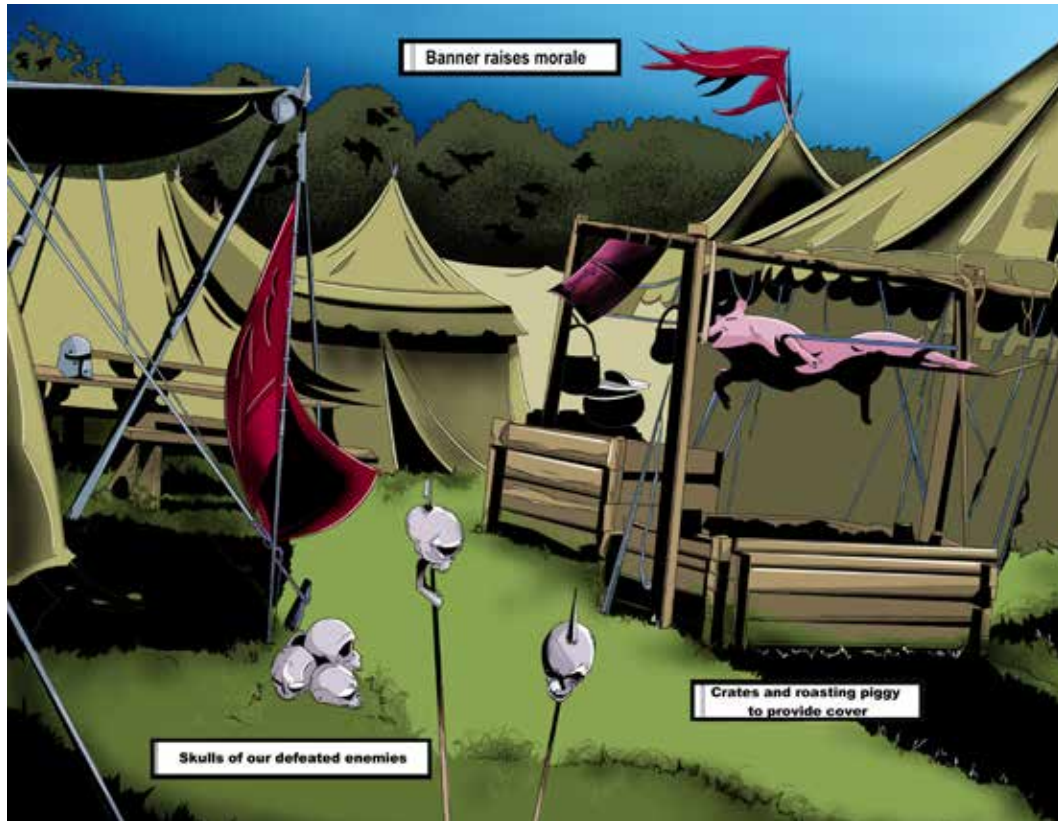


# War Camp



Banner raises morale

Crates and roasting piggy to provide cover

Skulls of our defeated enemies

## WHAT IS A WAR CAMP?

When a warlike race pillages for treasure, food, or slaves, they must venture far from home. While on the road, these soldiers set up militaristic bases called “war camps” from which they launch raiding parties. Some war camps last only a night, as the group must move on by daybreak. Others provide a base of operations for weeks or even months.

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War camps are a favorite target of quest-giving tavern keepers. There is no end of war camps just around the bend that could use a visit from an adventuring party.

Use the following tables to generate a war camp, or follow the racial suggestions for a specific type of camp.

## GROUNDINGS

The grounds of a war camp are visible with some cursory scouting, and clearly show the general state of affairs. *Roll 1d6 or choose one.*

1. This camp is filthy chaos. The few structures in it are arranged with no apparent order, and most warriors simply sleep where they fall. Trash, animal bones, and discarded gear litter the grounds. At night, the raiders build immense bonfires which singe flesh if anybody gets too close. (Example: Goblin)
2. These soldiers adhere to orderly military codes. Tents are arranged in rows, with clear delineations between commander and soldier. The mess hall is a trampled area where troopers eat thin gruel on the floor. Insubordination or failure is paid with lashes. (Example: Hobgoblin)
3. This encampment is regimented in a grid without respect to terrain. Rows of tents lead to common areas, and officers' yurts double as briefing rooms. To the side, a makeshift stable houses mounts. From a distance, the camp gives off the impression of cleanliness and structure. (Example: Military)
4. This war camp is spacious if disorganized, with randomly placed tents clustered around a central peat bonfire. The area is clean and quiet, remarkably peaceful given the camp's purpose. The raiders are always respectful with one another even if they can behave like savages to outsiders. (Example: Lizardfolk)
5. Violence is everywhere, and the tension is palpable. Blood sprays the ground in stinking patches, and occasionally a corpse rots where a gut wound felled it. Every slight, real or imagined,

becomes a brutal confrontation. Watch this camp for long enough and you will see somebody die. (Example: Orc)

6. This war camp is unusually casual. Warriors lounge about, smoking and joking as they relax. Speared hogs slow cook on half a dozen campfires, and the inhabitants take drinks from barrels of wine. If it weren't for the weapons, this group could be out on a pleasant camping trip. (Example: Bandit)

## SLEEPING ARRANGEMENTS

The primary purpose of a war camp is to provide soldiers with a place to sleep. If it fails in this regard, its soldiers will not be rested enough for a good pillage. *Roll 1d6 or choose one.*

1. Most soldiers sleep on the ground, clustered around a burning bonfire. Only the chief or commander is worthy of a tent, though raising the tent takes the effort of the entire war camp. The chief's tent is poorly constructed and filthy, a stolen tarp draped over poorly positioned sticks. Inside, the chief keeps his gear and a dirty pile of his favorite possessions. The construction is so shoddy that the tent collapses at least once a week, and the chief rouses the entire camp to help him pull it back up again. (Example: Goblin)
2. Within each long grey tent, four hard bedrolls lie directly on the ground. The area is sparse and dirty, with no decorations or adornments. There are few personal belongings as most gear is either shared (such as armor), or worn at all times (such as knives and gold.) (Example: Hobgoblin)
3. These large tents are cramped with gear and people. To save space, most tents house between four and six soldiers, along with their weapons, armor, and personal effects. However, tents are kept relatively clean to avoid irking any commanding officer who approaches. High ranking individuals keep their own tents, complete with tables, chairs, maps, and books. (Example: Military)

4. Tents are large and circular, though each tent only houses one or two combatants. A soldier's tent is his home on the move. He attends to it with care, adorning it with decorations such as scalps or family blades. Inside he has enough room to eat, sleep, relax, and entertain guests. (Example: Lizardfolk)
5. Each trooper erects his own small tent (violence is too pervasive for angry soldiers to share anything). The structures are hastily made, with no real attention to care or decoration. The inhabitants spend their time wandering the war camp, and are often too drunk at the day's end to even stumble back to their bedrolls. (Example: Orcs)
6. Large green tents are clustered into small groups based on social circles. Each tent is different—some house a single individual, and some a half dozen—but they all are well maintained and relatively clean. Personal spoils and impressive valuables are displayed within, or hidden in secret compartments. (Example: Bandits)
3. If this camp is fresh, the troops occupy their time with drills and practice. As time wears on, however, discipline in both the soldiers and the officers diminishes. These are social raiders, and enjoy games, gambling, and boasting to pass the long evenings. Rarely do these pastimes devolve into brawls, and murder is nearly unknown. (Example: Military)
4. These raiders are relatively subdued in their leisure time. They meditate, hunt, or simply sit and speak with one another. At night, they gather around bonfires to tell ancient stories or exaggerate recent accomplishments. Should a warrior die in battle, the others ritualistically burn or consume his corpse while extoling his virtues. (Example: Lizardfolk)
5. Violence is entertainment in this war camp. Special zones are set up for pit fights, and each drunken brawl earns a jeering crowd. A bored soldier may instigate a fight between two others, or simply start swinging to relieve the boredom. Grog is another popular pastime, and many nights end with the entire camp asleep in a drunken stupor. (Example: Orc)
6. These soldiers relish games of skill. Horseshoes, archery targets, and even chess are popular pastimes. Some level of status can be earned by achieving the highest rank in a particular game, and everybody enjoys watching a master at work. (Example: Bandits)

## LEISURE

In the extensive downtime between raids, pillagers need a way to occupy themselves. *Roll 1d6 or choose one.*

1. There's plenty of fun to be had within the chaos here. Pranks, such as poking-out-an-eye or lighting-clothes-on-fire, are common. These raiders enjoy their rough camaraderie, and the shrill squeals of laughter can be heard from afar. However, the greatest attraction is the gigantic bonfire which lasts through the night. That and fireworks. (Example: Goblin)
2. These soldiers are consummate gamblers, and take their cards and dice seriously. In the hours of leisure, small clusters of trooper sit in stony silence watching the prize money move from player to player. Despite insults and threats, these games rarely ever come to blows. The soldiers know better than to risk the wrath of their commander by causing any problems. (Example: Hobgoblin)

## DEFENSES AND NIGHT WATCH

While war camps are filled with capable warriors, some defenses are needed in the event of a surprise attack. *Roll 1d6 or choose one.*

1. These soldiers put up virtually no defenses. Even if the chief decrees a night watch, the unlucky trooper in charge usually forgets about it, falls asleep, or is too distracted to do his job properly. Luckily, the raiders are quick to rouse and always eager for a fight. Their naturally chaotic combat style lends itself well to nearly any situation. (Example: Goblin)

2. These raiders possess a keen understanding of military tactics. They place their war camps in strategic positions, dig ditches if they fear cavalry, and raise small lookout towers. At least one soldier is on night watch in every direction, and these guards understand the importance of their duty. (Example: Hobgoblin)
3. This encampment runs strictly defined watches, and even erects stockades. However, if aggressors can get past the guards, the camp is particularly vulnerable to surprise attacks. Soldiers accustomed to fighting in strict regiments and armor make for easy prey when taken out of their element. (Example: Military)
4. The soldiers of this camp are disciplined and careful. Though they rarely construct any real defenses, their guards watch the area with infinite attention. Without complex armor or weapons, even a sleeping warrior springs to action at a moment's notice. (Example: Lizardfolk)
5. These raiders rarely build defenses, but a common punishment for bad behavior is the night watch. Far from disciplined, guards are usually dozing, drunk, or distracted by grudges. In any case, many soldiers sleep in a grog induced stupor, so they are slow to rouse. (Example: Orc)
6. The raiders of this camp enjoy their play, but take security seriously. Guards take hidden vantage points, and communicate with one another via bird calls or other secret codes. Each soldier sleeps with his weapons at hand, ready to tackle a threat with just a few seconds' notice. (Example: Bandits)

## PILLAGE

The purpose of most war camps is to raid and pillage far from a creature's homeland. When enough treasure is acquired, the group returns. *Roll 1d6 or choose one.*

1. While these raiders love looting, they are not particularly good at it. Their loot piles are mostly trinkets, anything that catches their eye in the moment. While this includes shiny, and thus often valuable, items, it also includes dolls, wooden carvings, and pretty pillows. Fireworks, of course, are the ultimate prize. (Example: Goblin)
2. These soldiers are methodical in their looting. They take their time combing through goods and treasure troves, carefully considering use against weight. High quality weapons and armor take first priority. Then, healthy slaves. Gold, gems and other tradable goods are for final consideration. Combat gear and slaves are distributed among the rank and file, while other treasure goes straight to the commander for sale. (Example: Hobgoblin)
3. While the commander discourages looting, but it is impossible to stop the practice completely. Soldiers go for easily hidden valuables that are unlikely to be discovered during a routine inspection: gemstones, religious idols, and fancy daggers, for example. (Example: Military)
4. These raiders have great pride in their own gear and care little for stolen goods. The intent of most this war camp is to murder any trespassers or take on an incoming danger, not to raid and plunder wealthier civilizations. (Example: Lizardfolk)
5. These troopers perform their looting in a bloodlust, and often grab items to increase their own status. They prefer items which appear valuable, such as crowns and gemstones, as a way to bolster their rank. Scalps and the heads of important enemies are just as important as other valuables. Though many raids end in massacres, sometimes slaves are captured to help carry the loot home. (Example: Orc)
6. The raiders from this war camp are savvy and discerning customers. They quickly identify prized goods, such as gemstone or magical items, as well as weapons or armor useful to their cause. Wealth from a raid is distributed evenly, and the most valuable items are stored in locked chests. (Example: Bandits)