

Players' Guide

The Broken Lands

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

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

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

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

Welcome to the Broken Lands

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

Although the rugged surface may be baked by the sun of summer and frozen by the winds of winter, many are its inhabitants. These are denizens of the

depths, nomadic hordes of darkness, and fierce caravan raiders. They are the Hordes of Thar.

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

Quest for a Blue Knife

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

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

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

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

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

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

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

"Then the chiefs became restless. One, called Yogo-the-Fool, discovered a knife, shining blue and sharp as the elven

tongue. No one had seen such a metal before. He said it came from the south, and he knew how it was made.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Later Years

The three whelps were rolling in the dirt, jabbing at each others' ribs, ripping fistfuls of hair off their hides, and

whining loudly. The old shaman raised his long, crooked staff and slammed it on the bickering lot, raising a cloud of dust.

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

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

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

"And now listen."

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

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

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

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

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

"Some dark years followed, and the

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

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

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

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

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

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

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



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

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

The Land, Above and Below

When the humanoid occupied the Broken Lands, they discovered a huge network of caverns, passages, and underground rivers. During the centuries, as the population grew, the more powerful hordes remained underground, and others moved to the surface.

Entrances to the World Below are well hidden and usually blocked by enormous fortifications and gates.

The World Above

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

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

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

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

The World Below

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

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surface, creating underground lakes.

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

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

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

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

The Ten Tribes of Thar —

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

to human provinces.

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

Bugburbia

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

Upper Bugburbia

Surface: 1,316 sq. miles

Population: 1,260 HD of humanoids

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

Lower Bugburbia

Surface: 840 sq. miles

Population: 1,620 HD of humanoids

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

Chief Ohr'r remains in Kunder, a fortress built on the side of a huge stalagmite, near the center of his domain. A thick fungus forest grows on the shores of two rivers. The bugbears built a bridge

from giant mushroom trunks across the midsection of the Bugbur River. It leads to Camp Rox, near the passage to High Goblinian caves.

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

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

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

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

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

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

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

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

High Gobliny

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

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

Upper Gobliny

Surface: 1,930 sq. miles

Population: 1,430 HD of humanoids

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

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

Lower Gobliny

Surface: 760 sq. miles

Population: 1,350 HD of humanoids

This tribe occupies one of the smaller cavern complexes of the Broken Lands. It

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

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

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

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

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

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

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

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

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

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

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

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

Hobgobland

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

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

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Upper Hobgobland

Surface: 1,180 sq. miles

Population: 1,420 HD of humanoids

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

Lower Hobgobland

Surface: 900 sq. miles

Population: 1,000 HD of humanoids

Lower Hobgobland is rather poor in comparison with Bugburbia or High Gobliny. Little vegetation grows in the cavern complex, except near the Yellow Orkian Lake. Hobgobland has a fairly large-sized beach there, known as the Breadbasket. There, Hobgoblanders use mushroom

milk to brew their traditional beverage, *arkhi*, the reason why some Hobgoblanders consider this a fun place to work, a "resort area" of sorts.

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

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

Much of the food comes from hunting parties that bring back giant rats and cave

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

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

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

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

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

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

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

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

Kol

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

High Doge Kol, born Constantin Dioctetius, is the Supreme Court Judge, *He-*

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

Upper Kol

Surface: 1,620 sq. miles

Population: 2,070 HD of humanoids

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

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

Lower Kol

Surface: 1,740 sq. miles

Population: 1,700 HD of humanoids

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

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

The Republic maintains two camps,

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

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

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

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

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

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

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

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

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

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

OGREMOOR

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

Upper Ogre Moor

Surface: 2,040 sq. miles

Population: 1,930 HD of humanoids

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

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

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

Lower Ogre Moor

Surface: 2,128 sq. miles

Population: 2,350 HD of humanoids

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

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

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

Prince Alebane resides in his fortress of Rattaya. It is an ogre-made stone struc-

ture built on top of a huge, broken pillar, 200 feet above ground. Stairs spiral to the top, at a heavily fortified entrance. Prince Alebane also had a fortified gate built a few miles north to prevent troll vermin from creeping in. Two permanent camps have been set to guard the extremities of the prince's domain.

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

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

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

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

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

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

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

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

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

ORCUS REX

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

Upper Orcus Rex

Surface: 1,710 sq. miles

Population: 1,740 HD of humanoids

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

Lower Orcus Rex

Surface: 1,010 sq. miles

Population: 1,200 HD of humanoids

The Rexian homeland is located 1,100 feet beneath the surface. This large, round cavern complex opens north on a 16-mile long sand beach next to the Lava Flow. Two other passages link the Rexian tribeland to Trollhattan and its lake. A thick jungle grows next to the water. Thar had a fortified gate built to prevent the Trollhattan trolls' excessive appetite from

affecting Orcus Rex. Camp Sodhor lies nearby to guard both passages. A small lake occupies the western tribeland, allowing more fungal vegetation to grow.

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

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

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

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

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

Thar's Legion: At Camp Sodhor, Troop

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

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

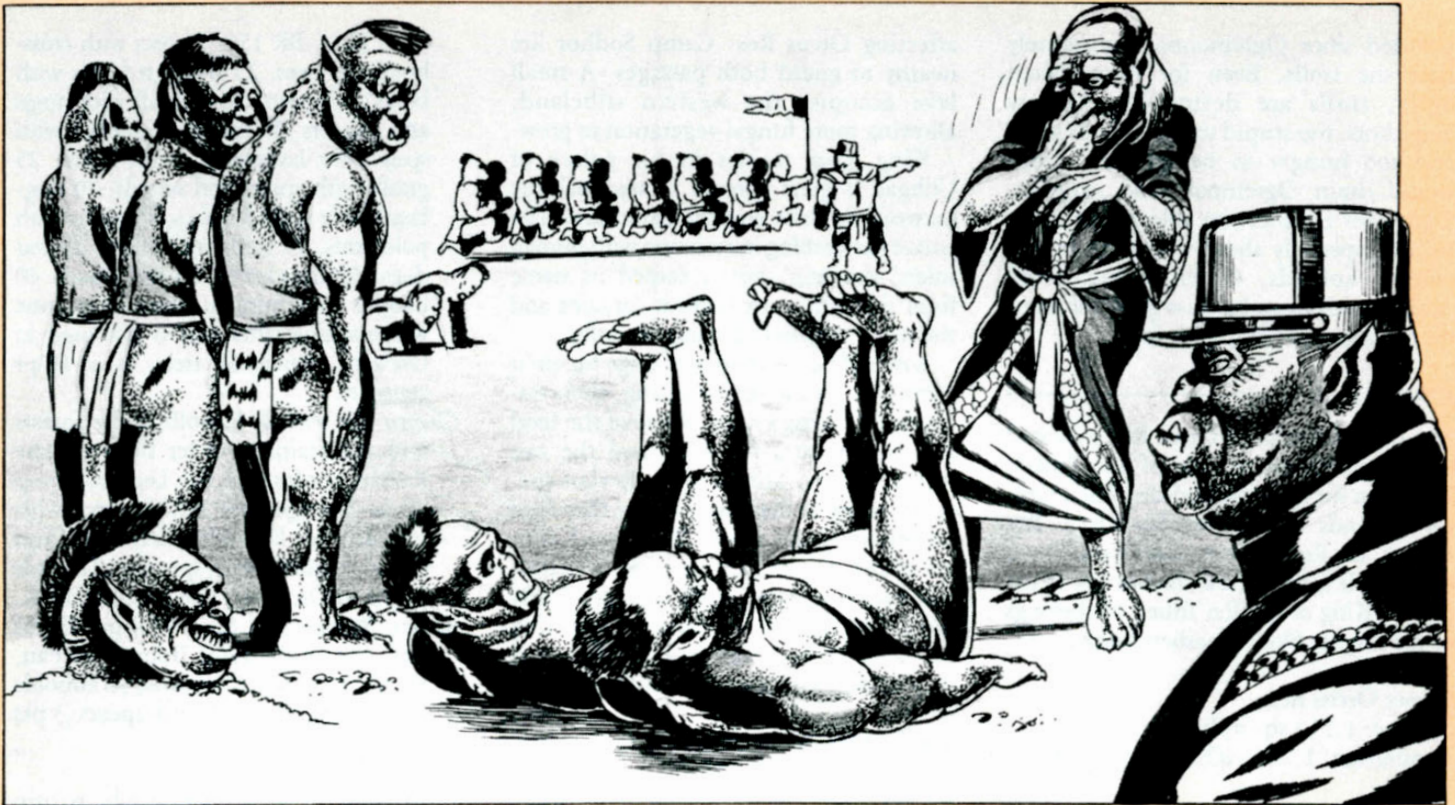
Rexian Raiders (7): Six on Upper Orcus Rex, one on the gate; Troop Class Fair, BR 65; 55 orcs with swords, 30 kobolds with slings, 15 gnolls with spears (3 pts in Orcwars).

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

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

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

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Red Orcland

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

Upper Orcland

Surface: 1,600 sq. miles

Population: 1,200 HD of humanoids

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

atop these columns.

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

Lower Orcland

Surface: 1,740 sq. miles

Population: 1,300 HD of humanoids

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

The hordes hunt a breed of large cave birds, similar to pterodactyls, which they call skinwings. Orclanders feed on their big eggs, preventing the birds from over-

populating the cavern complex, and ride the largest of their species. The Sacred Cavern opens 150 feet above ground, halfway up a cliff. There, a platform allows flying orclanders to take off and land. A vertical shaft leads all the way up to the Broken Lands' surface, 1,250 feet higher, which the flying mounts can ascend with a lightly encumbered rider.

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

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

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

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

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

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

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

South Gnollistan

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

Upper Gnollistan

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

Dating to BC 500, the Black Moon gnolls

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

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

Lower Gnollistan

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

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

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

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

Nizam Pasha remains in his fortress,

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

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

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

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

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

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

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

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

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

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

Trollhattan

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

Upper Trollhattan

Surface: 1,100 sq. miles

Population: 1,260 HD of humanoids, mostly trolls

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

Lower Trollhattan

Surface: 1,200 sq. miles

Population: 1,450 HD of humanoids, mostly trolls

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

the siege of Haa'k Hordar, chief of the trolls, and her Grim Rippers.

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

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

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

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

Grim Rippers: At Troll Lake Island, Troop Class Excellent (so dumb they are fearless), BR 145; 75 trolls with clubs, stone axes, living fungus tentacles used as lassos (8 pts in Orcwars).

Other Hordes (4): Two in Upper Trollhattan, two around Troll Lake, Troop Class Average to Good, BR respectively 80, 95, 110, 125; 50 trolls with clubs (4, 5, 6, 7 pt counters in Orcwars).

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

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

Yellow Orkia

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

Upper Orkia

Surface: 1,010 sq. miles

Population: 760 HD of humanoids

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

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

Lower Orkia

Surface: 560 sq. miles

Population: 1,120 HD of humanoids

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

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

Moghul-Khan lives in Tanglar, built over a score of huge stalactites that once fell from the vault. The pointed monoliths remained stuck upright in the silt, forming a succession of roughly flat surfaces, 50 to 200 feet high, linked to each

other with rope bridges. Shoddy structures made of mushroom tree trunks clutter the surfaces. Moghul-Khan lives in a stone tower built on one of them. The shore is linked to the closest monolith via a troll-powered telfpher.

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

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

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

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

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

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

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

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

Creating Player Characters

Orcish Heroes?

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

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

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

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

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

Ability Scores

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

As described in the chart below, some of the Ability Scores have limitations and modifiers. Assign a score to each ability. Exchange Ability Score points as

described in the D&D® game rules (Players Manual, page 50) if desired *before* applying modifiers from the chart. Final Ability Score results should remain within the limitations given for the chosen character race. Points beyond these limitations are lost.

RACIAL ABILITY MODIFIERS

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

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

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

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

Intelligence: Limited to 16 for all humanoids, since these creatures do not understand the concept of anything beyond that score (human or demi-human

geniuses are considered insane). Humanoid characters are illiterate and know only one language — their tribal dialect — regardless of their natural Intelligence. These are *Skills* discussed later in this chapter.

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

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

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

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

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

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

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

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

ARMOR CLASS

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

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

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

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

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

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

Initial Hit Dice

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

LEVEL ADVANCEMENT

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

The chart that follows indicates the total XP needed to advance from one level to the next for each race, as well as the time at which each gains an extra HD. For the sake of game balance, these char-

acters do not necessarily increase their HD at each level of experience, nor do they all start as *Normal Monsters* either.

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

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

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

Levels and Titles

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

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

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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																	-35,200	3d8+2	
Youngster												-2,400	d8+1	-4,800	2d8+1	-26,400	4d8+2		
Teenager												-1,000	d8	-1,200	2d8+1	-2,400	3d8+1	-17,600	5d8+3
<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*	300,000	+ 2hp*	519,000	+ 2hp*	897,600	+ 2hp*	1,195,200	+ 2hp*	2,028,000	+ 2hp*	
+ 1 Level for each extra		+ 100,000 XP		+ 160,000 XP		+ 200,000 XP		+ 240,000 XP		+ 300,000 XP									

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

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

Adding New Creatures to the List

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

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

As a rule of thumb, a 1 HD *Normal Monster*, like an orc, needs 1,000 XP to

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

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

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

Example: Your gnoll should start as a 1 HD teenager, with -1,000 XP. This

means it needs to gain 1,000 XP through adventuring to become a 2 HD Normal Monster with "0" experience. Similarly, an orc would need 1,000 XP to become a 1st-level creature with two HD.

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

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

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

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

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

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

Combat & Morale

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

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

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

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

The Optional Approach

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

HD monster!

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

Appearance

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

Bugbear

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

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

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

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

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

Gnoll

A gnoll looks like a cross between a tall man and a hyena, its hair usually very

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short, ranging from light brown to black.

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

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

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

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

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

Goblin

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

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

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

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

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

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

Hobgoblin

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

Average Size: 6' + d12 inches
Fitness (d6): 1-2: skinny
3-4: normal
5-6: fat

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

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

Kobold

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

Average Size: 3' + d4 inches

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

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

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

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

Ogre

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

Average Size: 8' 6" + d20 inches
Fitness (d6): 1: skinny
2-3: normal
4-6: fat

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

Homo Monstrum Brutalis: Copper skin, with black, bushy hair and eyebrows; red eyes. Very muscular and slightly hunched, often wear studded leather

and blunt weapons. Most common in mountain areas and broken terrain, such as OGREMOOR (Broken Lands).

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

COMMON ORC

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

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

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

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

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

RED ORC

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

Average Size: 5' 6" + d12 inches
Fitness (d6): 1-2: skinny
3-4: normal
5-6: fat

Adapting Your Gazetteer to the AD&D® Game

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

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

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

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

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

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

Alignments: D&D game characters have only three alignments—Lawful, Neutral, or Chaotic. In the AD&D game, assign Good, Evil, or Neutral align-

ments, depending on the context.

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

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

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

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

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

Encumbrance: See *cn* or *Coins*.

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

Immortals: These are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres", such as:

Matter: Usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: Usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.

Time: Usually related to neutral beings, cleric types, or the element of water.

Opposes the Sphere of Matter.

Thought: Usually related to any alignment, thief types, or the element or air. Opposes the Sphere of Energy.

Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to AD&D game lower planes. Lords of Entropy are demons.

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

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

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

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

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

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

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

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

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

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

Thar's Manual of Good Conduct



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surrounded, order the warriors to wear their ear plugs, and play the *magical drums*. If this fails, defend the king's palanquin to the last orc. Thar be saying "*Duh Legion dies but surrenders not!*"

Orcish Sanitation

Warriors of the Legion may be brave, skillful, and nasty, but all of this means little when they are sick, or unfit for combat. The Legion's Chief Shaman is in charge of the warriors' health. Each season, the Chief Shaman will inspect the warriors, their mounts, and other fighting beasts to ensure they remain in good fighting condition. No drills, no hunting duty, KP, or other activities take place that day. All warriors must remain in line, under *ztan-HU'T* order until the Great Shaman and his followers are done with the inspection. Chiefs and chieftains will then follow and inspect the warriors' equipment. It must be complete and in good order.

Feet Inspection: All warriors must take their boots off, and lie on their backs, feet up. The Great Shaman will inspect the feet and toes to make sure there are no diseases. If there are no diseases and the smell is appropriate, the warrior is fit for marching. Otherwise, the

Always look straight forward. Never look at the chief straight in the eyes. When given an order, or when greeting a chief, click the heels of your boots, hit your chest with your right fist (the other fist is the wrong fist), and howl "*Skum!*" This is the official Tharian salute. Make sure you hold no weapons in your hand when saluting.

The chief will penalize any ignorance of the rules. Those who disobey orders are hanged by the thumbs in plain sunlight, for one day, for the first offense. On the second offense, hanging by the toes over hot coal is the rule. On the third offense, hanging by the neck is mandatory. Disrespect to a chieftain is worth 10 lashes, disrespect to a chief is worth 20, and to the king means beheading.

Equipment

The warrior must have boots to join the Legion. No boots, no Legion. The Legion provides the rest of the equipment, according to the length of service. New warriors get the following when they join the Legion:

Club: Basic weapon for recruits, model 46, single-handed with hook and nails. Can be fitted with silencer.
Shield: Large, light frame and leather, waterproof, with the Legion's symbol. Can be used to skid on the surface of calm water.

Duh Legion

Duh Legion is a glorious warrior horde fighting for King Thar, Chief of Orcus Rex and Master of the Broken Lands. King Thar created the Legion to defend the tribeland, and threaten the human realms. Training and discipline are what make our warriors strong. All warriors live according to this here Manual of Good Conduct, the Sacred Laws of our Legion.

It was our King who found the book, during a great battle against a Thyatian caravan. Thyatian soldiers were massacred, their merchants crucified (their horses, too), and their whelps sacrificed to Karaash. Then King Thar discovered the sacred gift of Karaash. Our King pierced the chain mail of the Thyatian chief and ripped his heart right out with his spear. There, also stuck at the end of his spear, were *the words* inside a leather cover.

King Thar read the sacred words inside the leather cover. He said the Thyatian had changed them to fool the orcs into thinking humans invented them. In his great wisdom, our King rewrote the true words of Karaash, and *vastly* improved them from the humans' mediocre version. Then, he ordered his warriors to obey his new laws given in this here manual. So was the Legion born.

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Warrior Awards: Bravery in combat is rewarded in the Legion. King Thar himself will honor the brave warrior with a variety of awards appropriate to the feat.

DSO: Distinguished Serviceable Orc; a small bone dipped in molten gold. It must be worn on the left side of the chest. Awarded to warriors for each 10 winters of service in the Legion. Gets an extra share of treasure and exemption from latrine duty.

Legion of Horror: Also called Medal of Horror; a large gold coin attached to a silver chain, with claws and feathers. It must be worn around the neck. Awarded to a warrior for a great combat feat. Gets two extra shares of treasure.

Tharian Cross: Usually a Legion of Horror with four pie-shaped cuts to look like a cross. Also worn around the neck, often a posthumous award. Awarded to a warrior for saving King Thar, or performing an act of outstanding bravery in presence of the king. Gets five extra shares of treasure. Champions of King Thar's Palanquin all have the Tharian Cross.

Clan Awards: Clans can be rewarded for bravery and for their outstanding actions in combat. The reward normally is the scalp of an enemy chief, or his skull, which are attached to the clan's banner. Warriors belonging to clans with overloaded banners usually benefit from a higher Tribal Standing. Food is normally distributed first to clans with the most awards on their banners, and last to the more mediocre clans. They also get paid before clans of the same status.

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Helmet: Simple metal helmet, earned by the Legion on previous battlefields, properly rusted and battered with wound perforations still visible.

Black Cloak: Mandatory part of the uniform, complete with hood, lacerations, stains, and patches. Must be worn at all times.

Shoulder Bag: Lightweight leather and cloth. Contains up to 300 cn of equipment and supplies. Worn on the right shoulder (the other shoulder is the wrong shoulder), across the chest so the bag remains behind the shield. Suitably ripped, smudged, and blemished.

Skull Cup: Used to eat soups and other food that won't stay in the hand. Kobolds, or smaller, get dog skulls; goblins and up to hobgoblins get a pig's skull, gnolls or bigger get a cow's skull. Ogres get two. Trolls don't need any.

Dagger: Conventional blade, with teeth on the back, hooks on the guard, and spike on the butt. Comes with lizard sheath, and acceptable rust decoration and dents.

Personal Pouches: For personal effects. Must be attached to the belt, on the left side, behind the shield. Contain 80 cn each; nicely chewed-up as per regulations.

Belt: Heavy and thick, made of leather laced with strands of human hair, and fur. Has elegant hooks for scalps, plus holes, studs and spikes. Can be used as a weapon. Ogres get chain-reinforced belts.

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Plan Ceih. Battle Formation: Send wolf-mounted clans to test the enemy's defense. Gather the mounted troops and send them to create a diversion. Then, commit the war machine. It should enter the battlefield at an unexpected place, protected with front and flanking lines of warriors. Diversionary troops retreat when the war machine begins bombarding the enemy. Keep skinwings in reserve to intercept unexpected enemy moves. If the enemy falters, send the skinwings behind enemy lines to cut their retreat. Charge with the cavalry, and send in the warriors on foot. Blow the *magical horns* if the enemy occupies a fortification. Have no mercy. The enemy must die.

Plan Dhie. River Crossing: Send ogres to cut trees and throw them into the river. Position archers and war machine nearby to pin down the enemy. If the logs jam the river and form a pontoon, send the trolls, giants, and skinwing-mounted troops across to gain a *pontoonskull* on the other side. Assault clans must be wearing ear plugs. Have the *magical drums* follow the assault clans to breach the enemy's line. If successful, send in the rest of the troops. If Plan Dhie fails, apply Plan Eeech.

Plan Eeech. Retreat: Sound the horns. Maneuver the mounted troops to protect the rear of the war machine and retreat to a defensible position. Let the giants, trolls, and ogres cover the Legion's retreat. Send surviving skinwings to recover *magical drums* and *horns*. If

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Within the same group, chieftains and warriors get paid in order of size, the bigger first. In case of dispute, those with medals choose first, in order of medal value. If anything remains after the sharing, the King gets half, and then the chiefs share the rest among them. If there is not enough treasure for everyone, lesser troops get nothing. It's their fault if they didn't bring enough loot back from the raid. Chiefs and chieftains are free to pay bonuses to brave warriors, out of their own pouches. It improves popularity among troops.

It is forbidden to conceal loot after a raid. Loot belongs to the king and to the Legion. Warriors caught stealing treasure from the Legion will have their ears cut off the first time. On the second, they are branded as pariahs with a red-hot iron, and banished from the horde. Execution awaits if they stay.

Free trade among warriors and chiefs is permissible. Chiefs often earn valuable equipment, cattle, or extra mounts. These can be traded. Slaves, however, must remain the property of the chiefs or of the king. Chieftains and warriors are not allowed to keep slaves.

Huge creatures, such as dragons, or anything larger than an elephant in the Legion's ranks, are paid by the king himself.

Recruiting Warriors

Only the best warriors of the Broken Lands can enter the Legion. They must be able to fight well, march fast, sleep with one eye at a time, and eat little. The following rules must be observed to enter the Legion:

1. Fighting: The new warrior must prove his fighting skills. First, tie the warrior to the end of a rope, one hand behind his back, and give him a club. Tie the other end of the rope to a pole. Lock a hungry wolf inside a cavern and dip the new warrior into a hole in the cavern's ceiling. Have ten orcs pick their teeth. When done, pull the rope out of the hole. If the warrior comes out, go to the next step. If instead the wolf comes out, the new warrior failed. Choose another new warrior.

2. Marching: The second great strength of the Legion lies in its warriors' feet. The new warrior must have clean feet with all their toes. He must also have boots. If he does not have any, send him away until he comes back with boots. The new warrior must then prove he can walk fast and long. Tie the new warrior to one end of a rope, with both hands behind his back. Attach the other end to a wild boar and let 'em go until the sun sets. If the warrior comes dragging back behind the boar, he failed. If he pulls the boar behind him, go to the next step. If he comes back riding the boar, make him a chieftain.

Camping: Find a spot between hills, away from a dry river bed or mosquito-infested places. Send ogres to fetch water from the nearest river. No fire or cooking is allowed in covert operations; fire ruins night vision, smell and smoke give out the clans' positions during the day. When raiding human territories, camp during the day. This is when humans are most likely to spot a moving army. Set up guards in the surrounding hills, and maintain skinwing rounds above camp during the night.

Combat: Always defend on top of a hill, or behind obstacles. Make sure there is a clear retreat path for the war machine. Protect the war machine and the king's palanquin at all times. Keep scouts around the Legion's camp.

Plan Aye. Obvious Victory: The enemy is clearly no match for the Legion. Maneuver skinwings to the enemy's rear, then overrun their puny forces. Take prisoners and interrogate to find where their major army is. Use orctionaries and whips.

Plan Bhee. Surprise Attack: The enemy can be defeated if surprised. There is no time for maneuver. Send the war machine away with a garrison to a safe place and charge the enemy. Send skinwings to take enemy chiefs away and disorganize their troops. Interrogate the chiefs to find out about their main forces. Execute them afterward. Human chiefs are deadly monsters.

Calabash: Contains enough water. Enough water lasts a certain time, depending on the conditions. If you run out of water, you drank too much — check with the chief.

Thirty-Foot Rope: Made of goat and boar hair. Enough to support one orc. Hobgoblins and gnolls get two ropes. Trolls, ogres and anything bigger just get a crash course on climbing. Worn across the chest, from the shield side down to the waist opposite the shoulder bag.

Blanket: Normal size; looks large for kobolds, small for ogres. Used for any purpose. In winter, warriors get to use bear skins as part of their winter uniform. Rolled up, it is carried on the belt, in the back.

Soot and Silencers: For covert missions. Soot comes in small pots and is rubbed on the face and hands during night raids against humans. They can't see you and it scares the living moonlights out of them when they can. Silencers are scientifically studied devices made from old cloaks, and wrapped around the boots, clubs, and other noisy equipment. Soot and silencers are kept in the shoulder bag.

Web Strands: Come in a small ball. The dried strands of the giant cave spiders can be dried, and then easily used as a small net. Strands can cover small traps, or can be placed on the helm. Branches and leaves are added for concealment. Human monsters haven't figured it out yet.

3. Alertness: A warrior of the Legion is ready at all times. He must be able to sleep lightly, wake up at the first sign of danger, and react quickly and accurately. Take the new warrior on a long hunting party. Have him climb a big mushroom to get some sleep. When he snores, have a volunteer climb up with a horn. If the new warrior falls off the mushroom at the sound of the horn, he failed. If instead the volunteer falls off with his helmet crumpled, go to the next step. If nothing happens, try again later.

4. Endurance: Food and water can become rare at war. The warrior must be able to endure starvation and drought without failing. Tie the new warrior to a pole and starve him for a week. Give him a sack full of hot, spicy food, a skin of ale, and a pick. Leave him in a dead-end tunnel and collapse its entrance. He must dig his way out. If he comes out drunk, he failed. If he does not come out, he also failed. Otherwise, go to the next step.

5. Health: The warrior of the Legion must be in good health to prevail at war. Examine his teeth. Bad teeth must be hammered in to make room for the good ones. If any lice, fleas, ticks, leeches, wounds, or diseases are visible, apply *Orcish Sanitation*, described later in this manual. Examine ears; howl once into each to make sure both work. Examine eyes; poke a finger into each so they become bloodshot, as orcish eyes should be. Stick

does not always protect all of the snout. Make sure snouts are covered with the shaman's sun repellent paste. It comes in various colors designed to scare humans. If the skin is burnt, cover it with yak grease. Don't pull dried skin off your snout. *It's disgusting.*

Warrior Pay & Awards

Warriors of the Legion are paid according to their rank and their size. Pay comes from King Thar, Great Chief of the Legion. His wealth comes from raids into human realms, or from tribute that conquered tribes pay to our King. The King decides how much to pay the Legion. Treasure is then shared among warriors. Each share is equal to one single item, be it a modest coin, a weapon, a piece of armor, a new mount, or anything at all that is part of the treasure.

Chiefs: They are paid first. They get one share per warrior in their command at the time of the payment. Chiefs are paid in decreasing order of clan size (the number of warriors).

Chieftains: They are paid second. They get ten shares each.

Warriors: They get paid last. War machine, skinwing, and giant warriors get five shares each. Then come mounted clans, ogres, and trolls, with three shares each. Slingers, archers, crossbows, gnolls, and bugbears are next, with two shares each. Lesser warriors get one share each.

Digging Tool: Horse shoulder blades, sharpened, and mounted on a short handle. Easy to assemble. Ogres get picks, bugbears get hammers. Carried on the belt, in the back.

Orctionary: For use behind enemy lines. Contains many illustrations, the best in orcish art. These are hand-drawn riddles showing how to translate key sentences from Tharian into Darokinian human language, and *vice versa*.

Tinder: Small piece of tinder wood, with thin wooden stick. Used to light fires. Packed in small greased leather pouch, waterproof. Check with chief before lighting fires.

Ear Plugs: Special mushrooms appropriate to the size of the warrior's ears. Use only when ordered by the chief. Prevents the warrior from hearing magical sounds on the battlefield. Can also be used in winter as ear muffs. Watch chief for hand signals.

The warrior is responsible for his equipment. If he loses any, his next share of the loot goes to the chief, in exchange for new equipment, plus 10 lashes. Any other armor or weapons beyond the basic equipment must be captured in combat.

The Legion also has larger equipment. Small clans are assigned to large equipment and must look after it,

mounted troops should find a quiet spot and wait until the night before moving. Sunlight hurts the eyes of the skinwings and disorients them.

When traveling long distances, capture people from farms and villages to pull the war machine. It is better to have expendable slaves pulling the war machine than valuable warriors. Feed the slaves, some. Slaves need food and generous whipcracking to work well. Humans also hate using their bows against the war machine when slaves are in the front, pulling it. Exploit this.

Intelligence: Send scouts ahead, properly equipped with Orctionaries. Kobolds are best for this since they can hide better than ogres or trolls. Kobolds are better scouts because they don't try anything funny when by themselves. If the kobolds do not return, trouble is ahead. The kobolds did their job.

Kobolds should be checking suspicious bushes and forest edges. They should be spying on villages, enemy troops, bridge locations, and farms. Scouts should never allow their capture because they could betray the Legion's position. A good scout is a dead scout, for that matter. In human populated areas, scouts should be wearing their hoods so they are harder to recognize. Stealing gnomish clothes is a recommended tactic. Take them off when returning to the Legion's camp.

Latrines: Warriors and chiefs are required to go to the latrines at least once a day — and nowhere else. This will make sure that the paths of Camp Sodhor are safe to walk on, and the camp harder to locate by scent. Do not camp or store food nearby. Latrines must be cleaned each moon. Use a black pudding to clean up the place, then burn the monster. Don't cook that black pudding for dinner. During a campaign, dig a hole in the ground on the side of the camp opposite prevailing winds and away from water supplies. Before marching away, always cover the hole to make tracking more difficult.

Rabies and Lycanthropy: Similar diseases. Rabies is most common among dogs, kobolds, and gnolls. If the sick warrior foams at the mouth or acts in a strange and depressed manner, it could be rabies. If not treated rapidly, the disease paralyzes and kills. Tie up the patient, with a stick in his mouth, and sting his arm with a sting dipped in a blink dog's blood.

If the warrior foams at the mouth *and* turns into another creature, that's lycanthropy. Stage a raid on human settlements to get silver. Then, make a silver dagger and stab the lycanthrope in the heart. This is a guaranteed medicine against lycanthropy. In any case, don't let any of these rabid or lycanthrope patients bite their companions.

Sunburns: Sun is bad for orcs. Cover your skin when traveling during daylight. The Legion regulation cloak

tongue out; rub it with lime to make sure it remains gooey and healthy. Check reflexes: a volunteer bashes the warrior's knee with a club. If the warrior collapses, he failed. If the volunteer collapses, the warrior is then good for service. Otherwise, try again.

Obeying the Chief

The warriors of the Legion must obey their chief. Disciplined warriors make powerful hordes. Powerful hordes make great tribal victories. Tribal victories make your chief happy. Happy chiefs are better for your health.

The chief is right. *The chief is always right.* If you think the chief is wrong, obey the chief anyway; that's because he's the chief and you're not. The chief is tough. The chief is mean. Obey your chief, and keep your dagger handy.

Who Is the Chief? The warrior is the backbone of the horde. Each warrior obeys the clan's chieftain. The Legion chieftains are the ones with the whips, and the black tassels on their helms. They be the ones who howl orders the loudest. Always follow the black tassels. Warriors and chieftains obey the Legion chiefs. The Legion chiefs are the ones with the bones in their noses, and the really big weapons. Chiefs obey the Great Chief, King Thar the Conqueror. You'll *know* when you see him.

Campaigning

Warriors of the Legion must follow the rules to ensure victory. Strict observance of the Tharian doctrine will make a difference on whether or not warrior clans are decimated during raids and campaigns against the enemy.

Marching: Warrior clans must move rapidly when in enemy territory, and erase marks left behind the marching army. Two rows of goblins mounted on wolves should be dragging branches (or dead bodies if no branches are available) on the trail. During covert missions, trash, leftovers, and casualties must be picked up and stored in a village; then burn the village down to get rid of both trash and witnesses. Make good use of silencers, soot, and web strands. Blow the marching horns and play the drums with moderation so they can only be heard in the immediate area.

Move during the night. Always march with a clan in forward and in flanking positions, and a rear guard. All should be mounted. Join the main corps in case of trouble. The war machine should remain in the center of the main corps, close to the king's palanquin.

Send mounted skinwings ahead during the night when crossing human territories. Humans can't see in the dark, have poor scenting and hearing skills, and rarely think of flying threats. During daylight, skinwing

under the supervision of a chieftain. Loss of any of this materiel is punishable by skin laceration followed with lime, salt, or green slime sprinkling, depending on the value of the equipment. The Legion has the following types of equipment:

Magical Horns: Ten-foot long metal tubes ending with a dragon head. Crew: two goblin bearers, one orc hornblower with large chest, one hobgoblin Horn Master Chieftain with whip, two bugbear guards. Horns will destroy walls and other obstacles. Destruction of the Legion's materiel is punishable by skin branding.

Magical Drums: Round iron drums, carried with two poles ending with skulls. Crew: four goblin bearers, two gnollish drummers, one orcish Drums Master Chieftain with whip, two bugbear guards. Drums scare any enemy who hears their thunder. Scaring own troops is forbidden, and is punishable by five lashes per scared warrior. Hordes must be using ear plugs.

Standard: Large pole with skulls, scalps, bones, fangs, dragon scales, and large shield with the Legion's symbol. Crew: one orcish standard bearer wearing wolf head and skin, one orcish Standard Master Chieftain with whip, two gnollish guards with wolf heads and skins. Standard bearers must follow the chief at all times. Abandoning the chief is punishable by black pudding death.

Following Orders: The Legion speaks the true warrior language, the Tharian Code. All orders are howled in this language. Understanding orders makes good warriors. Good warriors make the chief happy. Happy chiefs are better for your health. Learn the Tharian Code, and you'll avoid being on every hunting mission of the week.

Anything howled at you is an order. Anything howled at you, and accompanied with a crack of the whip is an order too, and they *really* mean it. Common orders and their gestures are given below, with proper pronunciation.

squaDROON-MU'CH: Walk. Start with the right foot. The other one is the wrong foot. If the warrior in the front is too slow, kick his butt to make him go faster. If the chief cracks his whip, walk faster, and don't talk.

HOP-toop-treep-foh: Keep on walking. Hit the dirt with the heel of your boots. At the "HOP", jump to change foot, and keep the pace. Drums give the pace if you can't hear the chief. Horns just sound nice, and scare the enemy.

YAAAH!: Charge. The chief shows where to charge. If you can't see the chief, follow the warrior in the front. Don't look behind; the chief is charging behind you. If you stop to look, the chief will get you before the enemy does.

War Machine: Large machine with wheels, catapults, ballistas, rams, and belfry. Crew: any warrior ordered to pull on the ropes or use the artillery on board, plus one War Machine Engineer Chief, and five War Machine Artillery Chieftains. Warriors abandoning the war machine without orders are tied over red ants for one day in full sunlight.

Mounts: Veteran warriors can keep wolves, skinwings, or boars captured at war, if they prove they can ride them. The warriors are responsible for the food and care. Cutting off the right ear of a mount is recommended to allow wild weapon swinging in combat. Losing a mount due to lack of care is forbidden. Punishment: the mount's carcass is tied on the warrior's back, and he must carry it for a full moon.

Marching Equipment: Regular drums, horns, and whips used to encourage the warriors to walk longer and faster. Crew: three orcish drummers with triple drums, six goblin hornblowers, two foretrolls with whips, one hobgoblin Master of the Marches Chieftain setting the pace. Marching clans must follow standard bearers. It is forbidden to blow the horns and play the drums when the chief is talking, or during covert operations. Punishment: anywhere from 10 lashes to finger and toe hammering.

Wound Treatment: Report to the Great Shaman. In campaign conditions, the Great Shaman is not always available. If the wound produces pus, use the *Maggot Medicine*. Let flies lay eggs in the wound. Eggs become maggots that eat the rotten flesh. When it starts hurting, and the wound bleeds, the maggots have eaten their way through the rotten flesh. Pick them off and burn them. Then flush wound several times with fresh urine to get rid of any remaining eggs. Wrap up wound in silencing equipment to keep flies away. If the medicine fails, cut wounded part off.

Food Sanitation: Not all foods are good for warriors. Most of all, rotten flesh should not be consumed, despite its spicy taste. The Great Shaman has determined rotten flesh makes you sick. Avoid liver. It is often the place where diseases lie. Don't eat anything that has green buboes, black splotches, still moves, or oozes slimy things. It will make you sick. Don't ever eat anything elves eat, or anything they handled. Sure enough, it is deadly for orcish stomachs.

Poison: Drink purple worm larva milk, or eat their eggs for burning poisons, otherwise stick your fingers in your throat. Remove any vegetable or insect stings, or fangs stuck in the skin. Use leeches to suck poison out of a bite wound.

the desperate warriors, causes pebbles to roll off a bit more than they should, snarls at the warriors, spills their water rations, and makes sure they keep a good pace. When the warrior is angry enough to snap back at the Whip Master and beat him up, he is no longer weak. If he fails, it's back to the pebbles.

War Games: Chiefs get to play war games every full moon when not at war with another tribe or with the humans. They gather around a sand table that looks like Camp Sodhor, and move little flags that represent the clans. Meanwhile, warriors imitate what happens on the table. Kobold messengers go back and forth between the warriors and the sand table, carrying orders, observing melees, and returning with combat results.

One side has the war machine and warriors with bows, crossbows, and slings, the other has all mounted troops and the remaining warriors. Everybody fights with sticks of *oozshroom*. Warriors with black marks are eliminated from the game. Ogres, trolls, and giants are eliminated with five black marks.

The object of the game is to either capture the war machine, or repel the invaders. King Thar remains on a neutral hill, for the arbitration, sitting on his palanquin. The chiefs winning the war game get treasure from the king if he was entertained, and they sometimes share it with the bravest chieftains and warriors.

Fleas: Any hair on the warrior's head and body must be shaved off and burned. The patient must then take a bath of fungus lime and warm tar. The patient is then rolled in cold volcanic ash. The coating must not be washed off. Clothes are treated the same way.

Ticks: These must be removed one by one. First, cover the infested area with boiled ochre jelly grease to choke the ticks. When they make bubbles and let go of the skin to get some air, carefully pick them off and eat them.

Leeches: These must be removed one by one. Use a small, red-hot dagger blade to burn them off. Make sure the fangs are removed. Otherwise, report to the Great Shaman later.

Parasites: Observe warrior's feces and urine. If blood or worms are present, the patient must drink two gallons of salt water once. Then, eat a bag of pipe-smoke grass chopped with hot pepper, hardwood bark, chalk, lime skins, and dried bones, once a day until parasites are gone. Skin parasites are removed with a good scrub and the application of sulfur ointments.

Fungal Rashes: Don't scratch. Wrap the patient's hands with his silencing equipment. If this does not work, tie him up and gag him. Otherwise, report to Great Shaman.

Allergies: Plug snout.

EEEEH!: Retreat. This order is often followed by the chief throwing his weapon in the air and running in the direction of the retreat. Follow the chief, ask questions later.

squaDROON-HU'T: Stop whatever you are doing. If you are walking, stop when you run into the warrior in the front. That order requires the chief to raise the right hand. The other one is the wrong hand (used to fool the enemy).

ztan-HU'T: Stop whatever you are doing, and they *really* mean it. Stick your belly forward, keep your chin up, and your arms down, and click the heels of your boots. Breathe only when the chief does not watch.

p'zent-HU'M: Unsheathe your weapon, point it upward, and keep the hilt against your chest. Keep your shield on the side, and click the heels of your boots. If the warrior in the front does not do it right, give him a good whack on the helm.

hup-hup...: In answer to this order all the warriors must yowl as loud as possible to show their good morale and enthusiasm with the chief's speech. It is better for the warriors health to show faith and support for the chief. Poor yowlers get to mount the guard for the night and clean latrines.

Meanwhile, veteran warriors shoot sticks of *oozshroom* on the training warriors, from the war machine as part of the artillery drill. *Oozshrooms* are flexible fungus stems, of many different sizes, that leave black oozing marks. The war machine also shoots large balls of *oozshroom* goop heavy enough to cause a warrior to lose balance, or knock him unconscious for the rest of the drill.

Those who complete the entire drill exercise and win the hand to hand combat earn a stirge feather from the chief. Ten feathers can be turned in for a day of leave. Leave is not permitted during campaigns, wars, and raids. Fifty feathers can be turned in to become a chieftain.

Getting Nasty: A good warrior is an angry warrior. Angry warriors know neither exhaustion, hunger, wounds, nor fear, and they scare the enemy. Life at the Legion is rewarding, but harsh and cruel. It must be so to defeat the enemy, for otherwise there wouldn't be a Legion. And it's *all* the enemy's fault. Kill the enemy! If wounds hurt, if you hunger for food, if a friend died, grieve, then kill the enemy! Listen to your chief, he will tell you who the enemy is.

Warriors who feel weak, or those accused of weakness, must report to the *Pebbles of Desperation*. The small, round, rolling pebbles must be dug out with a pierced shovel to form a heap, and then carried to fill another hole, back and forth for days. The Whip Master follows

King Thar's Palanquin: Old dragon ribcage, with two large poles, Legion's shields, skulls, scalps, fangs, claws, bearskin canopy. King Thar sits on it. Crew: four ogre bearers, twelve orcish champions, fully armored, mounted on giant boars, a weasel-looking kobold interpreter and adviser, and slaves for atmosphere. Two standard-bearer clans must follow the palanquin at all times. Abandoning the palanquin without orders is punishable by slow beheading.

Drill

Warriors of the Legion must train to remain in good shape, improve their fighting skills, and become as nasty as possible. The chief will make sure his warriors will be trained as follows:

Fitness: Warriors must be able to run long distances, carry heavy equipment, jump ditches, climb walls, crawl fast, cross chasms on ropes, and swing down ropes.

When the Legion is not campaigning, warriors not assigned to guard posts or KP must drill at wake-up time. Do not make holes in anything, just run until breakfast bell rings. The last ten back to camp get K-Rations (K for Kobold). Shoving and calf-biting are mandatory.

DU'K!: Hit the dirt, and they *really* mean it. Unless you are short of arrows, don't stick your head up; it hurts. If you hear whizzing sounds, start digging.

FAAH'R: Shoot whatever is on hand at the enemy. The chief will point at the enemy. If nothing can be thrown at the enemy, yowl as loud as possible, and hit your shield with the hilt of your weapon to scare the enemy away.

SEE-faah'r: Stop shooting. Pick up any projectiles lying nearby and restock your reserves. Wait for further orders. Those who keep on shooting will have to go retrieve their projectiles wherever they went.

KULL!: The chief will accompany this order with a gesture across his throat. This means: loot to kill, no prisoners.

Respecting the Chief: The chief is the chief, even if he is a kobold. Warriors owe respect and obedience to the chief. If the chief is not happy with you, he can give you a good whack on the head and get away with it. That's because he's the chief and you're not.

When talking to the chief, assume the "ztan-HU'T" order was given. Don't whisper, grouse, grumble, mumble, or mutter — always bawl. Bawling is the only acceptable form of communication in the Legion.

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warrior must report for feet treatment, which consists of a bath of hot mud, stirge blood, and goat cheese. Feet must then be kept up for a day until the mixture dries up completely. It must not be washed off.

Boots must be in good condition. If they are too small, the warrior may rip the soles off. The heels must remain, otherwise the warrior won't be able to salute properly.

Basic Health Inspection: See Health Requirements described in the Warrior Recruitment section of this manual. The Great Shaman or the Wicca Master will use their magic to heal loss of hearing and bad reflexes.

Pest Control: Orcs with lice make for lousy orcs. The orcin should be free of lice, fleas, ticks, and leeches. The warriors must take off their clothes, take one step back, and assume the ztan-HU'T attitude. The Great Shaman will inspect each warrior, or use a kobold to help inspect harder to reach places.

Lice: If any lice are discovered, the kobold nurse must use the boar hair brush to anoint the infested area with the shamanistic preparation. It is made of swine fat, wolf urine, and salt. The preparation must not be wiped off. Use a hot iron on all the seams of the patient's clothes. All furs must also be anointed.

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Every tenth warrior then leaves for Hunting Duty. Each carries a sack of stones on his back, which is emptied when the warrior finds food. The law is "March or Die". Cave prowlers eat stragglers. Those coming back with stones instead of food get to cook dinner for the troop, and feed the wolves, boars, and skinwings, at their own risk.

Meanwhile, other warriors drill again. They must follow the *Warriors' Path*, a trail that goes around Camp Sodhor. Spike-festooned ditches, slippery walls, pungi stakes, mudcrawls below ballistas' field of fire, ravines with rope bridges, trapped cliffs, and monster-infested brush are common obstacles on this trail. Be prompt, keep your eyes open, and your dagger handy. The last ten warriors off the path get to start over. Rib-jabbing and head-bashing are mandatory.

When marching to war, the warriors must sing the age-old warrior song of the Legion. It was created by an orc hero called Bojezt during his years of captivity in the human land of New Averogne. It is traditionally sung in his jargon (capture an Averognan human for the translation):

*"Tiens, voila du boudin, voila du boudin
pour les Hobgobelins, les Orques, et les Gobelins.
Pour les Trolls y'en a plus, pour les Trolls y'en a plus,
c'est tous des tir-au-flanc,
pour les Trolls y'en a plus, pour les Trolls y'en a plus,
c'est tous des tir-au-flanc!"* (start over)

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Fighting: Every other day, warriors must practice their fighting skills. Warriors are trained with common weapons of the Legion, one after the other. They get to rest and take care of the equipment after that.

Slashing Weapons: Warriors must practice against wet sandbags. The bags are hanging above a swinging trap door. If the warrior cuts the rope, the bag falls on one side of the door, preventing the opposite end from swinging open. If the warrior misses, he falls into the pit below, and the trap door swings shut on his head.

Edged Weapons: Warriors train on large water skins. The skins hang above burning coal. If the warrior can pierce it, he goes on without burning his feet.

Blunt Weapons: A large beam is stuck through a stone wall between two caves. Warriors on both sides compete to hammer the beam into the other cave. Losers get to start the drill all over again with slashing weapons.

Self-Defense: Warriors try to avoid blows from a rotating beam fitted with flails, blades, and spiked maces. They must survive the time it takes the next orc to pick his nose.

Hand to Hand: Each warrior is pitted against another chosen at random. The fight ends when one of the two either falls unconscious, is thrown out of the ring, or both his shoulders hit the dirt. Warriors have the choice between studded leather straps for their fists, or a small weighted net.

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Opinions and Views on the Broken Lands

CUNEGONDE-THE-BROAD, BRIGAND, to her Mental Healer

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

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

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

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

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

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

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

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

Please help me doc, what should I do?

...Waddaya mean join the Legion!!

HOGUR, KNIGHT OF HIGH GOBLINY, brushing his war wolf:

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

...brush-brush-brush...

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

...blush-blush-blush...

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

...grumble-grumble-grumble...

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

...brush-brush-brush...

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

...brush-brush-brush...

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

...chuckle-chuckle-chuckle...

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

...brush-brush-brush...

Opinions and Views on the Broken Lands

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Yellow Orc

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

Average Size: 5' + d20 inches
 Fitness (d6): 1-3: skinny
 4-5: normal
 6: fat

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

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

Troll

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

Average Size: 7'6" + d20 inches
 Fitness (d6): 1-3: skinny
 4-5: normal
 6: fat

Monstrum Imbecilus Rex: Not noted for their intelligence. Tall, light green

with dark green spots (or vice versa). Black, straw-like hair on top of the head, straw-like shape. Seen with studded red leather belt and sashes; spiked whips. Long, slimy, carrot-shaped nose. Inhabit wilderness hills and the gloomiest forests.

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

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

Other Physical Details

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

- 01-03 Bald; extra hair on the shoulders
- 04-06 Big wrinkles, or flabby flesh
- 07-09 Blue splotches on the snout
- 10-12 Broken teeth (1d6), or funny wig
- 13-15 Brown, hanging tongue, foul breath
- 16-18 Cold, slimy snout, or wooden leg
- 19-21 Drooling, gaping mouth
- 22-24 Drooping ears, or tusk upward
- 25-28 Eye patch, leather or fur
- 29-31 Green splotches on the snout
- 32-34 Hairless spots or tattoos
- 35-37 Hairy warts, or furry feet
- 38-40 Hunchback, broad shoulders
- 41-43 Limping, whining, or hiccup
- 44-46 Mane, mohawk, plume, or tuft
- 47-49 Occasional convulsion, or twitch

- 50-52 One upright ear, one drooping
- 53-55 Oozing lumps and pimples
- 56-58 Orange lumps on the snout
- 59-62 Oversized ears, or nostrils
- 63-65 Prognathous jaw, or foul breath
- 66-68 Small horns, or small boar tusks
- 69-71 Split lip exposing teeth
- 72-74 Twitching, or nervous attitude
- 75-77 Upright ears, or oversized lips
- 78-80 Various ugly, seamed scars
- 81-82 Wet, slimy hair under chin
- 83-00 Roll twice more on this chart

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

Commanding Troops

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

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

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

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

CREATING PLAYER CHARACTERS

Taking Over Subordinates

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

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

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

Command Limitations

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

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

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

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

Length of Service

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

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

Other Chiefs' Retainers

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

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

Controlling Another Chief

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

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

Commanding Example

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

The tribal chief sends you, poor devil, to ambush the fearsome intruders, an obviously perilous task. You decide to substantially increase your "striking

potential" and use your ability to order nearby goblins to come along. Their present master, another chieftain, is busy elsewhere.

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

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

Command Modifiers

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

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

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

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

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

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

Creating Player Characters

Racial Tolerance Table

Subordinates' Races

Commander's Race	Kobold	Goblin	Orc	Hobgoblin	Gnoll	Bugbear	Ogre	Troll
Kobold	—	-3	-1	-2	-1	-2	-2	-1
Goblin	-3	—	-2	-1	-2	-1	-1	-2
Orc	-1	-2	—	-3	-1	-2	-2	-1
Hobgoblin	-2	-1	-3	—	-2	-1	-1	-2
Gnoll	-1	-2	-1	-2	—	-3	-2	-1
Bugbear	-2	-1	-2	-1	-3	—	-1	-2
Ogre	-2	-1	-2	-1	-2	-1	—	-3
Troll	-1	-2	-1	-2	-1	-2	-3	—

Skills (Optional)

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

Initial Skills

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

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

How Skills Are Used

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

Whenever the skill is needed, your DM

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

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

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

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

Improving Skills

Your character can improve his skills if desired. In this case, the chances to use an improved skill would be higher than the

Ability on which it is based. To improve a skill, your character must "trade in" one of his extra skill choices. Each skill choice traded in gives your character a permanent +1 to another skill.

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

Learning More Skills

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

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

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

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

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

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

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

CREATING PLAYER CHARACTERS

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

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

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

Skills for Other Races

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

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

Traditional Humanoid Skills

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

Bugbear: *Fighting Frenzy* (Co)

Gnoll: *Bravery* (Wi)

Goblin: *Monster Empathy* (Wi)

Hobgoblin: *Alertness* (Dx)

Kobold: *Escape Artist* (Dx)

Ogre: *Muscle* (St)

Common Orc: *Endurance* (In)

Red Orc: *Outdoor Stealth* (Dx)

Yellow Orc: *Martial Arts* (Dx)

Troll: *Sleeping* (Co), *Drinking* (Co)

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

Skills and Your Character Sheet

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

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

Brawling (St): 15 (+1)

Literacy (In): 7

Mysticism (Wi): 9

Noise Imitation (Dx): 11 (+2)

Outdoor Stealth (Dx): 11 (-1)

Endurance (Co): 14

Bawling (Ch): 12 (+1)

Skills and the DM

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

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

Example: *Urgath the Orc* tries to use his *Brawling* skill to intimidate a multi-HD fire-breathing dragon, so he and his comrades can get out safely. Your DM can

ignore such a silly request, since the dragon will get furious for such a lack of diplomacy. Your DM may instead remind the player of his character's Servility skill. Urgath could use the latter to beg for his party's survival!

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

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

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

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

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

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

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

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

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

Skill Descriptions

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

Strength Skills

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

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

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

NPCs with the same or better HD (levels for humans or demi-humans) may ignore a successful check if they

succeed a Morale Check (as described in the rules for monsters), or a *Bravery* Check (q.v.) for PCs, humans and demi-humans.

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

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

Intelligence Skills

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

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

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

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

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

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

Signaling: Allows your character to leave messages that can be understood only

by another *Signaling* specialist. For example, inoffensive looking stacks of stones and branches can be left on a trail to warn friendly followers of an impending danger.

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

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

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

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

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

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

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

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

DUH LEGION'S GUIDE TO FUNGI



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



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



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



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

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



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



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

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

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



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



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

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

Wisdom Skills

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

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

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

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

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

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

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

Monster Training: Choose a particular monster. Your character knows how to raise, train, and care for this type of monster. A check is needed every time

the monster is used for any significant purpose, with a penalty to the check of -1 per HD of difference between the trainer and its monster (if the monster is tougher than its trainer). The monster must have animal intelligence (no less, no more) and can be taught some simple tricks, or to obey simple orders.

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

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

Dexterity Skills

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

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

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

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

Escape Artist: Your character has a chance of getting loose when tied or locked up. A successful check means your character managed to get rid of his

ropes. Another roll is needed to open a locked door. Actually getting away from the location of an imprisonment should be role-played.

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

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

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

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

Martial Arts: Choose one style.

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

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

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

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

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

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

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

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

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

CONSTITUTION SKILLS

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

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

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

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

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

CHARISMA SKILLS

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

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

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

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

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

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

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

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

HUMANOID LANGUAGES

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

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

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

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

YOUR CHARACTER'S BACKGROUND

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



YOUR TRIBE

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

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

YOUR HORDE

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

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

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

Minor Hordes Generation Chart

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

- | | |
|------------------|---------------------|
| 17 Evil Eyes | 17 Leprous Heads |
| 18 Rottin' Hands | 18 Halfling Rippers |
| 19 Leg Breakers | 19 Death Drifters |
| 20 Flesh Renders | 20 Hook Flayers |

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

YOUR TRIBAL STANDING

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

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

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

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01(-): Master is a Shaman or Wicca

02-05: Pariah (no Master)

06-20: Master is a minor Chieftain

21-30: Master is a major Chieftain

31(+): Master is the Horde Chief

Tribal Standing Definitions —

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

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

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

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

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

You can count only on yourself for food or shelter. You may remain with the horde as long as you do not interfere with its day to day business. You are positively malnourished (-1 to fitness — see

Appearance earlier in this chapter), and you are definitely dirt poor (2d6 gp starting treasure). The horde will share neither loot nor food with your character. The quality of your weapons, if any, is up to your DM.

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

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

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

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

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

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

Horde Chief's Retainer: Your master is no other than the horde chief. He is the one who controls your village (and perhaps

even the tribe itself). He decides when to move elsewhere or start a war. He is definitely the toughest, meanest, and ugliest of them all.

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

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

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

Naming Your Character —

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

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

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

COMMON HUMANOID NAMES —

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

Creating Player Characters

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

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

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

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

Atruaghin Origins

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

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

Wolf-Head, Wood-Hand, Yellow-Dust, Yawning-Bear, Zorn-Breath.

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

Ethengarian Origins

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

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

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

Ylari Origins

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

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

Zulman, Tarik, Yzmna, Zmurrut*.*

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

Northern Reaches Origins

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

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

Sind Origins

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

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

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

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

HUMANOID FORMS OF ADDRESS —

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

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

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

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

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

Equipping Your Character —

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

The effects of bad equipment are described in this section. If your DM feels this concept is inappropriate to the campaign, simply ignore this section and go

on with regular D&D® game play. These rules are totally optional and do not affect the rest of this product.

Who Gets What, and Why? —

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

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

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

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

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

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

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

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

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

Weapon Defects (Optional)

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

Cutting, Slashing, Piercing Weapons

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

Blunt Weapons

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

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



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

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

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

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

Example: *Flea-Bottom* picked up an

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

Oversized Weapons (Optional)

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

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

Small Creatures, 5' tall or smaller, cannot use any of the heavy two-handed weapons, such as the battle axe, two-handed sword, pole arm, and cavalry lance. They

can, however, use javelins, spears, bows, crossbows and other lighter two-handed weaponry.

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

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

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

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

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

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

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

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

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

HUMANOID ARMOR (Optional)

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

Armor Pieces

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

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

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

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

The head gear represents 1/4 of a nor-

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

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

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

Partial Armor Protection Ratings

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

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

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

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

ARMOR FAILURE (Optional)

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



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

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

Random Armor Failure Table

d8 Game Effect

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

ARMOR SIZES (Optional)

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

expensive and rare the equipment.

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

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

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

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

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

CREATING PLAYER CHARACTERS

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

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

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

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

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

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

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

Other Adventuring Equipment —

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

Most of these items are usually recov-

ered from failed human expeditions, or from miscellaneous objects abandoned in the dungeons. Because of this, they may be in bad shape.

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

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

UNFORTUNATE LEGACY — (Optional)

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

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

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

d20 Unfortunate Legacy Table

01-05 *None.*

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

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

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

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

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

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

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

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

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

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

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

DUH ORC FACE

THAR IDENTIFIKASHOEN SKROL

DUH TRIBAL ZIMBOL



Duh Abiliteez

Adjustmntz

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

NAME: Hoolg Red Mane

Tribe: Red Orcland
Horde: Drippin Blades

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

HIT DAIZ HIT PONTZ THAKO

OR17/55	NOW 60	THEN 60	6	AC: 4/8
XP: 1869000				

Tribul Ztanding: Tribal/Chief

Feith: Wogar
Alignmunt: Chaotic

DUH ARMUR

DUH WEPONZ

Saving Throws

WHERE	WHAT	SIZE	ENC.	P.A.R.	WHERE	WHAT	SIZE	ENC.	P.A.R.
CHEST	BONES	H	50	4	L.LEG	FUR	H	10	1/2
L.SHOE	LEATHR	H	20	1	R.LEG	FUR	H	10	1/2
R.SHOE	LEATHR	H	20	1	R.FOT	FUR	H	10	1/2
WAIST	FURS	H	10	1/2	L.FOT	FUR	H	10	1/2
L.ARM	SHIELD	H	100	(-1AC)					TOTL 8 1/2

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



EKUIPMUNT:

ARMOR	240cn	AMULET +1 AC	20cn
WEAPONS	130cn	AMULET +1 TO HIT	20cn
GR1-GR1	20cn		
SHAMAN'S POUCH	20cn		
HEAD BAND +2	10cn		
PAINT POTS	20cn		
CHIEF FEATHERS	30cn		
SKINWING GRAINS	40cn		
OLD BLANKET	45cn		

Side Kik:

Race Skinwings
AC: 7 HD 2
hp: 12 THAKO 18
Tresur:
TRIBE'S
Total Enc.
565cn

Skills + Special Abiliteez:

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



Othoritee Max. HD: 157
Creatures Commanded: 130 HD OF RED ORCLAND
CHIEFS & CHIEFTAINS

MOVE:

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

LANGUAJZ: ORCLANDISH, THARIAN

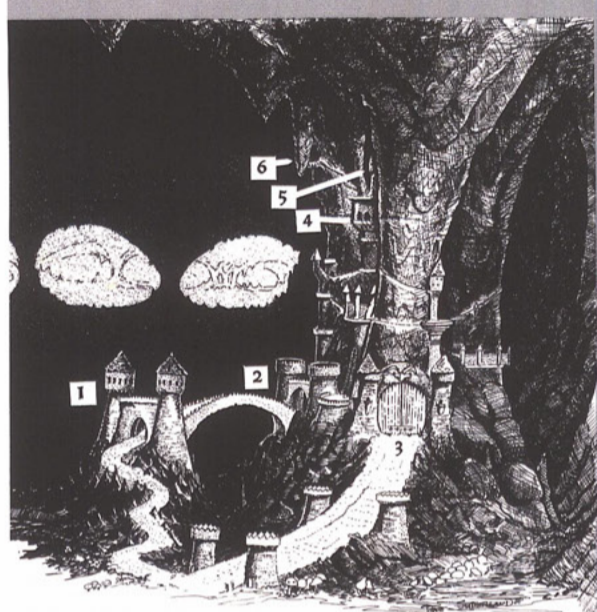
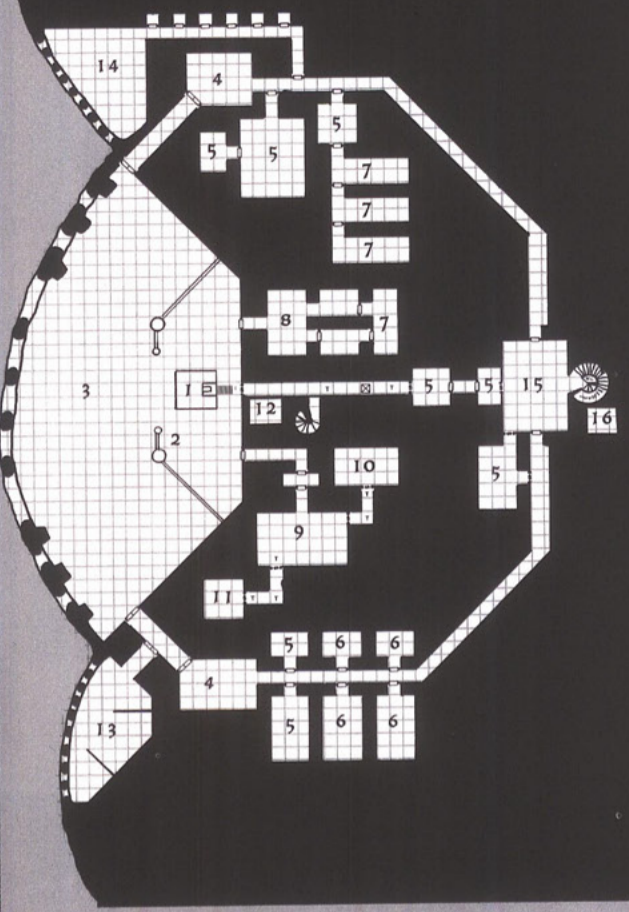
Unfortunate Legazes/Deskripshoen

LONG RED SHAGGY HAIR
BRAIDS & FEATHERS
1 TUSK UPWARD
RED MANE
OVER SIZED NOSTRIKS
SPLIT LIP & SCAR
PHOBIA: SEAS
HAS FLEAS

SPELS; DETECT MAGIC DETECT (GOOD) HOLD PERSON SILENCE IS

KING CHAR'S THRONE ROOM

1. Throne.
2. Low ornamental wall, guard station.
3. Throne room.
4. Ante-chambers.
5. Royal bedrooms.
6. Guest/retention chambers.
7. Storage - food and drink.
8. Royal kitchens.
9. Treasure room - cheap flashy things.
10. Bulk coin room mostly copper and silver.
11. Char's richest treasures.
12. Secret hall, to 6 or up to tower.
13. War room.
14. Costume room.
15. Guard hall.
16. Double spiral stairs. Secret inner spiral is steeper, allowing faster movement.



- King Char's Fortress**
1. Barracks
 2. Main gate
 3. War Machine garage
 4. Throne room
 5. Kings tower
 6. Private dungeon

The World Above - Upper Broken Lands

Scale: one hex equals 8 miles

The World Under - Lower Broken Lands

Scale: 1 hex = 8 miles

Scale: one hex equals 8 miles

A Typical Good War Machine

Total Hull Points 311

- 150 base Good class machine
- 40 light ram
- 54 three light ballistae
- 40 wrecking ball
- 27 tail maul

Heavy wrecking ball, damage D12 + 8.

Heavy tail maul, damage D6 + 8.

Light ram, damage D4 + 6.

Three light ballistae, damage D8 + 4 each.

Tribal Migrations in the Known World

1. Upper Boneya Valley (4500 BC)
2. Hybriia (3200 BC)
3. Ancient Blackmoor (2400 BC)
4. Norwold (1722 BC)
5. The Cradle (1310 BC)
6. Battle of Khuzub (1296 BC)
7. Sind Desert (1280 BC)
8. Broken Lands (1709-1201 BC)

Legend:

- Beastmen
- Great Horde
- Akkila Khan
- Wogar's Tribe
- Ogre Moor
- Unknown Tribes

Continental Humanoid Migrations

Legend:

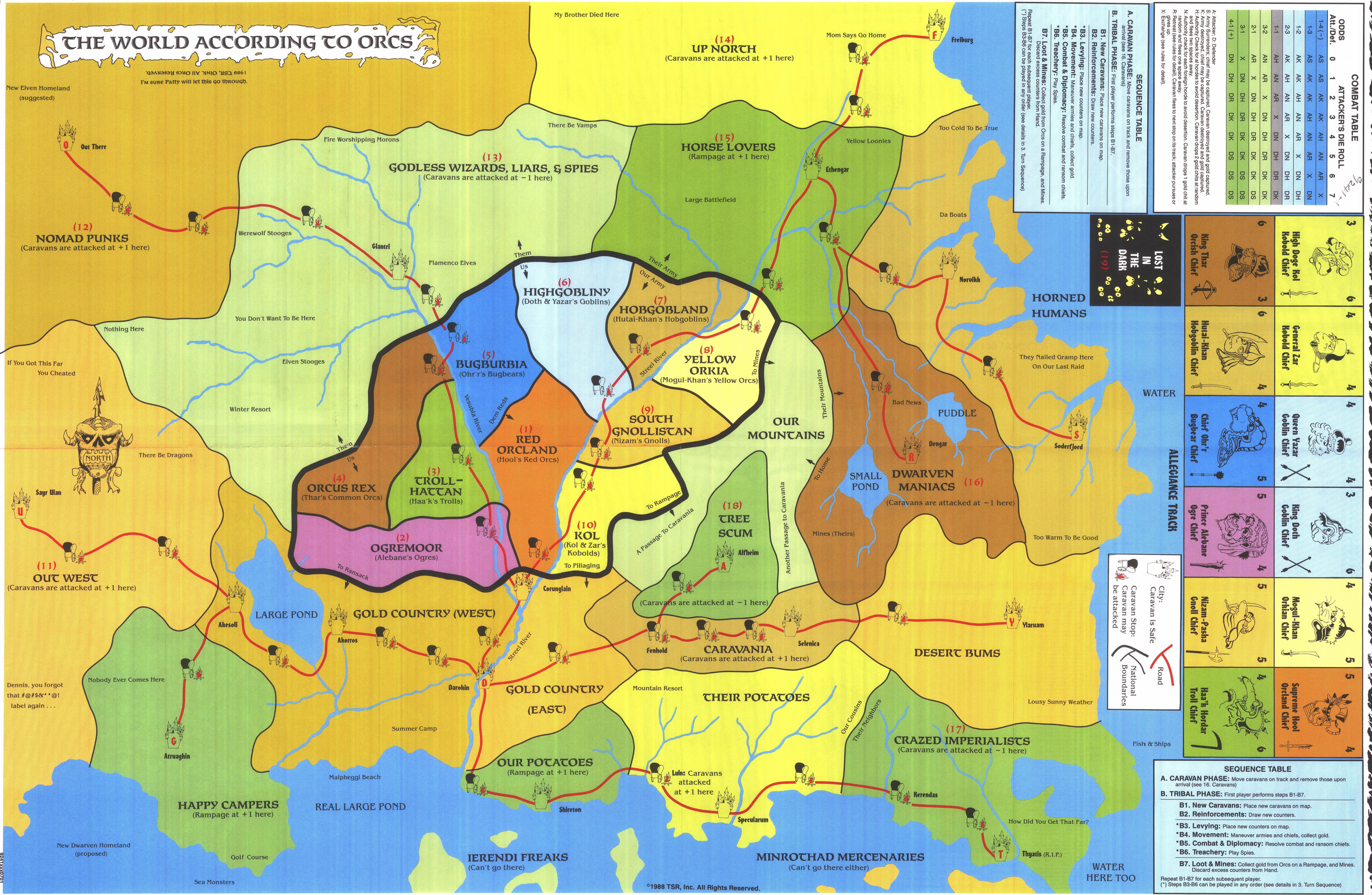
- Great Horde (G Descendants)
- Akkila Khan
- Ogre Moor
- Wogar's Tribe (G Descendants)
- Mixed Tribes

City of OENKMAR

Scale: one inch equals 250 feet

THE WORLD ACCORDING TO ORCS

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I'm sure Patty will let this go through.



COMBAT TABLE

Att./Def.	0	1	2	3	4	5	6	7
1-4 (-)	AS	AS	AK	AK	AH	AN	AR	X
1-3	AK	AK	AK	AH	AN	AR	X	DN
1-2	AK	AH	AN	AR	X	DN	DH	DR
2-3	AK	AH	AN	AR	X	DN	DH	DR
1-1	AH	AN	AR	X	DN	DH	DR	DK
3-2	AN	AR	X	DN	DH	DR	DK	DK
2-1	AN	X	DN	DH	DR	DK	DK	DS
3-1	X	DN	DH	DR	DK	DK	DS	DS
4-1 (+)	DN	DH	DR	DK	DK	DS	DS	DS

SEQUENCE TABLE

A. CARAVAN PHASE: Move caravans on track and remove those upon arrival (see 16. Caravans).

B. TRIBAL PHASE: First player performs steps B1-B7.

B1. New Caravans: Place new caravans on map.

B2. Reinforcements: Draw new counters.

B3. Levying: Place new counters on map.

B4. Movement: Maneuver armies and chiefs, collect gold.

B5. Combat & Diplomacy: Resolve combat and ransom chiefs.

B6. Treachery: Play Spies.

B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines. Discard excess counters from Hand.

Repeat B1-B7 for each subsequent player.
(*Steps B3-B6 can be played in any order (see details in 3. Turn Sequence))

LOST IN THE DARK (19)

King Thar Orcish Chief	6	3
High Doge Kol Hobold Chief	6	3
Hurai-Khan Hobgoblin Chief	6	4
General Zar Hobold Chief	4	4
Queen Yazar Goblin Chief	4	4
Chief Ohr-r Bugbear Chief	4	4
Prince Albane Ogre Chief	5	4
King Deth Goblin Chief	4	3
Mogul-Khan Orshan Chief	4	4
Nizam-Pasha Gnoll Chief	5	4
Mogul-Khan Orshan Chief	5	5
Supreme Hool Orcland Chief	5	5
Haah Hordar Troll Chief	4	4

ALLEGIANCE TRACK

City: Caravan is safe
Caravan Stop: Caravan may be attacked
National Boundaries
Road

SEQUENCE TABLE

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Repeat B1-B7 for each subsequent player.
(*Steps B3-B6 can be played in any order (see details in 3. Turn Sequence))

New Elven Homeland (suggested)

Out There (12)
NOMAD PUNKS
(Caravans are attacked at +1 here)

If You Got This Far You Cheated

Out West (11)
OUT WEST
(Caravans are attacked at +1 here)

Dennis, you forgot that #@\$%*!@! label again...

New Dwarven Homeland (proposed)

THE WORLD ACCORDING TO

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I'm sure Patty will let this go through.

New Elven Homeland
(suggested)



Out There

(12)

NOMAD PUNKS

(Caravans are attacked at +1 here)



Werewolf Stooges

Fire W

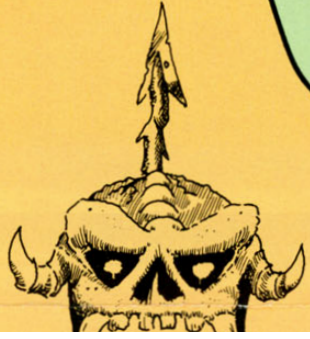
You Don't Want To Be Here

Nothing Here

If You Got This Far
You Cheated

Elven Stooges

Winter Resort



ORCS

My Brother Died Here

UP
(Caravans at

There Be Vamps

ipping Morons

HOR
(Ramp

(13)
GODLESS WIZARDS, LIARS, & SPIES
(Caravans are attacked at -1 here)

Large B

Glantri



Flamenco Elves

↑
Them

↓
Us

↑
Their Army

↓
Our Army

(6)
HIGHGOBLINY
(Doth & Yazar's Goblins)

(7)
HOBGOBLAND
(Hutai-Khan's Hobgoblins)

(5)
BUGBURBIA
(Ohr's Bugbears)

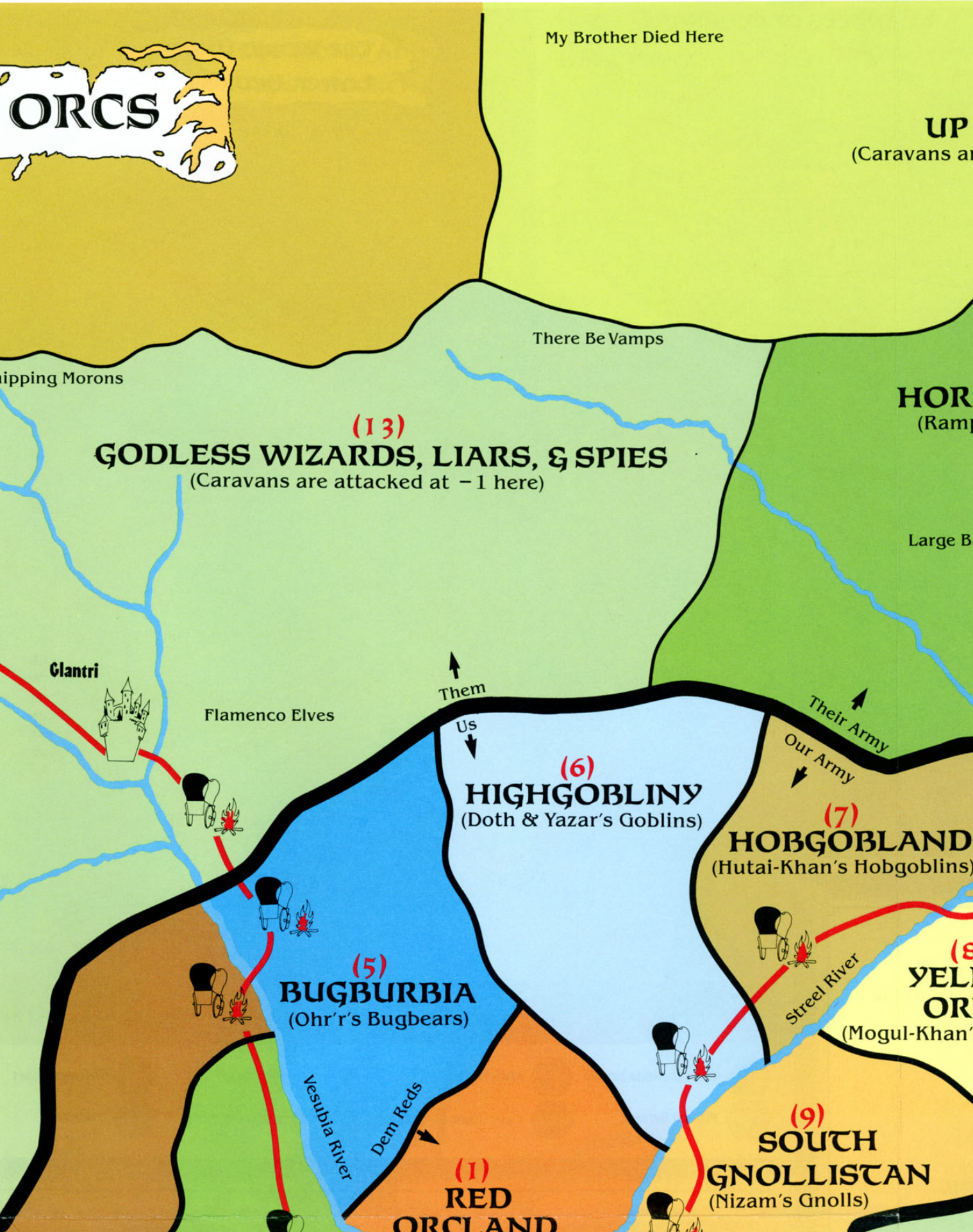
(8)
YEL
OR
(Mogul-Khan's

Streel River

Vesubia River
Dem Reds

(1)
RED
ORCLAND

(9)
SOUTH
GNOLLISTAN
(Nizam's Gnolls)



(14)
UP NORTH
(Caravans are attacked at +1 here)

Mom Says Go Home



Freiburg



(15)
HORSE LOVERS
(Rampage at +1 here)

Yellow Loonies

Too Cold To Be True



Ethengar

Large Battlefield



Da Boats



Norvikk

Army

OB
Hobgoblins)



(8)
YELLOW ORKIA

Mogul-Khan's Yellow Orcs)

To Mines

Their Mountains



Bad News

PUDDLE



H
STAN
(s)

OUR MOUNTAINS



Dengar

COMBAT TABLE

ATTACKER'S DIE ROLL

ODDS	Att./Def.	0	1	2	3	4	5	6	7
1-4 (-)	AS	AS	AK	AK	AK	AH	AN	AR	X
1-3	AS	AK	AK	AK	AH	AN	AR	X	DN
1-2	AK	AK	AH	AN	AR	X	DN	DH	DH
2-3	AK	AH	AN	AR	X	DN	DH	DR	DR
1-1	AH	AN	AR	X	DN	DH	DR	DK	DK
3-2	AN	AR	X	DN	DH	DR	DK	DK	DK
2-1	AR	X	DN	DH	DR	DK	DK	DS	DS
3-1	X	DN	DH	DR	DK	DK	DS	DS	DS
4-1 (+)	DN	DH	DR	DK	DK	DS	DS	DS	DS

A: Attacker; D: Defender
 S: Army Surrenders; chief may be captured. Caravan destroyed and gold captured.
 K: Army destroyed, chief may be captured. Caravan destroyed and gold captured.
 H: Authority Check for all hordes to avoid desertion. Caravan drops 2 gold chits at random and flees two spaces away.
 N: Authority check for each foreign horde to avoid desertion. Caravan drops 1 gold chit at random and flees one space away.
 R: Retreat (see rules for detail). Caravan flees to next stop on its track; attacker pursues or gives up.
 X: Exchange (see rules for detail).

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B3. Levying: Place new counters on map.

B4. Movement: Maneuver armies and chiefs, collect gold.

B5. Combat & Diplomacy: Resolve combat and ransom chiefs.

B6. Treachery: Play Spies.

B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines.



Discard excess counters from Hand.

Repeat B1-B7 for each subsequent player.

(*) Spies R3, R4 can be played in any order (see details in 9. Tribal Caravans)

3  6 


High Doge Hol
Kobold Chief

4  4 

General Zar
Kobold Chief

4 

Queen Yaza
Goblin Chief

6  3 

King Thar
Orcish Chief

6  4 

Hutai-Khan
Hobgoblin Chief

4 

Chief Oh'r'r
Bugbear Chief

LOST IN THE DARK (19)

HORNED HUMANS

They Nailed Gramp Here
On Our Last Raid

WATER

Soderfjord



There Be Dragons

Sayr Ulan



(II)

OUT WEST

(Caravans are attacked at +1 here)



Akesoli

LARGE POND

(4)
ORCUS
(Thar's Com



Dennis, you forgot
that #@\$&**@!
label again ...

Nobody Ever Comes Here



Atruaghin

HAPPY CAMPERS
(Rampage at +1 here)

New Dwarven Homeland
(proposed)

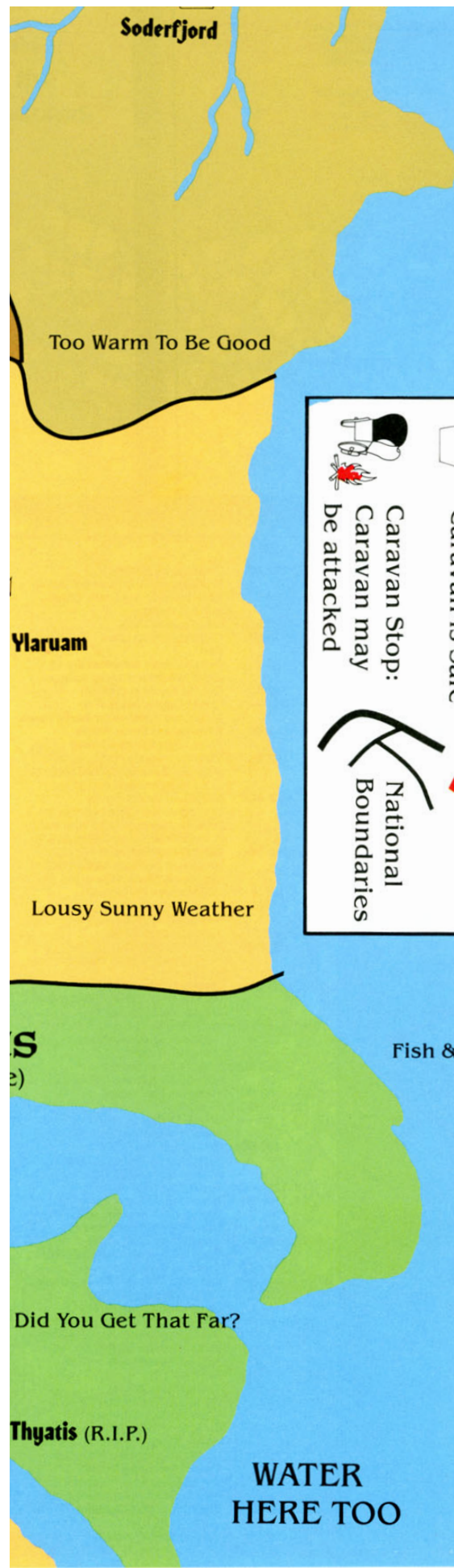
Golf Course

Sea Monsters

Malp

REAL





ALLEGIANCE TRACK

 5	 5	 4	 5
 4	 4	 5	 4
 5	 5	 5	 5
 4	 4	 5	 4

SEQUENCE TABLE

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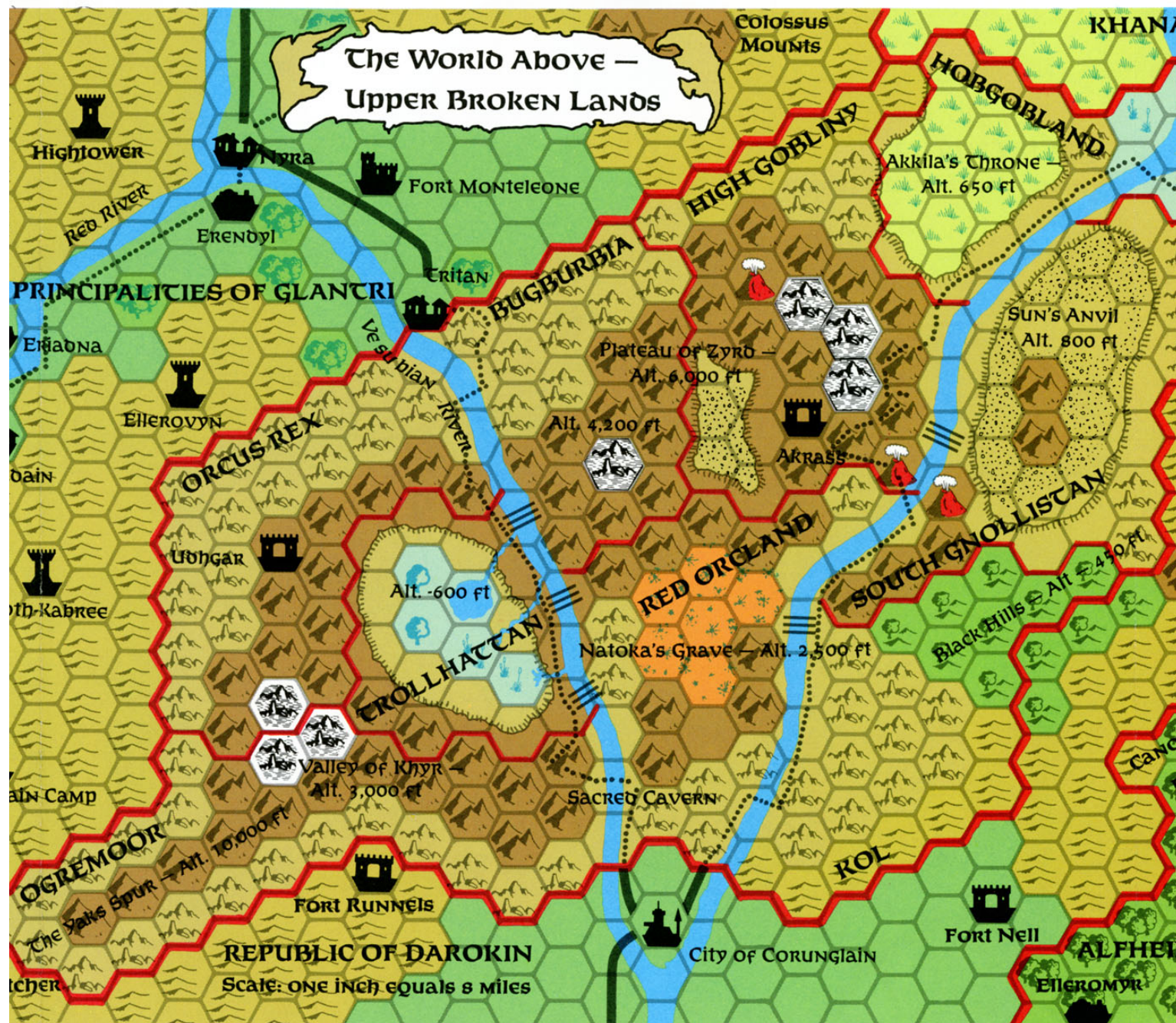
***B4. Movement:** Maneuver armies and chiefs, collect gold.

***B5. Combat & Diplomacy:** Resolve combat and ransom chiefs.

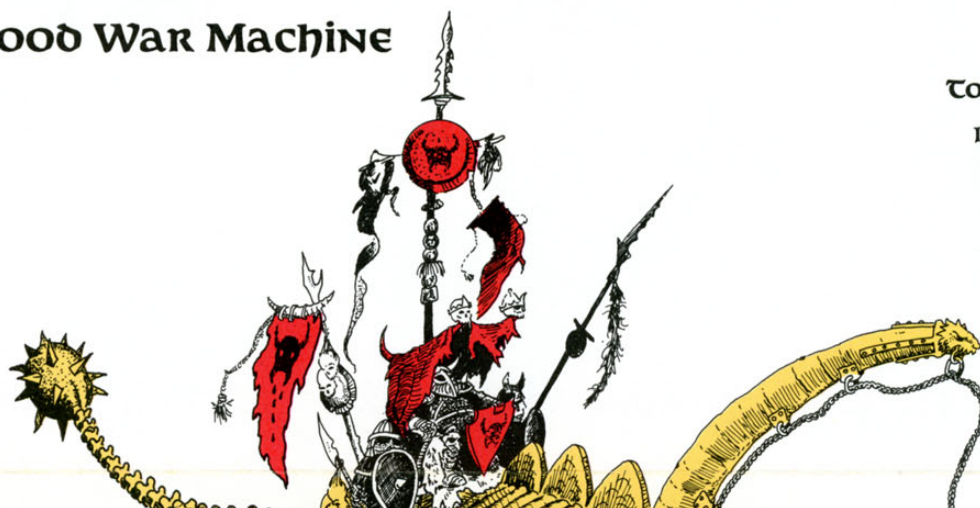
***B6. Treachery:** Play Spies.

B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines. Discard excess counters from Hand.

Repeat B1-B7 for each subsequent player.
 (*) Steps B3-B6 can be played in any order (see details in 3. Turn Sequence)



Typical Good War Machine



Total Hull Points 311

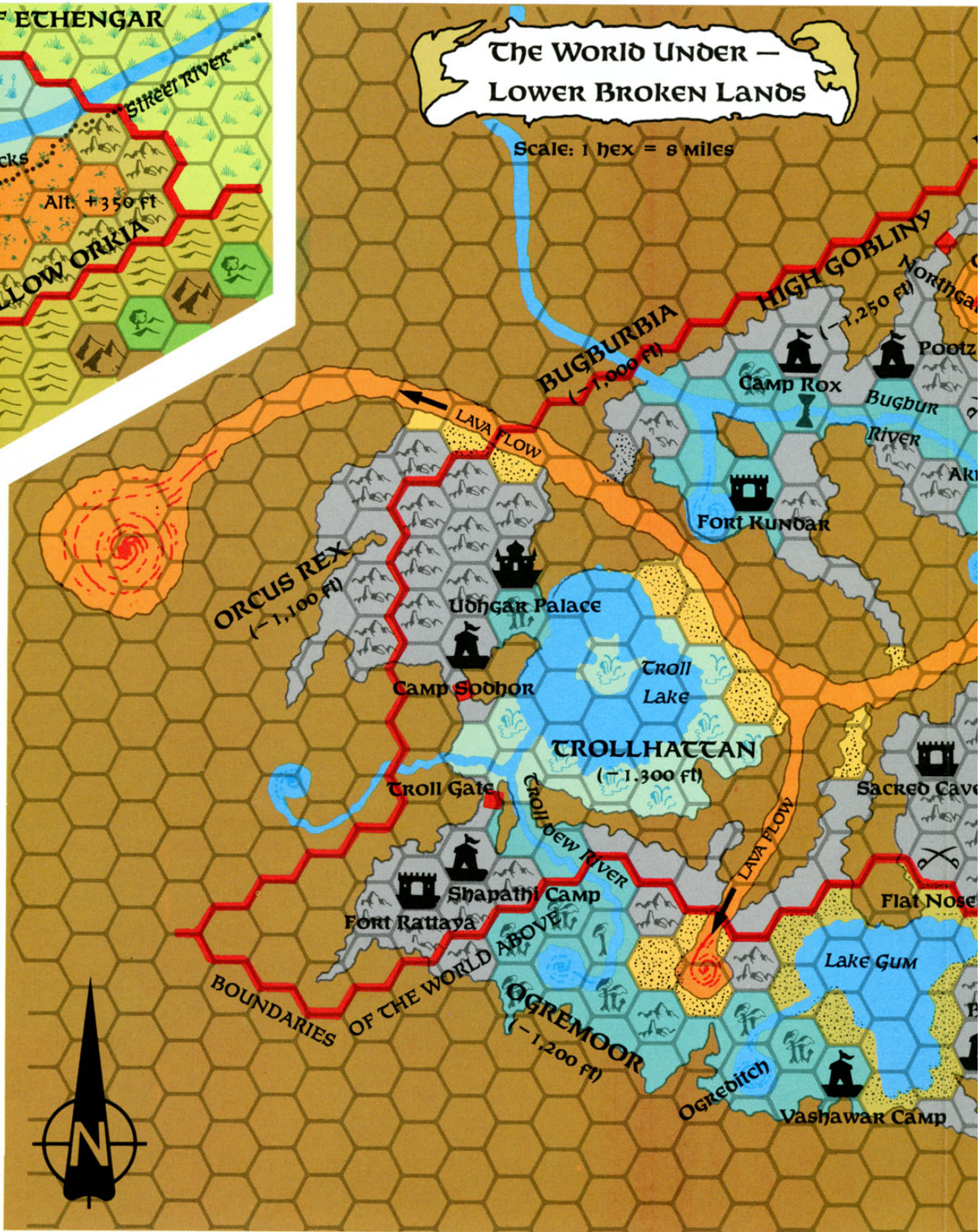
- 150 base Good class machine
- 40 light ram
- 54 three light ballistae
- 40 wrecking ball
- 27 tail maul

Heavy
wrecking ball,
damage $D12 + 8$.



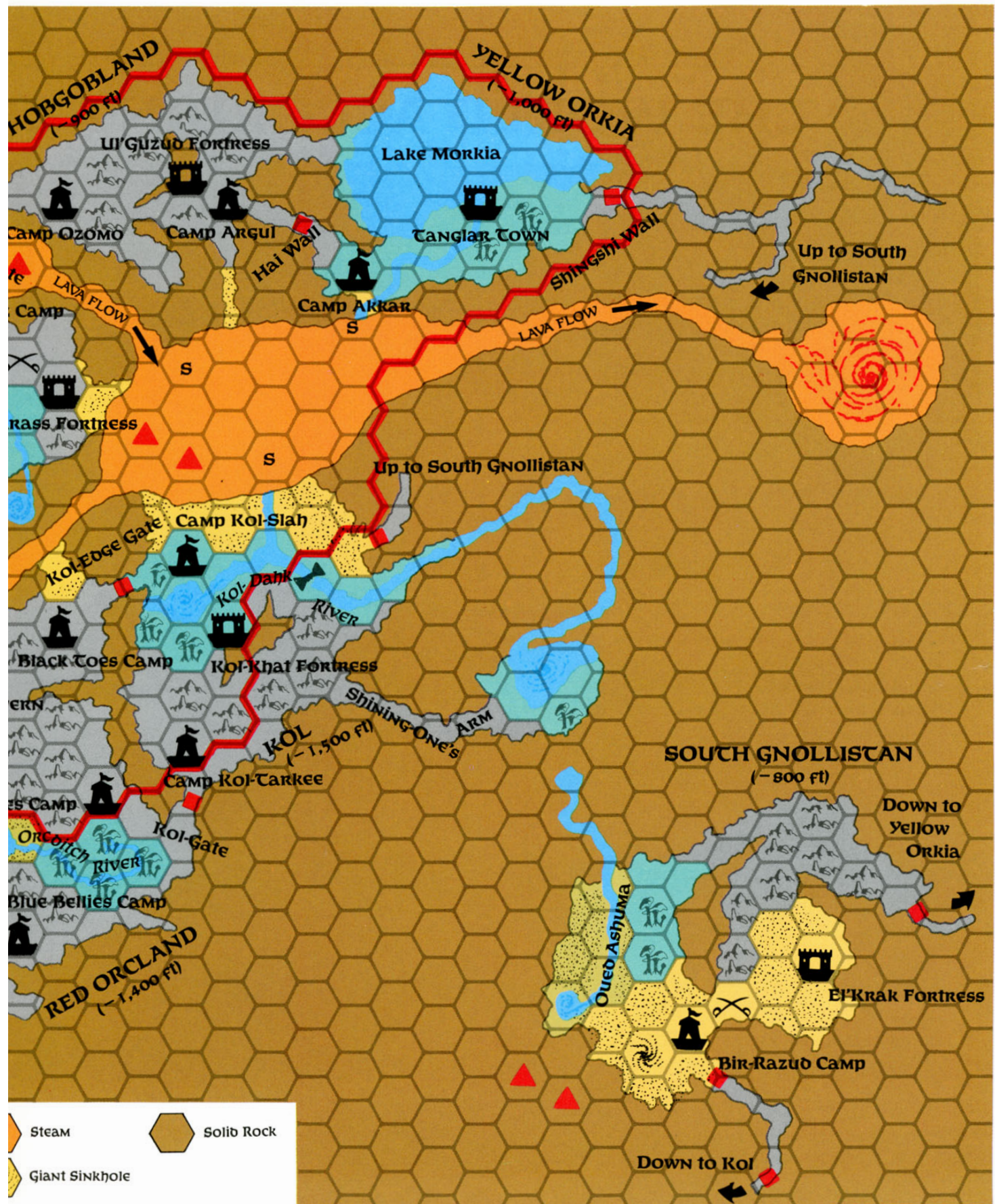
The World Under — Lower Broken Lands

Scale: 1 hex = 8 miles



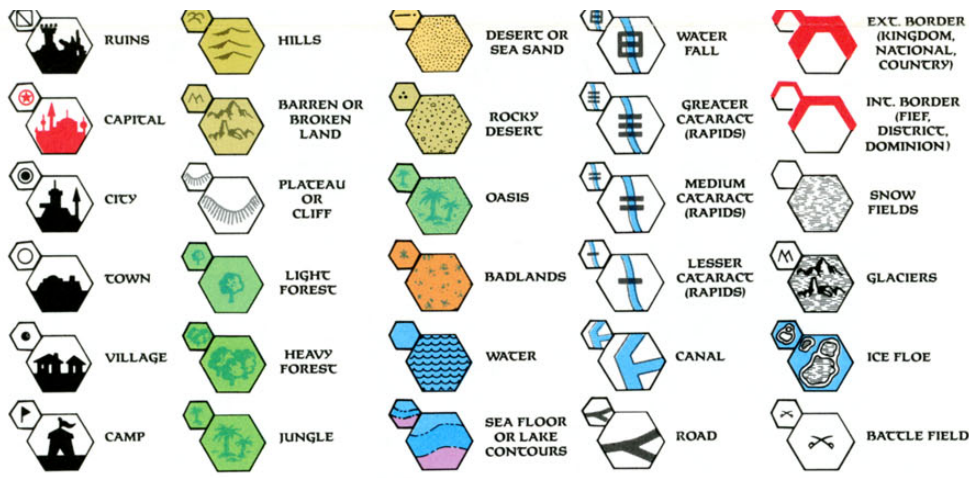
- | | | | | | | | | | |
|--|---------------------|--|----------------------|--|---------------------|--|---------------|--|---|
| | Giant Fungus Jungle | | Mud Flats | | Fortified Gate | | Volcano Shaft | | S |
| | Fungal Swamp | | Cave, Broken Terrain | | Volcanic Sand Dunes | | Syphon | | S |

Machine
ie



-  Steam
-  Solid Rock
-  Giant Sinkhole

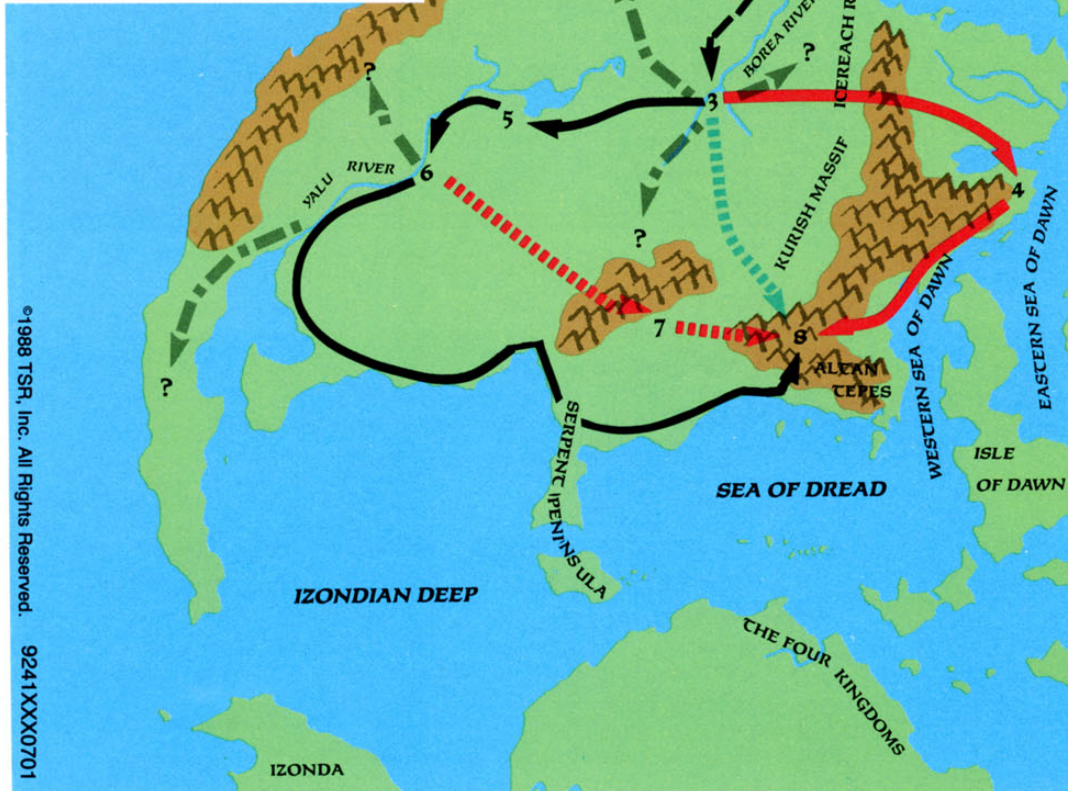




Tribal Migrations in the Known World

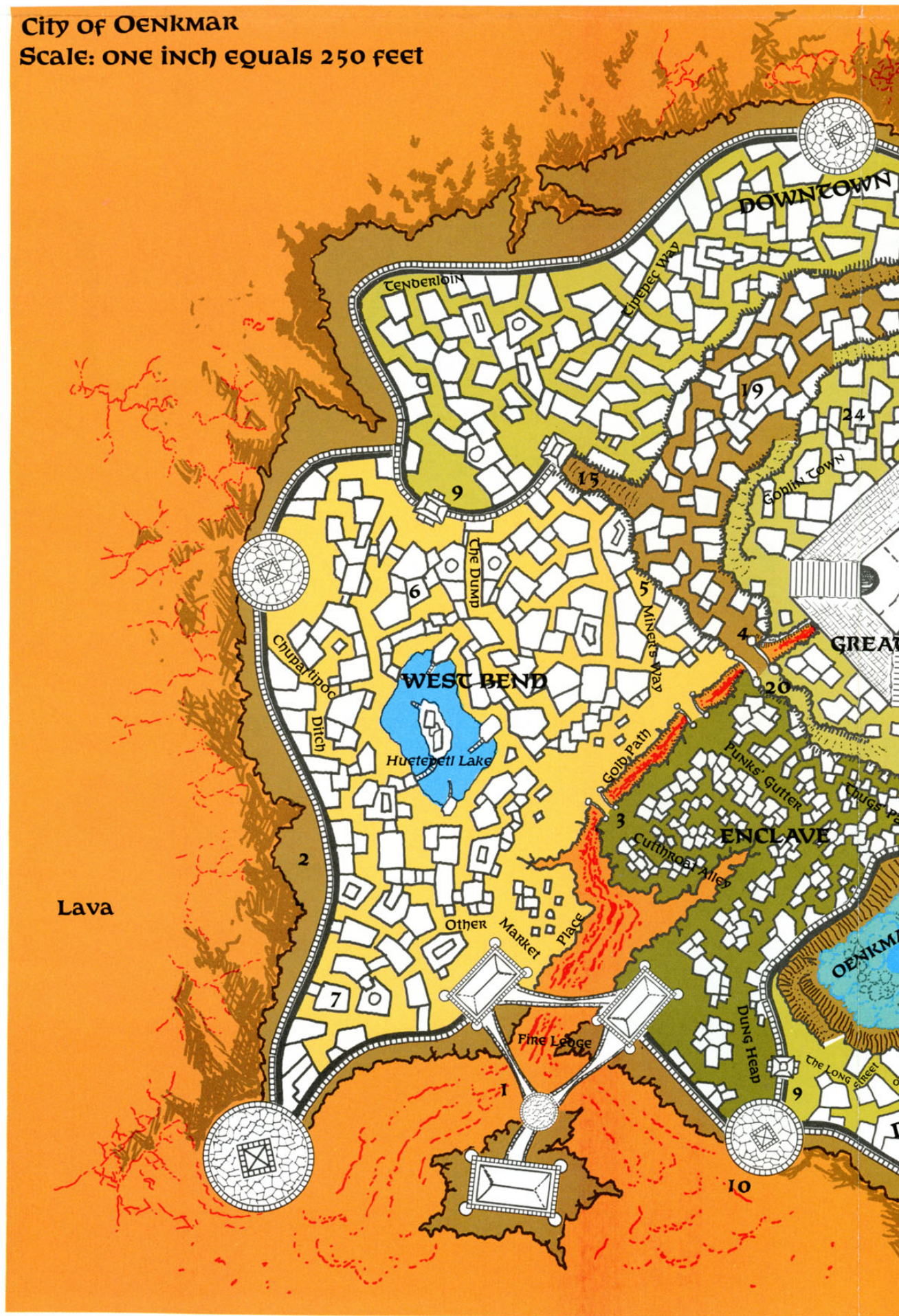
1. Upper Borean Valley (4500 BC)
2. Hyboria (3200 BC)
3. Ancient Blackmoor (2400 BC)
4. Norwold (1722 BC)
5. The Cradle (1310 BC)
6. Battle of Khuzud (1296 BC)
7. Sind Desert (1280 BC)
8. Broken Lands (1709-1201 BC)

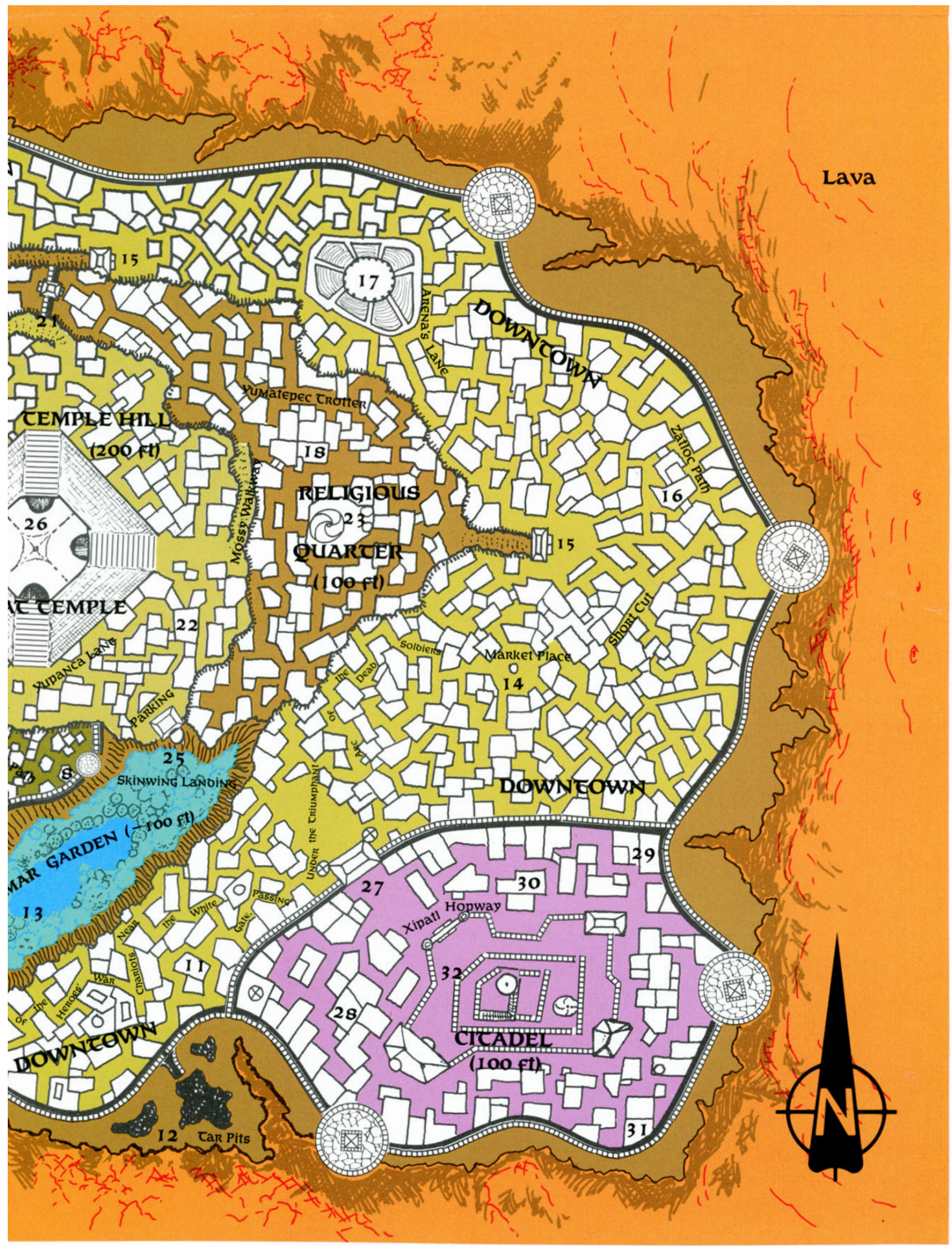
- Beastmen
 Great Horde
 Akkila Khan
 Wogar's Tribe
 OGREMOOR
 UNKNOWN Tribes



1. 1709 BC: Great Horde ravages Ethengar. Battle of Chongor. Akkila Khan betrays King Loark. Great Horde defeated.
2. 1708 BC: King Loark retreats. Cataclysm; King Loark dies.
- 493 BC: Queen Udbala summons the Great Horde back to the surface. Goblins flee from Chongor.
3. 1709 BC: Queen Udbala rallies Wolf Riders and marches on Sardal Pass. Ethengarians betray Akkila Khan. Night Bringers retreat.
4. 1701 BC: Various renegade clans leave the Great Horde and settle in hills of Vestland and Soderfjord.
- 1299 BC: Misguided Vestland trolls take the wrong tunnel, wander for years underground, and later end up in the Broken Lands (see area #14).
6. 1050 BC: Odious experiments in Nithia turn the Black Moon troll into insane gnolls. Rise of the Gnoll Demon Ranivorus.
- 500 BC: Enslaved gnolls flee Nithia. Nithia obliterated.
7. 510 BC: Various hordes settle.
8. 1690 BC: Akkila Khan builds Ul'Ghuzud and raids Glantri as well as Ethengar.
9. 1269 BC: OGREMOOR Tribe settles in the Broken Lands and raids Darokin and the Silver Sierras.
10. 1257 BC: Wogar's Tribe ravages Atruaghin, and picks up local culture and customs.
- 800 BC: Wogar's descendants massacred in Atruaghin revolt.
11. 1252 BC: Various hordes settle.
12. 1253 BC: Invasion of the Five Shires. Hordes settle in the Cruth Mountains. Skirmishes with Alheim.
- 490 BC: Survivors of Sardal Pass settle (see #17). Clashes with western humanoid tribes.
13. 1254 BC: Trading post burned down.
14. 1199 BC: Misguided Vestland Trolls pop up in the Broken Lands. They found the Trollhattan (see #5).
15. 1190 BC: Great Chiefs meet at the Rock of Oenkmarr. Celebrate Truce.
- 500 BC: Oenkmarr sinks into darkness. Omens. Nithia destroyed.
- 527 AC: Adventurers assassinate Great Chief Sitting Drool.
16. 1000 BC: King Blystar III of Rockhome defeats humanoid horde. Raids go on for another 500 years. Various hordes settle north of Alheim.
17. 492 BC: Battle of Sardal Pass. Queen Udbala dies on the field. Great Horde's debacle.
18. 1000 BC: Escaped Nithian Gnolls invade Karameikos, and the Fire Shires. Populate the Altan Tepes.
- 491 BC: Various hordes settle here and begin sporadic raids in the region. Failed siege of Selenica. Disastrous raid on Alheim. Captured orcs remain in Alheim.
19. 390 AC: 1st siege of Corunglain.
20. 500 AC: 523 AC: Corunglain ransacked.

City of Oenkmarr
Scale: ONE INCH equals 250 feet





Lava

15

17

21

CEMPLE HILL
(200 ft)

RELIGIOUS
QUARTER
(100 ft)

DOWNTOWN

16

TEMPLE

23

Market Place

Yupanca Lane

22

Parking

SKINWING LANDING

MAR GARDEN (100 ft)

DOWNTOWN

DOWNTOWN

27

Xipatl

Hopway

30

29
















CITADEL
(100 ft)



DOWNTOWN













12
















Car Pits





































3  King Doth	6  Goblin	1  Goblin	1  Goblin	1  Goblin
4  Queen Yazar	4  Goblin	2  Goblin	2  Goblin	2  Goblin
 Goblin	3  Goblin	3  Goblin	3  Goblin	4  Elite Goblin











6  Hutai-Khan	4  Hobgoblin	3  Hobgoblin
 Hobgoblin	3  Hobgoblin	4  Hobgoblin
 Hobgoblin	4  Hobgoblin	5  Elite Hobgoblin


5  Supreme Hool	4  Red Orc	2  Red Orc	2  Red Orc
 Red Orc	2  Red Orc	3  Red Orc	3  Red Orc
 Red Orc	3  Red Orc	3  Red Orc	4  Elite Red Orc




4  Mogul-Khan	5  Yellow Orc	1  Yellow Orc	2  Yellow Orc	2  Yellow Orc
 Yellow Orc	3  Yellow Orc	3  Yellow Orc	3  Yellow Orc	3  Yellow Orc
 Yellow Orc	3  Yellow Orc	3  Yellow Orc	3  Yellow Orc	4  Elite Yellow Orc

3  High Doge Kol	6  Kobold	1  Kobold	2  Kobold	2  Kobold
4  General Zar	4  Kobold	2  Kobold	2  Kobold	2  Kobold
 Kobold	2  Kobold	2  Kobold	2  Kobold	2  Kobold
 Kobold	2  Kobold	2  Kobold	2  Kobold	3  Elite Kobold

5  Nizam-Pasha	5  Gnoll	3  Gnoll	4  Gnoll	6  Elite Gnoll
 Gnoll	4  Gnoll	4  Gnoll	4  Gnoll	5  Gnoll

2  Small Fortress	2  Small Fortress	3  Fortress	3  Fortress
3  Fortress	3  Fortress	3  Fortress	4  Big Fortress
4  Big Fortress	5  Real Big Fortress	 Shaman	 Shaman

2  War Machine	2  War Machine	3  War Machine	3  War Machine
4  War Machine	 MINE	 MINE	 MINE
0  Spy Pup	1  Sr. Spy	2  Spy Master	 MINE

6 King Thar	3 Common Orc	3 Common Orc	3 Common Orc	3 Common Orc	3 Common Orc
3 Common Orc	3 Common Orc	3 Common Orc	4 Common Orc	5 Common Orc Elite	

Elite 8 Elite Troll	7 Troll	6 Troll
4 Haa'k Hordar	4 Troll	5 Troll

5 Prince Alebane	4 Ogre	3 Ogre	3 Ogre	4 Ogre
4 Ogre	4 Ogre	5 Ogre	Elite 7 Ogre	

4 Chief Ohr'r	5 Bugbear	4 Bugbear	4 Bugbear	4 Bugbear
4 Bugbear	4 Bugbear	4 Bugbear	Elite 6 Bugbear	

T → Y 	T → A 	T → G 	T → U 	F → S 	F → R
D → O 	D → S 	D → R 	D → F 	S → R 	S → D
A → Y 	Y → A 	Y → U 	O → U 	U → A 	O → D
O → D 	U → G 	G → Y 	R → S 	A → G 	O → T

3	3	3	3	3	3
4	4	4	4	4	2
4	4	4	4	4	2
Fools 0 Gold	Fools 0 Gold	Fools 0 Gold	Fools 0 Gold	5 Treasure	2
1	1	1	1	1	2

1	1	1	1	1	1
1	1	1	1	1	1
2	2	2	2	2	2
2	2	2	2	2	2
2	2	2	2	2	2
2	2	2	2	2	2
3	3	3	3	3	3
3	3	3	3	3	3
3	3	3	3	3	3
3	3	3	3	3	3

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Caravan	Caravan	Caravan	Caravan	Caravan	Caravan
Caravan	Caravan	Caravan	Caravan	Caravan	Caravan
Caravan	Caravan	Caravan	Caravan	Caravan	Caravan
Caravan	Caravan	Caravan	Caravan	Caravan	Caravan

