

# GAZETTEER

OFFICIAL GAME ACCESSORY

## The Orcs of Thar

by Bruce Heard



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## 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), a monster (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.

# 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 wiccans 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, half-lings, 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 Oenkmarr 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 wiccans. 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 wiccans 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 Karamaikos. 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 wiccans 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, wiccans 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.*

## The Secrets of the Shamans

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 (wiccans), 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, wiccans 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 assk 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 of 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-

## The Secrets of the Shamans

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:**

$((Int^* + Lvl) \times 2) - (3 \text{ per spell level})$

**New Spell:**

$((Int^* + Lvl) \times 2) - (5 \text{ per spell level})$

\*Intelligence applies to wiccans. 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, wiccans 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 wiccans 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:** Wiccans 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 com-

mon 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.

## The Secrets of the Shamans

### 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.

# ORCS GALORE

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 Oenkmarr*, 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 Goblins, 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,

## Orcs Galore

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 Scouting (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 Oenkmarr 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, Xilochtl, 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 Oenkmarr,

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 Oenkmarr (In), Stone Engineering (In), Survival (In), Mysticism (Wi), Alertness (Dx), Endurance (Co). **Languages:** Hobgoblandish, Tharian, Ethengarian, Oenkmarrian.

### 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 Thyatian 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 humanoid 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 submis-

sion 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 semiprecious 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, Darokian.

### 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 Oenkmarr. 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 Oenkmarrian 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 Oenkmarr, 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 Oenkmarr history and streets, humanoid culture, and Aengmor elves (In), Orientation (In), Underground Sur-

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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 Averoine, 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 Xilochtl 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 Xilochtl 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 Xilochtl 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

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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, ALL; 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

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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 to 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 wiccans, 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 Akross. 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 Scouting* (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, Hobgoblinish.

### 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 educa-

tion, 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

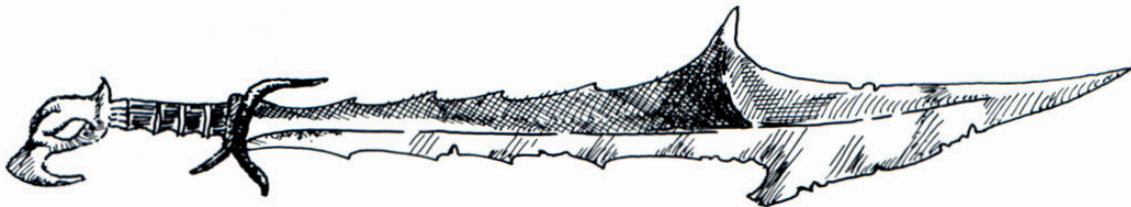
army, but he fears a resistance by the people, who display great respect for the Kol dynasty.

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.

## OENKMARIS 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 accidentally flew in from Red Orland 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 Xilochtl, 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, Xilochtl 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 *ixitxachtl* (xc) are used. They are worth 100 qz. Silver is not found

## Oenkmarr, Jewel of the Depths

in Oenkmarr, nor are copper and platinum used as currency. The latter are worth 10% less than among surface dwellers.

### AN OVERVIEW OF OENKMARR

Oenkmarr 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 Oenkmarr 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.

Oenkmarr 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 Oenkmarr*, essentially the domain of the working class. Nobles, rich families, and the military caste live in the *Citadel*, while undesirable 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 Oenkmarr 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.

Oenkmarr 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 Oenkmarr 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 OENKMARR

The city can be accessed riding *skinwings*, large reptilian birds native of Red Orland. 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 Oenkmarr. Their giant sinkhole occasionally opens vertically above Oenkmarr 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 OENKMARR

**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)





# 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.

## ORCWARS!

### 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 demihuman 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 placed 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 Ethnicity:** 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 Ethnicity 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-

## ORCWARS!

ress 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!

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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 humanoid, 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

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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 Oenkmarr; 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 wor-

ship 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 wiccans into *magic jarring* the trolls. He then took away the wiccans' bodies and their magic jars. The wiccans 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 wiccans 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 Tehuantipec 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

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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 Xilochтли and his priestly followers. Tlaxcala never leaves the citadel.

**30. Tehuantiopoca's Noble House:** This mansion is Lord Tehuantiopoca'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 Tehuantiopoca, 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 effec-



tive 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.



# Campaigning in 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 humanoid's natural Command Ability. Its effects are seen the most in a tribal background. Young (up to teenagers) 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 par-

ticular 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-

## Campaigning in the Broken Lands

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 occa-

sional.

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 concerns 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; HP 36.

**Light Ballista:** Range 60/120/180 ft; D d8 + 4; fires once per round; BR +1; full crew 2 humanoids; HP 6.

## Campaigning in the Broken Lands

**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 Engineer-*

*ing* 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:** *Gnarsh*, 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. *Gnarsh* lost 240 XP in casualties, bringing the score down to 115 XP. *Gnarsh* 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 character. 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.

Race	Humanoid Ages in Years			
	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.

## Campaigning in the Broken Lands

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 rheumatism. 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

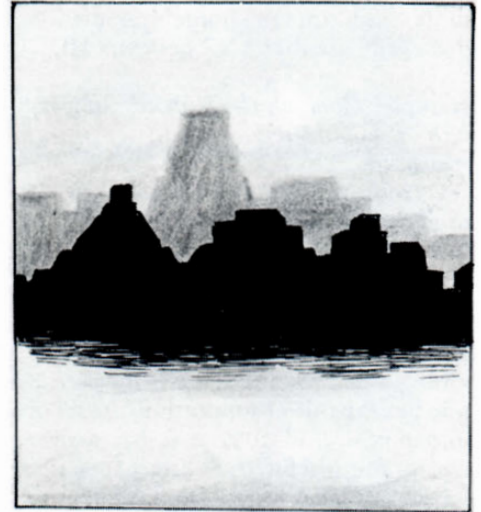
The City of Oenkmar is considered only a legend among common humanoids, although it does exist. This mysterious city can be used as the center of your campaign, or as a place of adventure. Both alternatives offer exciting possibilities.

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 enlightenment 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 demonic 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.



# REQUIEM FOR THE ORCS

## The Temple of Oenkmarr —

This adventure is designed for conventional characters (humans, elves, dwarves, and halflings), humanoids from the tribes, and Oenkmarran 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 Oenkmarr 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 Oenkmarrans).

**The Savages:** The party, while on a hunting mission for their clan, was attacked

and captured by a group of Oenkmarran 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 Oenkmarr Garden for emergencies. The wizard does not want to leave Oenkmarr, but doesn't mind helping the *savages* escape for home.

**The Oenkmarrans:** These are native Oenkmarran 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 Oenkmarr. 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 Oenkmarr.

## ENCOUNTER Key to the Great Temple

The appearance of the Great Temple of Atzanteotl is described in area 26 in Oenkmarr 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.

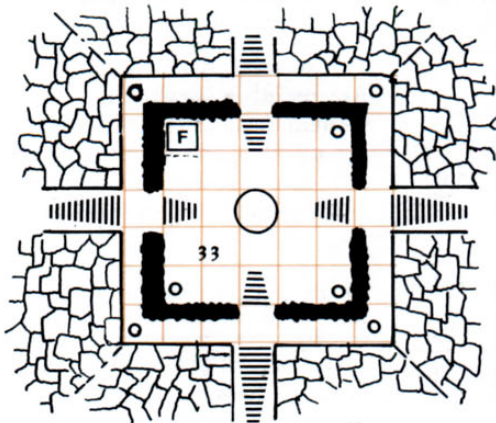
Priests occupy this area at all times. Adjust their level according to the party's strength. It should be a reasonably challenging encounter, not a deadly one. Use the statistics and abilities of orcish shamans.

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.

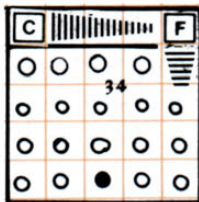
The dagger is the one of the fabled orcish legends (see *Quest for a Blue Knife* in the *Players' Guide*). Any of the characters from the *Savages* party succeeding an Intelligence Check will recognize the dagger from old wiccans' tales. This is a sacred artifact for the tribes. Bringing it back would 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.

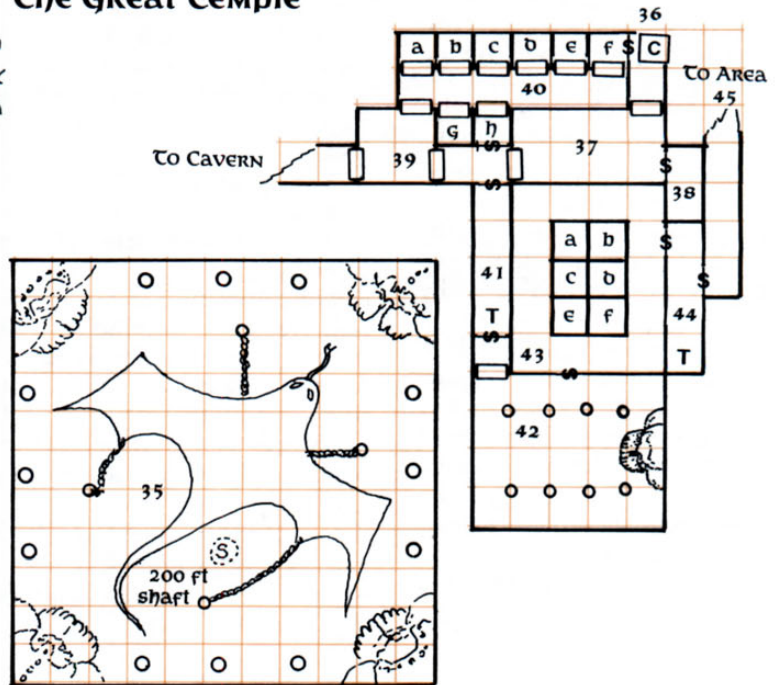
## Requiem for the Orcs



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 Oenkmarr

Chained in the middle of the room is a huge, dark, ghostly shape slowly turn-

ing 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 Oenkmarrian 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 Oenkmari. Eventually, it will return to the plane of entropy, after which the bottom of Oenkmari solidifies and the city is immobilized.

If the creature is destroyed, the city starts sinking, at the rate of a yard per turn. Many humanoid will die a horrible death. Some of the Oenkmari 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 Aengmorian style. This is where priests don their color-

ful 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 Oenkmari, 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 Oenkmari officer with ties with the Tehuantiapoca 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-

## Requiem for the Orcs

mation passed along indirectly by Atzanteotl.

### 42. Hall of Worship

This hall is where some of the priests under Xilochtlí 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 Xilochtlí knows where the banished Oenkmarian is supposed to be taken to. The only way to get that information is to force Xilochtlí, 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. Xilochtlí 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 Xilochtlí, until destroyed.

If the party does not trigger a fight and pays attention to the dust, they should discover Xilochtlí's footsteps in the dust. They lead from one secret door to the other. Only Xilochtlí 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 Xilochtlí'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 Xilochtlí 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,

## REQUIEM FOR THE ORCS



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 transporta-

tion 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 ogriish 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 ogriish 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

## Requiem for the Orcs

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 determined 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 humanoid — 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 Tar 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 Tar 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 Tar. 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, bare-handed 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

## Requiem for the Orcs

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.

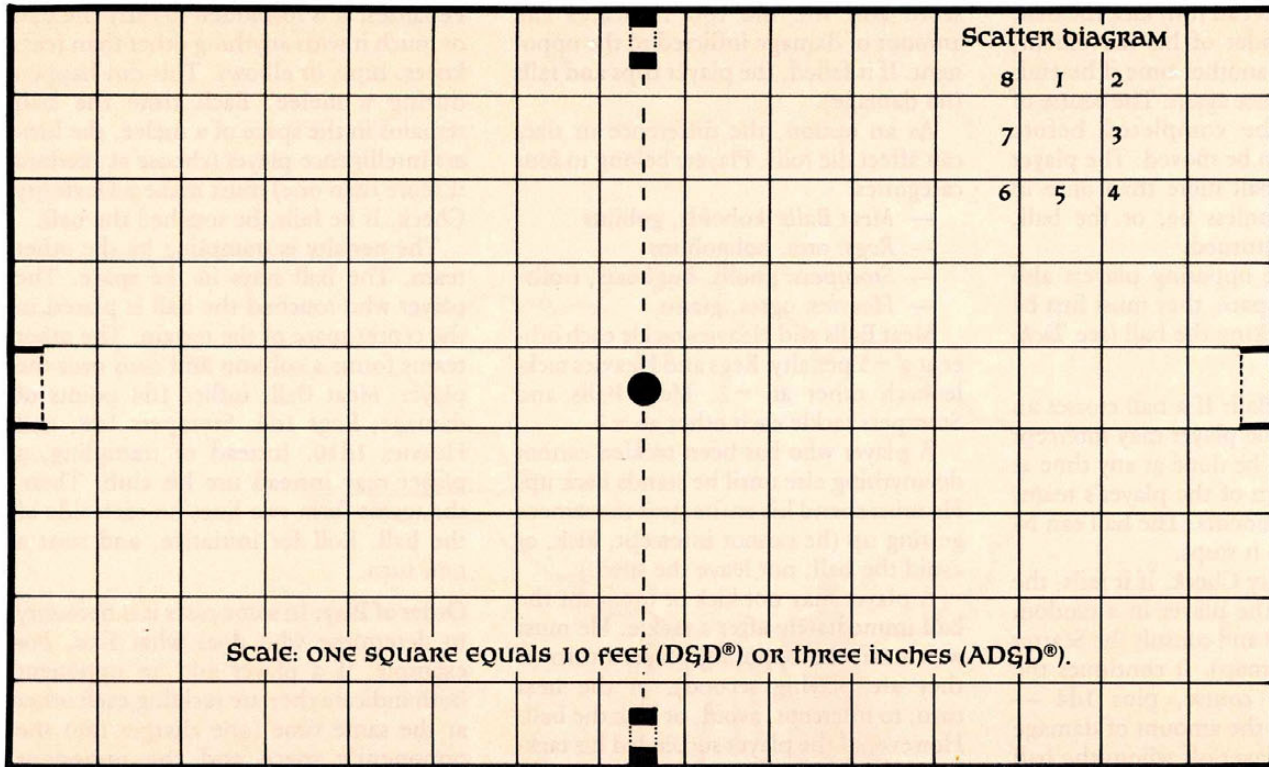
A victim suffering 12 points or more of damage is infected with eggs — which is not immediately obvious. A *cure disease* spell kills all the eggs, otherwise they hatch a few days later, during the character's sleep, causing as many points of damage to the character as he suffered from the parent insects.

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 be 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 wym, 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

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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-

## Requiem for the Orcs

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 form 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 than to one of his teammates, or into the opponents' goal if the gnoll is within a three-space line.

**#2 Azteca:** HO8, St 14, In 10, Wi 8, Dx 12, Co 18, Ch 10, hp 65. Azteca wields his club with Expert Mastery. He can hit the ball with his club rather than 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 Droll (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...*

## Requiem for the Orcs

### 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...*

## HUMANOID EXPERIENCE TABLE

EXPERIENCE TITLE	LEVEL	Kobold		Goblin		Orc		Hobgoblin		Gnoll		Bugbear		Ogre		Troll	
		XP	HD	XP	HD	XP	HD	XP	HD	XP	HD	XP	HD	XP	HD	XP	HD
Whelp																	
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
<i>(Normal Monster)</i>																	
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	In	Wi	Dx	Co	Ch
Kobold	18	16	16	18	18	18
Goblin	-4	—	—	+3	—	—
Orc	-3	—	—	+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

<b>d20 Broken Landers</b>	<b>d20 Outsiders</b>
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

<b>Cattle (live)</b>	20 XP per HD (live)
<b>Food:</b>	10 XP per 50 lbs*
<b>Drinks:</b>	10 XP per barrel
<b>Armor &amp; Weapons:</b>	1 XP per gp value
<b>Furs &amp; Clothes:</b>	1 XP per outfit
<b>Tools &amp; Equipment:</b>	1 XP per 10 gp value
<b>Treasure:</b>	1 XP per 5 gp value
<b>Prisoners:</b>	
<b>Humanoids &amp; Intelligent Monsters:</b>	5 XP per HD
<b>Humans:</b>	10 XP each
<b>Elves:</b>	1 XP each
<b>Dwarves:</b>	5 XP each
<b>Halflings:</b>	8 XP each
<b>Casualties:</b>	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

<b>Common Spell:</b>	((Int* + Lvl) × 2) - (3 per spell level)
<b>New Spell:</b>	((Int* + Lvl) × 2) - (5 per spell level)

\*Intelligence applies to wiccans. Use Wisdom instead for Shamans.

### SIEGE WEAPONS

<b>Light Catapult:</b>	Range 200/250/300 ft; D d8 + 8; fires once every 5 rounds; BR +4; full crew 6 humanoids; HP 18.
<b>Heavy Catapult:</b>	Range 250/325/400 ft; D d10 + 10; fires once every 6 rounds; BR +8; full crew 8 humanoids; HP 27.
<b>Giant Catapult:</b>	Range 250/400/500 ft; D d12 + 13; fires once every 6 rounds; BR +12; full crew 12 humanoids; HP 36.
<b>Light Ballista:</b>	Range 60/120/180 ft; D d8 + 4; fires once per round; BR +1; full crew 2 humanoids; HP 6.
<b>Heavy Ballista:</b>	Range 100/200/300 ft; D d10 + 6; fires once every 2 rounds; BR +2; full crew 4 humanoids; HP 9.
<b>Giant Ballista:</b>	Range 140/230/360 ft; D d10 + 6; fires once every 4 rounds; BR +6; full crew 6 humanoids; HP 12.
<b>Light Ram*:</b>	D d4 + 6; hits once per round; BR +2; full crew 8 humanoids; HP 40; no ammunition needed.
<b>Heavy Ram*:</b>	D d6 + 8; hits once every 2 rounds; BR +4; full crew 10 humanoids; HP 50; no ammunition needed.
<b>Giant Ram*:</b>	D d8 + 10; hits once every 3 rounds; BR +6; full crew 12 humanoids; HP 60; no ammunition needed.

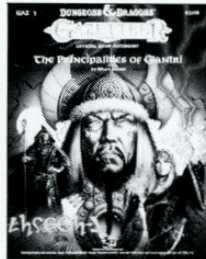
\*Good and excellent war machines have gallery sheds protecting their rams. Double the ram's BR bonus on these war machines. Excellent war machines also have a belfry (+10 BR).

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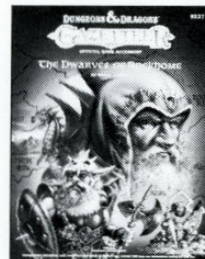


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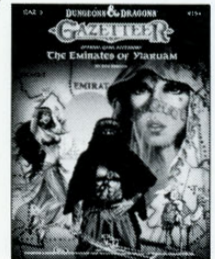
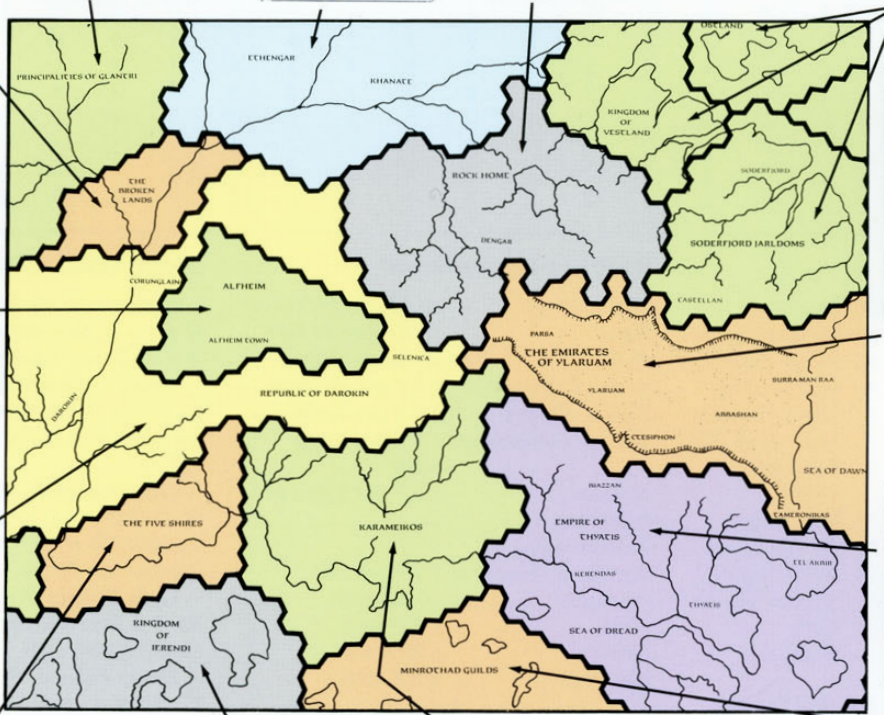


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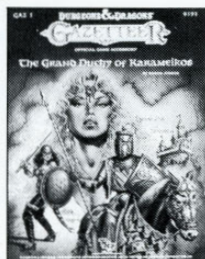
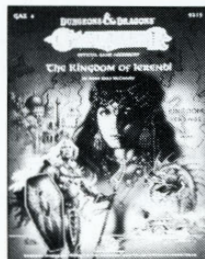
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