cast *fire balls* at 5th level, *conjure elementals* of fire at 9th level, and *conjure* creatures from the Sphere of Entropy (undead or nightshades) at 20th level or higher.

23. Xilochtli's Mansion: Xilochtli is the High Priest of Oenkmar (see *Orcs Galore* for details). A squad of heavily armored trolls guards this richly decorated building. Trolls are very uncommon in Oenkmar. They are used as elite troops by the priests who seem to have some control over the monsters.

In this case, Xilochtli coerced, or *quested*, a number of wiccas into *magic jarring* the trolls. He then took away the wiccas' bodies and their magic jars. The wiccas are loyal to him, fearing he might destroy their original bodies, or the magic jars. Some of them are on the edge of insanity for being stuck for so long in such alien life forms, barely resisting the trolls' instinctive compulsion for a quick bite.

Xilochtli usually remains in his abode during rain hours. Otherwise, he uses a secret underground passage to the temple nearby (areas 26 and 44). Xilochtli never uses streets unless he has no other choice, and then only under escort.

24. Mummifiers, Chalhuanaca & Son: Priests and nobles are traditionally mummified after their death. This is one of the best known places where mummification is performed.

The Chalhuanacas are a family of goblins who have been practicing mummification for generations, using obscure shamanistic rituals. The Chalhuanacas also run a butcher stand at the market where they sell discarded organs as gourmet food, or spell casting components to wiccas and priests.

Is it commonly thought that mummification ensures life after death. Mummies are placed in family crypts under the city; these places are taboo. Mummies are rumored to animate and stalk their profaners until they get revenge by way of horrifying curses.

25. Chachapoya's Skinwings & Striders: This large, colorful building is where the Chachapoya bugbears rent transportation modes, such as utility striders for the workers, llama-pulled race carts, deluxe ogre-born palanquins, purebred dire wolves (most popular among orc yuppies), or even armored boar chariots for the more rugged customer.

Chachapoya-son can often be seen at the entrance of the house, hawking his low budget *rent-a-kobold*, rickshaws for the middle-class orcs. The fee is usually 1 qz a day per HD of transportation used. The Chachapoyas have various places throughout the city where transportation can be dropped off.

The back of the house has a large open balcony that is used as a landing/take-off area for rental skinwings. The balcony overlooks Oenkmar Garden, 300' below. The Chachapoyas are by far the most successful in the *orcmobile* trade.

26. Atzanteotl's Great Temple: This is the legendary temple in Oenkmar mythology, and the largest of the city. It is a four-sided pyramid with stairs running steeply on each side. The stone is of a deep, red color, with many inscribed scriptures and bas-reliefs. A smaller square building stands at the top, with an opening facing each flight of stairs. Braziers sit at each corner of the building. The inside of the Great Temple is described later in the **Adventure Section** (see areas 33-45, on pages 37-41).

27. Citadel Gate: This fortification guards the citadel district entrance. Only nobles, military, their families, and those with a pass delivered by the military establishment can get through.

28. Xoteczuma's Curse: Xoteczuma is a hobgoblin wicca working for the Tehuantipoca Noble House and officers of the Oenkmarian army. Xoteczuma is sage in matters of crypts, mummies, curses, and ancestral descent. This is one of the rare places where magical items and other oddities can be purchased, for twice their cost. Xoteczuma owns an *amulet of teleportation* that allows him to leave Oenkmar. He stalks careless wizards in Glantri whom he steals magical items

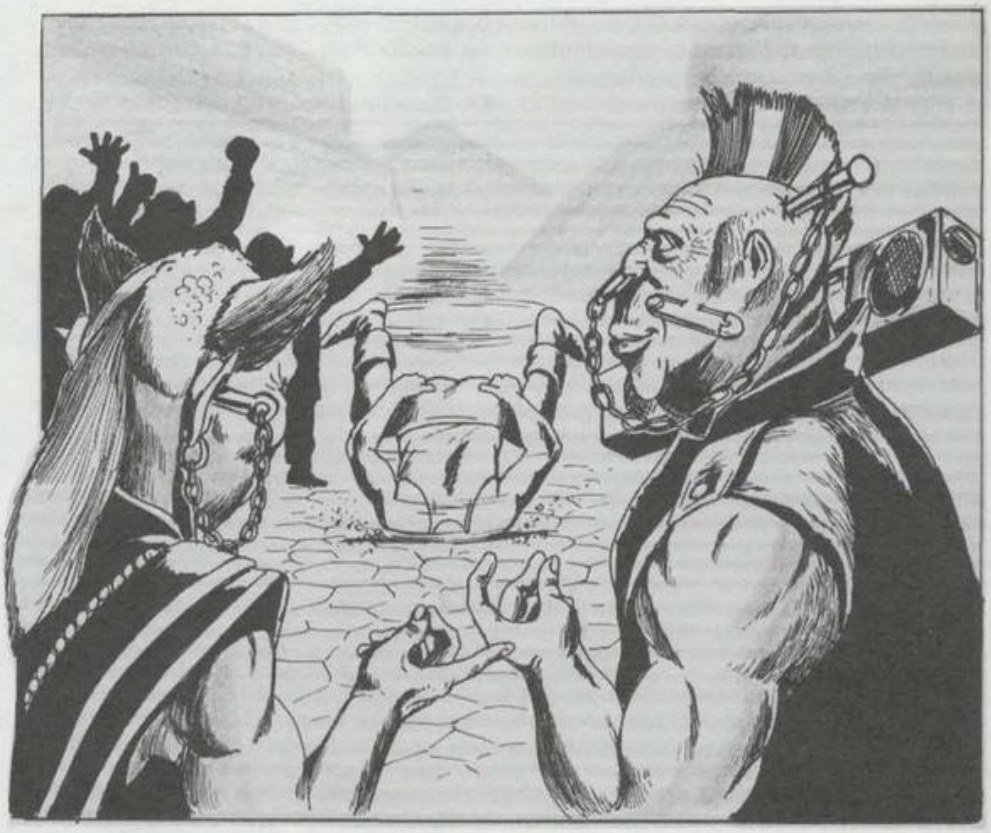
from, for resale in Oenkmar. His cellar is filled with such wizardry; however, it is also guarded by a number of mummies under his control.

29. Tlaxcala's Prison: This is a stern looking building where the military keeps prisoners, either rebellious military elements or prisoners of war. Tlaxcala is the keeper, a tall, muscular ogre who delights in torturing his captives.

The military uses this prison as a training center for elite troops. There, they learn to forge their characters and fight with an array of different weapons. Tlaxcala is a staunch supporter of the military establishment and a notorious anti-clerical figure. His troops are trained to hate Xilochtli and his priestly followers. Tlaxcala never leaves the citadel.

30. Tehuantipoca's Noble House: This mansion is Lord Tehuantipoca's abode. According to tradition, his family acquired nobility when an ancestor led Oenkmarian defenses to a great victory against invaders from the Plane of Fire. Nobility is essentially a military reward. The head of a noble family usually has a high military rank and owns one or more businesses as part of his estate.

Lord Tehuantipoca, an old gnoll, is one of the richer nobles among the military caste. His mansion is always garrisoned by his personal guard of a dozen ogres in heavy armor, and a goblin wicca (see *Orcs Galore* for details). Any known priests visiting the place are disarmed and watched closely at all times.



31. Tupac, Tupac, & Son — Lawyers: Unlike common humanoid tribes, Oenkmar has a penal code, largely inspired from old tomes left behind by the Aengmorian elves. The prevailing interpretation of laws is often the one of the "lawyer" with the loudest vocal power and most impressive muscle flexing.

The Tupacs, a family of common orcs, are famous detectives and lawyers. Their methods are certainly not as refined and subtle as elven or human colleagues of the surface, but nevertheless very effective in Oenkmar. For a fee, usually 10% of their clients' total personal belongings, the Tupacs will offer their specialized help. Aside from their knowledge of the law, they also are notorious for "removing uncooperative elements in court" (with extreme prejudice) in order to win their cases. The Tupacs are regular clients of Ximanga's Punks (see area 8).

32. Citadel: The citadel is a sinister fortress located at the center of the Citadel District. It is a large structure with several defensive walls, towers, and keeps that contains a fair section of the Oenkmar army. It is fully controlled by the military establishment.

The military has always contested the power of the High Priests. They could probably defeat the other faction in combat; unfortunately, a large number of people in the city (including the military) depend on the priests' ability to create food for their survival. The military always has to be on the lookout for religious zealots in its ranks, for this could mean a loss of authority. This, so far, has prevented a coup by the Oenkmar nobles.

The two factions maintain an uneasy truce. Should the question of food be solved, a great civil war would ravage the city. The ultimate goal of the nobles is to launch a conquest against the savage tribes of the Broken Lands.

There are different ways you, the DM, can run a monster-based campaign. This is meant to provide a humorous and refreshing break from the conventional D&D® game. For this reason, background details do not always need to make perfect sense. You are probably better off assuming PCs are a wild bunch of wandering monsters seeking fame and fortune, particularly if you are a novice DM.

If instead you plan to run a longer lasting game, a more seriously prepared tribal background could be the way to go. This is part of what you will find in this section.

Role-Playing in a Tribal Milieu

A bit earlier in the Players' Guide, you discovered the humanoids' natural Command Ability. Its effects are seen the most in a tribal background. Young (up to teen-agers) are naturally their parents' subordinates. Upon becoming a Normal Monster, a teenager must undergo the Coming of Age Ceremony to become an Accepted Tribesman. He then becomes one of the chieftains' subordinates and joins his clan.

Family ties end there. The young tribesman learns fast to forget about his relatives, and devotes his time to his new master, usually out of fear or hunger. Marriages occur only within the same clan, with the chieftain's approval.

Sometimes no one in the horde chooses a young adult for subordinate. This is a great dishonor, but happens occasionally to young humanoids who brought some catastrophe upon the horde, victims of a superstitious fear due to bizarre circumstances on their birthdays, and perpetually diseased weaklings. The hapless tribesmen then become pariahs, without master or friend, shunned by their families. Pity and forgiveness are weaknesses no respectful humanoid parent would show.

If a PC starts as a Normal Monster, assume that he has already gone through his Coming of Age Ceremony. This includes an ordeal, such as hunting a particular monster alone, bringing back the egg of another fearsome creature, resisting pain without a sound, or some horrifying ritual. Ordeals vary with the hordes.

PCs can join another horde later in their lives. Refugees from a decimated horde (or fugitives) are tolerated in another horde. However, they are never really accepted. Outsiders who joined out of greed or personal interest are always treated as pariahs.

PCs and the Horde

The situation of PCs in this context is a bit peculiar. PCs are indeed a rare breed among humanoid kind. They are never affected by an NPC's Command Ability. If a PC is someone's subordinate at the start of a campaign, it is up to the player to role-play the situation as he sees fit.

Remember that disobeying a master is a case of insubordination that will make the PC a pariah in the horde. He can remain with the horde, but will be treated as a pariah.

Adventurers are a wild bunch, at least according to the horde's point of view. They are the ones who leave the relative security of the horde to brave unspeakable dangers. Pariahs are, of course, very common among adventurers because they are used to the problems of lonely survival. Adventurers actually welcome pariahs, although this is never shown openly.

Improving Tribal Standing

Upon gaining experience levels, both the pariah and the accepted tribesman develop their Command Ability (see page 31 in the Player's Guide). The more retainers, the better the Tribal Standing. The quality of clanfolk also affects the Tribal Standing. For example, if retainers are badly armed and trained, the PC is considered only a minor chieftain. This is often a question of clout and intimidation. Gaining retainers, however, causes various changes in a horde's social structure.

The Pariah and Retainers: If the PC is a pariah and acquires retainers, he must leave the horde and establish his own at safe distance. The horde's chief will certainly frown at attempts to reduce the size of his horde and threats to his authority. The PC must be quite strong and intimidating to avoid immediate reprisals from the chief.

Once established, he no longer is a pariah, but the chief of a small, new horde. Have him choose a name for his horde, and a place to build a camp or a village. It is now his responsibility to defend the horde against monsters and human adventurers seeking fortune. He should, however, decide soon whether or not to pay tribute to the tribal chief to show his allegiance. If not, he has just declared war on the whole tribe!

The Accepted Tribesman and Retainers: If a PC is an accepted tribesman, he is in a completely different situation. He becomes a clan chieftain as soon as he gains any number of retainers and can renounce his former master's authority (unless the master is the horde chief).

Gaining retainers is often done at the cost of someone else. Woe be him if he dares take over his horde chief's personal retainers! The chief could deal the PC and his new followers rough treatment: ordering the entire horde to slay the PC and his pack of traitors!

A clan chieftain, however, does not have this power. If he resents the loss of followers, it is at his own risk and peril to put an end to it. Other chieftains are not likely to support him, since his weakening makes them comparatively stronger and more influential within the horde.

If the PC is a weak chieftain, he may be a constant victim of rival chieftains' attempts to take over his retainers. He will be in trouble if he makes too many rivals. A chieftain who loses all his retainers for any reason, and who finds himself left alone, becomes a pariah. He is the subject of mockery from all the horde's tribesmen and suffers a permanent −2 to all further Command attempts with this particular horde.

Otherwise, the PC may be able to pro-

gressively increase the size of his clan to the point of threatening the horde chief's authority and even taking over the entire horde! The former chief then becomes a clan chieftain or leaves the horde with whatever followers he still controls, to establish another horde elsewhere, as a pariah would.

Running Humanoid Hordes

Unlike a conventional D&D® game, humanoids do not have dominions or nobility ranks. They are either tribesmen or chiefs, as described above. Their dominion is the territory they can control with their horde or their tribe.

The Horde's Life

Once a PC has become a chief, it is his responsibility to deal with the problems of the horde or the tribe. These are basically the same as for conventional dominions: famine, monster raids, war, rivalries with other chiefs, rebellions, weather, cataclysms, and so on. Far more exciting are problems inherent in the humanoid lifestyle, like dealing with a powerful party of human adventurers out raiding the PC's dungeon! All these are invitations to exciting and yet all new adventures.

Tribute and Trade

Chiefs do not levy taxes, this legalized extortion practice being a by-product more appropriate to so-called civilized societies. Humanoids are definitely more subtle in their approach and simply take anything they can get away with. The chief is the law in his horde. In other words, the chief owns everything in his horde, as long as he does not starve his subjects to death. That would cause them to rebel or run away.

Tribal chiefs may require a tribute from horde chiefs, like food, treasure, equipment, slaves, cattle, troops, or "orcpower" to help build a temple or fortress. It is a good idea for a horde chief to provide the tribute to avoid a war (unless he is plotting a rebellion!) Tributes are otherwise not regular business, but only occasional.

Trade exists between one horde or tribe and another, usually trading goods rather than treasure. Obviously, humanoid societies do not produce currency. Treasure is normally used as a status symbol or sacrificed during obscure shamanistic rituals. On occasion, it is used for trading. Goods are otherwise preferred over treasure.

One of the biggest concern for a horde chief is to maintain good morale among his tribesmen. For this, there is nothing better than a good series of raids on other hordes and human settlements: the more plunder and trouble, the better! Humans are a good source of food, armament, and treasure. Feel free to give experience points to players running successful chiefs. These are detailed later in this chapter.

Population Growth and Food

While the chief is busy dealing with his horde's problems, its population keeps growing. Assume hordes grow at conventional dominion growth rates (see *Dungeon Master's Companion*, page 4). This includes refugees from decimated hordes, wandering humanoids, and births. Similarly, population may decrease each month because of accidents, disease, weather, and so on. Rather than dealing with families of 5 individuals, increase or decrease population directly.

Example: *Yogo-the-Fool is the Black Toes' chief, a 120-humanoid-strong horde. It grew 20% last month. The PC then rolls 1d10, scoring 7. The total number of Black Toes at the end of the month comes to (120 + 24 − 7 =) 137 humanoids.*

Newly recruited outsiders represent 10-40% (1d4 × 10) of a horde's growth (always round down). Outsiders have a 50% chance of belonging to the horde's dominant race. Otherwise, determine randomly among other humanoid races.

The biggest problem for a wise chief is to figure out how to feed his horde on its territory's resources. At least in this setting, humanoids do not have agricultural skills. They are food gatherers, they raise goats, pigs, and yaks, but mostly, they are hunters. Rather than standard rules on Dominion Resources, use the following guidelines.

Any 8 mile hex (except lakes, glaciers, molten lava, and the like) can support 50 HD of humanoids. If the hex borders a lake or contains river banks or fungal forests, double the numbers; halve if the hex contains a conventional forest. Excessive food and mineral resources can then be used for trade.

Starvation may occur when a horde's territory is too small to provide enough food. The horde can then stage raids to steal food or cattle from rivals or human settlements for temporary relief. Weaker tribesmen die during raids, thus reducing feeding needs. This, plus conquered lands, helps balance populations. In desperation, treasure, equipment, and even healthy tribesmen can be traded for food or territorial concessions. When hunger strikes, anything goes!

If starvation nevertheless occurs, there is a 10% chance of one chieftain running away with his clan each month. In addition, 3d6 individuals will run away on their own or simply die of starvation each week. If more than half of the horde is decimated due to the chief's inability to cope with the problem, eventually his clans will betray him and attempt to remove him permanently in favor of another, more popular chief.

When trading for food, assume that 1 gp of treasure buys enough to feed 1 HD of humanoid for 1 week. In other words, to feed a horde of 50 ogres, they would need about 200 gp of treasure each week — and that is a diet regimen! One HD of cattle is equivalent to 1-3 gp in this context, depending on the size of the cattle. Obviously the values of things change dramatically in these circumstances, so use common sense. As an option, trolls may need twice as much food as other humanoids!

Waging War

Seventy-five percent of a horde is apt for combat, which includes all males, females, teenagers, and elders. The remainder are simply too young, or totally incapable of bearing weapons (the very old, wounded, and diseased). Keep track of the horde's casualties during raids and wars. Its population may take a serious dive!

There are several ways raids and wars can be played in this setting. At your option, you may use the D&D® game's *War Machine*, or the BATTLESYSTEM™ Fantasy Combat Supplement. Considering the small sizes of humanoid fighting hordes, the latter system is probably best suited.

For full-scale wars between tribes, you might just as well use the Orcwars game included in this supplement. Despite its humorous aspect, it does function quite well in this respect, and it offers a very simple alternative to more complicated combat systems.

Have a look at the Ten Tribes of Thar in the Player's Guide. The value of each horde is given for Orcwars counters. Inspire yourself from these values and create your own forces. Each time a counter is returned to the Tribe Cup, assume the horde took a 50% casualty and was routed back to its tribeland for reinforcements. Each time a horde retreats, assume it took a 10% casualty. Each turn is roughly equal to a month, and each point of gold to 1,000 gp worth of treasure, equipment, and food.

War Machines

War machines are incredibly fearsome devices built by humanoids to fight their wars. These juggernauts come in many shapes. They may have a great destructive potential, but it is nothing in comparison with their psychological effects on troops.

Building War Machines: In order to build one of these juggernauts, the chief of the horde needs the *War Machine Engineering* and *Artillery* Skills (see Players' Guide). Depending on the chief's level, the war machine has various levels of efficiency:

Chief	Experience Level	War Machine
Level 10 or less	Mediocre	(1)
Level 11-15	Average	(2)
Level 16-25	Good	(3)
Level 26 +	Excellent	(4)

The chief must trade for 1,000 gp worth of treasure to acquire the various pieces needed to make the device work, for each point of war machine efficiency. An excellent machine would then cost 4,000 gp to the horde.

The construction takes a full game year, during which the horde can neither travel, raid, nor fight wars. If any of these events happens, the time and the gold are lost. Everything must be started from the beginning again.

When construction is complete, the chief must make both a *War Machine Engineering* and an *Artillery* check. If he fails either of these checks, the war machine is a failure (it breaks into unusable pieces when moved or used in any way). Once again, the time and the gold are lost and construction must start all over again.

Features of War Machines: A war machine is nothing but a mobile platform with siege weapons. It is partially covered with huge bones, giant rib cages, monster shells, patches of leather, monster hides, dragon scales, furs, shields bearing the tribal symbol, all mounted on a wooden frame.

Add ugly looking standards and war banners, rags, pieces of chain and plate armor, combat trophies, skulls, fangs, claws, metal studs, tusks, horns, rusty blades, a few small, smoldering braziers, a couple of prisoners in shackles, spiked wheels, and you have your perfect humanoid war machine. Don't forget the drummers and a few bugles blowing large horns for a truly orcish atmosphere!

Depending on their efficiency levels, war machines come with more or fewer weapons. Let the PC choose which weapons he wants to install on his machine.

A mediocre war machine has only one heavy siege weapon, such as a catapult, a ballista, or a ramming device, plus room for a full crew and enough ammunition for twelve shots. Extra supplies must be carried separately. The war machine offers a +2 bonus to its crew's Armor Class against missile weapons. Its frame has 60 Hull Points or HP.

An average war machine has one heavy siege weapon and two light ones. It includes room for a full crew and enough ammunition for twelve shots from each weapon. The war machine offers a +3 to its crew's AC against missile weapons, with a 100 HP frame.

A good war machine comes with two heavy siege weapons and four light ones, a crew of 40, and enough ammunition for 30 shots from each siege weapon. Its crew's AC bonus against missiles is +4, with a 150 HP frame.

An excellent war machine is built with one giant, two heavy, and six light siege weapons, and a belfry. It allows a crew of 65 humanoids, enough ammunition for 30 shots from each of the light and heavy weapons, plus twelve rounds with the giant weapon. The AC bonus against missiles is +5, with a 250 HP frame.

Using War Machines: Siege weapons used on war machines inflict damage proportional to their size. Proper use of these siege weapons is described in the *Master Players' Book*, page 28. For your convenience, some of the information is repeated here.

Light Catapult: Range 200/250/300 ft; D d8 + 8; fires once every 5 rounds; BR +4; full crew 6 humanoids; HP 18.

Heavy Catapult: Range 250/325/400 ft; D d10 + 10; fires once every 6 rounds; BR +8; full crew 8 humanoids; HP 27.

Giant Catapult: Range 250/400/500 ft; D d12 + 13; fires once every 6 rounds; BR +12; full crew 12 humanoids; HP36.

Light Ballista: Range 60/120/180 ft; D d8 +4; fires once per round; BR +1; full crew 2 humanoids; HP 6.

Heavy Ballista: Range 100/200/300 ft; D d10 + 6; fires once every 2 rounds; BR +2; full crew 4 humanoids; HP 9.

Giant Ballista: Range 140/230/360 ft; D d10 + 6; fires once every 4 rounds; BR +6; full crew 6 humanoids; HP 12.

Light Ram:* D d4 + 6; hits once per round; BR +2; full crew 8 humanoids; HP 40; no ammunition needed.

Heavy Ram:* D d6 + 8; hits once every 2 rounds; BR +4; full crew 10 humanoids; HP 50; no ammunition needed.

Giant Ram:* D d8 + 10; hits once every 3 rounds; BR +6; full crew 12 humanoids; HP 60; no ammunition needed.

*Good and excellent war machines have gallery sheds protecting their rams. Double the ram's BR bonus on these war machines. An excellent war machine also has a belfry (add +10 BR).

HP: Siege weapons except ballistas can cause structural damage (in Hull Points). For more simplicity, apply normal damage given in the descriptions given above to wooden structures, and halve the damage vs. stone or metal structures. Ballistas cause a flat 1, 2, or 3 HP of damage to wood and stone, depending on their sizes.

War machines can be pulled by the remainder of the horde. A war machine requires one HD of humanoid per 5 Hull Points (add up frame and weapons). If the horde does not have enough tribesmen to pull on the ropes, the war machine cannot be moved. Monsters can be tamed to help pull the device, but they must be acquired and trained through normal adventuring. War machines move at walking speed in the best of conditions. Chieftains act as foremen, cracking their whips for best results.

Needless to say, a horde can support only one war machine, unless it is trying to die of exhaustion. The war machine cannot be maneuvered without at least one leader with *War Machine Engineering* skill, and the crew must have at least one member with *Artillery* skill posted at each siege weapon. The horde chief usually sits on his throne, somewhere on the war machine.

The efficiency level of the war machine corresponds to Orcwars counters. A Battle Rating (BR) modifier is also provided here for use with the D&D® game's mass combat system, called...the *War Machine*! You, the DM, will have to make up special BATTLESYSTEM™ game rules.

When a war machine appears on a battlefield, the opposing hordes must all make a Morale Check to continue the fight. Each failed check causes a horde to retreat. The penalty to their Morale Check is equal to the war machine's efficiency level. Penalties are cumulative (up to a −6 total penalty) or may cancel each other if juggernauts appear on either side of the battlefield.

Experience Points

Experience Points can be awarded as in a conventional game, but to reward a more orcish attitude, extra XPs could be made available for good role-play. Have a look at Thar's Code of Conduct in the Players' Guide for extra ideas on how to role-play humanoids.

Running chiefs or chieftains in a humanoid environment is a demanding task. Depending on how successful the PC is, he can be rewarded with extra XP. Successful raids, conquests, and increasing the strength of hordes are all ways of gaining more experience.

Raids

Whenever a horde or a clan comes back from a raid, add up the loot they manage to capture, using the following guidelines:

Cattle:	20 XP per HD (live)
Food:	10 XP per 50 lbs*
Drinks:	10 XP per barrel
Armor & Weapons:	1 XP per gp value
Furs & Clothes:	1 XP per outfit
Tools & Equipment:	1 XP per 10 gp value
Treasure:	1 XP per 5 gp value

*50 lbs of food can support 1 HD of humanoid per week.

Prisoners:

Humanoids:	5 XP per HD
Humans:	10 XP each
Elves:	1 XP each
Dwarves:	5 XP each
Halflings:	8 XP each
Intelligent Monsters:	5 XP per HD

Casualties: Gain normal XP value for each creature defeated during the raid; lose double XP for each tribesman lost during the raid.

If the total experience points scored during the raid is positive, the leader gains 10% of the total. Another 10% is equally divided among other participating chieftains if any. If the total is negative, the raid was a failure. No experience is gained.

Example: *Gnarsht, clan chieftain of the Nomad Punks, staged a raid on a human settlement with his 36 orc warriors. He brought back a cow, three pigs, 125 gp in treasure, 100 lbs of flour, two barrels of ale, furs for three orcs, six human prisoners, a war hammer, and a sickle. He defeated the 12 normal men of the village militia, and lost 12 orcs.*

The raid scored 180 XP for the cattle, 40 XP in flour and ale, 3 XP of furs, 60 XP in prisoners, 12 XP for the weapons, and 60 XP for defeating the militiamen, for a total of 355 XP. Gnarsht lost 240 XP in casualties, bringing the score down to 115 XP. Gnarsht gains 11 XP for leading this costly raid. The raid also provides enough supplies to feed 11 orcs for a week.

This reward is the experience gained for leading the raid. The PCs gain all XPs for defeating creatures personally in addition to their leadership XP.

New Hordes

Whenever a PC manages to create his own horde, reward the player at the rate of 5 XP per HD of humanoids in his

horde. Each time the horde's population grows, add another 2 XP per extra HD.

Example: *Goograh the Kobold ran away with 20 kobold retainers and set up his own horde. Goograh scores 50 XP. The next month, the horde grows to 25 kobolds. He scores another 5 XP.*

Conquering Land

Aside from providing more food, extra land is also a source of experience for the horde's chief. Award 500 XP for each 8 mile hex capable of supporting 50 HD of humanoids. Add 50% if it has a river bank or a fungal forest. Subtract 50% if it is a conventional forest. Do not forget to subtract double XP for casualties as explained for raids. If you are using 24 mile hexes, the basic XP award should then be 3,500 XP instead.

Building Fortresses and War Machines

Successfully building, capturing, or leading a horde to build temples, bridges, fortresses, and other useful structures earns the chief 1 XP per 100 gp worth of construction cost (see *Expert Rulebook*, page 23). Building or capturing war machines earns the chief 1,000 XP per efficiency level. Destroying structures or war machines earns only half the experience award.

The Demi-Races

During all these centuries of migrations and warfare, the humanoid races had many opportunities to cross-breed, creating subraces. Ignore this section if the idea of demi-races is undesirable in your campaign. It could, however, be used for NPCs, especially to surprise overconfident player characters.

Use common sense as to when humanoids can engender progeny. Assume that if either of the parent is less than half the other's size, no progeny is to be expected. Basic chances of reproduction are 70%, minus 5% per HD of difference between parents, down to a minimum of 5%.

Whenever dealing with demi-races, first find what the two parents were, and roll 1d6. On a 1-2, the child is of the mother's race, with no other changes. On a 5-6, the child is of the father's race. On a 3-4, the child is of a true demi-race.

Demi-race individuals may have none, some, or all of their parents' features and abilities, depending on a series of dice rolls. Go to the Players' Guide and follow the procedure to roll up a new characters. Each time a feature or an ability has a game effect, roll 1d6.

On a 1-2, use the feature (or lack of) corresponding to the mother's race. On a 5-6, use the father's instead, as above. On a 3-4, find an average (rounded down) if applicable, otherwise a 3 indicates a mother's dominance, 4 a father's dominance.

Example: *Daddy gnoll and momma troll decided to live happily forever after. They are the proud parents of a genuine groll. For the sake of this example's simplicity, assume the score is always 3.*

The groll's racial modifiers become St +1, In −1, Wi −2, Dx −1, Co unchanged, Ch −1. Natural AC 9. Adult HD 4d8+1; Approximate size: 7′ + 2d8 inches; Gnoll and troll fitnesses are the same. The groll's appearance would probably be a hyena-faced troll with patches of hair. The groll gains its mother's regeneration ability when becoming a Normal Monster, but it regenerates only an average 1 hp per round, with no other modification.

Had the die roll been 5 instead of 3 for regeneration, the dear cherub would then reflect dad's dominance and thus would never be able to regenerate. With a score of 1, the nipper would then have gotten momma's full regeneration!

If the groll lacks the regeneration ability, use the ogre's Level Advancement chart. Otherwise, the XP progression needs to be recalculated using the Players' Guide guidelines. Do not use an average there.

The tricky part of demi-races is that they are not always recognizable from their physical appearances. If the player rolls a 1-2 for both size and appearance, the character then looks entirely like his mother. Feel free to trick the players with NPCs concealing strange special abilities...I'll have a doppelbugbear, thank you!

Life Spans

Humanoids are known for their relatively short life spans. The longest living humanoids have an inherent advantage in the long run over other races, especially for rulers. They have more time to establish their power and thus are more likely to achieve greater goals. Such are the orcs and hobgoblins.

Humanoid ability scores are modified to reflect the effect of age. This is entirely optional, but if used, make sure that all these modifiers are cumulated. A character starting as a *Normal Monster* would have to accumulate all modifiers from whelp to young adult.

Humanoid Ages in Years

Race	Young Adult	Mature	Elder
Bugbear	14 + 1d6	24	45+
Gnoll	16 + 1d6	26	50+
Goblin	16 + 1d4	26	50+
Hobgoblin	20 + 1d4	30	55+
Kobold	14 + 1d4	24	45+
Orc	18 + 1d6	28	55+
Ogre	12 + 1d6	22	40+
Troll	12 + 1d4	20	35+

All PC characters go through their young age period, from being a whelp to becoming a young adult (a *Normal Monster*), as described in the Experience Table (see Players' Guide, page 16). No age ranges are given since these periods are governed by the PC humanoids' experience only, not by their actual ages.

Humanoids of the same race do not necessarily grow and mature at the same rates. Knowing the exact age of a humanoid in his younger age doesn't matter, since most of them can't count anyway!

Once a humanoid becomes a *Normal Monster*, roll the indicated die and add the score to the basic humanoid's age. As the campaign goes on, keep adding game years to the humanoid character.

Whelp:	St −4, Wi −2, Dx −1, Co −2
Youngster:	St +2, Wi +1, Dx +1
Teen-ager:	St +1, Co +1
Young Adult:	St +1, Wi +1, Co +1
Mature:	In +1, Dx −1, Co −1
Elder:	St −2, Wi +1, Co −1

Aside from ability score modifiers, elders must make a Constitution Check each game year to check for such things as worsening eyesight, hearing, or rheumatisms. If the die roll is a natural 1, the character dies of old age.

Remember that ability modifiers cannot cause scores to go beyond 18 or 3, or racial limitations, whichever occurs first. Players may also roll once on the Physical Features table (see Players' Guide, page 31) every 10 game years.

Reaching Immortality

Humanoids can begin quests to become Immortals at level 30, or 1,000,000 XP, whichever occurs first. The *hero* should prove his dedication to his Immortal, bravery, success at warfare, and persistence in the face of adversity, all of which can take years to accomplish.

Humanoids follow the Path of the Conqueror. It is similar to the Four Paths described in the rules, except the humanoid must accomplish the following:

Quest: The hero must build an excellent war machine and successfully use it in at least three battles.

Trial: The humanoid must control all other humanoid tribes in a 500 mile radius.

Testimony: The humanoid's own tribe must have a population of at least 5,000 HD of humanoids, a majority of whom are of his faith.

Task: The humanoid must conquer a human or demi-human nation and hold it against any counterattacks until the end of his mortal life.

Once these steps of the hero's quest have been accomplished, he becomes an Immortal in his sphere of power.

Campaigning in the City Of Oenkmar

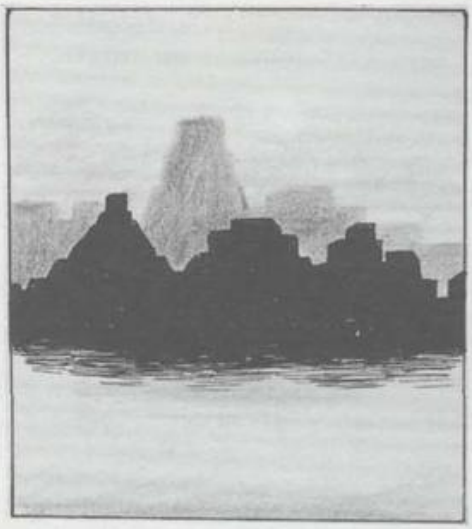
The City of Oenkmar is considered only a legend among common humanoids, although it does exist. This mysterious city can be used as the center of your campaign, or as a place of adventure. Both alternatives offer exciting possibilities.

If you decide to run a campaign based in Oenkmar, note that Oenkmarians are a bit more civilized and quick-witted than common Broken Landers (reduce penalties to Intelligence and Wisdom 1 point). Oenkmar could also be used as a background for PCs. For example, one of the PCs could be a runaway criminal, or an outlawed shaman on a quest to expand Atzanteotl's faith and enlightment among the "savages". Of course, that PC may very well be the target of Oenkmarian bounty-hunters out to return him to the high priest.

Many adventures can be run in the city itself. For example, the campaign could be a quest to discover and destroy a demoniac creature stalking people during their sleep; solving mysteries in the city for one of the potentates, leading to evidence that the high priest is betraying his people; missions outside the city to recover artifacts, thieves, or fugitives opposed to the high priest's power; dealing with politics to gain ranks in the religious or military establishment; waging wars against the plane of fire, etc.

On the other hand, Oenkmar could also be used as a place to visit. First the PCs have to discover the fact that the city is not a legend, and then find a way to break in. At first, Oenkmar should be presented as a mysterious and frightening place — a city of Immortals. As the campaign goes on, players could be confronted by obscure visitors from Oenkmar. Perhaps the local shaman is in cahoots with Oenkmar's high priest.

Outsiders are not welcome there, and the fear of being discovered could make for an exciting adventure. Forays into Oenkmar could simply be a treasure hunt, the recovery of enslaved prisoners, or the unveiling of secrets leading to Oenkmar's sinking. A PC running a



horde or a tribe could discover a way to break into the city and conquer it, thus changing the balance of power in the Broken Lands.

Conventional characters, such as humans, dwarves, or elves, might also raid the place (concealing their races). Remember, Oenkmarians are smart enough to send a party of their own brand of adventurers after the PCs to recover what has been stolen — a mission that could last very long and provide neat recurring foes. Keep in mind that Oenkmarian bounty hunters might be interested in bringing back the PCs alive, for trial at the Great Temple. Non-humanoids are definitely a no-no there and are promised a fine execution ceremony on Atzanteotl's altar if discovered.

The Temple of Oenkmar —

This adventure is designed for conventional characters (humans, elves, dwarves, and halflings), humanoids from the tribes, and Oenkmarian citizens.

All three parties participate in this adventure at the same time. Choose the party most appropriate to your campaign for the players — for example, if you are refereeing a conventional campaign, the players will run the humans, and the two remaining parties become NPCs under your control.

For a more elaborate game, all three parties could be played by actual players. This will require three DMs, and a lot of coordination (*if you are the lucky owner of a two-way headset, this will do wonders for this game*). Each group plays simultaneously, without knowing what the other two are doing. It is up to the DMs to coordinate the *dungeon*, the encounters, and the reaction of the temple's followers.

The Humans: The party was hired by an obscure Glantrian lady to find *Lord Robert*, her lost son. She introduced herself as Lady Myra McDuff, Baroness of Uigmuir, a barony located north of Glantri (see *GAZ3*). She reveals to the party the existence of Oenkmar and how to get there (through the sinkhole in Lower South Gnollistan). She dreamed he was imprisoned there, in a great pyramid.

Angus McClintock is her son (see *Orcs Galore* for details). He was recently captured and kept in the temple. Lady McDuff offers a reward commensurate to the party's level, as well as political influence to help PCs establish new dominions. The party's goal is to retrieve her son, preferably alive, and kill the father, a bandit whom she believes is called Thurr. She thinks the whereabouts of that Thurr can be unveiled in that pyramid. She says she also made sure a guide would be waiting for the party in the South Gnollistan desert (see the third party for details — the Oenkmarians).

The Savages: The party, while on a hunting mission for their clan, was attacked and captured by a group of Oenkmarian slavers. They have been taken to the city. Let the PCs work as slaves in dangerous conditions for a while.

Later, they are thrown in jail, in area 40, in the cell right next to McClintock's. At the first opportunity, the wizard breaks loose and proposes a partnership with the party. He will pretend to be an orcish wicca, and offer the party a chance to escape with his guidance, for their help in safely regaining his so called *gri-gris* (his spell-book). Before opening their cell, he fakes a "binding" ritual to impress the party and make them believe something horrible will happen if they turn against him.

This party's goal is to go back up to the temple, help Angus recover his *gri-gris*, and escape. Angus has a few tamed skinwings in Oenkmar Garden for emergencies. The wizard does not want to leave Oenkmar, but doesn't mind helping the *savages* escape for home.

The Oenkmarians: These are native Oenkmarian citizens. A close friend to one of the PCs *(or the character belonging to the player who is missing this game session!)* was abducted by priests of the temple. Apparently, he (or she) was chosen as the next sacrifice to Atzanteotl. Hopefully, the party decides to go to the temple, and rescue their friend.

If not, PCs hear rumors that the captive was involved in some crime (a previous adventure with the party), and that the priests are trying to force him to tell who the accomplices are. The plan is to find the party's identity and sacrifice them all.

...But rumors are just rumors! The captive was already judged and banished from Oenkmar. He was taken away on skinwings, and dropped at the surface of South Gnollistan...in the *first* party's path, the humans. This PC will have to beg to have the humans spare him. He is an obvious choice for a guide in the city of Oenkmar.

Encounter Key to the Great Temple

The appearance of the Great Temple of Atzanteotl is described in area 26 in Oenkmar City. The following describes the inside of the temple (see map, page 22). To avoid confusion, the numbering of the temple areas pick up where the city areas ended.

33. Ceremonial Hall

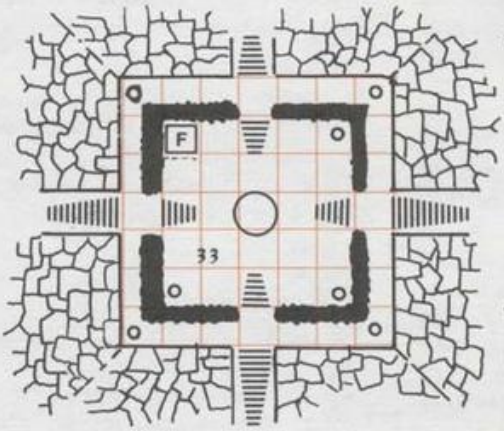
> Four sets of stairs lead down to this square room. Four bronze braziers softly glow in each corner. Wisps of incense smoke partially veil the round stone table in the middle of the hall. Red orcs wearing colorful robes and large feathers are adding incense to the braziers, or meditating near the round table. Walls and ceiling are covered with blood. A glowing blue dagger sits on the side of the table.

Priests occupy this area at all times. Adjust their level according to the party's strength. It should be a reasonably challenging encounter, not a deadly one. Use the statistics and abilities of orcish shamans.

The stone table is a sacrificial altar. Both the dagger (a *+1 weapon*) and the table are magical. Creatures sacrificed on the altar do not actually die. The wound caused by the dagger, although bloody, inflicts no damage to the victim. Instead, the victim is launched into the astral plane (see area 45) while its unconscious body remains on the altar. The priests then take the body and leave it in area 34 to be devoured by feathered serpents.

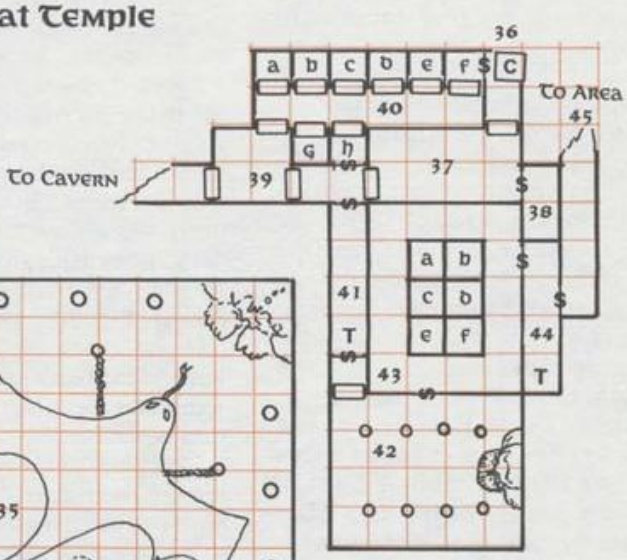
The dagger is the one of the fabled orcish legends (see *Quest for a Blue Knife* in the Players' Guide). Any of the characters from the *Savages* party succeeding an Intelligence Check will recognize the dagger from old wiccas' tales. This is a sacred artifact for the tribes. Bringing it back would earn the party great tribal status.

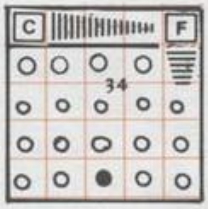
A trapdoor is concealed under the northwestern brazier, in the corner of the room. It leads down to area 34.

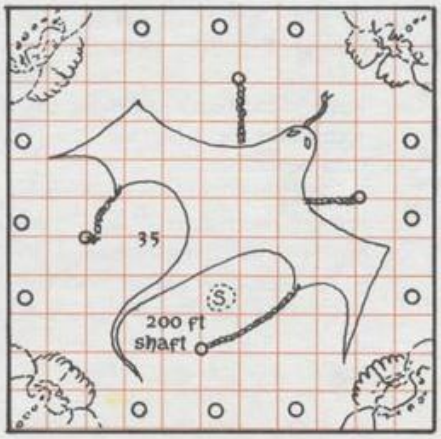


Scale: 1 Square = 6 Feet

The Great Temple







34. Room of the Feathered Serpents

> Stairs lead down from a trapdoor in the northwest corner of the ceiling. They reach a platform in the northeast before ending at floor level. Series of regularly spaced shafts open in the floor. The room seems unoccupied. Blood covers everything in the room and the horrible stench is unbearable.

All the shafts except one lead to a room underneath, of approximately the same size. A dozen feathered serpents sleep there, waiting for food. The remaining shaft (see map) bypasses that lair, and connects with area 35, 150′ below. The smell of fresh blood (weapons used recently will do, unless the players stated they cleaned them) awakes the serpents, who then crawl up the shafts at the rate of one per round.

Treat these monsters as intelligent rock pythons (see *Basic Dungeon Masters Rulebook*, page 37) with large, colorful feathers. Each may hypnotize one prey per day (save vs. Paralysis to negate). Victims are totally mindless and do not remember what happens during that time. Hypnotizing serpents then send mental orders to their victims to follow them into one of the shafts. Allow victims an extra saving throw each round they suffer damage. Adjust the serpents' HD according to the party's strength. They will not follow a retreating party beyond this room. This is intended as a minor encounter.

If sacrificed victims (see area 33 for details) are devoured here, their souls reincarnate into new feathered serpents in the lair below. They cannot be *raised* from the dead at that point.

A secret trap door opens in the stairs on the northeast platform. A narrow, spiral staircase leads down 200′ below, to area 36.

35. The Secret of Oenkmar

> Chained in the middle of the room is a huge, dark, ghostly shape slowly turning toward you. Four heavy chains seem to hold the creature down to the floor. Defaced statues of warriors with pointed ears stand at each corner of the room.

This area was a ceremonial hall built by the Aengmor elves. Much of the scriptures have been rewritten by orcish shamans, but spells, or clues on the history of Aengmor can be found after some research — at the DM's option. Those who can read Oenkmarian could also discover clues on the consequences of the monster's release.

The creature is a nightwing (*Master DM's Book*, page 36). Magical chains prevent it from leaving the room. They can be broken only with *+2 weapons* or spells, at the rate of 20 points of damage per chain. The nightwing can *levitate* and move about the room, unhindered by its chains, just enough to fight if needed.

Atzanteotl placed it there before the orcs' arrival. He has instructed his high priest to leave it chained, for great havoc

would otherwise befall the city. In fact, the nightwing is a living portal to the plane of entropy from which the temple drains power needed to sustain the city over the lava. Anything it swallows ends up in the plane of entropy.

It seems friendly when the party enters, making many false promises and lies in order to be freed. Failing that, it attacks the party. If the party retreats, the creature alerts Xilochtli at first opportunity (see *Orcs Galore* for details) about their presence in the temple. No adjustment need be made to the encounter. If the party is too weak, and does not realize it should retreat, the characters will certainly be destroyed.

Should it be freed, the nightwing ignores the party, and immediately enters the astral plane. It pops back outside the pyramid, spreading death and destruction in Oenkmar. Eventually, it will return to the plane of entropy, after which the bottom of Oenkmar solidifies and the city is immobilized.

If the creature is destroyed, the city starts sinking, at the rate of a yard per turn. Many humanoids will die a horrible death. Some of the Oenkmarian army could escape as Aengmorian elves did and start a desperate war of survival against the savage tribes. According to the needs of the campaign, the Oenkmarians could actually subjugate all the tribes, and later start a major war of conquest on nearby human realms.

36. Spiral Staircase

These narrow spiraling stairs lead from area 34 to the bottom of the pyramid. A short corridor ends at a locked door to area 37. Any priest found in this temple owns the key. A secret passage also connects with one of the cells in area 40. The orcs ignore the existence of this secret passage.

37. Priests' Antechamber

The furniture in this room, such as tables, armchairs, closets, and chests, are elaborately carved and decorated in Aengmor style. This is where priests don their colorful religious garbs, study ancient tomes, and get ready for ceremonies. Minor priests may be found in this room at the DM's option, putting on ceremonial vestments or resting.

A diary lies on the table. It is written in approximate Oenkmarian, with many misspellings, and with a crude handwriting. The latest entry mentions the following:

a) An orcish wicca was found studying the runes in the Hall of Ceremonies. He was carrying a book written in strange, unreadable characters. The wicca is now in prison, awaiting for the great priest to question him.
b) The wicca also was bearing a tattoo on his right shoulder, representing the mark of King Thar. According to the temple's specialist in tribal affairs, this means the wicca must be Thar's son.

The two doors in this room are locked. The Oenkmarians are unaware of the secret passage leading east to area 38 — since orcs cannot detect secret passages.

38. Aengmorian Treasure Vault

This small crypt contains a forgotten treasure left behind by Aengmorian elves. The DM is free to come up with a treasure appropriate to the level of the party. It should definitely include old tomes about Aengmorian history and the origins of this city. A few ancient, wicked elven spells would be welcome here. These should be rather high level and powerful, but evil in nature. Casting them causes the user to be cursed in some way, as a side effect of Aengmorian magic.

39. Prison Guards

This square room should be filled with any number of orcish guards, according to the party's strength. This encounter can be treated either as a humorous break or as a major difficulty for the party. It definitely is intended as a gratuitous orc-bashing session. None of the doors are locked. The passage leaving west circles down to the plantations and mines under the temple.

40. Prison

This is the typical prison that any adventurer would expect to find in a dungeon. Dark, dank, and filled with cobwebs, the small cells may contain any number of captives. Some could be filled almost from top to bottom with recently captured kobolds, a couple of Ximanga's Punks, an orcish werewolf, a drunken ogre miner, a wicca captured for smuggling peyotl — tied, gagged, and hanging by its feet from the ceiling — human or elven prisoners captured on a raid and next on the sacrifice list, a hungry troll, an Oenkmarian officer with ties with the Tehuantipoca Noble House (see area 30), Tlachtli players who recently lost a game — still wearing their protective gear — etc. The DM is free to have them either attack the party, join them, or pretend to join them for any number of reasons. None of them know much about the temple. The secret passages leading out of the two prison cells are unknown to the guards.

41. Secret Passage

This corridor is empty except for a phony treasure left behind as a trap by paranoid orcish priests. An open chest can be seen, with coins and jewels, weapons, armor, and all sort of goodies adventurers would happily put their hands on.

Anyone touching the "bait" causes the two secret doors to slam shut, and the ceiling to roll down slowly, with spikes coming out. The party has 6 rounds to blast their way out, destroying any of the two secret doors. Ten or more points of blunt weapon or magical damage is sufficient. Sharp or edged weapons do not affect the stone. Those trapped inside at the end of the sixth round die horribly.

Unless the party is using a *silence* spell, priests in areas 37 or 42 will be alerted, and may move to intercept the profanators. Guards from area 39 could also be called for help. The trap automatically resets itself after an hour. Only the priests are aware of the secret passage, an infor-

mation passed along indirectly by Atzanteotl.

42. Hall of Worship

This hall is where some of the priests under Xilochtli meet to meditate, discuss their business, or hold private worship of Atzanteotl. The door to area 41 is not locked. A priest will be there if the Oenkmarian party enters. Otherwise, this area is unoccupied.

This is a minor character, unimportant to the adventure aside from the fact he knows that only Xilochtli knows where the banished Oenkmarian is supposed to be taken to. The only way to get that information is to force Xilochtli, the Great Priest of the Temple, to talk. The priest also says there is a small chance the PC might still be in prison (*or at whatever place one of the two other parties might be at the time of this encounter*).

The statue of Atzanteotl here is magical. Anyone reading the runes carved on its base is sent to the plane of entropy. Some clues of the statue's power can be found in the scriptures covering the walls, as well as some rare spells and incantations for humanoid shamans. The scriptures should also provide some clues about the nightwing in area 35, and the fate of the sacrificed victims when devoured by the feathered serpents, in area 34. A secret passage leads to area 43 to the north. All the priests know of its existence.

43. Crypt of the High Priests

> The secret door swings quietly into darkness. A passage leads to the right and left. A row of dried-up figures stand in man-sized alcoves on the opposite wall. They are almost totally wrapped up in old, tattered robes bearing Oenkmarian symbols and large feather decorations. Their faces are covered with frightening masks. The place is deadly quiet, cold, and dusty.

The figures standing in the six alcoves are the mummified remains of orcish high priests. They are *dormant* undead (they do not animate until disturbed). Behind each mummy is a small cache with the high priests' most cherished valuables. These can be jewelry, magical items, strange clerical spells, as may be useful to the party. Make sure at least a couple of magical *+2 weapons* are included.

The mummies must be removed from their alcoves (therefore disturbed in their sleep) to reach their treasure. As soon as one is removed or damaged in any way, they all animate and attack the profanators. All the mummies have shamanistic spell-casting abilities appropriate to the party's strength. The creatures cast their spells, making gut-wrenching shrieks.

This is a major encounter for the players. If the party flees, leaving behind them awakened mummies, the undead will quietly stalk them, attacking at the worst possible moment. These mummies will flawlessly track the party until destroyed. Priests are immune to them but will generally avoid staying close.

A pile of bones lies on the opposite side of the corridor. These are remains of more ancient Aengmorian priests, desecrated by orcish shamans. Their riches are missing, and their remains crudely piled on the floor. Xilochtli tossed Angus' spellbook there after spending hours vainly trying to decipher it.

If a cleric sprinkles holy water (or the unholy equivalent, as the case may be) over the remains, a chaotic ghost rises (see *Dungeon Masters Companion*, page 32), and immediately attacks the mummies, ignoring the party. Its only effective form of attack on a mummy is to pull it into the astral plane with its ectoplasmic net, causing it to crumble to dust. Mummies attack the closest foe. If the ghost "survives," it whispers to the party to leave at once. It attacks if the party wastes any further time. The ghost thereafter attacks all visitors, including Xilochtli, until destroyed.

If the party does not trigger a fight and pays attention to the dust, they should discover Xilochtli's footsteps in the dust. They lead from one secret door to the other. Only Xilochtli knows the existence of the secret door on the east wall. The secret door on the south wall has a small peephole to observe area 42.

44. Eastern Secret Passage

This narrow passage contains a *cursed* treasure, located at the southern end of the passage. The treasure should include various items with such flaws as *-2* armor, weapons requiring a saving throw to avoid berserk rage at the beginning of each battle, wands with random humorous effects, a very heavy, bulky book of totally phony spell formulas, etc. Definitely included is a scroll indicating a bogus way to reach Xilochtli's mansion (like down one of the shafts leading to the feathered serpents' lair, in area 34, or the passage leading to the plantations).

A secret door opens in the east wall of this passage. Only Xilochtli knows about it. It leads to an unguarded room, such as a cellar, or a dark corridor in his mansion (area 23).

45. Atzanteotl's Realm

The souls of sacrificed victims end up in this pocket universe, materializing near the center. Meanwhile, their physical bodies remain unconscious on the prime material plane.

The place seems like a dense jungle, 100 miles wide, with no light. Whenever reaching its "edge", one would reappear on the opposite side without noticing a change. Small villages can be found in various places (all souls of previously sacrificed victims). By now, they have been converted to the worship of the only master of this world — Atzanteotl.

The Immortal, or his powerful herald, can be found at the center of this pocket universe, in a temple with a ceremonial hall similar to area 33. The only escape is by being *raised* by some ally on the prime material plane, or by defeating Atzanteotl's herald (a nightwalker; see *Master DM's Book*, page 36).

Raising a sacrificed victim from the dead, or defeating the herald must occur before the feathered serpents devour the victim's body in area 34. If this happens,

the victim reincarnates as a feathered serpent in area 34.

If the body is destroyed by any other means, the soul is stranded in the pocket universe until it can strike some diabolical deal with Atzanteotl. A great quest in favor of chaos is then required, involving obvious alignment changes.

Making a deal with Atzanteotl causes the victim to wake up on the altar in area 33, just after the sacrifice took place, as if time backed up. If this occurs, members of the party who remained on the prime material plane are instantly *teleported* back to the exact place and time they were when the sacrifice took place. Although characters remember what they did after the sacrifice, those events actually never happened! Anything they may have destroyed or stolen is back to its original shape and location. Characters killed during that time are back with the party, in the shape they were at the time of the sacrifice, and so on.

Meanwhile, unhurt by its missing heart and gaping chest wound, the (now chaotic) victim can walk free, causing great fear among the orcish priests. "He who returns from the dead" is thought to be Atzanteotl's avatar, equal in status to the high priest himself. This eventually could trigger a bloody civil war among the disciples.

Join the Legion!

The following adventure ideas especially concern characters who have joined King Thar's Legion. Characters can be either humans (probably brigands) or humanoids.

The King's Palanquin (low level)

The Legion is moving to the Land Above. King Thar has ordered a foray into the surrounding human territories. The party's clan participates in this raid.

Up to the first battle, the party's clan remains in the reserve forces, not far from Legion Headquarters. King Thar's main corps then runs into a sizable human army. The king must precipitously retreat, using a less grandiose transportation mode than his usual palanquin — a skinwing mount. His guard rapidly rides away to meet the king elsewhere.

The party's clan happens to be nearby at the time of the king's take-off. His weasel-like advisor, a greenish, sick-looking goblin, requests volunteers to take care of King Thar's palanquin, and escort it back to safety.

Immediately, the chieftain of the clan, and most of his warriors take one step back, leaving the party standing in the front. "*Ahhh, good...*" says the advisor, rubbing his warty, little hands. "*Let's go... NOW!*" If the party seems reluctant to comply, the chieftain intervenes, and orders the party to obey the advisor, and report to him later. He thereby *volunteers* the party for the chore.

The party's first difficulty is getting along with the advisor. Despite the fact that he is a real slimy fellow, he is nevertheless King Thar's crony. Another practical detail: he also commands the four ogrish bearers of the palanquin. He then volunteers to remain on the palanquin and guide the party.

This is where the adventure really starts. The palanquin can be very slow. Thanks to the good advice of the advisor, the party — and the palanquin — end up very soon off the main roads, in difficult terrain. They are left behind the retreating Legion.

The party must cross human — unfriendly — territory with the palanquin to get back to the Broken Lands, during which time a number of things can happen.

The human army — pursuing the Legion, is catching up, and...even gets ahead of the party. The PCs must hide the palanquin until the area is safer.

The human army then camps for the night, forming a long front stretching east and west, up to a river, blocking the party's passage. The party must get across the river, quietly — something hard to understand for the hungry, upset ogrish bearers — in order to circle around the camp. The party also has to avoid patrols.

Later, the party nears a small village, previously raided by the retreating Legion. The villagers are trying to recover

what food and cattle was left behind. This is enough to tempt the hungry ogres who let go of the palanquin and run to the village for food. The advisor consents in giving time for the party to recover the runaway ogres. At sunrise, the party must return, and carry the heavy palanquin themselves.

Sure enough, while the party is skulking about the village in search of the ogres, a patrol marches in, dragging the palanquin, the advisor, and possibly some of the PCs left behind to guard the advisor. As far as the ogres are concerned, the penalty for deserters in the Legion is rather stiff. Their plan is to either run away and become renegades, or silence both the PCs and the advisor — permanently — and return the palanquin to the king. The PCs need to use dire methods to get the ogres back in line. If by sunrise the party did not manage to recover the palanquin, the leader of the patrol orders a group of villagers, with a small escort, to carry the palanquin to the capital, for display on the main plaza.

Hopefully, when the party escapes from the village, human bandits or renegade ogres attack them, hoping to get their hands on some of the treasure carried on the palanquin.

Eventually, the party makes it back to the Legion's bivouac in the Broken Lands. The Palanquin's Guard greet the party, and escort them to the king.

If the party brought the palanquin back, the king rewards each of the PCs with two feathers, and treasure. If the advisor is unhappy about the party's conduct, soon enough the party will find themselves on a special mission (see next adventure). If the advisor has been captured by the enemy, or has been killed, the party will have to prove that this was not their fault. If the advisor is thought to be still alive, the party must bring him back.

If the party failed to return the palanquin, the penalty is death by beheading...unless the party successfully accomplishes the next mission. As far as the ogres are concerned, if they have returned with the party, they must be on the next mission to avoid losing their heads.

In any case, make sure the PCs gain an amount of experience commensurate to the difficulty of bringing the palanquin back home.

The Deserters (low to mid level)

As all military personnel know, there are days when luck is not on a soldier's side. Voluntarily or not, the party caught the attention of their leader. A group of volunteers is needed that day to find the whereabouts of deserters. As is customary in the Legion, the clan chieftain *volunteered* a group of daring and determinated soldiers — the party — to accomplish that mission.

If the ogres deserted during the previous adventure (see above), they are the renegades the party is supposed to bring back, dead or alive. If not the ogres, pick another group of equally repugnant humanoids — this adventure is meant as a humanoid-bashing-humanoids scenario.

The trouble is that the deserters joined a group of brigands who have been attacking squads of Warriors of the Legion returning from raiding missions against caravans. Much treasure has been lost this way. The location of their camp is unknown at the beginning of the mission.

Later the party should realize that the group of renegades is actually sponsored by none other than Queen Yazar of High Gobliny. The dear lady is actually paying the renegades to stay on the Orcus Rex portion of the caravan trail, rather than destroying them.

The party should be able to raid the brigands' camp, abduct the deserters — dead or alive — and bring them back to Camp Sodhor, along with the information about Her Bombastic Majesty. If the ogres are the deserters, one of them should be missing (see next mission).

The party will be rewarded for their help and information. If the abduction was done quietly, the brigands will not bother moving their camp. King Thar then sends several clans of warriors, including the PCs, to finish them off. He will not, however, mention a word of the affair to the queen, fearing her truly ebullient temperament.

The Raid (low to mid level)

Food supplies are getting low, and the troops restless. King Thar orders the most unbehaving clans to stage a raid for food and fun, among whom, of course, will be the PCs.

Very early during the raid, the party is separated from the rest of the attacking force. The chieftain ordered them to circle around the village and raid that small farm, a mile away. The orders are to bring cattle back, and meet the rest of the raiding party when *the moon sets between those two hills over there...* Avoid combat if possible.

Depending on the strength of the party, the farm is defended by rather fierce farmers, armed with picks, forks, and clubs, or by a human army patrol camping there for the night. They too are looking for supplies. The patrol is escorting a prisoner to the capital. The captive is one of the ogre deserters from the previous mission, or a spy working for King Thar. The spy, or the ogre, knows the human armies are about to fortify the village to make it an outpost of the army, which could seriously threaten the Legion's activity in the region. The party should be rewarded for retrieving the spy, or the ogres, and this information.

Among the cattle in the farm are three torpid cows, one irate bull, six geese likely to sound the alarm, a couple of dumb turkeys, eight uncooperative sheep, one wicked ram, twenty terrified chickens, one pig-headed mule, and five affectionate pigs. Inevitably, one of the pigs befriends the orc with the lowest Charisma and follows him everywhere. Don't forget the farmer's heroic chihuahua-sized Scotch terrier. If the party misses the rendezvous point, they will have to drive all stolen cattle themselves back to Camp Sodhor, braving the monsters looking forward to a share of all that fine food.

The Battle (mid level)

The Legion was just informed that a human army is fortifying a nearby village, greatly threatening the activities of the orcs in the region. PCs are given the responsibility to raid the village and cause as much destruction as possible. The mission is to burn down any palisade that may have been raised, and inflict casualties among the human garrison.

If the PCs haven't yet tried to take over subordinates, now is the time. Each character must gather a number of warriors and form their clans in the Legion.

The village is partially fortified. Wooden palisades surround part of it, with a few soldiers already patrolling the catwalks. Emigres from Ethengar are hard at work on the other side of the village, cutting wood and building more ramparts, under the surveillance of the army. Depending on the PCs' forces, make sure the garrison remains within a reasonable size.

It is up to the PCs to stage their attack. The Ethengarian emigres are a rather superstitious bunch, and they are not likely to stay very long if strange things start happening in the village. If it also becomes clear that orcs are going to raid the area on a regular basis, the emigres will start leaving, slowing down the construction.

Every morning, some of the workers leave the village to cut wood in the local forest. Soldiers routinely escort them — nothing a group of determined orcs couldn't savagely ambush.

Another problem the garrison is facing, unbeknownst to the orcs at the beginning of the adventure, is that the emigres and the soldiers have to be fed from the local supplies. Supplies from the capital have been very sporadic, forcing the soldiers to commandeer food from the villagers. No doubt this is very unpopular with the local population.

A small convoy heads for the village at some point, bringing food, tools, armor, weapons, and reinforcements. Ambushing the convoy would be a serious blow to the soldiers' plan, as well as a great opportunity for the PCs to equip their troops with better weapons. If the PCs can wear down the soldiers and their workers sufficiently, they are likely to leave before the winter, and come back the following year.

At a crucial point of the PCs' maneuvers, unexpected incidents could happen. A rival chieftain of the PCs (from whom the PCs took retainers for this mission) secretly tries to cause the PCs' failure. He hopes that by the PCs' failure to accomplish the mission, they might be reduced to the rank of simple warriors, or disgraced.

If the PCs unveil this treachery and cause the soldiers to retreat, the chief of the Legion will reward them appropriately. The PCs will be allowed to retain the best of the captured mounts, as well as any equipment for their clans, and attach a few officers' scalps to their banners. If they fail, it's back to KP duty again...

The Savage Hordes

The following adventure ideas are best suited for humanoids of the savage tribes, rather than clans of the Legion.

The Coming of Age (low level)

The PCs are just about to make it to the age at which they become accepted tribesmen — adults. Although some of the PCs are younger than some of the others, the chief has decided they would all undergo the Test of Age at the same time since they seem to be together most of the time.

The PCs do not yet own any weapons or armor. This will therefore be their first test. They must leave the camp at night and go to a nearby human village. There, they must get weapons and armor, and bring them back to the clan.

The only problem: this is just a farmers' village. The only weapons they have are picks and forks, sticks and stones. As far as the villagers are concerned, they are as frightened by the orcs as the party is scared about this first, barehanded raid into human lands.

After questioning prisoners, it appears there are no weapons — *real weapons* — in the village, and certainly no armor either. However, a prisoner will volunteer that a small tower lies nearby where plenty of that can be found (referring to an army outpost).

The party can leave with any meager booty they can put their hands on, and return to the clan — thus failing their test — or visit the outpost. It is a small tower with a dozen permanent guards *wearing* all weapons and armor that exists in the tower.

Once in a while, three or four soldiers come and go on patrols, to handle law enforcement in the local villages. The rest usually spend their time sleeping, playing dice, drinking, not really expecting to be attacked. This is the party's opportunity to get some equipment and learn a little about fighting trained human warriors.

The party could also discover a prison full of young, inexperienced warriors. They belong to a horde that was wiped out some time ago, when the Legion retreated from a pursuing human army. With them is an old wandering wicca. These could be helpful if things go wrong (also see next adventure).

Attack of the Caravan (low level)

An old wandering wicca (or the prisoner in the previous adventure) is bringing news about a caravan coming down the trail. It is rumored to contain food, and heaps of treasure from the far merchants of Darokin.

Most of the horde is gone hunting the wild goats in mountains for some much needed food, and just a few clans are remaining to guard the camp. However, a caravan is an opportunity that a self-respecting orc ought not to miss. It also is a singular chance for the PCs to distinguish themselves before the *big guys* return home.

In any case, the chieftain in charge of the camp designates the PCs — quite naturally the most daring of the lot — to handle the affair. Against the chief's order not to risk the lives of the younger, inexperienced warriors of the horde (or

the new recruits from the previous adventure), the chieftain orders the PCs to take them along in the raid, for extra firepower and to carry as much as can be carried back.

The chieftain figures he could get a lot out of this deal. He is an ambitious and aggressive humanoid. Of course, if anything happens to the younger warriors, he intends to incriminate the PCs, and blame it all on them. No one in the horde is likely to confront him and claim otherwise when the chief returns.

According to the wicca's saying, this is a small, unguarded caravan, and that not much trouble is to be expected. Said he, *"I spied it myself, and the omens are good!"* The wicca is in fact a treacherous foe of the PC's horde. He belongs to the Fat Lips horde, archenemies of the chief. The so-called caravan is but a masquerade designed to steal young warriors from the PCs' horde.

The Fat Lips attacked a small caravan earlier and stole the wagons, the oxen, and the clothes of the merchants — which they now wear. This is difficult to make out from a distance. At close range, though, arrow holes, blood stains, and truly orcish features are visible among the phony merchants. Dozens of experienced Fat Lips warriors are hiding inside the covered wagons, in barrels of flour, under bales of hay, on the traveling theater wagon. The latter wear hilarious costumes, trying to fool onlookers into believing they are real actors. They are waiting for the young warriors to attack, at which time they pull out their weapons and throw nets to capture them.

The PCs' job is to unveil the treachery before it occurs, or to recover the young warriors (see next adventure) before the big chief comes back from the hunt. Of course, by the time the party returns, with or without the young warriors, the wicca will be long gone.

The Wicca's Lair (mid level)

A number of young warriors have been abducted from the horde's camp. The culprits are no other than the slimy Fat Lips, a rival horde. The chief requests a number of brave warriors to avenge the horde of this offense. Naturally, should we mention who ends up taking over the mission? If the PCs were involved in the previous adventure, they of course must undertake the avenging scheme. The Fat Lips wicca is the one who probably put the entire affair together, and the chief decides that he is the one who must be punished.

The wicca's lair is located in the middle of the Fat Lips camp, on the branches of a large, dead oak tree. It is a hut built on a small, rickety platform, held together with a few pieces of rope and a prayer of the shaman.

The party must find a way of getting there without being seen by the Fat Lips guards. The hut is filled with skulls, scalps, dried frogs, baubles, all waiting to become *gri-gris*, as well as jars full of creepy crawling insects, spiders, maggots, disgusting things feeding on an occasional skull, and other weird objects that are to be expected in a wicca's hut. There is, however, no wicca there.

Under a moth-eaten rug lies a trap door. It opens on a hole into the tree trunk, which leads to a small cavern under the tree roots. There, the young warriors are tied and left in a corner of the cave, except one who is apparently missing. Opposite the captives is the wicca, brewing some nauseating gunk supposed to bind the young warriors to the will of the Fat Lips chief. Next to the wicca stands a tamed cave bear.

The bear attacks the party while the wicca dashes down a passageway which leads to a larger cave opening on the side of the cliff. It is a dragon's lair.

The wicca discovered an abandoned dragon's egg there some time ago and took care of it. He raised the dragon, feeding it prisoners the Fat Lips had captured. The dragon is still very young, and its wings are incapable of carrying its weight. The wicca overfed the poor thing, and it is now too fat.

When the party enters, the wicca (if he made it this far) screams for help. The dragon is not hungry and is playing with the missing captive. It gives the wicca a torpid look, burps, and keeps on playing cat and mouse with its lunch.

The wicca carries a pouch full of beetles, small centipedes, and other bugs from his hut's jars. These are bewitched insects that the wicca tosses on his foes by the handful, up to 20′ away. The crawling, grubby pouch contains half a dozen handfuls of these tiny, gross creatures. A handful contains 2d4 insects, each causing 1 point of damage per round, until killed.

The victim must pick out the insects and kill them (squeezing insects automatically kills them). Victims make a Dexterity Check each round. If they fail, insects manage to get under the character's armor or clothing. The difference between the die roll and the Dexterity score indicates how many insects are killed in a round.

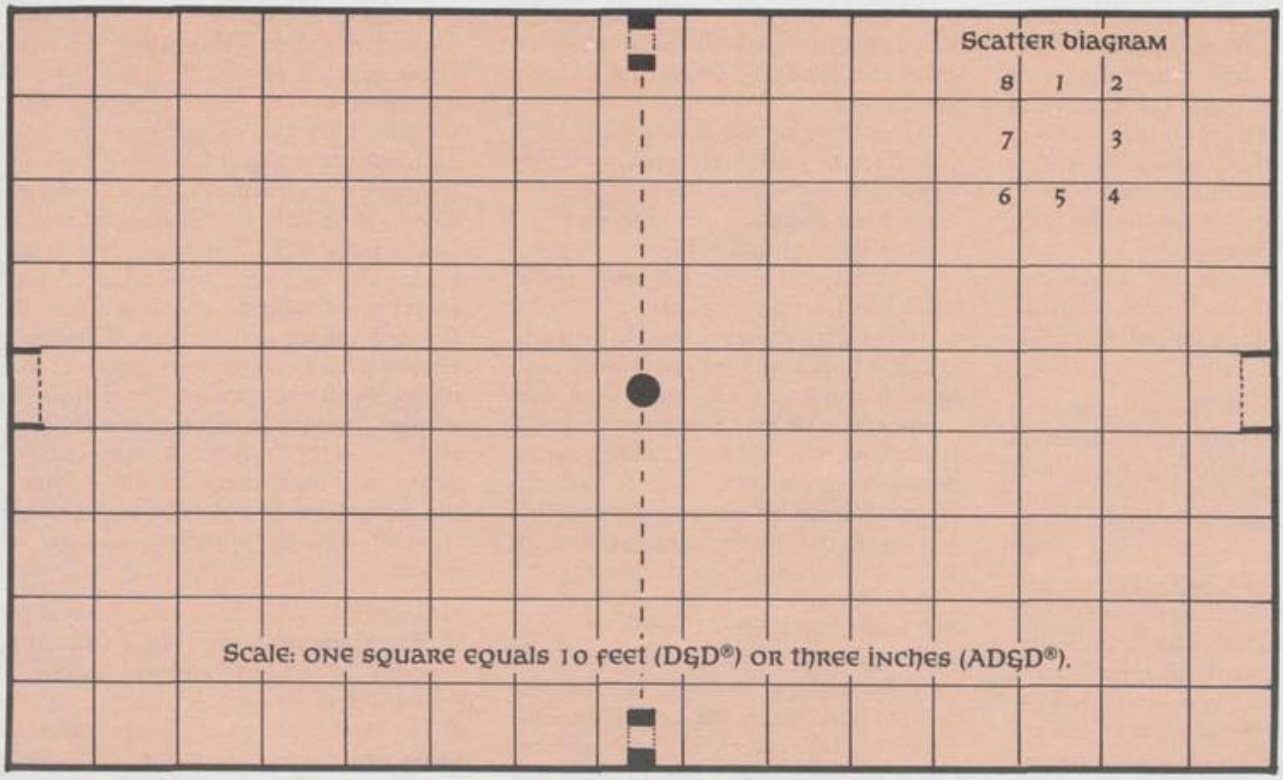
A victim suffering 12 points or more of damage is infected with eggs — which is not immediately obvious. A *cure disease* spell kills all the eggs, otherwise they hatch a few days later, during the character's sleep, causing as many points of damage to the character as he suffered from the parent insects.

The party will have to retrieve the captive from the clutches of the young dragon, and deal with the wicca. Eventually, if the dragon is not fed, it will prey on the Fat Lips who have set up their camp on top of the cliff, above its lair — keeping them busy for some time to come. The dragon will able to accomplish this as soon as it gets a bit skinnier.

Otherwise, it can be fed the nauseating gunk that by now is probably burning over the coals. If the PCs thought about pulling the cauldron off the fire, the potion will be sufficient to bind the young dragon to the will of the PCs' chief. For this, the PCs would receive great rewards and status among the horde. The only difficulty is that they must carry the dragon back home, the tree trunk is a bit narrow for the fat wyrm, and the Fat Lips are unlikely to let go of both their wicca and their dragon mascot.

Among the things found in the hut are old parchments, apparently unreadable without magic. These are notes written down by a Nithian architect, centuries

Arenas of Atzanteotl



ago, about the city of Oenkmar. He mentions that it is possible that an earthquake could send the city down into a cavern below, and be then sealed from the surface. He also gives the directions on how to get to the city, going down through a volcano shaft located in South Gnollistan.

The architect left cables in the vault of the cavern, leading to the approximate place he thought the city would occupy after the catastrophe. This is the starting point of a possible exploration adventure for the PCs to undertake for their shaman. Their goal: bringing back the fabled *blue knife*, praised in all orcish legends.

Let's All Go to the Ball Game (mid level)

The PCs in this adventure could be newly arrived savage slaves in Oenkmar (see previous adventure), or Oenkmarian characters with some legal difficulties with another party. In both cases, the PCs end up forming a team for *tlachtli* in the City of Oenkmar. Their goal, obviously, is to win the game. Tradition usually requires the ritual sacrifice of the losers on the altar of Atzanteotl, patron of these ancient arenas.

The point of the game is explained in area 17 in the City of Oenkmar. The map of the arenas is provided here. Each square represents 10 feet (for the D&D® game) or 3 inches (for the AD&D® game). For more fun, recopy the map on a large sheet of paper, at one inch per square. Form a line with two teams of 5 or 7 players along the end walls, on their respective sides of the arenas, each figure occupying one square on the map. Then place a small token on the center square of the map, to represent the ball. Finally, use the following rules:

Movement: Use D&D® or AD&D® game rules for movement. At the beginning of each round, roll 1d20 for each team. The highest rolling team (reroll ties) moves all its players first, followed by all the players of the second team. Complete each player's movement before moving the next player.

The ball moves only when kicked. Players cannot carry the ball (see *Kicking the Ball*, next). The ball always moves in a straight line, forward or backward, sideways or diagonally. If it hits a wall, see *Bouncing* below.

Kicking the Ball: Whenever a player is in a space with the ball (either the player moved into that space, or the ball did), and without any opponents, the player may kick the ball. Make a Dexterity Check. The player must indicate the direction before rolling the die. A natural score of 20 is an automatic miss.

If it fails, the player missed the ball and kicks dirt. If it succeeds, the ball shoots forth in the desired direction. Subtract the die roll from the player's Dexterity Score. The result indicates the number of spaces the ball moves. If the result is 0, roll again with a −2 penalty. If the player misses by 10 or more, he fumbles, and bites the dust (no damage; see *Tackling* below).

Kicking a ball is done anytime the player is in contact with the ball during his team's turn. It does not affect move-

ment — the player can run, kick the ball, finish the remainder of his movement, and kick the ball another time if he ends up in the ball's space again. The course of the ball must be completed before another player can be moved. The player cannot kick the ball more than once in the same space unless he, or the ball, moved out and returned.

If one or more opposing players also occupy the same space, they must first be tackled before kicking the ball (see *Tackling* below).

Intercepting the Ball: If a ball crosses an occupied space, the player may intercept the ball. This can be done at any time at all during the turn of the player's team, or that of his opponents. The ball can be kicked only when it stops.

Make a Dexterity Check. If it fails, the ball bounces off the player in a random direction (roll 1d8 and consult the Scatter Diagram on the map). It continues the remainder of its course, plus 1d4 — which also equals the amount of damage inflicted to the player off whom the ball bounces.

If the Dexterity Check failed by 10 or more, the player missed it completely, and the ball completes its course normally. The player may decide to *avoid* the ball instead, succeeding a normal Dexterity Check.

If the interception succeeded, the ball stops in the player's space. Interception is not possible during a melee — instead, it automatically bounces off a random player in that space.

Tackling: Opposing players may occupy the same space. The ball cannot be intercepted, or kicked, until all opponents are knocked down. Normal D&D® or AD&D® combat rules can be used for this purpose. Players are not allowed to cast spells or use anything else than a wooden club — provided at the beginning of the game. Damage inflicted during the game is 50% real. At 0 hp, a player simply falls unconscious.

For more simplicity, make a Strength Check each time there is contact. If it succeeds, the opponent bites the dust. The difference between the player's Strength score and the die roll indicates the amount of damage inflicted to the opponent. If it failed, the player trips and falls (no damage).

As an option, the difference in sizes can affect die rolls. Players belong to four categories:

— *Meat Balls:* kobolds, goblins
— *Regs:* orcs, hobgoblins
— *Stompers:* gnolls, bugbears, trolls
— *Heavies:* ogres, giants

Meat Balls and Heavies tackle each other at a −5 penalty. Regs and Heavies tackle each other at −2. Meat Balls and Stompers tackle each other at −2.

A player who has been tackled cannot do anything else until he stands back up. He must spend his entire next movement getting up (he cannot intercept, kick, or avoid the ball, nor leave the space).

A player may *not* kick or intercept the ball immediately after a tackle. He must wait until the opposing player's turn (if they are playing second), or the next turn, to intercept, avoid, or kick the ball. However, if the player succeeded his tackling attempt by 10 or more, he may complete his full move, and kick or intercept the ball; otherwise, his move ends in that space.

A player must stop his move and do nothing else during the full round if he uses a weapon and normal D&D® or AD&D® fighting rules. The teams are allowed up to two replacements if players are knocked out of the game. If a player tries to run out of a melee, able opponents are allowed a free tackle. If a player attempts to run through an occupied space, the opponent(s) is allowed a tackle.

Bouncing: The ball may bounce off the wall if it obstructs its course. If it came in diagonally, it bounces off the wall at a 45 degree angle. If it came straight, it bounces in the opposite direction. Because of its incredible bouncing properties, always add 1d4 spaces when a ball bounces off a wall or an obstructing player. The ball may keep on bouncing several times until it completes its full course, or a player successfully intercepts it.

Penalties: It is forbidden to carry the ball or touch it with anything other than feet, knees, hips, or elbows. This can happen during a melee. Each time the ball remains in the space of a melee, the lowest Intelligence player (choose at random if more than one) must make a Dexterity Check. If he fails, he touched the ball.

The penalty is trampling by the other team. The ball stays in the space. The player who touched the ball is placed in the center space of the terrain. The other teams forms a column and runs over the player. Meat Balls inflict 1d4 points of damage, Regs 1d6, Stompers 1d8, and Heavies 1d10. Instead of trampling, a player may instead use his club. Then, the teams form two lines on each side of the ball. Roll for initiative, and start a new turn.

Order of Play: In some cases it is necessary to determine who does what first. For example, if a player and an opponent both indicate they are tackling each other at the same time (one charges into the opponent's space and the opponent intercepts), roll for initiative. The winner tackles the other.

If more than one player of the same team occupies the same space, the player determines which one plays first. When situations like these occur, either make an initiative check, or use common sense.

Scoring Points: Each time the players kick the ball into the opponents' goals, the team scores a point. The first team to reach six points wins the game. Each time a point is scored, the ball is placed at the center of the field, and the two teams line up against the wall on their sides of the field. Then they charge forward.

Two vertical stone hoops jut from the two side walls. Anyone kicking the ball through one of these automatically wins the game. This requires a natural score of 1 when kicking the ball. The kicker is allowed to bounce the ball off the walls or off opposing players. The ball must travel an extra 20′ (equivalent to two spaces) in order to reach the hoop. The hoop can be reached diagonally, or when kicking the ball from a space adjacent to the wall.

End Game: If the players' team loses, their best player (he who scored the most) is taken to the Great Temple's prison for the ritual sacrifice. The rest of the team is free to go (and attempt to free their companion). This could be a set-up for the first adventure provided in this section (page 37).

If the PCs win, they are entitled to run after the spectators and grab whatever they are carrying — such is the tradition of *tlachtli* games. If not yet citizens of Oenkmar, they are offered to become so. Otherwise, they simply win their litigious case.

Other Notes: Players with the Tlachtli Skill make all their Ability Checks in the game using their Dexterity Score, and move an extra space on the field.

The game stops after either team scores three points for half time. Players are allowed to retire to a quiet cubicle and heal their wounds, regain strength, and pluck up their courage. Half time lasts the time an orc picks his ten toes.

The Other Team: The following brutes represent the opposing team.

#1 Killer: KO7, St 7, In 12, Wi 9, Dx 17, Co 10, Ch 17, hp 17. Has a pathological hatred of gnolls. He is likely to kick the ball (50% chance) in a gnoll's face rather to one of his teammates, or into the opponents' goal if the gnoll is within a three-space line.

#2 Axteca: HO8, St 14, In 10, Wi 8, Dx 12, Co 18, Ch 10, hp 65. Axteca wields his club with Expert Mastery. He can hit the ball with his club rather then intercepting the ball (make a Dx Check equivalent to a kick + 1d4 spaces).

#3 Speedy Pepe: OR6, St 13, In 9, Wi 10, Dx 14, Co 13, Ch 13, hp 30. Has the Tlachtli Skill. Pepe moves 5 spaces per turn (using D&D® game MV rates).

#4 Haugh: BU6, St 16, In 8, Wi 7, Dx 10, Co 14, Ch 12, hp 40. Haugh has fleas. He's used to them, but anyone else who tackles him, or vice versa, has a 30% chance of getting fleas, too. Fleas reduce a player's Dexterity by 1 point.

#5 Butor: OG9, St 18, In 7, Wi 7, Dx 7, Co 17, Ch 9, hp 65. Butor is horribly ticklish. Reduce his Strength and Dexterity to 6 if tickled in melee.

#6 Ootah: GO6/SH3, St 9, In 12, Wi 14, Dx 10, Co 9, Ch 11, hp 20. She is the team's shaman and healer. She is likely to enter the game last.

#7 Him: Troll Youngster, St 15, In 6, Wi 6, Dx 7, Co 12, Ch 5, hp 22. *Him* can take a free bite when locked in melee. Choose anybody in the same space at random, including teammates.

The King Thar Affair (high level)

Playable either with traditional human PCs, Oenkmarian adventurers, or savage humanoids from the tribes. Use the setup appropriate to your game.

The Savages: They are sent by their chief in a treacherous attempt to destroy King Thar *the Tyrant*. Queen Yazar is the most likely character for such a conspiracy. Her plan is to destroy King Thar and take over the Broken Lands.

The party is supposed to join the Legion and, at the first opportunity, assassinate the king. Of course, should they be discovered, Queen Yazar will deny any link with these *renegades*. The party is sent as part of the monthly tribute to King Thar's Legion.

The Oenkmarians: A group of brave adventurers, but unskilled *tlachtli* players (see previous adventure, perhaps) are offered a fake sacrifice on Atzanteotl's altar in return for a chance to undertake a dangerous mission.

Xilochtli, the great priest, would allow them to leave the city, to the savage tribes of the northwest, and put an end to the foolish attitude of King Thar. It seems to the priest that the orcish monarch is likely to eventually be slaughtered by the humans and their demi-human allies. Xilochtli fears a major human invasion which might unveil Oenkmar's existence.

Therefore, the party must leave the city, secretly, and deal with the dangerous Supreme Commander of the Legion. Of course, if the party were to be captured, Xilochtli would never recognize the fact that the party works for him, and claim they *escaped*. Technically, the PCs' lives belong to Atzanteotl, and casually negotiating their release in exchange for a mere mission would be viewed as a serious faux pas from the rest of the clerical establishment in the city.

To make sure the party does not run away instead, Xilochtli binds their souls to *gri-gris*. If the PCs do not return by the next season, the high priest would ritually sacrifice the amulets, causing the PCs to permanently lose a number of hit points — or generously donate the amulets to the local demon...

The Humans: A traditional party of human adventurers is hired to abduct King Thar. The plan is the same as the legendary capture of Sitting Drool (525 AC). The plan is to trade King Thar — secretly to avoid a serious uproar of the population — for a number of prisoners, and a large treasure stolen during years of raiding and caravan ambushing. The party must later on follow King Thar, after the exchange takes place, and destroy him once and for all.

Of course, the local rulers will never recognize the party is working for them should the truth become public knowledge. The party must work incognito. To this effect, their employer has them framed, and thrown into jail, there to meet a brigand.

He belongs to a band of raiders operating in the general vicinity of the Legion. The reason why this particular band of brigands was selected is that they developed a unique ability to wear disguises, especially humanoid ones — a must in that region to avoid reprisals from the Legion. If demi-humans are part of the plan, they should be able to pass for goblins, or somewhat skinny orcs of some remote tribe (since they don't speak the local dialect).

The party must escape with the brigand, join his band, and then, find a way of joining the Legion. *Most of the fun is obviously getting there...*

Camp Sodhor & Vicinity

Multiple Parties: Once the appropriate party is chosen, the two others become NPCs under the DM's control. As an option, they could also appear at some point during the adventure.

Camp Sodhor: See general map of the Legion's Lair (above). The warriors' barracks, truly squalid hovels made of fungal tree trunks, huddle between a series of sharp ridges that overlook the Sodh Forest, 100′ lower. The streets are no more than narrow, winding, smelly gullies of mud and refuse. King Thar's residence remains at the center of the camp, in the largest building.

The party should discover a small passage that leads from the surface to the Rocky Shards, a region northwest of Camp Sodhor. To reach the Legion, the party must go through the thick Sodh Forest. Remember the place is dark, and eyesight is limited to infravision or any light source the party has.

When the party arrives, the Legion is having its routine drill during which warriors race through the Warriors' Way, while the rest of the troops stage war games (see *Thar's Manual of Good Conduct*).

Once in a while, the party is attacked by a band of crazed humanoids wielding their *oozshroom* weapons, all of them followed by the inevitable kobold referee, judging the "mock combat".

As the party attempts to dodge these confused humanoids, they should follow the narrow forest paths, braving the dangers of the Warriors' Way. Humanoids running along this path are likely to ignore the party, being too busy staying ahead of their drill sergeant.

The camp can be accessed through the concealed underground entrance (see E on the map), or by climbing the cliffs. The first time the party arrives, King Thar is still in Udhgar. He arrives a bit later, with his palanquin and guard, coming down the Udhgar Path.

If the party is unmasked, they should retreat if possible and use stealth. PCs may pose as candidates for the Legion, in which case they must go through the complete recruiting process. If captured, they are locked up in cages hanging above the Trollditch, there to be devoured by wandering trolls...unless they escape.

Once in the Legion, the party can work their way to the King more easily. Before accomplishing their mission they should find clues about Uruk Vaath (see *Orcs Galore*). If Thar is cornered, he will surrender and negotiate. He offers fortune, high ranks in the Legion, and slaves — watch out for his magical sword though (see *Orcs Galore*). If the PCs agree, Thar immediately starts a campaign against Yazar, or the City of Oenkmar — as appropriate to the party.

If Thar dies, Uruk Vaath intervenes. Weeks after his death, he creates a clone of Thar to thwart the PCs' plan — after they have received their compensation from their employers. If the PCs are humans, he also causes the plot to become public knowledge, provoking great political turmoil for the conspirators (unless the PCs track him down) in the Principalities of Glantri. Thar would also start a major war, attacking the country's closest city (Corunglain, for example) for reprisals. *More work for the PCs...*

Thar's Manual of Good Conduct

Duh Legion

Duh Legion is a glorious warrior horde fighting for King Thar, Chief of Orcus Rex and Master of the Broken Lands. King Thar created the Legion to defend the tribeland, and threaten the human realms. Training and discipline are what make our warriors strong. All warriors live according to this here Manual of Good Conduct, the Sacred Laws of our Legion.

It was our King who found the book, during a great battle against a Thyatian caravan. Thyatian soldiers were massacred, their merchants crucified (their horses, too), and their whelps sacrificed to Karaash. Then King Thar discovered the sacred gift of Karaash. Our King pierced the chain mail of the Thyatian chief and ripped his heart right out with his spear. There, also stuck at the end of his spear, were *the words* inside a leather cover.

King Thar read the sacred words inside the leather cover. He said the Thyatian had changed them to fool the orcs into thinking humans invented them. In his great wisdom, our King rewrote the true words of Karaash, and *vastly* improved them from the humans' mediocre version. Then, he ordered his warriors to obey his new laws given in this here manual. So was the Legion born.

Recruiting Warriors

Only the best warriors of the Broken Lands can enter the Legion. They must be able to fight well, march fast, sleep with one eye at a time, and eat little. The following rules must be observed to enter the Legion:

1. Fighting: The new warrior must prove his fighting skills. First, tie the warrior to the end of a rope, one hand behind his back, and give him a club. Tie the other end of the rope to a pole. Lock a hungry wolf inside a cavern and dip the new warrior into a hole in the cavern's ceiling. Have ten orcs pick their teeth. When done, pull the rope out of the hole. If the warrior comes out, go to the next step. If instead the wolf comes out, the new warrior failed. Choose another new warrior.

2. Marching: The second great strength of the Legion lies in its warriors' feet. The new warrior must have clean feet with all their toes. He must also have boots. If he does not have any, send him away until he comes back with boots. The new warrior must then prove he can walk fast and long. Tie the new warrior to one end of a rope, with both hands behind his back. Attach the other end to a wild boar and let 'em go until the sun sets. If the warrior comes dragging back behind the boar, he failed. If he pulls the boar behind him, go to the next step. If he comes back riding the boar, make him a chieftain.

3. Alertness: A warrior of the Legion is ready at all times. He must be able to sleep lightly, wake up at the first sign of danger, and react quickly and accurately. Take the new warrior on a long hunting party. Have him climb a big mushroom to get some sleep. When he snores, have a volunteer climb up with a horn. If the new warrior falls off the mushroom at the sound of the horn, he failed. If instead the volunteer falls off with his helmet crumpled, go to the next step. If nothing happens, try again later.

4. Endurance: Food and water can become rare at war. The warrior must be able to endure starvation and drought without failing. Tie the new warrior to a pole and starve him for a week. Give him a sack full of hot, spicy food, a skin of ale, and a pick. Leave him in a dead-end tunnel and collapse its entrance. He must dig his way out. If he comes out drunk, he failed. If he does not come out, he also failed. Otherwise, go to the next step.

5. Health: The warrior of the Legion must be in good health to prevail at war. Examine his teeth. Bad teeth must be hammered in to make room for the good ones. If any lice, fleas, ticks, leeches, wounds, or diseases are visible, apply *Orcish Sanitation*, described later in this manual. Examine ears; howl once into each to make sure both work. Examine eyes; poke a finger into each so they become bloodshot, as orcish eyes should be. Stick

tongue out; rub it with lime to make sure it remains gooey and healthy. Check reflexes: a volunteer bashes the warrior's knee with a club. If the warrior collapses, he failed. If the volunteer collapses, the warrior is then good for service. Otherwise, try again.

Obeying the Chief

The warriors of the Legion must obey their chief. Disciplined warriors make powerful hordes. Powerful hordes make great tribal victories. Tribal victories make your chief happy. Happy chiefs are better for your health.

The chief is right. *The chief is always right.* If you think the chief is wrong, obey the chief anyway; that's because he's the chief and you're not. The chief is tough. The chief is mean. Obey your chief, and keep your dagger handy.

Who Is the Chief? The warrior is the backbone of the horde. Each warrior obeys the clan's chieftain. The Legion chieftains are the ones with the whips, and the black tassels on their helms. They be the ones who howl orders the loudest. Always follow the black tassels. Warriors and chieftains obey the Legion chiefs. The Legion chiefs are the ones with the bones in their noses, and the really big weapons. Chiefs obey the Great Chief, King Thar the Conqueror. You'll *know* when you see him.

Following Orders: The Legion speaks the true warrior language, the Tharian Code. All orders are howled in this language. Understanding orders makes good warriors. Good warriors make the chief happy. Happy chiefs are better for your health. Learn the Tharian Code, and you'll avoid being on every hunting mission of the week.

Anything howled at you is an order. Anything howled at you, and accompanied with a crack of the whip is an order too, and they *really* mean it. Common orders and their gestures are given below, with proper pronunciation.

squaDROON-MU'CH: Walk. Start with the right foot. The other one is the wrong foot. If the warrior in the front is too slow, kick his butt to make him go faster. If the chief cracks his whip, walk faster, and don't talk.

HOP-toop-treep-foh: Keep on walking. Hit the dirt with the heel of your boots. At the "HOP", jump to change foot, and keep the pace. Drums give the pace if you can't hear the chief. Horns just sound nice, and scare the enemy.

YAAAH!: Charge. The chief shows where to charge. If you can't see the chief, follow the warrior in the front. Don't look behind; the chief is charging behind you. If you stop to look, the chief will get you before the enemy does.

EEEEH!: Retreat. This order is often followed by the chief throwing his weapon in the air and running in the direction of the retreat. Follow the chief, ask questions later.

squaDROON-HU'T: Stop whatever you are doing. If you are walking, stop when you run into the warrior in the front. That order requires the chief to raise the right hand. The other one is the wrong hand (used to fool the enemy).

ztan-HU'T: Stop whatever you are doing, and they *really* mean it. Stick your belly forward, keep your chin up, and your arms down, and click the heels of your boots. Breathe only when the chief does not watch.

p'zent-HU'M: Unsheathe your weapon, point it upward, and keep the hilt against your chest. Keep your shield on the side, and click the heels of your boots. If the warrior in the front does not do it right, give him a good whack on the helm.

hup-hup...: In answer to this order all the warriors must yowl as loud as possible to show their good morale and enthusiasm with the chief's speech. It is better for the warriors health to show faith and support for the chief. Poor yowlers get to mount the guard for the night and clean latrines.

DU'K!: Hit the dirt, and they *really* mean it. Unless you are short of arrows, don't stick your head up; it hurts. If you hear whizzing sounds, start digging.

FAAH'R: Shoot whatever is on hand at the enemy. The chief will point at the enemy. If nothing can be thrown at the enemy, yowl as loud as possible, and hit your shield with the hilt of your weapon to scare the enemy away.

SEE-faah'r: Stop shooting. Pick up any projectiles lying nearby and restock your reserves. Wait for further orders. Those who keep on shooting will have to go retrieve their projectiles wherever they went.

KULL!: The chief will accompany this order with a gesture across his throat. This means: loot to kill, no prisoners.

Respecting the Chief: The chief is the chief, even if is he a kobold. Warriors owe respect and obedience to the chief. If the chief is not happy with you, he can give you a good whack on the head and get away with it. That's because he's the chief and you're not.

When talking to the chief, assume the "*ztan-HU'T*" order was given. Don't whisper, grouse, grumble, mumble, or mutter — always bawl. Bawling is the only acceptable form of communication in the Legion.

Always look straight forward. Never look at the chief straight in the eyes. When given an order, or when greeting a chief, click the heels of your boots, hit your chest with your right fist (the other fist is the wrong fist), and howl "*Skum!*" This is the official Tharian salute. Make sure you hold no weapons in your hand when saluting.

The chief will penalize any ignorance of the rules. Those who disobey orders are hanged by the thumbs in plain sunlight, for one day, for the first offense. On the second offense, hanging by the toes over hot coal is the rule. On the third offense, hanging by the neck is mandatory. Disrespect to a chieftain is worth 10 lashes, disrespect to a chief is worth 20, and to the king means beheading.

Equipment

The warrior must have boots to join the Legion. No boots, no Legion. The Legion provides the rest of the equipment, according to the length of service. New warriors get the following when they join the Legion:

Club: Basic weapon for recruits, model 46, single-handed with hook and nails. Can be fitted with silencer.
Shield: Large, light frame and leather, waterproof, with the Legion's symbol. Can be used to skid on the surface of calm water.

Helmet: Simple metal helmet, earned by the Legion on previous battlefields, properly rusted and battered with wound perforations still visible.
Black Cloak: Mandatory part of the uniform, complete with hood, lacerations, stains, and patches. Must be worn at all times.
Shoulder Bag: Lightweight leather and cloth. Contains up to 300 cn of equipment and supplies. Worn on the right shoulder (the other shoulder is the wrong shoulder), across the chest so the bag remains behind the shield. Suitably ripped, smudged, and blemished.
Skull Cup: Used to eat soups and other food that won't stay in the hand. Kobolds, or smaller, get dog skulls; goblins and up to hobgoblins get a pig's skull, gnolls or bigger get a cow's skull. Ogres get two. Trolls don't need any.
Dagger: Conventional blade, with teeth on the back, hooks on the guard, and spike on the butt. Comes with lizard sheath, and acceptable rust decoration and dents.
Personal Pouches: For personal effects. Must be attached to the belt, on the left side, behind the shield. Contain 80 cn each; nicely chewed-up as per regulations.
Belt: Heavy and thick, made of leather laced with strands of human hair, and fur. Has elegant hooks for scalps, plus holes, studs and spikes. Can be used as a weapon. Ogres get chain-reinforced belts.

Calabash: Contains enough water. Enough water lasts a certain time, depending on the conditions. If you run out of water, you drank too much — check with the chief.

Thirty-Foot Rope: Made of goat and boar hair. Enough to support one orc. Hobgoblins and gnolls get two ropes. Trolls, ogres and anything bigger just get a crash course on climbing. Worn across the chest, from the shield side down to the waist opposite the shoulder bag.

Blanket: Normal size; looks large for kobolds, small for ogres. Used for any purpose. In winter, warriors get to use bear skins as part of their winter uniform. Rolled up, it is carried on the belt, in the back.

Soot and Silencers: For covert missions. Soot comes in small pots and is rubbed on the face and hands during night raids against humans. They can't see you and it scares the living moonlights out of them when they can. Silencers are scientifically studied devices made from old cloaks, and wrapped around the boots, clubs, and other noisy equipment. Soot and silencers are kept in the shoulder bag.

Web Strands: Come in a small ball. The dried strands of the giant cave spiders can be dried, and then easily used as a small net. Strands can cover small traps, or can be placed on the helm. Branches and leaves are added for concealment. Human monsters haven't figured it out yet.

Digging Tool: Horse shoulder blades, sharpened, and mounted on a short handle. Easy to assemble. Ogres get picks, bugbears get hammers. Carried on the belt, in the back.

Orctionary: For use behind enemy lines. Contains many illustrations, the best in orcish art. These are hand-drawn riddles showing how to translate key sentences from Tharian into Darokinian human language, and *vice versa*.

Tinder: Small piece of tinder wood, with thin wooden stick. Used to light fires. Packed in small greased leather pouch, waterproof. Check with chief before lighting fires.

Ear Plugs: Special mushrooms appropriate to the size of the warrior's ears. Use only when ordered by the chief. Prevents the warrior from hearing magical sounds on the battlefield. Can also be used in winter as ear muffs. Watch chief for hand signals.

The warrior is responsible for his equipment. If he loses any, his next share of the loot goes to the chief, in exchange for new equipment, plus 10 lashes. Any other armor or weapons beyond the basic equipment must be captured in combat.

The Legion also has larger equipment. Small clans are assigned to large equipment and must look after it,

under the supervision of a chieftain. Loss of any of this materiel is punishable by skin laceration followed with lime, salt, or green slime sprinkling, depending on the value of the equipment. The Legion has the following types of equipment:

Magical Horns: Ten-foot long metal tubes ending with a dragon head. Crew: two goblin bearers, one orc hornblower with large chest, one hobgoblin Horn Master Chieftain with whip, two bugbear guards. Horns will destroy walls and other obstacles. Destruction of the Legion's materiel is punishable by skin branding.

Magical Drums: Round iron drums, carried with two poles ending with skulls. Crew: four goblin bearers, two gnollish drummers, one orcish Drums Master Chieftain with whip, two bugbear guards. Drums scare any enemy who hears their thunder. Scaring own troops is forbidden, and is punishable by five lashes per scared warrior. Hordes must be using ear plugs.

Standard: Large pole with skulls, scalps, bones, fangs, dragon scales, and large shield with the Legion's symbol. Crew: one orcish standard bearer wearing wolf head and skin, one orcish Standard Master Chieftain with whip, two gnollish guards with wolf heads and skins. Standard bearers must follow the chief at all times. Abandoning the chief is punishable by black pudding death.

War Machine: Large machine with wheels, catapults, ballistas, rams, and belfry. Crew: any warrior ordered to pull on the ropes or use the artillery on board, plus one War Machine Engineer Chief, and five War Machine Artillery Chieftains. Warriors abandoning the war machine without orders are tied over red ants for one day in full sunlight.

Mounts: Veteran warriors can keep wolves, skinwings, or boars captured at war, if they prove they can ride them. The warriors are responsible for the food and care. Cutting off the right ear of a mount is recommended to allow wild weapon swinging in combat. Losing a mount due to lack of care is forbidden. Punishment: the mount's carcass is tied on the warrior's back, and he must carry it for a full moon.

Marching Equipment: Regular drums, horns, and whips used to encourage the warriors to walk longer and faster. Crew: three orcish drummers with triple drums, six goblin hornblowers, two foretrolls with whips, one hobgoblin Master of the Marches Chieftain setting the pace. Marching clans must follow standard bearers. It is forbidden to blow the horns and play the drums when the chief is talking, or during covert operations. Punishment: anywhere from 10 lashes to finger and toe hammering.

King Thar's Palanquin: Old dragon ribcage, with two large poles, Legion's shields, skulls, scalps, fangs, claws, bearskin canopy. King Thar sits on it. Crew: four ogre bearers, twelve orcish champions, fully armored, mounted on giant boars, a weasel-looking kobold interpreter and adviser, and slaves for atmosphere. Two standard-bearer clans must follow the palanquin at all times. Abandoning the palanquin without orders is punishable by slow beheading.

Drill

Warriors of the Legion must train to remain in good shape, improve their fighting skills, and become as nasty as possible. The chief will make sure his warriors will be trained as follows:

Fitness: Warriors must be able to run long distances, carry heavy equipment, jump ditches, climb walls, crawl fast, cross chasms on ropes, and swing down ropes.

When the Legion is not campaigning, warriors not assigned to guard posts or KP must drill at wake-up time. Do not make holes in anything, just run until breakfast bell rings. The last ten back to camp get K-Rations (K for Kobold). Shoving and calf-biting are mandatory.

Every tenth warrior then leaves for Hunting Duty. Each carries a sack of stones on his back, which is emptied when the warrior finds food. The law is *"March or Die"*. Cave prowlers eat stragglers. Those coming back with stones instead of food get to cook dinner for the troop, and feed the wolves, boars, and skinwings, at their own risk.

Meanwhile, other warriors drill again. They must follow the *Warriors' Path*, a trail that goes around Camp Sodhor. Spike-festooned ditches, slippery walls, pungi stakes, mudcrawls below ballistas' field of fire, ravines with rope bridges, trapped cliffs, and monster-infested brush are common obstacles on this trail. Be prompt, keep your eyes open, and your dagger handy. The last ten warriors off the path get to start over. Rib-jabbing and head-bashing are mandatory.

When marching to war, the warriors must sing the age-old warrior song of the Legion. It was created by an orc hero called Bojezt during his years of captivity in the human land of New Averoigne. It is traditionally sung in his jargon (capture an Averoignan human for the translation):

"Tiens, voila du boudin, voila du boudin
pour les Hobgobelins, les Orques, et les Gobelins.
Pour les Trolls y'en a plus, pour les Trolls y'en a plus,
c'est tous des tir-au-flanc,
pour les Trolls y'en a plus, pour les Trolls y'en a plus,
c'est tous des tir-au-flanc!" (start over)

Fighting: Every other day, warriors must practice their fighting skills. Warriors are trained with common weapons of the Legion, one after the other. They get to rest and take care of the equipment after that.

Slashing Weapons: Warriors must practice against wet sandbags. The bags are hanging above a swinging trap door. If the warrior cuts the rope, the bag falls on one side of the door, preventing the opposite end from swinging open. If the warrior misses, he falls into the pit below, and the trap door swings shut on his head.

Edged Weapons: Warriors train on large water skins. The skins hang above burning coal. If the warrior can pierce it, he goes on without burning his feet.

Blunt Weapons: A large beam is stuck through a stone wall between two caves. Warriors on both sides compete to hammer the beam into the other cave. Losers get to start the drill all over again with slashing weapons.

Self-Defense: Warriors try to avoid blows from a rotating beam fitted with flails, blades, and spiked maces. They must survive the time it takes the next orc to pick his nose.

Hand to Hand: Each warrior is pitted against another chosen at random. The fight ends when one of the two either falls unconscious, is thrown out of the ring, or both his shoulders hit the dirt. Warriors have the choice between studded leather straps for their fists, or a small weighted net.

Meanwhile, veteran warriors shoot sticks of *oozshroom* on the training warriors, from the war machine as part of the artillery drill. *Oozshrooms* are flexible fungus stems, of many different sizes, that leave black oozing marks. The war machine also shoots large balls of *oozshroom* goop heavy enough to cause a warrior to lose balance, or knock him unconscious for the rest of the drill.

Those who complete the entire drill exercise and win the hand to hand combat earn a stirge feather from the chief. Ten feathers can be turned in for a day of leave. Leave is not permitted during campaigns, wars, and raids. Fifty feathers can be turned in to become a chieftain.

Getting Nasty: A good warrior is an angry warrior. Angry warriors know neither exhaustion, hunger, wounds, nor fear, and they scare the enemy. Life at the Legion is rewarding, but harsh and cruel. It must be so to defeat the enemy, for otherwise there wouldn't be a Legion. And it's *all* the enemy's fault. Kill the enemy! If wounds hurt, if you hunger for food, if a friend died, grieve, then kill the enemy! Listen to your chief, he will tell you who the enemy is.

Warriors who feel weak, or those accused of weakness, must report to the *Pebbles of Desperation*. The small, round, rolling pebbles must be dug out with a pierced shovel to form a heap, and then carried to fill another hole, back and forth for days. The Whip Master follows

the desperate warriors, causes pebbles to roll off a bit more than they should, snarls at the warriors, spills their water rations, and makes sure they keep a good pace. When the warrior is angry enough to snap back at the Whip Master and beat him up, he is no longer weak. If he fails, it's back to the pebbles.

War Games: Chiefs get to play war games every full moon when not at war with another tribe or with the humans. They gather around a sand table that looks like Camp Sodhor, and move little flags that represent the clans. Meanwhile, warriors imitate what happens on the table. Kobold messengers go back and forth between the warriors and the sand table, carrying orders, observing melees, and returning with combat results.

One side has the war machine and warriors with bows, crossbows, and slings, the other has all mounted troops and the remaining warriors. Everybody fights with sticks of *oozshroom*. Warriors with black marks are eliminated from the game. Ogres, trolls, and giants are eliminated with five black marks.

The object of the game is to either capture the war machine, or repel the invaders. King Thar remains on a neutral hill, for the arbitration, sitting on his palanquin. The chiefs winning the war game get treasure from the king if he was entertained, and they sometimes share it with the bravest chieftains and warriors.

Campaigning

Warriors of the Legion must follow the rules to ensure victory. Strict observance of the Tharian doctrine will make a difference on whether or not warrior clans are decimated during raids and campaigns against the enemy.

Marching: Warrior clans must move rapidly when in enemy territory, and erase marks left behind the marching army. Two rows of goblins mounted on wolves should be dragging branches (or dead bodies if no branches are available) on the trail. During covert missions, trash, leftovers, and casualties must be picked up and stored in a village; then burn the village down to get rid of both trash and witnesses. Make good use of silencers, soot, and web strands. Blow the marching horns and play the drums with moderation so they can only be heard in the immediate area.

Move during the night. Always march with a clan in forward and in flanking positions, and a rear guard. All should be mounted. Join the main corps in case of trouble. The war machine should remain in the center of the main corps, close to the king's palanquin.

Send mounted skinwings ahead during the night when crossing human territories. Humans can't see in the dark, have poor scenting and hearing skills, and rarely think of flying threats. During daylight, skinwing

mounted troops should find a quiet spot and wait until the night before moving. Sunlight hurts the eyes of the skinwings and disorients them.

When traveling long distances, capture people from farms and villages to pull the war machine. It is better to have expendable slaves pulling the war machine than valuable warriors. Feed the slaves, some. Slaves need food and generous whipcracking to work well. Humans also hate using their bows against the war machine when slaves are in the front, pulling it. Exploit this.

Intelligence: Send scouts ahead, properly equipped with Orctionaries. Kobolds are best for this since they can hide better than ogres or trolls. Kobolds are better scouts because they don't try anything funny when by themselves. If the kobolds do not return, trouble is ahead. The kobolds did their job.

Kobolds should be checking suspicious bushes and forest edges. They should be spying on villages, enemy troops, bridge locations, and farms. Scouts should never allow their capture because they could betray the Legion's position. A good scout is a dead scout, for that matter. In human populated areas, scouts should be wearing their hoods so they are harder to recognize. Stealing gnomish clothes is a recommended tactic. Take them off when returning to the Legion's camp.

Camping: Find a spot between hills, away from a dry river bed or mosquito-infested places. Send ogres to fetch water from the nearest river. No fire or cooking is allowed in covert operations; fire ruins night vision, smell and smoke give out the clans' positions during the day. When raiding human territories, camp during the day. This is when humans are most likely to spot a moving army. Set up guards in the surrounding hills, and maintain skinwing rounds above camp during the night.

Combat: Always defend on top of a hill, or behind obstacles. Make sure there is a clear retreat path for the war machine. Protect the war machine and the king's palanquin at all times. Keep scouts around the Legion's camp.

Plan Aye. Obvious Victory: The enemy is clearly no match for the Legion. Maneuver skinwings to the enemy's rear, then overrun their puny forces. Take prisoners and interrogate to find where their major army is. Use orctionaries and whips.

Plan Bhee. Surprise Attack: The enemy can be defeated if surprised. There is no time for maneuver. Send the war machine away with a garrison to a safe place and charge the enemy. Send skinwings to take enemy chiefs away and disorganize their troops. Interrogate the chiefs to find out about their main forces. Execute them afterward. Human chiefs are deadly monsters.

Plan Ceih. Battle Formation: Send wolf-mounted clans to test the enemy's defense. Gather the mounted troops and send them to create a diversion. Then, commit the war machine. It should enter the battlefield at an unexpected place, protected with front and flanking lines of warriors. Diversionary troops retreat when the war machine begins bombarding the enemy. Keep skinwings in reserve to intercept unexpected enemy moves. If the enemy falters, send the skinwings behind enemy lines to cut their retreat. Charge with the cavalry, and send in the warriors on foot. Blow the *magical horns* if the enemy occupies a fortification. Have no mercy. The enemy must die.

Plan Dhie. River Crossing: Send ogres to cut trees and throw them into the river. Position archers and war machine nearby to pin down the enemy. If the logs jam the river and form a pontoon, send the trolls, giants, and skinwing-mounted troops across to gain a *pontoonskull* on the other side. Assault clans must be wearing ear plugs. Have the *magical drums* follow the assault clans to breach the enemy's line. If successful, send in the rest of the troops. If Plan Dhie fails, apply Plan Eeeeh.

Plan Eeeeh. Retreat: Sound the horns. Maneuver the mounted troops to protect the rear of the war machine and retreat to a defensible position. Let the giants, trolls, and ogres cover the Legion's retreat. Send surviving skinwings to recover *magical drums* and *horns*. If

surrounded, order the warriors to wear their ear plugs, and play the *magical drums*. If this fails, defend the king's palanquin to the last orc. Thar be saying *"Duh Legion dies but surrenders not!"*

Orcish Sanitation

Warriors of the Legion may be brave, skillful, and nasty, but all of this means little when they are sick, or unfit for combat. The Legion's Chief Shaman is in charge of the warriors' health. Each season, the Chief Shaman will inspect the warriors, their mounts, and other fighting beasts to ensure they remain in good fighting condition. No drills, no hunting duty, KP, or other activities take place that day. All warriors must remain in line, under *ztan-HU'T* order until the Great Shaman and his followers are done with the inspection. Chiefs and chieftains will then follow and inspect the warriors' equipment. It must be complete and in good order.

Feet Inspection: All warriors must take their boots off, and lie on their backs, feet up. The Great Shaman will inspect the feet and toes to make sure there are no diseases. If there are no diseases and the smell is appropriate, the warrior is fit for marching. Otherwise, the

warrior must report for feet treatment, which consists of a bath of hot mud, stirge blood, and goat cheese. Feet must then be kept up for a day until the mixture dries up completely. It must not be washed off.

Boots must be in good condition. If they are too small, the warrior may rip the soles off. The heels must remain, otherwise the warrior won't be able to salute properly.

Basic Health Inspection: See Health Requirements described in the Warrior Recruitment section of this manual. The Great Shaman or the Wicca Master will use their magic to heal loss of hearing and bad reflexes.

Pest Control: Orcs with lice make for lousy orcs. The orc-kin should be free of lice, fleas, ticks, and leeches. The warriors must take off their clothes, take one step back, and assume the *ztan-HU'T* attitude. The Great Shaman will inspect each warrior, or use a kobold to help inspect harder to reach places.

Lice: If any lice are discovered, the kobold nurse must use the boar hair brush to anoint the infested area with the shamanistic preparation. It is made of swine fat, wolf urine, and salt. The preparation must not be wiped off. Use a hot iron on all the seams of the patient's clothes. All furs must also be anointed.

Fleas: Any hair on the warrior's head and body must be shaved off and burned. The patient must then take a bath of fungus lime and warm tar. The patient is then rolled in cold volcanic ash. The coating must not be washed off. Clothes are treated the same way.

Ticks: These must be removed one by one. First, cover the infested area with boiled ochre jelly grease to choke the ticks. When they make bubbles and let go of the skin to get some air, carefully pick them off and eat them.

Leeches: These must be removed one by one. Use a small, red-hot dagger blade to burn them off. Make sure the fangs are removed. Otherwise, report to the Great Shaman later.

Parasites: Observe warrior's feces and urine. If blood or worms are present, the patient must drink two gallons of salt water once. Then, eat a bag of pipe-smoke grass chopped with hot pepper, hardwood bark, chalk, lime skins, and dried bones, once a day until parasites are gone. Skin parasites are removed with a good scrub and the application of sulfur ointments.

Fungal Rashes: Don't scratch. Wrap the patient's hands with his silencing equipment. If this does not work, tie him up and gag him. Otherwise, report to Great Shaman.

Allergies: Plug snout.

Wound Treatment: Report to the Great Shaman. In campaign conditions, the Great Shaman is not always available. If the wound produces pus, use the *Maggot Medicine*. Let flies lay eggs in the wound. Eggs become maggots that eat the rotten flesh. When it starts hurting, and the wound bleeds, the maggots have eaten their way through the rotten flesh. Pick them off and burn them. Then flush wound several times with fresh urine to get rid of any remaining eggs. Wrap up wound in silencing equipment to keep flies away. If the medicine fails, cut wounded part off.

Food Sanitation: Not all foods are good for warriors. Most of all, rotten flesh should not be consumed, despite its spicy taste. The Great Shaman has determined rotten flesh makes you sick. Avoid liver. It is often the place where diseases lie. Don't eat anything that has green buboes, black splotches, still moves, or oozes slimy things. It will make you sick. Don't ever eat anything elves eat, or anything they handled. Sure enough, it is deadly for orcish stomachs.

Poison: Drink purple worm larva milk, or eat their eggs for burning poisons, otherwise stick your fingers in your throat. Remove any vegetable or insect stings, or fangs stuck in the skin. Use leeches to suck poison out of a bite wound.

Latrines: Warriors and chiefs are required to go to the latrines at least once a day — and nowhere else. This will make sure that the paths of Camp Sodhor are safe to walk on, and the camp harder to locate by scent. Do not camp or store food nearby. Latrines must be cleaned each moon. Use a black pudding to clean up the place, then burn the monster. Don't cook that black pudding for dinner. During a campaign, dig a hole in the ground on the side of the camp opposite prevailing winds and away from water supplies. Before marching away, always cover the hole to make tracking more difficult.

Rabies and Lycanthropy: Similar diseases. Rabies is most common among dogs, kobolds, and gnolls. If the sick warrior foams at the mouth or acts in a strange and depressed manner, it could be rabies. If not treated rapidly, the disease paralyzes and kills. Tie up the patient, with a stick in his mouth, and sting his arm with a sting dipped in a blink dog's blood.

If the warrior foams at the mouth *and* turns into another creature, that's lycanthropy. Stage a raid on human settlements to get silver. Then, make a silver dagger and stab the lycanthrope in the heart. This is a guaranteed medicine against lycanthropy. In any case, don't let any of these rabid or lycanthrope patients bite their companions.

Sunburns: Sun is bad for orcs. Cover your skin when traveling during daylight. The Legion regulation cloak

does not always protect all of the snout. Make sure snouts are covered with the shaman's sun repellent paste. It comes in various colors designed to scare humans. If the skin is burnt, cover it with yak grease. Don't pull dried skin off your snout. *It's disgusting.*

Warrior Pay & Awards

Warriors of the Legion are paid according to their rank and their size. Pay comes from King Thar, Great Chief of the Legion. His wealth comes from raids into human realms, or from tribute that conquered tribes pay to our King. The King decides how much to pay the Legion. Treasure is then shared among warriors. Each share is equal to one single item, be it a modest coin, a weapon, a piece of armor, a new mount, or anything at all that is part of the treasure.

Chiefs: They are paid first. They get one share per warrior in their command at the time of the payment. Chiefs are paid in decreasing order of clan size (the number of warriors).
Chieftains: They are paid second. They get ten shares each.
Warriors: They get paid last. War machine, skinwing, and giant warriors get five shares each. Then come mounted clans, ogres, and trolls, with three shares each. Slingers, archers, crossbows, gnolls, and bugbears are next, with two shares each. Lesser warriors get one share each.

Within the same group, chieftains and warriors get paid in order of size, the bigger first. In case of dispute, those with medals choose first, in order of medal value. If anything remains after the sharing, the King gets half, and then the chiefs share the rest among them. If there is not enough treasure for everyone, lesser troops get nothing. It's their fault if they didn't bring enough loot back from the raid. Chiefs and chieftains are free to pay bonuses to brave warriors, out of their own pouches. It improves popularity among troops.

It is forbidden to conceal loot after a raid. Loot belongs to the king and to the Legion. Warriors caught stealing treasure from the Legion will have their ears cut off the first time. On the second, they are branded as pariahs with a red-hot iron, and banished from the horde. Execution awaits if they stay.

Free trade among warriors and chiefs is permissible. Chiefs often earn valuable equipment, cattle, or extra mounts. These can be traded. Slaves, however, must remain the property of the chiefs or of the king. Chieftains and warriors are not allowed to keep slaves.

Huge creatures, such as dragons, or anything larger than an elephant in the Legion's ranks, are paid by the king himself.

Warrior Awards: Bravery in combat is rewarded in the Legion. King Thar himself will honor the brave warrior with a variety of awards appropriate to the feat.

DSO: Distinguished Serviceable Orc; a small bone dipped in molten gold. It must be worn on the left side of the chest. Awarded to warriors for each 10 winters of service in the Legion. Gets an extra share of treasure and exemption from latrine duty.

Legion of Horror: Also called Medal of Horror; a large gold coin attached to a silver chain, with claws and feathers. It must be worn around the neck. Awarded to a warrior for a great combat feat. Gets two extra shares of treasure.

Tharian Cross: Usually a Legion of Horror with four pie-shaped cuts to look like a cross. Also worn around the neck, often a posthumous award. Awarded to a warrior for saving King Thar, or performing an act of outstanding bravery in presence of the king. Gets five extra shares of treasure. Champions of King Thar's Palanquin all have the Tharian Cross.

Clan Awards: Clans can be rewarded for bravery and for their outstanding actions in combat. The reward normally is the scalp of an enemy chief, or his skull, which are attached to the clan's banner. Warriors belonging to clans with overloaded banners usually benefit from a higher Tribal Standing. Food is normally distributed first to clans with the most awards on their banners, and last to the more mediocre clans. They also get paid before clans of the same status.

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THE WORLD ACCORDING TO

I'M SURE Patty will let this go through.
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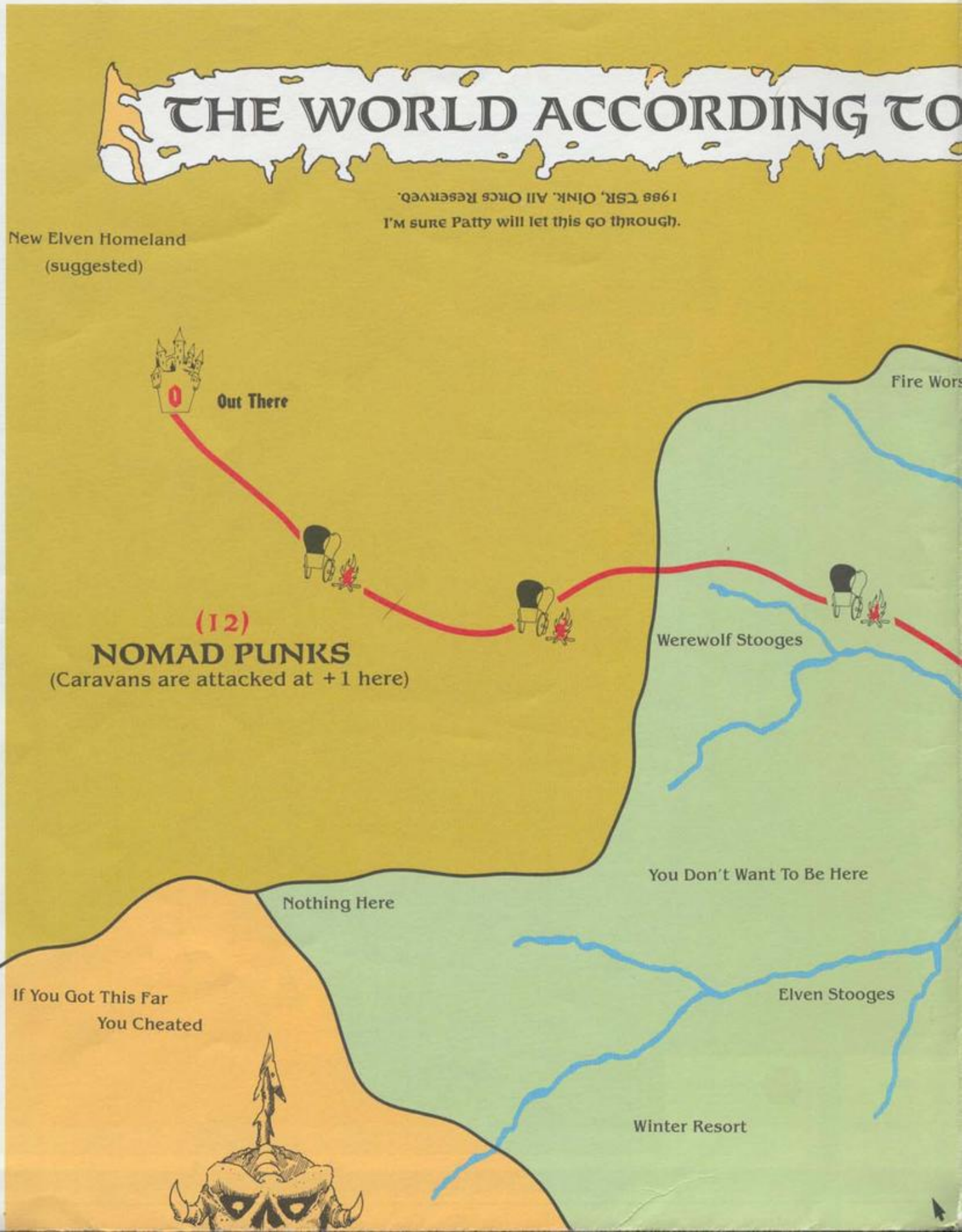
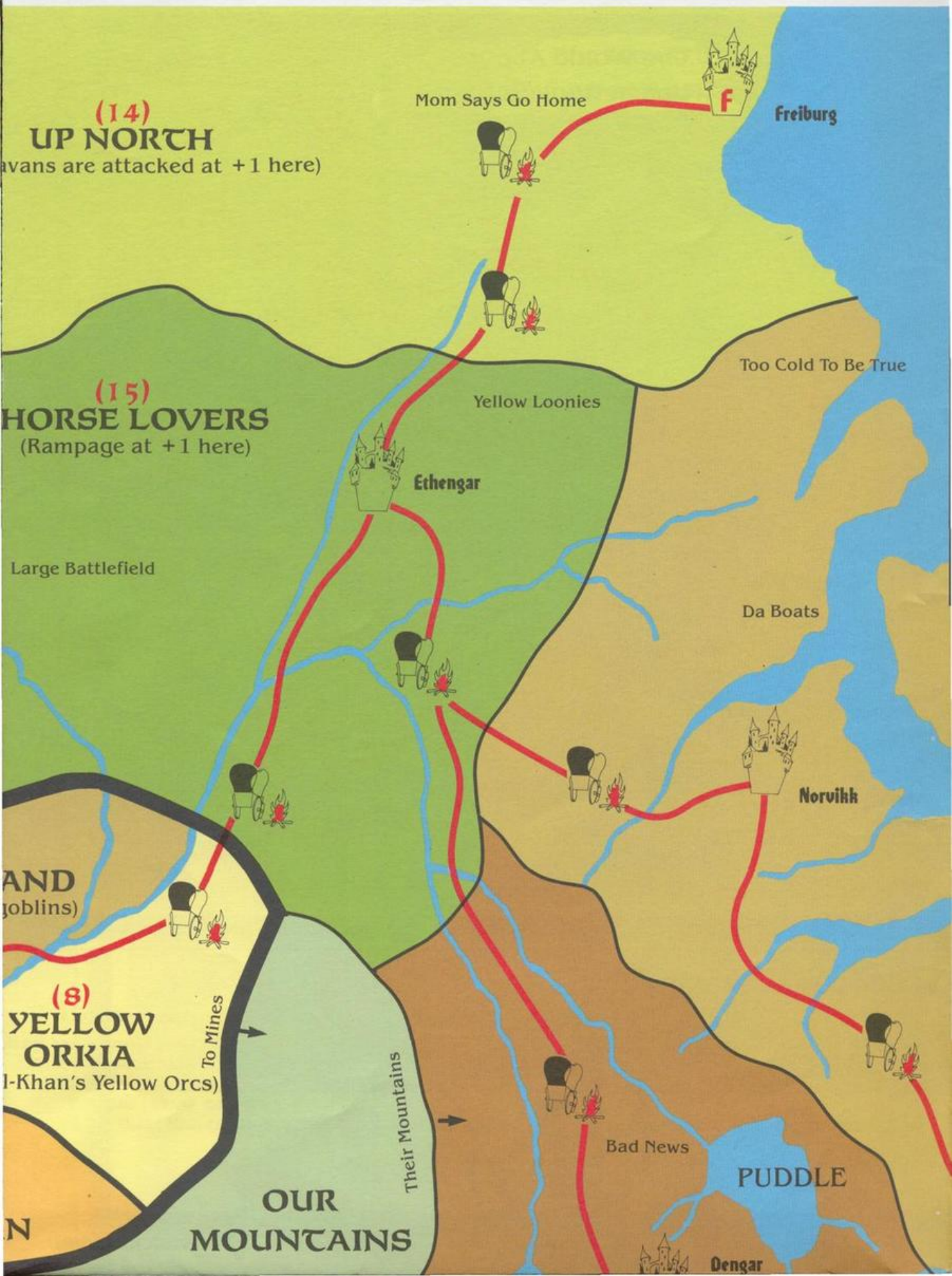


ORCS
My Brother Died Here
(Cara
There Be Vamps
shipping Morons
(13)
GODLESS WIZARDS, LIARS, & SPIES
(Caravans are attacked at −1 here)
Glantri
Flamenco Elves
Them
Us
Their Army
Our Army
(6)
HIGHGOBLINY
(Doth & Yazar's Goblins)
(7)
HOBGOBL
(Hutai-Khan's Hob
(5)
BUGBURBIA
(Ohr'r's Bugbears)
Streel River
(Mogu
Vesubia River
Dem Reds
(9)
SOUTH
GNOLLISTA
(Nizam's Gnolls)
(1)
RED


(14)
UP NORTH
avans are attacked at +1 here)
Mom Says Go Home
F
Freiburg
(15)
HORSE LOVERS
(Rampage at +1 here)
Yellow Loonies
Too Cold To Be True
Ethengar
Large Battlefield
Da Boats
Norvihk
AND
goblins)
(8)
YELLOW
ORKIA
l-Khan's Yellow Orcs)
To Mines
Their Mountains
Bad News
PUDDLE
OUR
MOUNTAINS
N
Dengar

COMBAT TABLE

ODDS Att./Def.	ATTACKER'S DIE ROLL 0	1	2	3	4	5	6	7
1-4 (−)	AS	AS	AK	AK	AH	AN	AR	X
1-3	AS	AK	AK	AH	AN	AR	X	DN
1-2	AK	AK	AH	AN	AR	X	DN	DH
2-3	AK	AH	AN	AR	X	DN	DH	DR
1-1	AH	AN	AR	X	DN	DH	DR	DK
3-2	AN	AR	X	DN	DH	DR	DK	DK
2-1	AR	X	DN	DH	DR	DK	DK	DS
3-1	X	DN	DH	DR	DK	DK	DS	DS
4-1 (+)	DN	DH	DR	DK	DK	DS	DS	DS

A: Attacker; D: Defender
S: Army Surrenders; chief may be captured. Caravan destroyed and gold captured.
K: Army destroyed, chief may be captured. Caravan destroyed and gold captured.
H: Authority Check for al hordes to avoid desertion. Caravan drops 2 gold chits at random and flees two spaces away.
N: Authority check for each foreign horde to avoid desertion. Caravan drops 1 gold chit at random and flees one space away.
R: Retreat (see rules for detail). Caravan flees to next stop on its track; attacker pursues or gives up.
X: Exchange (see rules for detail).

SEQUENCE TABLE

A. CARAVAN PHASE: Move caravans on track and remove those upon arrival (see 16. Caravans)

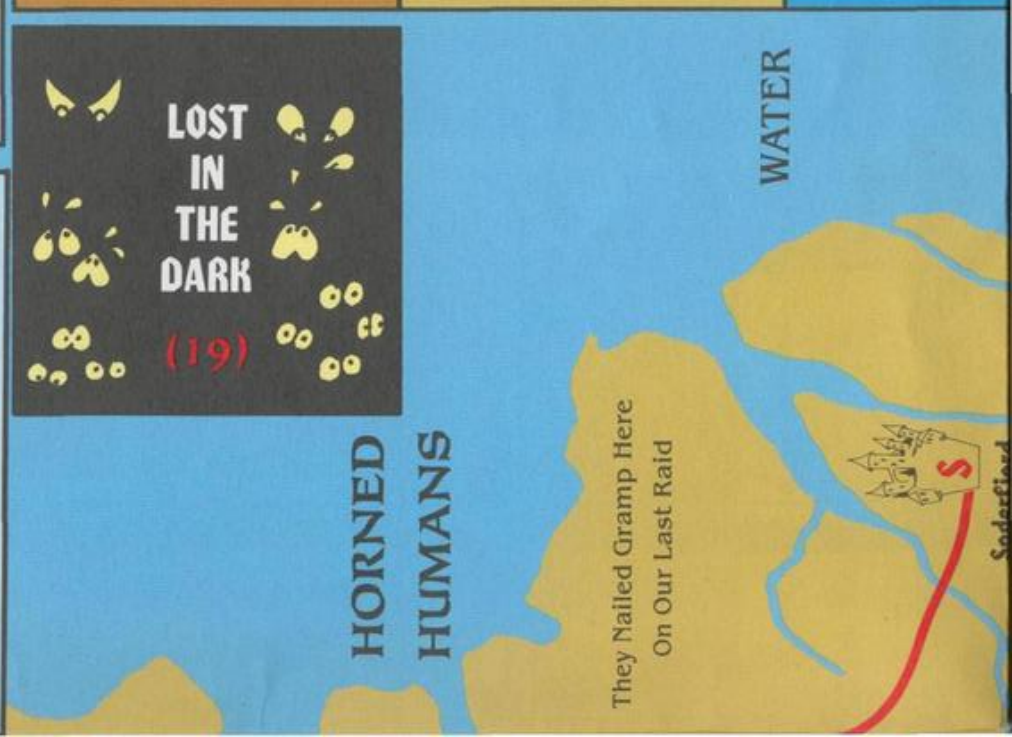
B. TRIBAL PHASE: First player performs steps B1-B7.

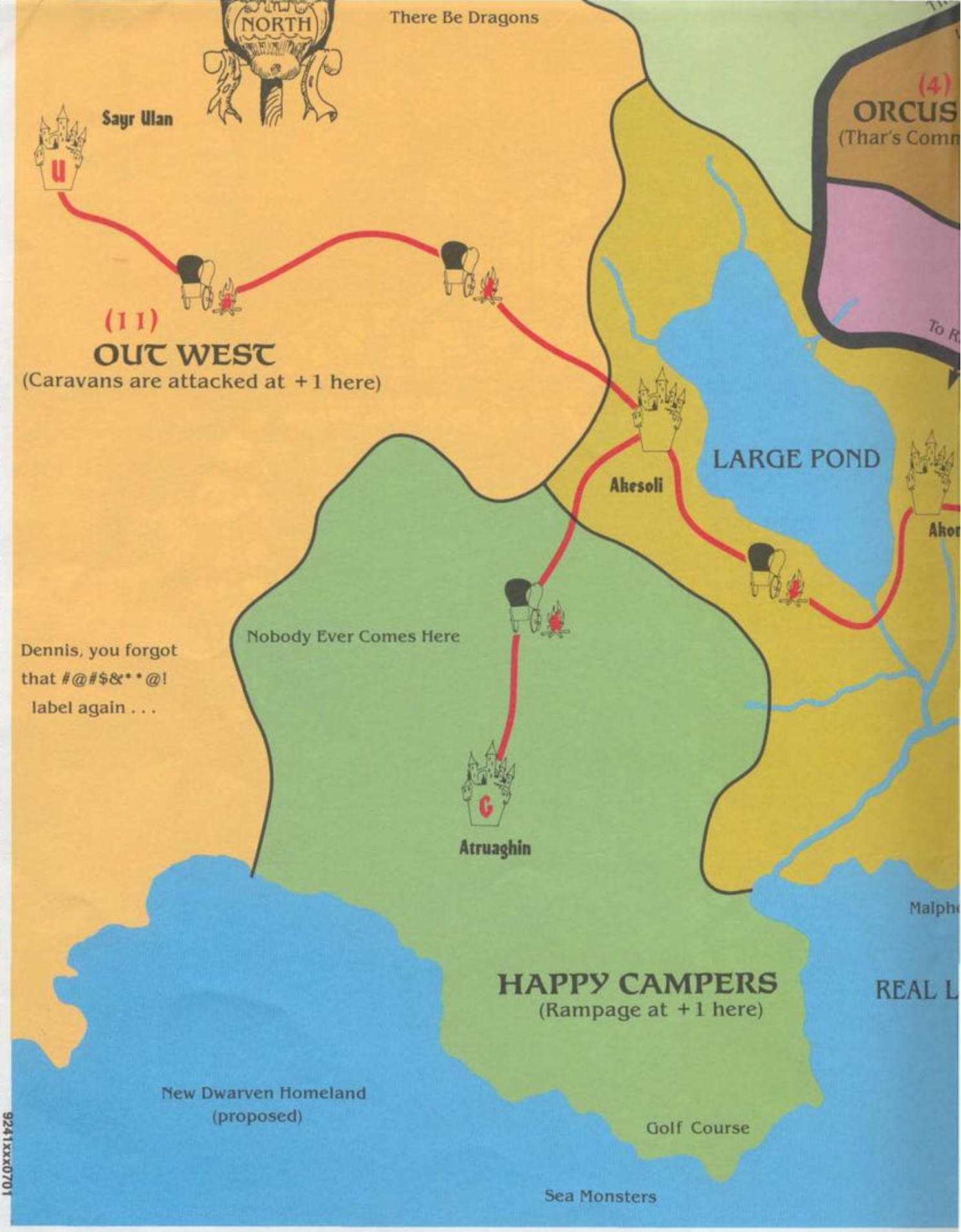
B1. New Caravans: Place new caravans on map.
B2. Reinforcements: Draw new counters.

***B3. Levying:** Place new counters on map.
***B4. Movement:** Maneuver armies and chiefs, collect gold.
***B5. Combat & Diplomacy:** Resolve combat and ransom chiefs.
***B6. Treachery:** Play Spies.

B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines. Discard excess counters from Hand.

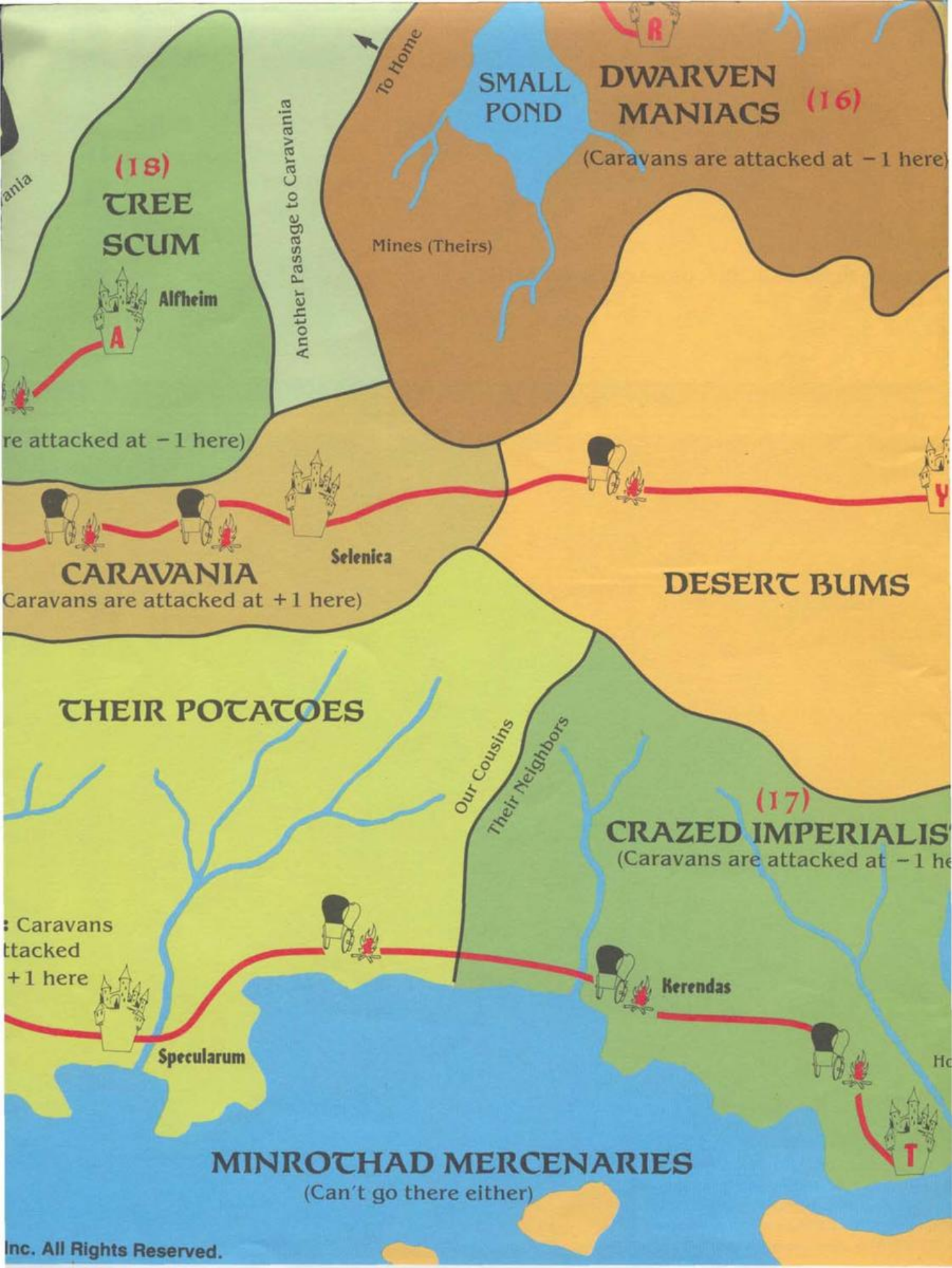
Repeat B1-B7 for each subsequent player.
(*) Steps B3-B6 can be played in any order (see details in 3. Turn Sequence)

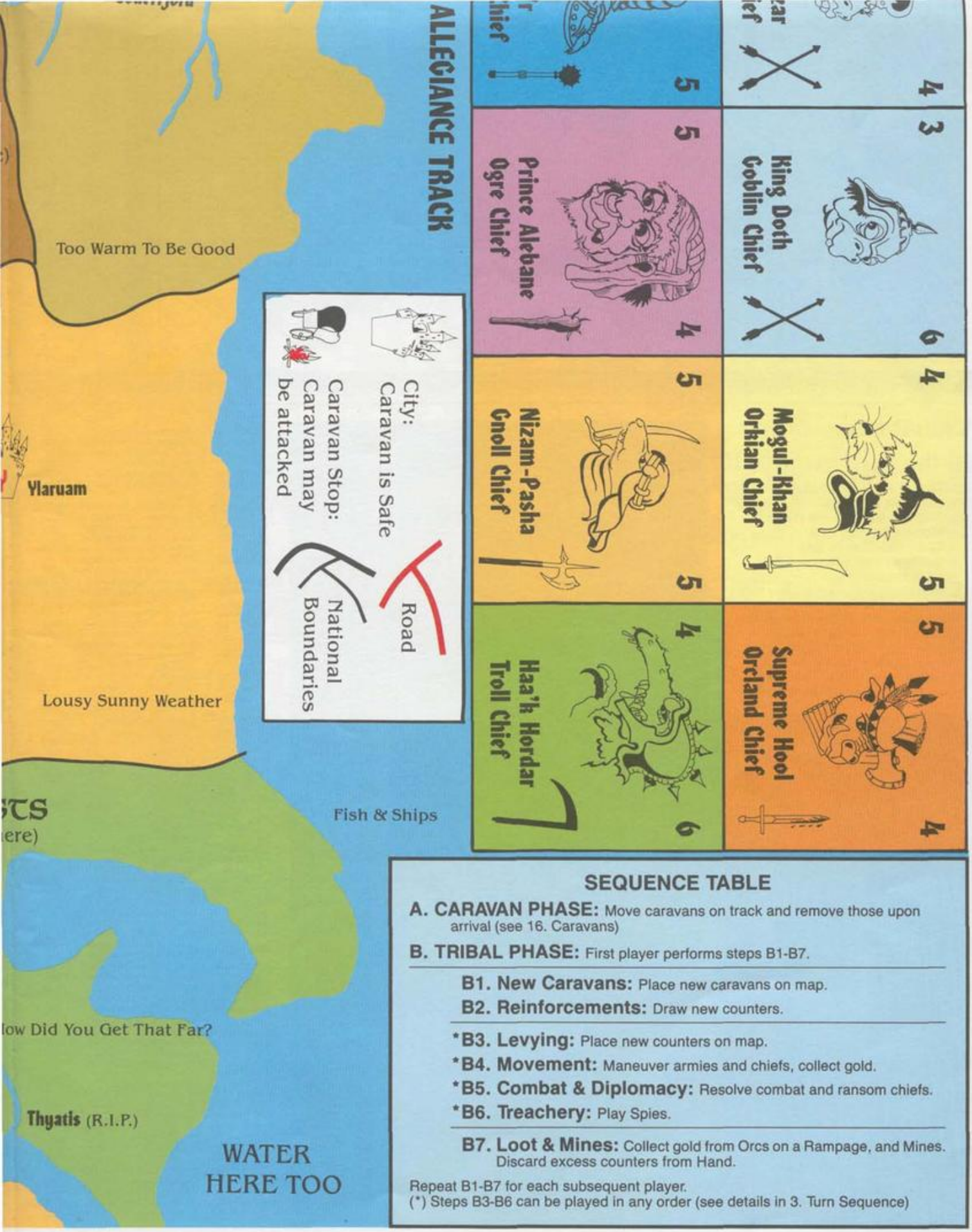




9241xxx0701

ORCLAND
(Hool's Red Orcs)
(3)
TROLL-
HATTAN
(Haa'k's Trolls)
REX
mon Orcs)
(2)
OGREMOOR
(Alebane's Ogres)
Ransack
To Rampage
(10)
KOL
(Kol & Zar's
Kobolds)
To Pillaging
A Passage To Cara
Corunglain
(Caravans a
GOLD COUNTRY (WEST)
orros
Streel River
Fenhold
Darokin
D
GOLD COUNTRY
(EAST)
Mountain Resort
Summer Camp
OUR POTATOES
(Rampage at +1 here)
neggi Beach
Lul
at
LARGE POND
Shireton
IERENDI FREAKS
(Can't go there)
©1988 TSR,


To Home
SMALL POND
DWARVEN MANIACS
(16)
(Caravans are attacked at −1 here)
R
(18)
TREE SCUM
Alfheim
A
Another Passage to Caravania
Mines (Theirs)
re attacked at −1 here)
Selenica
CARAVANIA
Caravans are attacked at +1 here)
DESERT BUMS
Y
THEIR POTATOES
Our Cousins
Their Neighbors
(17)
CRAZED IMPERIALIS
(Caravans are attacked at −1 he
: Caravans
ttacked
+1 here
Specularum
Kerendas
T
MINROTHAD MERCENARIES
(Can't go there either)
Inc. All Rights Reserved.


ALLEGIANCE TRACK
4
3
6
King Doth
Goblin Chief
5
5
4
Prince Alebane
Ogre Chief
4
5
5
Mogul-Khan
Orkian Chief
5
5
4
Nizam-Pasha
Gnoll Chief
4
6
Haa'k Hordar
Troll Chief
City:
Caravan is Safe
Road
Caravan Stop:
Caravan may
be attacked
National
Boundaries
Too Warm To Be Good
Ylaruam
Lousy Sunny Weather
Fish & Ships
Thyatis (R.I.P.)
WATER
HERE TOO
SEQUENCE TABLE
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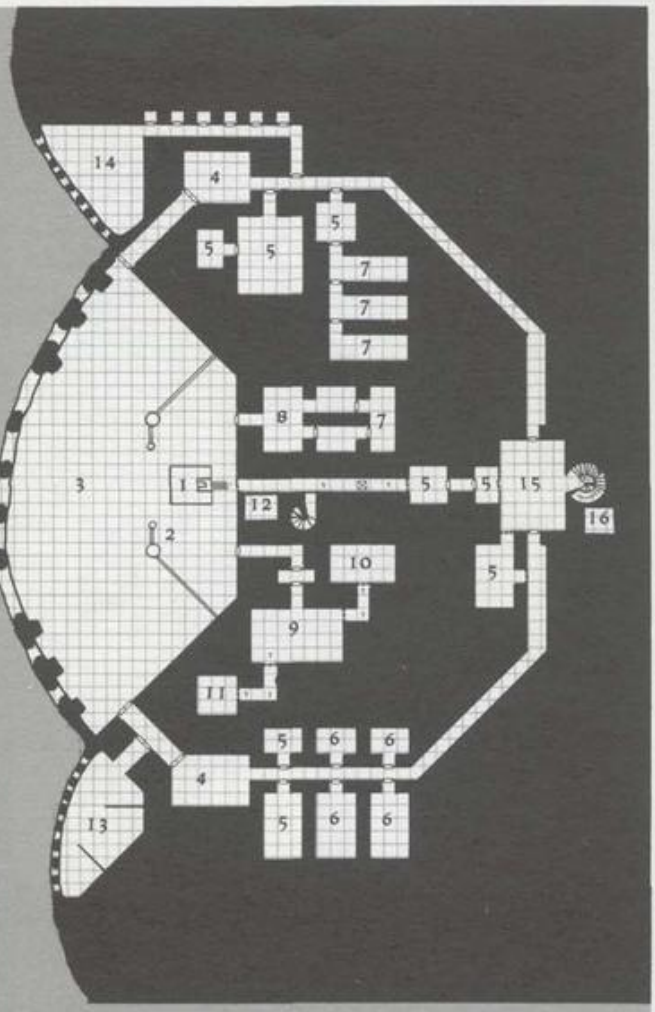
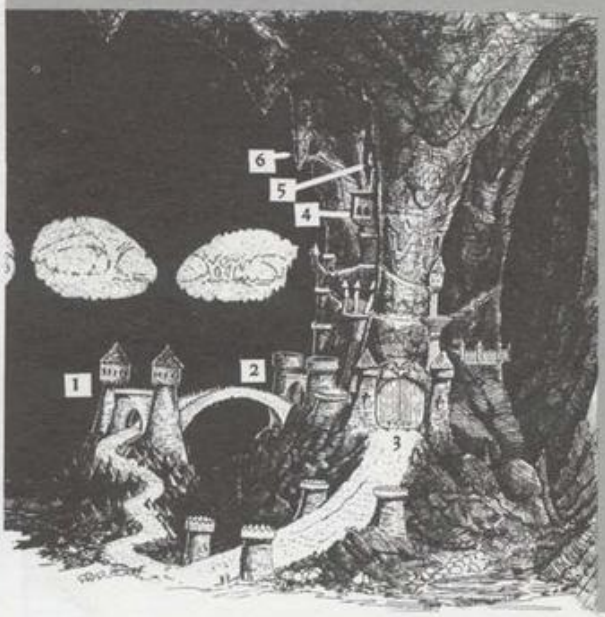
Repeat B1-B7 for each subsequent player.
(*) Steps B3-B6 can be played in any order (see details in 3. Turn Sequence)

KING THAR'S THRONE ROOM

1. Throne.
2. Low ornamental wall, guard station.
3. Throne room.
4. Ante-chambers.
5. Royal barracks.
6. Guest/prisoner chambers.
7. Storage - food and drink.
8. Royal kitchens.
9. Treasure room - cheap flashy things.
10. Bulk coin room mostly copper and silver.
11. Thar's richest treasures.
12. Secret hall, to 16 or up to tower.
13. War room.
14. Torture room.
15. Guard hall.
16. Double spiral stairs. Secret inner spiral is steeper, allowing faster movement.

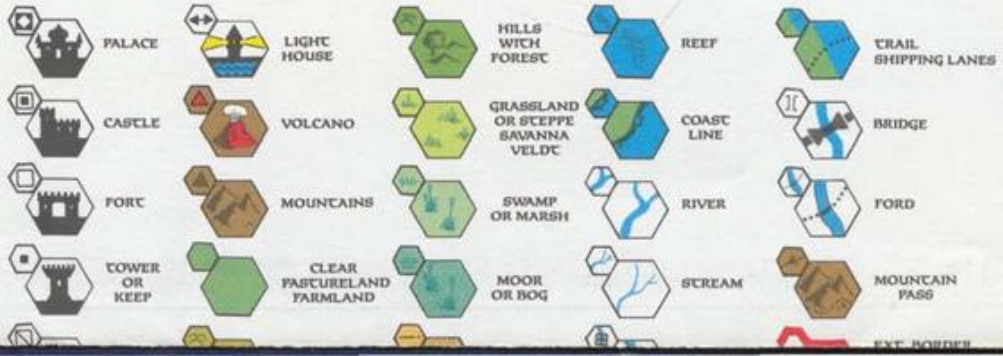




King Thar's Fortress

1. Barbican
2. Main gate
3. War Machine garage
4. Throne room
5. Kings tower
6. Private dungeon

Scale: one hex equals 8 miles



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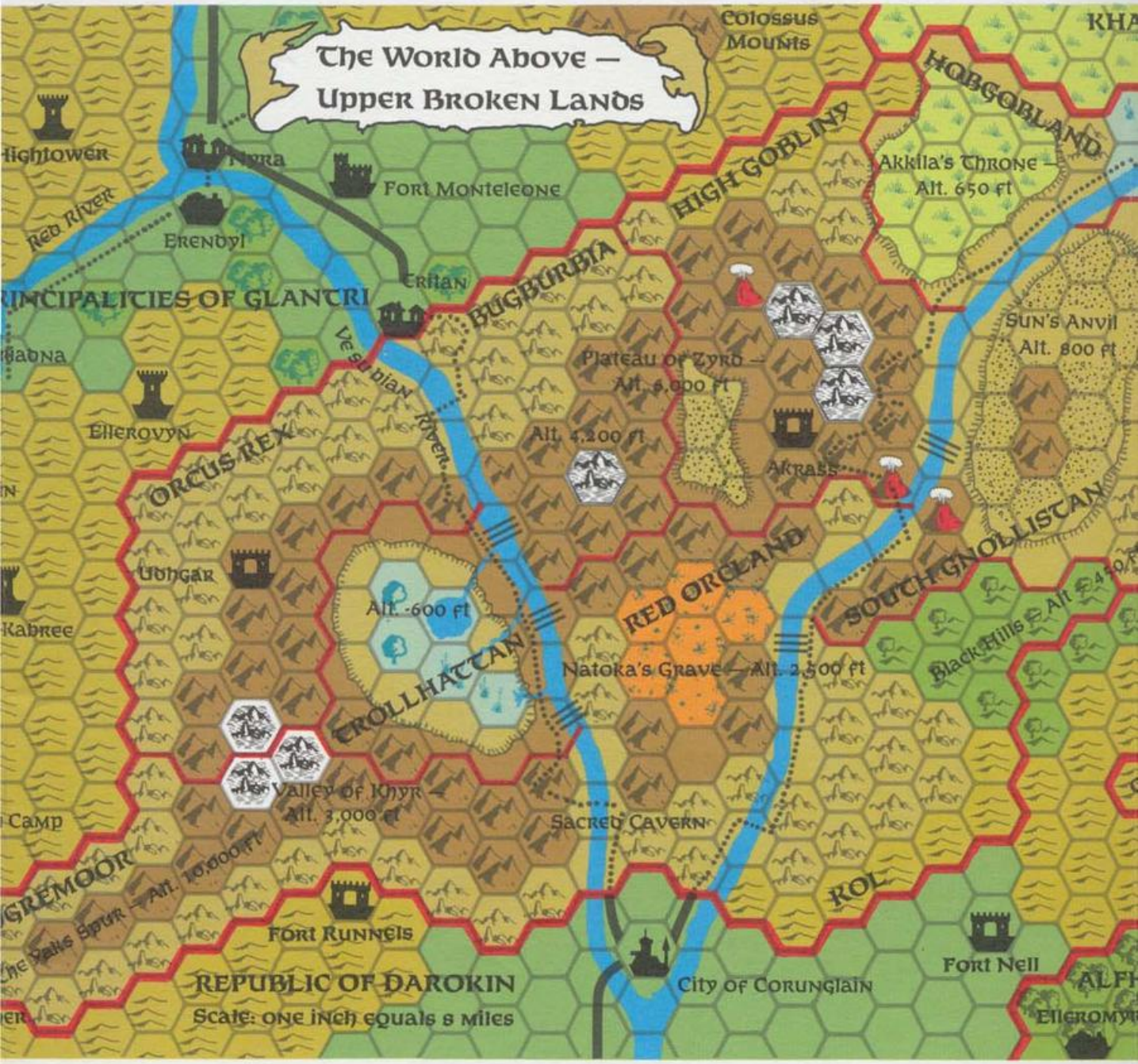


cal Good War Machine

Total Hull Points 311

150 base Good class machi
40 light ram
54 three light ballistae
40 wreaking ball
27 tail maul

Heavy wrecking ball, damage D12 + 8.

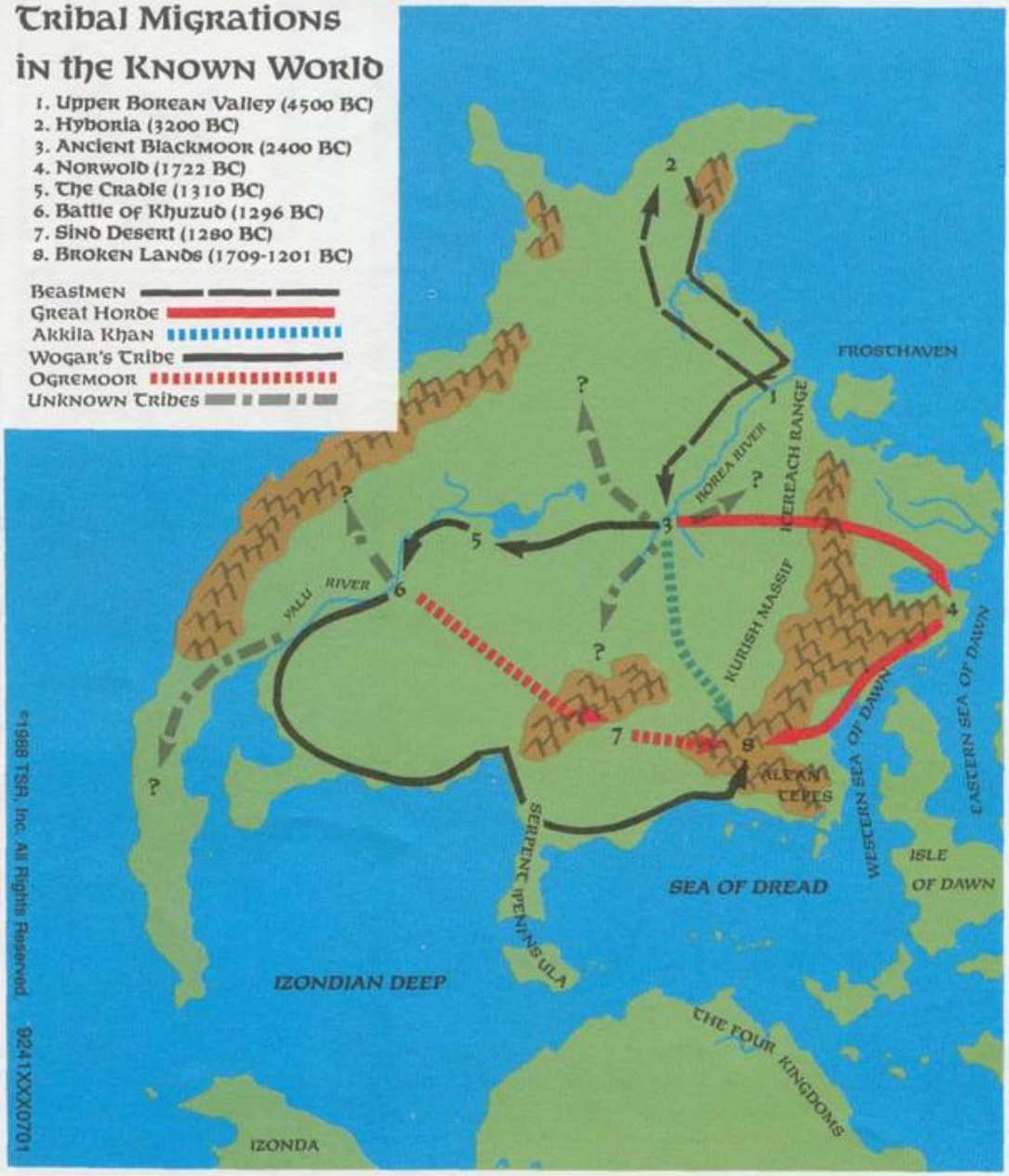
ANATES OF ETHENGAR
Sikeel River
The Mucks
Alt. +350 ft
YELLOW ORKIA
Forest
HEIM
The World Under —
Lower Broken Lands
Scale: 1 hex = 8 miles
HIGH GOBLINY
(~1,250 ft)
BUGBURBIA
(~1,000 ft)
Camp Rox
Bugbur River
Fort Kundar
LAVA FLOW
ORCUS REX
(~1,100 ft)
Udhgar Palace
Camp Sodhor
Troll Lake
TROLLHATTAN
(~1,300 ft)
Troll Gate
Troll Dew River
Sacred
Shapathi Camp
Fort Rattaya
Flat N
Lake Gum
BOUNDARIES OF THE WORLD ABOVE
OGREMOOR
(~1,200 ft)
Ogreditch
Vashawar Camp
N
Giant Fungus Jungle
Mud Flats
Fortified Gate
Volcano Shaft
Fungal Swamp
Cave, Broken Terrain
Volcanic Sand Dunes
Syphon

HOBGOBLAND
(~900 ft)
YELLOW ORKIA
(~1,000 ft)
Ul'Guzud Fortress
Lake Morkia
Camp Ozomo
Camp Argul
Tanglar Town
Hai Wall
Shingsh Wall
Up to South Gnollistan
Camp Akkar
LAVA FLOW
LAVA FLOW
S
S
S
Akrass Fortress
Up to South Gnollistan
Camp Kol-Slah
Kol-Edge Gate
Kol-Dahk
River
Black Toes Camp
Kol-Khat Fortress
Shining-One's Arm
KOL
(~1,500 ft)
Camp Kol-Tarkee
SOUTH GNOLLISTAN
(~900 ft)
Down to Yellow Orkia
Kol-Gate
Orcotch River
Blue-Bellies Camp
RED ORCLAND
(~1,400 ft)
Oued Ashuma
El'Krak Fortress
Bir-Razud Camp
Down to Kol
S Steam
Solid Rock
Giant Sinkhole

Tribal Migrations in the Known World

1. Upper Borean Valley (4500 BC)
2. Hyboria (3200 BC)
3. Ancient Blackmoor (2400 BC)
4. Norwold (1722 BC)
5. The Cradle (1310 BC)
6. Battle of Khuzud (1296 BC)
7. Sind Desert (1280 BC)
8. Broken Lands (1709-1201 BC)

Beastmen
Great Horde
Akkila Khan
Wogar's Tribe
Ogremoor
Unknown Tribes



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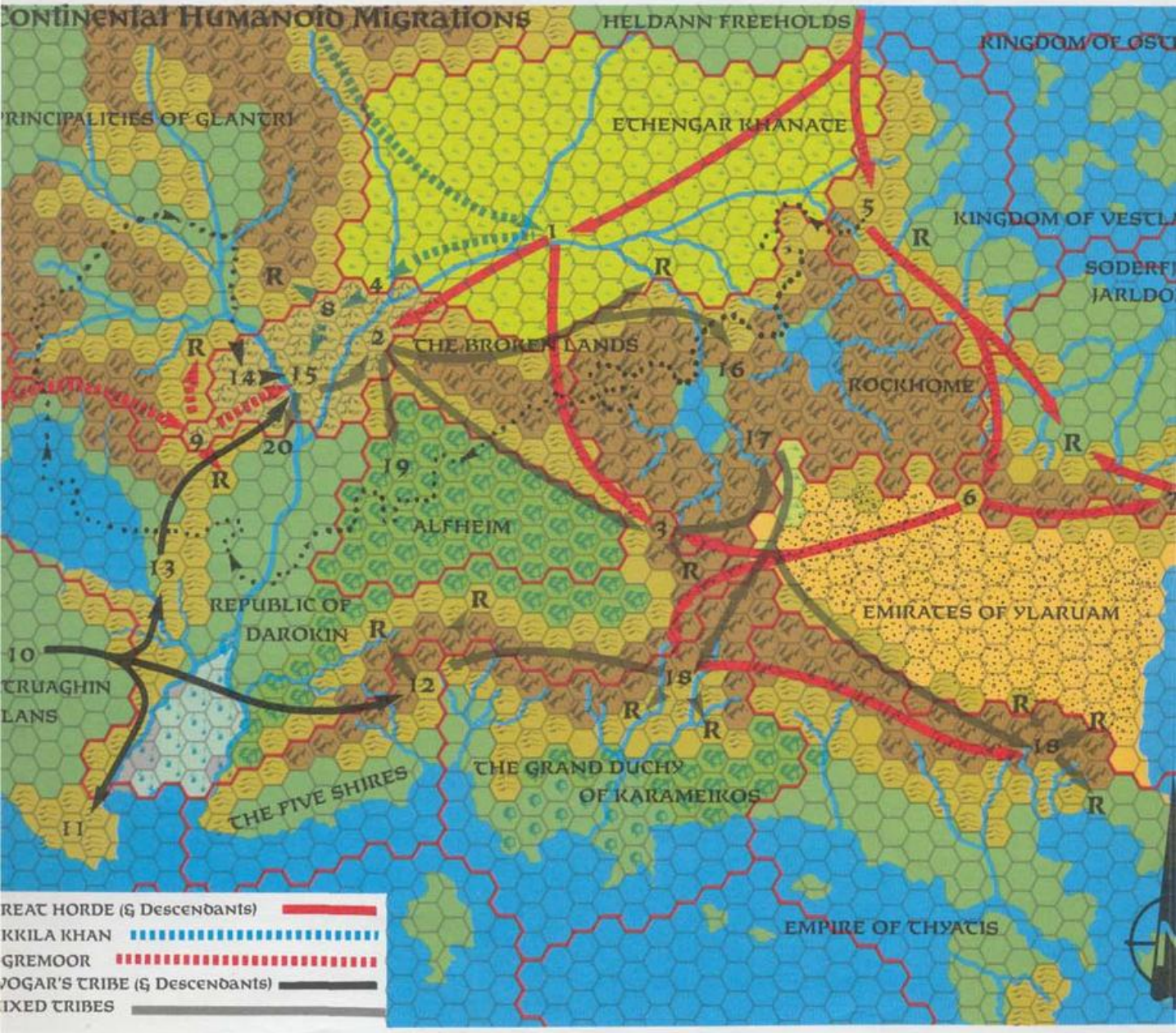
1. 1709 BC: Great Horde ravages Ethengar. Battle of Chongor. Akkila Khan betrays King Loark. Great Horde defeated.
2. 1708 BC: King Loark retreats.
1700 BC: Cataclysm; King Loark dies.
493 BC: Queen Udbala summons the Great Horde back to the surface.
3. 1709 BC: Goblins flee from Chongor.
492 BC: Queen Udbala rallies Wolf Riders and marches on Sardal Pass.
4. 1701 BC: Ethengarians betray Akkila Khan. Night Bringers retreat.
5. 1709 BC: Various renegade clans leave the Great Horde and settle in hills of Vestland and Soderfjord.
1299 BC: Misguided Vestland trolls take the wrong tunnel, wander for years underground, and later end up in the Broken Lands (see area #14).
6. 1050 BC: Odious experiments in Nithia turn the Black Moon troll into insane gnolls. Rise of the Gnoll Demon Ranivorus.
500 BC: Enslaved gnolls flee Nithia. Nithia obliterated.
7. 510 BC: Various hordes settle.
8. 1690 BC: Akkila Khan builds Ul'Ghuzud and raids Glantri as well as Ethengar.
9. 1269 BC: Ogremoor Tribe settles in the Broken Lands and raids Darokin, and the Silver Sierras.
10. 1257 BC: Wogar's Tribe ravages Atruaghin, and picks up local culture and customs.
800 BC: Wogar's descendants massacred in Atruaghin revolt.
11. 1252 BC: Various hordes settle.
12. 1253 BC: Invasion of the Five Shires. Hordes settle in the Cruth Mounts. Skirmishes with Alfheim.
490 BC: Survivors of Sardal Pass settle (see #17). Clashes with western humanoid tribes.
13. 1254 BC: Trading post burned down.
14. 1199 BC: Misguided Vestland Trolls pop up in the Broken Lands. They found the Trollhattan (see #5).
15. 1190 BC: Great Chiefs meet at the Rock of Oenkmar. Celebrate Truce.
500 BC: Oenkmar sinks into darkness. Omens. Nithia destroyed.
527 AC: Adventurers assassinate Great Chief Sitting Drool.
16. 1000 BC: King Blystar III of Rockhome defeats humanoid hordes. Raids go on for another 500 years. Various hordes settle north of Alfheim.
17. 492 BC: Battle of Sardal Pass. Queen Udbala dies on the field. Great Horde's debacle.
18. 1000 BC: Escaped Nithian Gnolls invade Karameikos, and the Fire Shires. Populate the Altan Tepes.
491 BC: Various hordes settle here and begin sporadic raids in the region. Failed siege of Selenica.
19. 390 AC: Disastrous raid on Alfheim. Captured orcs remain in Alfheim.
20. 500 AC: 1st siege of Corunglain.
523 AC: Corunglain ransacked.

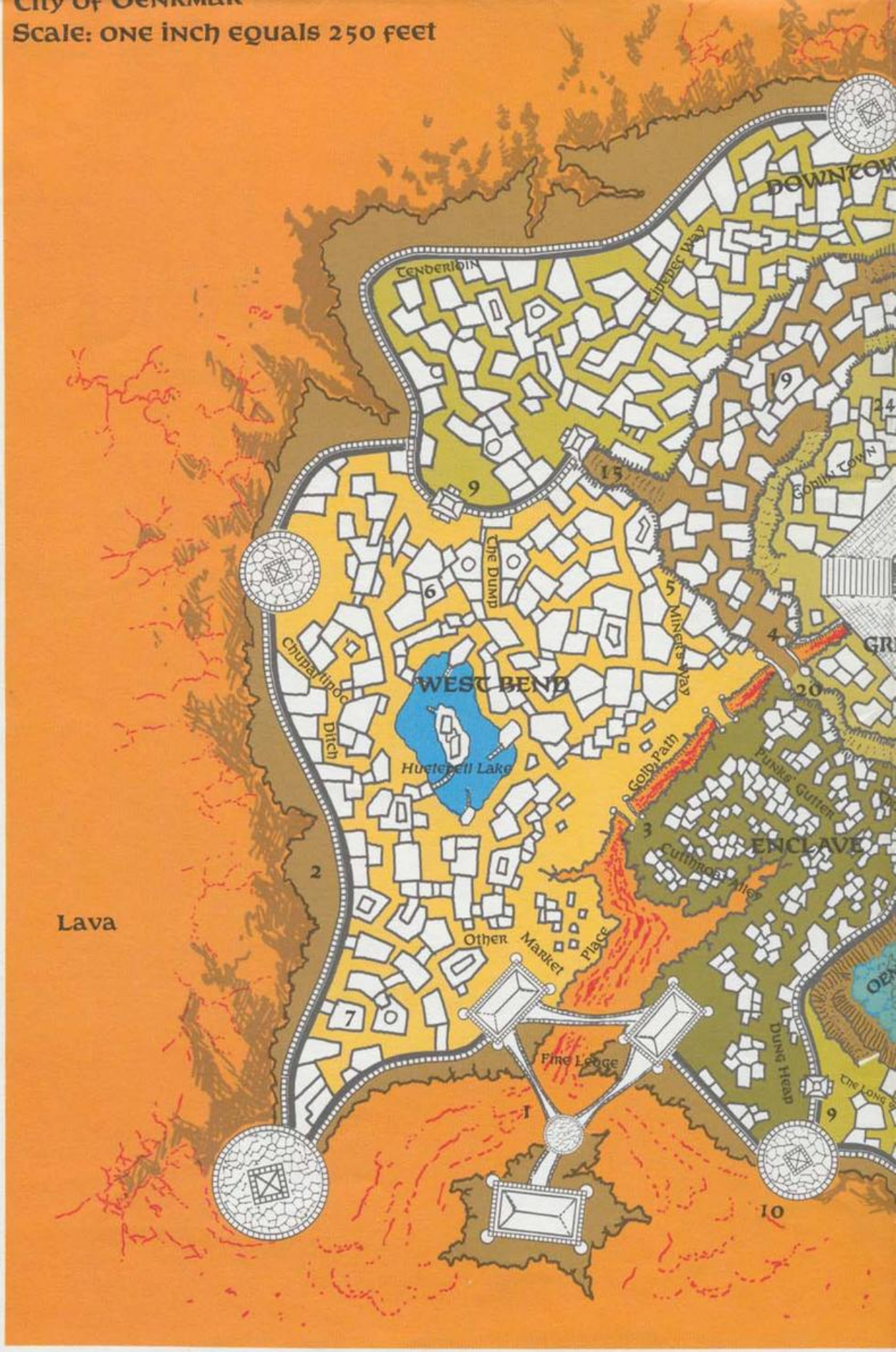
vy
aul,
d6 + 8.

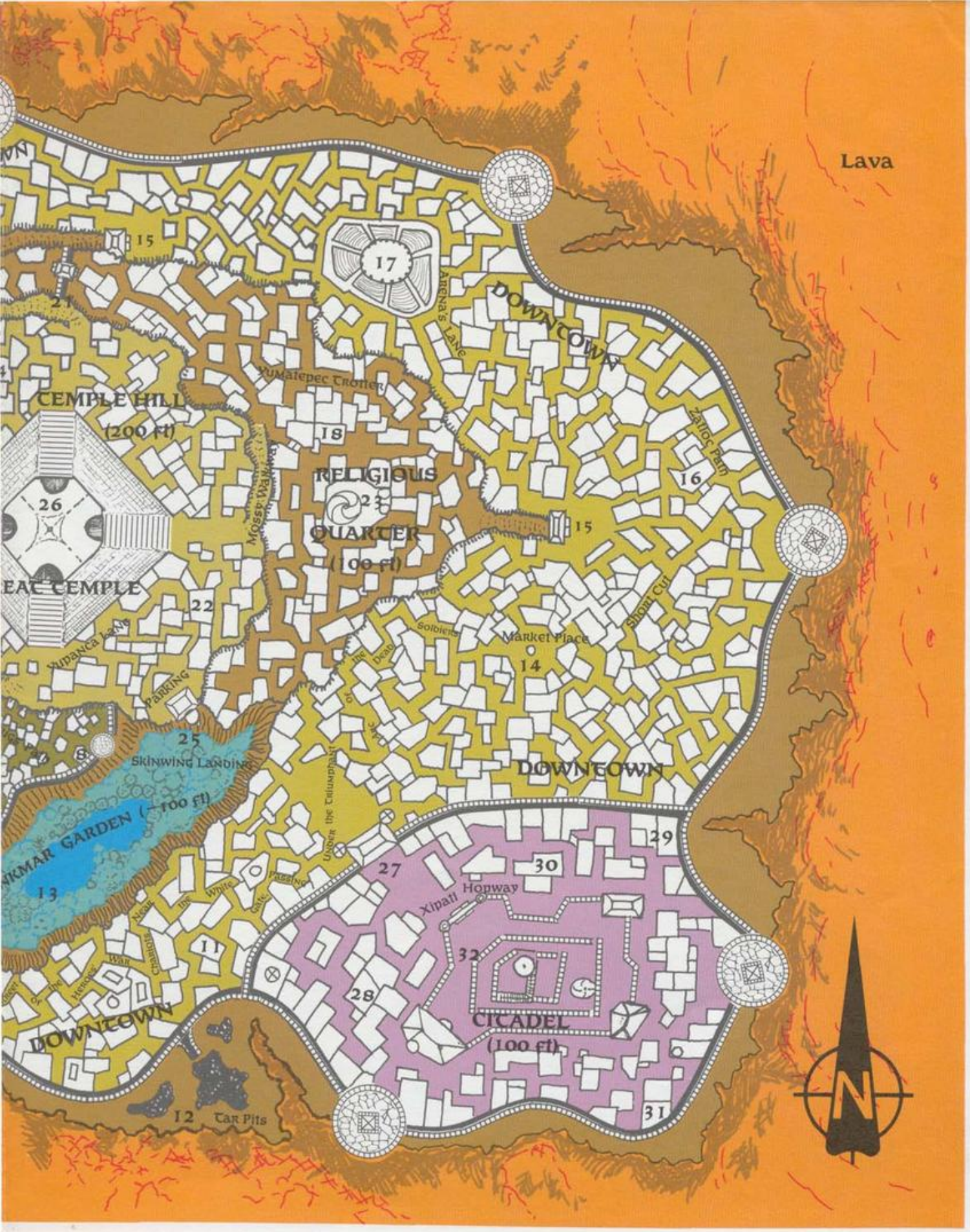
Light ram, damage d4 + 6

Three light ballistae, damage d8 + 4 each.



City of Oenkmar
Scale: one inch equals 250 feet




Lava
DOWNTOWN
Arena's Lane
Yumatepec Trotter
CEMPLE HILL
(200 ft)
RELIGIOUS
QUARTER
(100 ft)
Mossy Walk
Zaltoc Path
Short Cut
Market Place
Soldiers
Yupanca Lane
Parking
SKINWING LANDING
DOWNTOWN
Under the Triumphant Arch of the Dead
Passing
The White Gate
Near
Hero's Walk
Street of The Heroes
DOWNTOWN
Xipatl Hopway
CITADEL
(100 ft)
Tar Pits
N

Personal Sacrifices

d12 Effect

1-6 *Character loses 1 hp permanently.* The Immortals are pleased with the ritual. No further effect.

7-9 *Character loses 1d4 hp permanently.* The ritual left scars on the character's body, but it was rewarding after all. Increase total accumulated experience 5%.

10-11 *Entity comes from beyond and takes a payment.* Character loses 1 point of Constitution permanently. The ritual took a heavy toll on the character's health. Increase total accumulated experience points 10%.

12 *Omen from the Immortals.* Character loses 2 points of Constitution in exchange for an extra point of Wisdom (shamans), or Intelligence (wiccas), up to a maximum of 16. No further effect.

Natural Armor Class

Kobold:	7	Gnoll:	8
Goblin:	8	Bugbear:	8
Orc:	8	Ogre:	9
Hobgoblin:	8	Troll:	9

Dexterity bonuses and penalties do affect the above AC. Armor affects AC only if the armor protection exceeds the character's natural AC.

Weapon Defects

Cutting, Slashing, Piercing Weapons

d20	Category	Effect	Price
1-2	No defects	—	100%
3-6	Dented blade	−1 damage	−10%
7-10	Rusty blade	−1 damage	−10%
11-14	Imbalanced	−1 to hit	−10%
15-16	Makeshift wpn.	shift die	−20%
17-18	Cracked pieces	break check	−10%
19-20	Roll again twice	—	—

Blunt Weapons

d20	Category	Effect	Price
1-2	No defects	—	100%
3-8	Wobbly pieces	−1 damage	−10%
9-14	Imbalanced	−1 to hit	−10%
15-16	Makeshift wpn.	shift die	−20%
17-18	Cracked pieces	break check	−10%
19-20	Roll again twice	—	—

Random Armor Failure

d8 Game Effect

1. *Armor pieces knocked out of place,* hindering your movements. Your AC is penalized 1 point until the armor can be fastened back in place (includes shield, if any).
2. *One random armor piece falls off and flies across the room,* 5′ away per pt of damage (includes shield if any).
3. *One armor piece chosen at random is totally destroyed*; it does not count any longer in your Armor Class. Adjust your AC now (includes shield if any).
4. *Armor set is badly shaken,* causing a serious amount of rattling noises until brought back to a competent armorer (fee: 10% of armor cost).
5. *Armor is severely beaten.* The unmodified score needed to cause an armor failure is reduced 1 pt until armor pieces rating 10 pts or more are replaced or added (shield is not included here).
6. *Armor straps are rotten.* Each hit scored causes a random piece of armor to fall off (shield included), until a competent armorer can fix the set (fee: 50% of total armor cost).

7+ *Armor ripped to shreds*: damage to your character is totally absorbed by armor, but a random piece of armor per pt of damage shoots across the room, and is totally destroyed (shield included).

Partial Armor

Armor Pieces

d20	Protected Area	Cost/ Encumbrance
1-2	Shield	Normal
3	Head	1/4
4	Torso	1/4
5-6	Shoulder (one)	1/10
7-8	Arm (one upper)	1/10
9	Elbow (both)	1/10
10-11	Arm (one lower)	1/10
12	Hands (both)	1/10
13-14	Waist & Back End	1/10
15-16	Leg (one upper)	1/10
17	Knees (both)	1/10
18-19	Leg (one lower)	1/10
20	Feet (both)	1/10

Encumbrance is given as a fraction of a complete armor encumbrance (in cn).

d20 Unfortunate Legacy

01-05 *None.*

06-08 *Addiction:* Your character often feels compelled to drink the local beverage whenever presented with it. You must succeed a Wisdom Check to avoid temptation. You can fail this check only once a day.

09-10 *Allergies:* One particular item or creature causes you to sneeze violently (Dexterity and AC are penalized 3 points) until the cause of allergy moves at least 100′ away. Your allergy is to (1d8): flowers, halfling tobacco, elven music/poetry, dwarven beards, perfume, lycanthropes, dragon scales, or a creature chosen randomly.

11-12 *Color Blind:* You can't determine differences in color. Your character sees everything in black and white. Infravision is spoiled.

13-14 *Disease:* You have been suffering from a chronic disease. If magically cured, it has a 10% chance of recurring each month. Roll 1d6: Rheumatism (St −1), Brain Rot (In −1), Nervous Breakdown (Wi −1), Orkinson's Disease (Dx −1), Head Cold (Co −1), Stuttering (Ch −1).

15-16 *Hearing Impairment:* Your character can hear only loud speaking or louder noises.

17-18 *Phobia:* You must succeed a *Bravery* Check (see *Skills*) or a Wisdom Check at −2, to avoid panic whenever encountering one of the following (1d8): rivers or larger bodies of water, cliffs, large open spaces, flying, an adventurer type (dwarf, halfling, cleric, thief, elf, etc.), an insect (from Expert, page 35), an animal (from Expert, page 30), a monster (from Expert, page 35). Panic causes you to flee, or refuse to approach the object of your phobia.

19-20 *Multiple Afflictions:* Roll again twice, ignoring similar results.

Partial Armor Ratings

1d20	Armor Material	Head or Torso	Any Other Pieces
1-6	Padded Fur	2 pts	1/2 pt
7-12	Leather	4 pts	1 pt
13-17	Chain	6 pts	2 pts
18-20	Plate	8 pts	3 pts

Add up Partial Armor Rating (PAR) and divide by 10 rounded down. Subtract PAR from 9. Result is the final AC.

HUMANOID EXPERIENCE TABLE

EXPERIENCE TITLE	LEVEL	Kobold XP	Kobold HD	Goblin XP	Goblin HD	Orc XP	Orc HD	Hobgoblin XP	Hobgoblin HD	Gnoll XP	Gnoll HD	Bugbear XP	Bugbear HD	Ogre XP	Ogre HD	Troll XP	Troll HD
Whelp																−35,200	3d8+2
Youngster												−2,400	d8+1	−4,800	2d8+1	−26,400	4d8+2
Teenager										−1,000	d8	−1,200	2d8+1	−2,400	3d8+1	−17,600	5d8+3
(Normal Monster)																	
Tribesman	0	0	d4	0	d8-1	0	d8	0	d8+1	0	2d8	0	3d8+1	0	4d8+1	0	6d8+3
Scout	1	500	2d4	800	2d8-2	1,000	2d8	1,200	2d8+2	1,000	3d8	2,400	4d8+2	4,800	5d8+2	35,200	7d8+4
Marauder	2	1,000	3d4	1,600	3d8-3	2,000	3d8	2,400	3d8+3	3,000	4d8	7,200	5d8+2	14,200	6d8+2	105,600	8d8+4
Raider	3	2,000	4d4	3,200	—	4,000	—	4,800	—	7,000	—	16,600	—	33,200	—	246,400	—
Plunderer	4	4,000	5d4	6,400	4d8-4	8,000	4d8	9,600	4d8+4	15,000	5d8	35,600	6d8+2	71,200	7d8+2	528,000	9d8+5
Ravager	5	8,000	6d4	13,000	5d8-5	16,000	5d8	19,000	5d8+5	31,000	6d8	73,600	7d8+3	145,200	8d8+2	828,000	10d8+5
Destructor	6	16,000	7d4	26,000	6d8-5	32,000	6d8	38,000	6d8+5	63,000	7d8	147,600	8d8+3	295,200	9d8+3	1,128,000	11d8+5
Devastator	7	30,000	8d4	55,000	—	64,000	—	76,000	—	129,000	—	297,600	—	595,200	—	1,428,000	—
Conqueror	8	60,000	9d4	110,000	7d8-5	130,000	7d8	150,000	7d8+5	259,000	8d8	597,600	9d8+3	895,200	10d8+3	1,728,000	12d8+5
Conqueror	9	120,000	+2hp*	220,000	+2hp*	260,000	+2hp*	300,000	+2hp*	519,000	+2hp*	897,600	+2hp*	1,195,200	+2hp*	2,028,000	+2hp*
+1 Level for each extra		+100,000 XP		+160,000 XP		+200,000 XP		+240,000 XP		+300,000 XP							

*Constitution bonus no longer applies; +2 hit points per level thereafter.

Racial Tolerance Table

Commander's Race	Subordinates' Races: Kobold	Goblin	Orc	Hobgoblin	Gnoll	Bugbear	Ogre	Troll
Kobold	—	−3	−1	−2	−1	−2	−2	−1
Goblin	−3	—	−2	−1	−2	−1	−1	−2
Orc	−1	−2	—	−3	−1	−2	−2	−1
Hobgoblin	−2	−1	−3	—	−2	−1	−1	−2
Gnoll	−1	−2	−1	−2	—	−3	−2	−1
Bugbear	−2	−1	−2	−1	−3	—	−1	−2
Ogre	−2	−1	−2	−1	−2	−1	—	−3
Troll	−1	−2	−1	−2	−1	−2	−3	—

Ability Modifiers

Abilities Race/ Max.:	St 18	In 16	Wi 16	Dx 18	Co 18	Ch 18
Kobold	−4	—	—	+3	—	—
Goblin	−3	—	—	+1	+1	—
Orc	+1	—	—	−1	—	—
Hobgoblin	+1	—	—	−1	—	—
Gnoll	+1	—	−2	+1	—	—
Bugbear	+1	—	−2	—	+1	—
Ogre	+2	—	−1	−1	+1	—
Troll	+2	−2	−2	−2	—	−2

Traditional Skills

Bugbear: *Fighting Frenzy (Co)*
Gnoll: *Bravery (Wi)*
Goblin: *Monster Empathy (Wi)*
Hobgoblin: *Alertness (Dx)*
Kobold: *Escape Artist (Dx)*
Ogre: *Muscle (St)*
Common Orc: *Endurance (In)*
Red Orc: *Outdoor Stealth (Dx)*
Yellow Orc: *Martial Arts (Dx)*
Troll: *Sleeping (Co), Drinking (Co)*

Spell Caster XP Table

Spell Casting	Extra Experience
Level 1	1,000 XP
Level 2	2,000 XP
Level 3	4,000 XP
Level 4	8,000 XP
Level 5	16,000 XP
Level 6	32,000 XP
Level 7	64,000 XP
Level 8	130,000 XP
Level 9	260,000 XP

+200,000 XP for each subsequent level

Humanoid Ages in Years

Race	Young Adult	Mature	Elder
Bugbear	14 + 1d6	24	45+
Gnoll	16 + 1d6	26	50+
Goblin	16 + 1d4	26	50+
Hobgob.	20 + 1d4	30	55+
Kobold	14 + 1d4	24	45+
Orc	18 + 1d6	28	55+
Ogre	12 + 1d6	22	40+
Troll	12 + 1d4	20	35+

Duh *Real* Heroes Combat Chart

Humanoid's	Target's Armor Class																			
Hit Dice	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7	−8	−10	−11
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
7+ to 8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
8+ to 9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
9+ to 11	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
11+ to 13	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
13+ to 15	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
15+ to 17	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17+ to 19	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19+ to 21	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
21+ to 23	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
23+ to 25	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
25+ to 27	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
27+ to 29	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
31+ to 33	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
33+ to 35	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
35+ and up	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8

Minor Hordes

d20	*Broken Landers*	*d20*	*Outsiders*
1	*Night Slashers*	1	*Deathmongers*
2	*Heart Rippers*	2	*Blood Grizzlies*
3	*Black Axes*	3	*Hill Striders*
4	*Hell Raiders*	4	*Night Crawlers*
5	*Skinheads*	5	*Hounds of War*
6	*Storm Rovers*	6	*Rambling Cavers*
7	*Cave Scourges*	7	*Fire Spears*
8	*Hide Grinders*	8	*Broken Shield*
9	*Havoc Bringers*	9	*Devil Swines*
10	*Elf Slayers*	10	*Shadow Blades*
11	*Black Thugs*	11	*Cave Marauders*
12	*Winds of Death*	12	*Hell Hounds*
13	*Blood Thorns*	13	*Sabre Punks*
14	*Howlin' Dogs*	14	*Dwarf Smashers*
15	*Night Stalkers*	15	*Tunnel Creepers*
16	*Vile Runes*	16	*Bloody Hands*
17	*Evil Eyes*	17	*Leprous Heads*
18	*Rottin' Hands*	18	*Halfling Rippers*
19	*Leg Breakers*	19	*Death Drifters*
20	*Flesh Renders*	20	*Hook Flayers*

Age Adjustments

Whelp:	St −4,	Wi −2,	Dx −1,	Co −2
Youngster:	St +2,	Wi +1,	Dx +1	
Teen-ager:	St +1,	Co +1		
Young Adult:	St +1,	Wi +1,	Co +1	
Mature:	In +1,	Dx −1,	Co −1	
Elder:	St −2,	Wi +1,	Co −1	

Raiding Experience

Cattle: (live)	*20 XP per HD (live)*
Food:	*10 XP per 50 lbs**
Drinks:	*10 XP per barrel*
Armor & Weapons:	*1 XP per gp value*
Furs & Clothes:	*1 XP per outfit*
Tools & Equipment:	*1 XP per 10 gp value*
Treasure:	*1 XP per 5 gp value*
Prisoners:	
Humanoids & Intelligent Monsters:	*5 XP per HD*
Humans:	*10 XP each*
Elves:	*1 XP each*
Dwarves:	*5 XP each*
Halflings:	*8 XP each*

Casualties: *Gain normal XP value for each creature defeated during the raid; lose double XP for each tribesman lost during the raid.*
**50 lbs of food can support 1 HD of humanoid per week.*

Spell Research

Common Spell:
((Int* + Lvl) × 2) - (3 per spell level)
New Spell:
((Int* + Lvl) × 2) - (5 per spell level)

*Intelligence applies to wiccas. Use Wisdom instead for Shamans.

Siege Weapons

Light Catapult: *Range 200/250/300 ft; D d8 + 8; fires once every 5 rounds; BR +4; full crew 6 humanoids; HP 18.*

Heavy Catapult: *Range 250/325/400 ft; D d10 + 10; fires once every 6 rounds; BR +8; full crew 8 humanoids; HP 27.*

Giant Catapult: *Range 250/400/500 ft; D d12 + 13; fires once every 6 rounds; BR +12; full crew 12 humanoids; HP36.*

Light Ballista: *Range 60/120/180 ft; D d8 +4; fires once per round; BR +1; full crew 2 humanoids; HP 6.*

Heavy Ballista: *Range 100/200/300 ft; D d10 + 6; fires once every 2 rounds; BR +2; full crew 4 humanoids; HP 9.*

Giant Ballista: *Range 140/230/360 ft; D d10 + 6; fires once every 4 rounds; BR +6; full crew 6 humanoids; HP 12.*

Light Ram*: *D d4 + 6; hits once per round; BR +2; full crew 8 humanoids; HP 40; no ammunition needed.*

Heavy Ram*: *D d6 + 8; hits once every 2 rounds; BR +4; full crew 10 humanoids; HP 50; no ammunition needed.*

Giant Ram*: *D d8 + 10; hits once every 3 rounds; BR +6; full crew 12 humanoids; HP 60; no ammunition needed.*

**Good* and *excellent* war machines have gallery sheds protecting their rams. Double the ram's BR bonus on these war machines. Excellent war machines also have a belfry (+10 BR).

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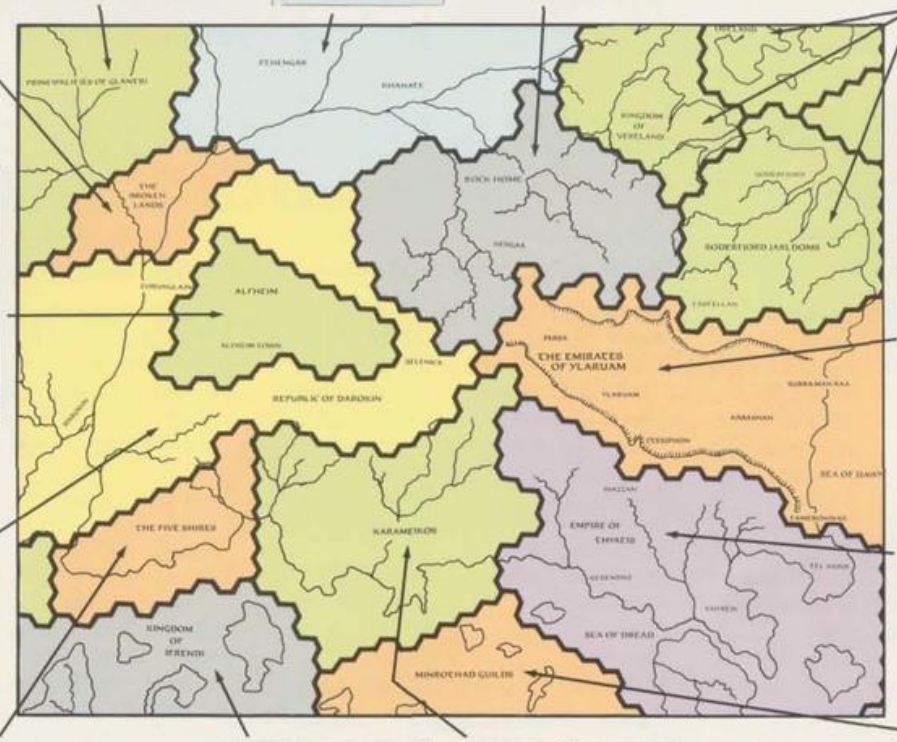

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by Bruce Heard

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