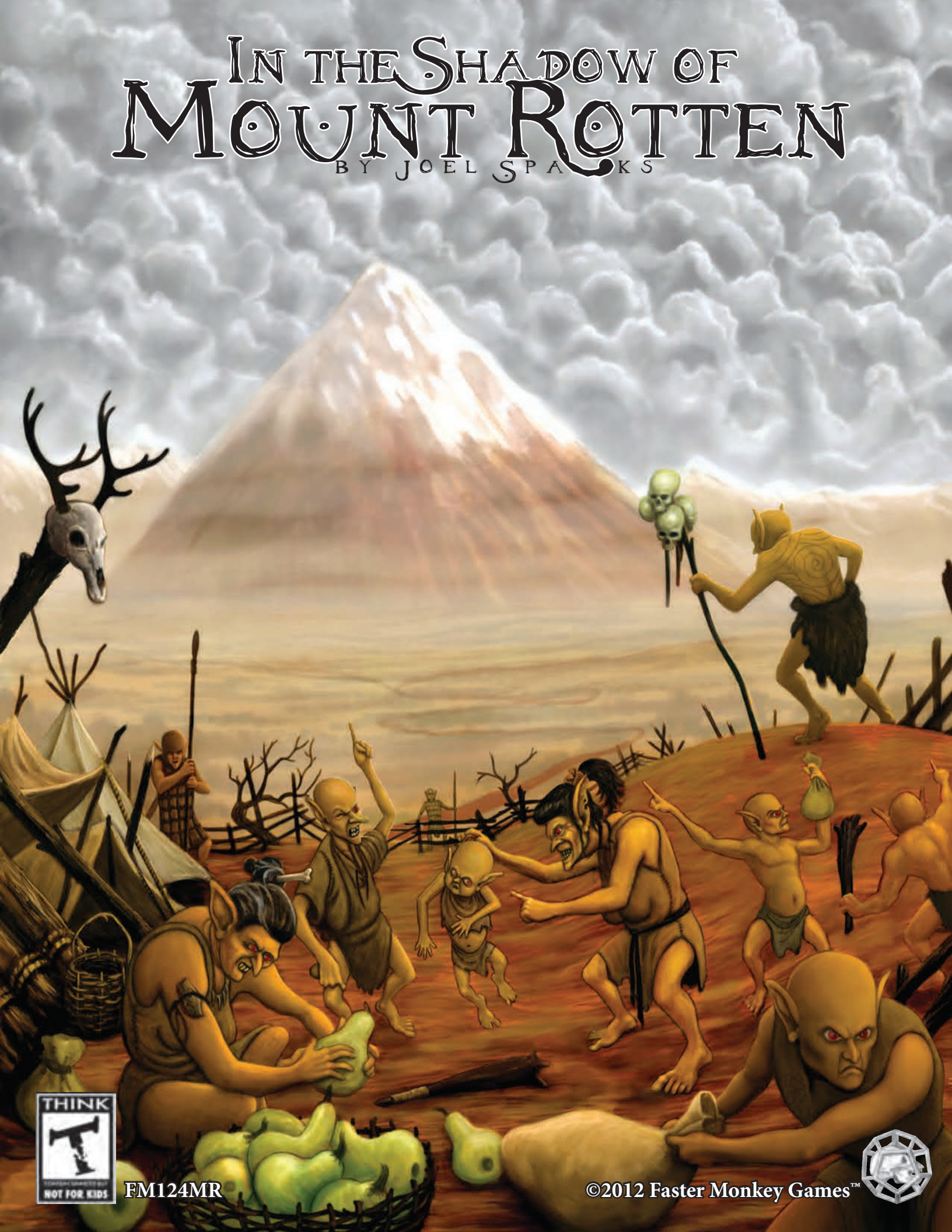


IN THE SHADOW OF MOUNT ROTTEN

BY JOEL SPAKES

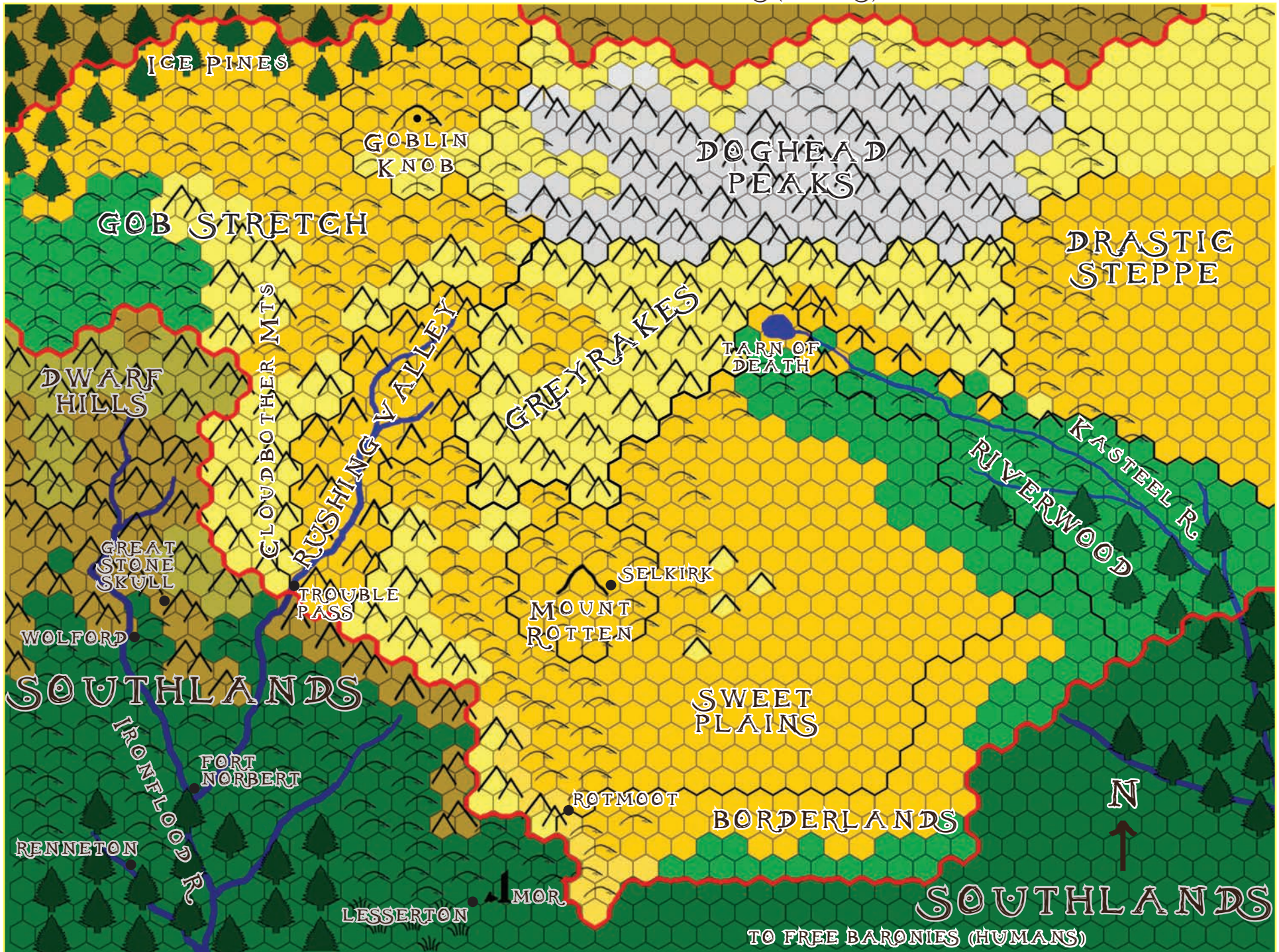


FM124MR

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TO THE ICE LANDS (GIANTS)





TO VALN WALL (HUMANS)

TO KASTELLIC KINGDOMS (HUMANS)

TO FREE BARONIES (HUMANS)

THE ROTLANDS
One hex = 10 miles

 Rotlands border
  Region border

TERRAIN QUALITY:
  Prime
  Sparse
  Harsh
  Desolate

IN THE SHADOW OF MOUNT ROTTEN

BY JOEL SPARKS



In the Shadow of Mount Rotten

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A scam that goes on long enough, and works more or less to everyone's benefit, is simply called a culture.

— Adam Gopnik

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LIFE IN THE ROTLANDS

Stretching for hundreds of miles to the north and east of the last human towns of Eastern Valnwall, the cold, dry territory known as the Rotlands is home to dozens of tribes of orcs and goblinoids, each fighting to survive and grow. The hard winters, the poor soil, the sparse rainfall, and the competition of countless other tribes of various races make every day a challenge and every year a race against extinction.

The player characters are Rotlanders: members of a tribe of goblins, hobgoblins, or orcs, setting out to earn the respect of their elders by serving the tribe in its ongoing struggle. Protecting the tribal population, defeating its enemies, exploring new resources, and facing down the threats of nature and the spirit world earn not only traditional experience points, but also Reputation, a measure of each character's standing within his or her tribe.

All PCs come from the same tribe. Their Chieftain, other military superiors, and the Senior Shaman give the group missions to accomplish. Success brings praise and advancement. Those who fail suffer harm to their Reputations. If they continue to fail, they might even get drummed out of the tribe, and no one survives long in the Rotlands alone.

Rotlander PCs don't use the usual character classes. Instead, they choose from Warrior, Shaman, and Monger. They also must do without the plentiful cash and advanced gear available in other campaigns, at least to start. Money and gear lists are positioned farther back in this book than in most RPG supplements, because what matters is your tribe, your wits, and your determination—not your stuff.

MYTH + HISTORY

BEFORE HISTORY: GOBLINS BETWEEN WORLDS

According to goblin mythology, below the earth lies the true paradise, Ayadristoryakrak, the “hot and dark place.” The surface world is Yidyakrak, the “mixed place”: sometimes too bright, sometimes dark enough, sometimes warm, usually too cold. Originally, states the tradition, elves and giants were the only occupants of Yidyakrak. One day, a hole opened in the sky, and a frigid mist floated down, carrying with it a new race of weaklings called humans.

Previously, humans had infested Sastakoyakrak, the “cold and bright place” above the sky. The unknown dominant race up there, possibly gods, rounded them all up and flushed them down a drain, from which they fell into Yidyakrak. The elves quickly enslaved the humans and drove them against the giants as expendable troops. Goblins still consider much “civilized” human behavior, like playing music or wearing uncomfortable fancy clothes, to be hilariously “elfy”: a pathetic imitation of their former enslavers, from a past that humans claim never happened.

The story goes on that the elf-mastered humans began intruding into the caves of Ayadristoryakrak and attacking innocent goblin-folk. On the surface they labored at great clumsy constructions that shook the roof of the underworld, caused frequent cave-ins, and made far too much noise. Annoyed, the Goblin gods sent the very best race of Ayadristoryakrak to drive out the surface folk and put a stop to their annoying ways, preferably by extermination. Naturally the clever goblins were chosen for this mission, with the brutishly strong hobgoblins to assist them. (Hobgoblins tell this part of the tale somewhat in reverse.) Dwarfs, being inferior, were not trusted with the great cause. To punish them for copying the noisy works of the surface folk, the gods held the dwarfs back, and they still rarely come to the surface.

The goblinoids trooped up into Yidyakrak through the great tunnel Dristryakul, not to return until their great mission came to its foreordained end. Dristryakul emerges from the low mountain now called Goblin Knob. When all the humans, the halflings (who are clearly just a type of human), and the supremely evil elves are dead, the gods will build a new ceiling of earth and stone, blocking the sky away and making a hot, dark world below. Ayadristoryakrak will absorb Yidyakrak and an age of prosperity and dominance will come for all goblinkind.

Orcs do not so much disagree with this legend as they simply prefer to ignore history altogether. Some goblins consider orcs a kind of human, or a hybrid of human and hobgoblin; most say they probably came along from Ayadristoryakrak as slaves but proved too intractable for the work.

RECENT HISTORY

By most reckonings, over seven centuries have elapsed since the Rotlands went, united, to war. Based on Mount Rotten, the so-called Half-Orc Lord built a short-lived empire. With slave troops, he enforced a monopoly on the red salt, then co-opted the hobgoblin tribes, then forced orcs and goblins into service, finally laying siege to any settlements that resisted his rule. He brought in giants from the frozen north and strange creatures from parts unknown. He made no laws but only exacted tribute of soldiers and arms, all to forge the huge army that crashed down into the Southlands and assaulted Great Mor, mightiest of human cities. The invasion ended in magical catastrophe. His forces scattered, the Half-Orc Lord vanished, and the Rotlands fell into countless separate tribes again, weakened and impoverished by the great spasm of war. Refugees and soldiers shamed by fleeing battle formed knots of wandering outcasts.

Since those days, many generations have passed. Influenced, perhaps, by the brush with centralization, the Monger class emerged, and with it Rotmoot, a neutral ground for all tribes to meet and trade. Wandering groups settled there to become the Mooter tribe. The Saltjacks of Mount Rotten still labor under exploitative conditions to provide Rotlanders with the red salt they need; each competes against the others for the parsimonious attentions of the Selkirk houses. Since Mor fell, the Southrons make no concerted incursions into the dry, chilly zones claimed by Rotland tribes. Orcs and goblinoids fight each other, instead, and even more so the harsh environment that always threatens the tribes with starvation and doom.

PRIMITIVISM + PREJUDICE

In the Shadow of Mount Rotten describes the traditions and interaction of many types of communities of imaginary creatures in conditions of long-term scarcity, warfare, and no access to modern institutions. The Rotlanders are people trying to survive in difficult circumstances, as the vast majority of real-world humans have had to do, and at the same time purely fictional fantasy tropes, with infravision, magic spells, and other impossibilities. It should go without saying that the author intends no comment on any actual culture or ethnicity, past or present. Furthermore, the racial tension between these fantasy beings is presented as believable, even likely, but not particularly laudable. See also *Gender Roles*, below.



THE SPIRIT WORLD

According to Rotlander Shamans, the visible world is only the surface of reality, a reflection on a deep lake. Unseen influences and significances permeate everything. Consciousness is not exclusive to bipeds and other animals: the sky, the water, the very stones of the earth watch the living with dull regard. The dead are not gone: ancestors remain among the living, critically judging right action from wrong, intervening with inhuman spirits on behalf of their tribe so long as the tribe adheres faithfully to the old ways. Shamans can feel themselves dwelling among the countless intangible awarenences, from the tiny thoughts of a butterfly to huge, often malicious, often idiotic influences that persist from a time before the physical world was formed. Reading omens, seeking visions, and communing with the invisible dead, Shamans protect their people from wrong actions and malign forces alike.

The Spirit World and the physical world lie close together in the Rotlands. A lone traveler is almost as likely to encounter a ghost as a wolf, or so people believe. Tribes who make camp without regard to the signs and omens may find their new home cursed with bad luck, or haunted by evil dreams, or tormented by a poltergeist. Shamans work hard to appease the departed, watch for malicious beings, and keep benign influences wrapped around their tribes' territory and actions. Sometimes, physical manifestations break through from the Spirit World, or worse places, and only brave Warriors armed with the best Shamanistic preparations can defeat the vile intruders from beyond. Whether the spiritual permeability of the Rotlands comes from the proximity of the hellmouth Dristyakul, or from some forgotten cataclysm, or from the very sensitivity of the Shamans and the spiritual beliefs of the tribes, no one knows.

A land so saturated with supernatural danger makes an unstable base for civilization. Beliefs that other peoples might call superstition are simply true in the Rotlands, and false superstitions flourish alongside. Blights can fall on a struggling tribe not only from weather, disease, and war, but from another world, and in fact all the mundane troubles are linked to spirit influences in an endless web of cause, effect, and association. Races with the good fortune to live elsewhere avoid the strange and frightening Rotlands, leaving it to the tribes.

Referees using the planar cosmology outlined in "advanced" fantasy games can consider the Spirit World to be a name for the Ethereal Plane, the domain of ghosts. Creatures from other planes can find their way to the Material Plane through this realm, and appear in the Rotlands more commonly than in other parts of the physical world.

GENDER ROLES

Rotlanders follow ancient, illiberal traditions. By default, only males can be Warriors, and most females are Tribemembers who watch the homes, crops, and children. However, the role of a player character, or the practice of the PCs' home tribe, may differ depending on the campaign preferences of the players and referee.

GENDER ROLE OPTIONS

Traditional: Warriors rule the tribe, and only males are Warriors. A female PC who wants to fight must adopt a male name and persona, and the tribe treats her as a male. Ambitious female fighters sometimes leave to join the Mooters, where gender is no obstacle; see p28.

Balanced and limited: As Traditional, and only females can be Shamans. Males who insist must adopt female personae.

Hard sledding: Females can buck tradition, but the tribe doesn't like it. Female Warriors start with half the usual Reputation, rounded down. Future awards are at the normal rate.

Free-for-all: Gender places no obstacle to class choice, at least in the home tribe. Perhaps the Chieftain is a female Warrior who succeeded despite the odds and now encourages others.

Topsy-turvy: One of the above scenarios with the genders reversed.

RULES SYSTEMS, SCALE, AND THE KNOWN LANDS

The primary system for writing and playtesting *In the Shadow of Mount Rotten* was Labyrinth Lord™, the excellent interpretation of TSR's 1981 Basic/Expert D&D, available in print or as a free download from Goblinoid Games (www.goblinoidgames.com). Nonetheless, the rules herein should work easily with any classic, six-score, d20 system with only minor adjustments. Spells and monsters referred to appear in almost every such rulebook.

Campaigns that use the Known Lands open setting map from the Labyrinth Lord book will find that the Rotlands match up to the northeast corner. However, Rotlands maps double the suggested scale, giving more realistic distances between settlements and climates.

Referees and players need not consider the math unduly. Territory sizes and overland travel rates are simply given in hexes. PCs lack good maps and measure travel in nights of walking. If the campaign requires matching the size of the original Known Lands map exactly, the referee can consider each hex to be 5 miles across instead of 10.

SOUTHRON RACES

In the Shadow of Mount Rotten assumes a background world dominated by humans, with halflings as a kind of sidekick race. For Rotlanders, dwarfs and elves exist on the edge of myth: possibly living only far away, or existing only in the past, or never real at all. For example, the "Dwarf Hills" are said to contain many diggings, but no actual dwarfs have been seen in living memory. Naturally the referee can change the outside world as he sees fit; Rotlanders would react to the old races with great surprise and instant hostility.

BEING + BELONGING

All Rotlanders PCs in a party are members of the same tribe, which serves as the home base of the campaign. They work together to benefit their fellows and improve their personal Reputation. PCs advance in power by helping their tribe and may eventually come to lead it. By default, the player characters are goblins. See *Player Character Races*, p11, and *Campaign Types*, p50.

The tribal populations given in Chapter III specify exactly how many of each class belong to each tribe. As exceptional people, and likely troublemakers, player characters are in addition to these numbers.

REPUTATION

Every PC strives to add lustre to his name among his home tribe. In the game, this is measured by Reputation Points, or Rep. Each character starts with Rep Points equal to CHA. Additional points are earned for accomplishing missions, and for certain admirable behaviors that vary by race and class. First-level NPC Rep can be estimated at 9.

To gain rank within the tribe, and to gain a class level, requires a certain amount of Rep. See Chart I, p9. The Chieftain has a huge amount of Rep and can only be displaced by someone with more. A challenger who kills the Chieftain in a fair fight might gain much Rep, depending on the race and culture of the tribe, but if the result is still not enough to supplant the late leader, the people don't obey the usurper.

When tribal elders require PCs to complete a certain mission in order to gain rank in the tribe, the characters cannot receive the minimum Rep for the next level until the elders are satisfied. Success in the tribe is the only success that matters; a shamed Warrior stuck at Rep 19 for his failures can never gain his new level until he clears his name, even if it takes years. If the character brings shame on himself or his tribe, his Reputation actually goes down, and so can his level. See *Reputation Awards*, below.

A character whose Rep falls below the minimum for his experience level loses his rank, social privileges, and even the character class abilities of the higher level. Hit points and XP never go down.

RACES AND REPUTATION

No matter what class a character is, his race informs what behaviors his fellows find laudable.

Goblins get extra Reputation from elaborate pranks, sneaky traps, and devious tricks, especially when they redound to the harm of the tribe's enemies. It's also admired to trick a fellow goblin who's been acting a bit full of himself.

Hobgoblins respect obedience to orders in the face of danger, even for non-Warriors. Hobs also gain Rep by killing intelligent beings of other races, and then eating them.

Orcs gain extra Reputation from dealing out beatings, or at least put-downs, on anyone lower in the pecking order. If the order isn't clear in their chaotic society, a fistfight can settle the issue, transferring Rep to the winner. Note that this means that orcs fight mostly among themselves, while hobgoblins mostly band together to attack other races.

CLASSES AND REPUTATION

Warriors are forbidden to trade or negotiate, and can lose Rep just for counting too much. They earn extra Rep for taking trophies and leading victorious attacks.

Shamans earn extra Rep for addressing threats from the spirit world and guiding Warriors to act in ways that protect the tribe's future.

Mongers earn extra Rep for profitable transactions and becoming known as a shrewd but honest dealer.

REPUTATION AWARDS AND PENALTIES

Far more than experience points, Reputation point awards are arbitrary. A good maximum is 1 per hour of play time in the real world; a good minimum is 1 per session, although the RP aren't awarded until the PCs return to their tribe and report their successes and failures.

RP can easily vary from character to character over a campaign. The referee should balance out the variety of tasks so that all PCs come out more or less even over time, but in a given session, one or more characters might earn a single bonus RP for handling challenges appropriate to their class.

Example: Four players adventure for four hours of real-world time. They defeat some enemies and gather some information, but do not complete their mission. The referee makes a note that the session's progress is worth 2 RP each, but a particular Shaman who negotiated the group's way out of a deadly ambush gets 3 RP instead. None of these points will be awarded until the PCs report back home.

Penalties fall in the same range. For minor embarrassments, reducing the RP award by 1 will suffice. A major violation of character could reduce the award to 0, while actions that betray the clan will result in a negative award: a net result of perhaps -2 or -3 RP for doing something stupid that endangers tribemembers, and -5 or more for serious, culpable dereliction of duty.

Loss of the minimum RP needed for an experience level causes the character to lose all rank, privileges, and class abilities of that level. In his shame, he even fights and makes saving throws at the lower level. Only XP and hit points are never lost.

Outright betrayal of the tribe, if discovered, automatically costs the character a level. His RP becomes the minimum for the new, reduced level, and is of no use at all with his home tribe, who will do their best to kill him, preferably by torture. If he avoids that fate, he has to start again somewhere else, at the lower rank, if he can convince another tribe to take him.

An unlucky character whose Rep falls below 0 is likewise disqualified from practicing any PC class. The tribe doesn't kill him just for being considered useless or unreliable, but he is dismissed from all duties other than manual labor as a Tribemember. He will have to earn back at least his Charisma in positive RP to resume his old place.

In addition to saving Reputation for gaining rank, a PC can spend Rep Points. Spent RP are gone for good, although the PC can naturally earn new Rep by further actions. Options:

- Spending one RP allows the player to re-make a new reaction roll from a member of the character's tribe, of any rank.
- Spending one or more RP increases the likelihood that the tribe will pay the character's ransom when he is captured. See below.

RANSOM

Rotlanders take prisoners all the time. If not used as labor or cuisine, a captive becomes just another mouth to feed. Tribes sometimes seek to profit from prisoners by arranging ransom. To preserve their own strength, the tribe of the captive usually agrees. The size of the ransom depends on the captive's Reputation, adjusted by negotiating between Shamans. Payment seldom takes the form of cash; instead, tribes make a prisoner exchange or pay in goods, especially livestock.

After a battle, opposing Shamans meet and arrange immediate prisoner exchange. First-level characters involved in this need make no special rolls so long as the amnesty is general, or the balance of captives favors his side. Other prisoners instead get hauled back to the enemy base and have a harder time of it.

The head-price of a captive varies, but can be estimated as goods or concessions worth his level squared, times Reputation, times 10, in iron pieces (ip). Exchange of hostages also roughly depends on rank. See Chart II.

A successful rescue, once the erstwhile captive and his saviours elude the initial pursuit, is considered a fully legitimate ransom without loss of honor to either side. After all, the prisoner was important enough to fight for and the captors did their best to stop the escape.

RANSOMING PLAYER CHARACTERS

For prisoners not immediately exchanged, the captor tribe waits for an offer from the prisoner's home tribe.

For a PC, the player must decide how much Reputation to stake on the result, with a minimum of 1. The *character* knows nothing of this; it is the player's chance to affect the decision-making process of the tribal leaders.

The player makes a Reaction Roll on Chart III: Home Tribe Attitude. Low is good, so the character's level and the Rep he stakes on the roll reduce the total. Any reaction modifier for Charisma also applies.

The referee then makes a similar 2d6 roll on Chart IV for the captors, to see how they feel about the prisoner and how they respond to the home tribe's attitude. Only Charisma affects this roll. The results range from generous to deadly.

Whatever the outcome, staked RP is lost.

RESULTS FROM CHART IV

Released with gift: The captors find their captive an admirable person, make friends, and send him home in style. A Barter Roll (p63), based on the value of the ransom offered, can estimate the value of the gifts given.

Counter: The envoy is sent back to demand a better offer, at least the standard ransom suggested. A High counter asks for 50% over that amount; a Very High counter asks for 1d3+1 times normal. The player must make another reaction roll for home tribe's attitude, at a +1 penalty for each multiple or fraction over normal ransom. Thus +50% or +100% gives +1; 200% gives +2; etc. Reputation formerly staked is gone, but the player may commit new RP to affect the roll.

Enslaved: The captors decide to keep the hostage for now. A female of the same race as her captors, if they do not keep a mixed slave population (p32), has a chance to join the tribe as a new Tribemember with a Reputation of 0. Otherwise, the captive becomes a working slave. The player has until the end of the current play session to use the character's class abilities. After that he is too downtrodden: zero level for purposes of saving throws, combat, and other rolls. The other PCs can stage a daring raid to free their companion. At the referee's option, the captors might try a single new response roll on Chart IV after one month: possibly deciding to ransom their slave, for example, or possibly deciding to eat him.

Disposed of: The captors get rid of their burden. He is either bound together with 1d4 other captives to be taken to a slave market, or marked for the stew-pot, depending on the races involved and the distance to the slave markets at Selkirk or Rotmoot (p72).

Executed: The captors kill their prisoner. The ordinary ruck have their throats cut at once. For a character of higher than 1st level, the captors delay until the tribe can be called together for a ritual execution. This may give other PCs a chance to charge to the rescue.

Tortured to death: The captive meets a grisly end, possibly over the course of days. An ordinary captive is kept tied up, starved, and tormented by passing Warriors as they have time. A character of 2nd level or higher is ritually maimed and tortured in a long public ritual. If convenient, the tribe may send the mutilated head back to the captive's home as a memento. A character rescued during this period has permanent injuries such as a random score reduced by 1d4, maximum hit points lowered by 1-2 per level, or move rate reduced by one category (p11, p51).



CHARACTERS

REPUTATION + RANSOM REFERENCE TABLES

I. MINIMUM REPUTATION AND EXPERIENCE POINTS TO ACHIEVE CHARACTER LEVEL

Level	Min Rep	NPC Rep	Warrior/Shaman	Monger/Tribemember
1	1	CHA or 3d6	0 xp	0 xp
2	20	(d4 + 1) x 10	1,566 xp	1,251 xp
3	45	(d4 + 4) x 10	3,126 xp	2,501 xp
4	80	(d4 + 7) x 10	6,251 xp	5,001 xp
5	125	(d6 + 12) x 10	12,501 xp	10,001 xp
<i>n</i>	$n^2 \times 5$	Min + (d10 x <i>n</i>)	$(2^{n-2} \times 1,562.5) + 1$ xp	$(2^{n-2} \times 1,250) + 1$ xp

II. APPROXIMATE RANSOM VALUE BY LEVEL OR HIT DICE

Level/HD	Approximate Value	Minimum	Hostage Exchange
1	Reputation x 10 ip	10 ip	One 1st level or two Tribemembers (T1)
2	Reputation x 40 ip	800 ip	Four 1st level, one 2nd, or eight T1
3	Reputation x 90 ip	4,050 ip	Four 2nd level or one 3rd
4	Reputation x 160 ip	12,800 ip	Fourth level or higher only
5	Reputation x 250 ip	31,250 ip	Fourth level or higher only
<i>n</i>	Reputation x $n^2 \times 10$ ip	$n^4 \times 50$ ip	Fourth level or higher only

III. HOME TRIBE ATTITUDE TOWARD CAPTIVE PLAYER CHARACTER (REACTION ROLL)

– PC level

– Reputation staked

± CHA modifier

2d6±	Attitude
≤2	Eager to ransom the character; makes rapid or generous offer
3–5	Willing to ransom; makes standard offer in reasonable time, usually prisoner exchange
6–8	Skimpy offer, perhaps delayed
9–11	No response
≥12	Mockery (message daring captors to do their worst, or absurd offer such as a wrinkled onion painted with a rude face)

IV. CAPTOR TRIBE RESPONSE TO HOME TRIBE ATTITUDE (±CHA MOD OF CAPTIVE)

2d6±	Rapid/generous offer	Standard offer	Skimpy offer	No response	Mockery
≤2	Released with gift	Accepted	Accepted	Counter, standard	Counter, high
3–5	Accepted	Accepted	Counter, standard	Counter, high	Enslaved
6–8	Accepted	Counter, high	Counter, high	Enslaved	Disposed of
9–11	Counter, high	Counter, very high	Enslaved	Disposed of	Executed
≥12	Counter, very high	Enslaved	Disposed of	Executed	Tortured to death

HONOR IN THE ROTLANDS

Savage though they are, Rotlanders live for the respect of their tribes, and they have their standards. For Warriors in particular, the honor code directly affects a character's Reputation. Warriors dominate most tribes and the actions of every tribe member are judged in the light of honor, but only actual Warriors are expected to adhere strictly to their martial code.

In addition to variation by class, each race has its own ideals, from the victory-by-stealth preference of the goblins to the brute assault favored by orcs.

HONOR, MONEY, NEGOTIATION

Using money, or indeed counting it, is considered effete. A Warrior is supposed to take what he wants by force, or else accept it from his tribal superiors as a reward for fighting well. Even barter lies beyond the Warrior's ideal of behavior. Out among the tribes, Mongers handle trade. Shamans, being of either gender and otherwise outside the Warrior's code, can also make deals, but in practice the male Shamans do so only rarely, such as when negotiating a treaty with another tribe. Indeed making peace is an important Shamanistic role, as the war leaders of the tribes find the whole idea degrading. The typical truce is worked out by the senior Shaman from each side, each stating how his Chieftain's righteous rage is barely held in check and only the Shaman's best persuasion holds off the resumption of hostilities. In the field, the senior Warrior has the responsibility to make any on-the-spot negotiations, and his fortitude under this potentially humiliating duty is, perversely, much admired.

Warriors receive no training in even simple math and would consider it enervating to attempt. Should a Warrior have an actual important purchase or sale to make, he entrusts the matter to his mate, or his mother, or his oldest sister, or perhaps a Monger friend. The Warrior won't know the price of the item, nor will he want to know, so long as he gets what he wants. He can never make a Barter Roll (p63) without damage to his Reputation.

When a Warrior finds cash on an enemy, he confiscates it as part of his rightful booty, but doesn't count it. It's a trophy, not a resource. If one of his non-Warrior associates asks him for money, even for the Warrior's own needs, he waves them to his pile of loot and tells them to take what's needed and leave him out of the details.

See *Possessions*, p62.

Warriors and Rotmoot

At Moot, rules relax somewhat. Under the Mootpeace, the Warriors cannot fight, so they take a holiday and spend freely on eating, drinking, gambling on rat fights, buying exotic pets, bedazzling themselves with cheap trinkets, and otherwise wasting what little money their friends or mates give them for the event. The Warriors treat all the spending as a great joke, the way some other cultures might view a traditional holiday parade in which the men wear women's clothes. Mooters cheat the Warriors wildly, and nobody expects otherwise. On the other hand, anyone who extends credit to a Warrior is a fool, for they don't consider money debts relevant to honor and such amounts are never repaid. At Moot, if a Warrior makes his own significant purchase, he pays 2d4 x 50% of normal price. If he sells something, he receives 2d4 x 5% of normal sale value, instead of using a Barter Roll (p63).

See details about Rotmoot on p38.



IRON PIECES (ip)

The basic unit of currency in the Rotlands is the iron piece, abbreviated "ip" throughout these rules. One ip is worth much less than the standard gold piece of classic fantasy, but there is no definite rate of exchange. Complete details on money in the Rotlands appear on p63.

CHARACTERS

PLAYER CHARACTER RACES

Three races participate in Rotlander culture: Goblins, hobgoblins, and orcs. The cross-breeds known as orkin mingle in with orc populations.

The default Rotlands campaign uses goblin PCs, emphasizing the strangeness and difficulty of life as a forty inch tall, forty pound creature in a world of low resources and large threats. Some players and referees may prefer the other options. See *Campaign Types*, p50.

Any score not specified is rolled on 3d6 as normal. Of course, the referee may choose to ignore these rules and use 3d6 for all scores, for less variety but more similarity to other campaigns.

Should it become relevant, a character's own weight can be estimated by adding his Strength and Constitution and multiplying the total by 2.5 lbs for goblins, by 5 lbs for hobgoblins, or by 7.5 lbs for orcs.

Standard PC scores: For a quick start, or when the referee wants stats for a significant NPC, each class-race combination gives slightly above-normal scores representing a viable character.

PCs receive maximum hit points on their 1st level hit die, modified by CON as usual.

VARIANT SCORES

To reflect the relative size and toughness of the Rotlander folk, compared to each other and to more traditional PC races, goblins and hobgoblins have non-standard score ranges. Rotlander PCs rolled with the variant scores ranges have average scores with effects equivalent to their stats as monsters. For example, treated as monsters, goblins have 1-1 HD, while hobgoblins have 1+1. With the variant rolls, the average CON of 8 for goblins gives -1 hp per die, while the CON 13 average for hobs gives +1 hp per die: the same effect. Likewise, "standard" goblins receive an AC bonus for small stature and nimbleness, and the variant DEX roll emulates this.

VARIANT ENCUMBRANCE

Goblins suffer in the matter of carrying capacity because of their small size. The Strength rating of any character influences his encumbrance levels as well. Since goblins, hobgoblins, and orcs also have different move rates, each race has its own chart below. Average Strength for the race is highlighted.

Travel rates over land (p51) are based on these encumbrance levels and resultant move rates.

GOBLIN

Scores:

Strength 2d6+1

Dexterity 2d6+6

Constitution 2d6+1

ENCUMBRANCE AND MOVEMENT BY STRENGTH

STR	3	4-5	6-8	9-12	13
Unenc. (Mv 20')	10 lbs	15 lbs	<i>20 lbs</i>	25 lbs	30 lbs
Light (Mv 15')	15 lbs	25 lbs	<i>30 lbs</i>	35 lbs	40 lbs
Heavy (Mv 10')	25 lbs	35 lbs	<i>40 lbs</i>	45 lbs	50 lbs
Max (Mv 5')	50 lbs	70 lbs	<i>80 lbs</i>	90 lbs	100 lbs

Shaded italics indicate the average Strength for the race, and thus the default value for NPCs.

ORC, ORKIN, HUMAN

Scores: All 3d6

ENCUMBRANCE AND MOVEMENT BY STRENGTH

STR	3	4-5	6-8	9-12	13-15	16-17	18
Unenc. (Mv 40')	10 lbs	20 lbs	30 lbs	<i>40 lbs</i>	50 lbs	60 lbs	70 lbs
Light (Mv 30')	30 lbs	40 lbs	50 lbs	<i>60 lbs</i>	70 lbs	80 lbs	90 lbs
Heavy (Mv 20')	50 lbs	60 lbs	70 lbs	<i>80 lbs</i>	90 lbs	100 lbs	110 lbs
Max (Mv 10')	100 lbs	120 lbs	140 lbs	<i>160 lbs</i>	180 lbs	200 lbs	220 lbs

HOBGOBLIN

Scores:

Strength 2d6+6

Constitution 2d6+6

Intelligence 2d6+1

ENCUMBRANCE AND MOVEMENT BY STRENGTH

STR	8	9-12	13-15	16-17	18
Unencumbered (Mv 30')	30 lbs	40 lbs	<i>50 lbs</i>	60 lbs	70 lbs
Light (Mv 25')	50 lbs	60 lbs	<i>70 lbs</i>	80 lbs	90 lbs
Heavy (Mv 15')	70 lbs	80 lbs	<i>90 lbs</i>	100 lbs	110 lbs
Max (Mv 10')	140 lbs	160 lbs	<i>180 lbs</i>	200 lbs	220 lbs

GOBLINS

Move: 60' (20')

Strength: 2d6+1

Dexterity: 2d6+6 (Warriors +5% XP for 16–17, +10% for 18)

Constitution: 2d6+1

Cave Eyes: 90' infravision, –1 to hit in bright sunlight

Alignment: Neutral (evil)

Morale: 7; +1 in large groups; +1 more in home base

Note: Reduced encumbrance levels (p11)

Rotlander goblins have rough skin in the dull orange tones of local rock and clay. Older specimens turn darker red on the back, especially males. Adult females average three feet tall, with males reaching three and a half feet. They weigh thirty to forty pounds. Goblins' huge, deep-set eyes are red and they have tiny, sharp canines and long pointed ears. They equally hate and fear the other races, and often find themselves enslaved by bigger folk. Goblins cannot stand against orcs or hobgoblins in face-to-face battle, and survive through trickery, surprise, laying traps, hiding, and running away. Goblin Warrior pride comes from victory by any means. Especially among Foot Goblins, rank and age receive much less respect than with other Rotlanders. The Chieftain or "Goblin King" is called *tarkasrako* in Gritch: "director of battle." He has no authority over the daily lives of the others, only the placement of traps and the movement of warriors. The Senior Shaman, or *tkullasrak*, usually an aged female, directs all negotiations and peaceful interactions outside the tribe. Individual behavior is governed by a balance between enforcing convention on others and defying it with brio.

Like all Rotlanders, goblins are mammals, though they lack significant hair. They mature at around 15 years of age, and many tribes perform adulthood rituals including tribal scarring or tattoos. Gobbos don't form pair-bonds but mate in random, temporary groups. Females give live birth after six months of gestation, usually bearing two fraternal infants. Fatherhood is unknown and considered irrelevant; all males protect all young. The newborns cannot bear to open their eyes except in complete darkness for several days. Goblins who survive can live as long as 60 years.

No goblin is large enough to use two-handed weapons such as spears, but the Warriors can become proficient with shortbows or light crossbows when available. They use javelins with a throwing stick or strap. Without such aid, the short-armed folk can throw the javelin only half as far as the taller races (range 10'/20'/30').

Goblins look on all efforts to survive, succeed, and prosper as essentially useless. They find this very funny. Traditional goblin disdain for nearly everything informs their dark sense of humor, which manifests in stupid puns, mordant tricks, traps that fool and mock the victims, and a near-hysterical enjoyment of anyone's failure and suffering, including their own. Their racial zest for survival comes from the joy of watching others lose: while ultimate hope is pointless, a moment of victory is real. Some goblin tribes feast on the rank flesh of hobgoblins with unseemly glee, absorbing the strength of their brutish cousins and asserting a fleeting victory of pure goblinkind.

HOBGOBLINS (HOBBS)

Move: 90' (30')

Strength: 2d6+6 (Warriors +5% XP for 16–17, +10% for 18)

Constitution: 2d6+6

Intelligence: 2d6+1

Twilight Eyes: 60' infravision, no daylight penalty

Alignment: Lawful (evil)

Morale: 8; +1 under command; +1 more in home base

Bigger, stronger, less clever goblins, the Rotlander hobs have brick-red skin and bulging, blood-red eyes that seldom blink. They stand four and a half to five feet tall, but stronger than humans with their long, ape-like arms and bowed, powerful legs. All their teeth are fangs; the top and bottom canines protrude, but not so much as orcish tusks. Ears are pointed but proportionately smaller than on goblins. Hobgoblins are strict carnivores, which greatly restricts their ability to survive in large populations. They often end up in other people's armies just to get fed. Always seeking meat, hobs never hesitate to eat captives and victims, preferably of other races. See *Dehydration & Starvation*, p53, and *Hunting for Meat*, p54.

Hobgoblin culture and nature both emphasize discipline and a rigid hierarchy; every hob instinctively knows his or her status and change is rare. While naturally aggressive, they lack the blinding bloodlust of orcs, and turn their energies to military conquest rather than infighting. Warrior pride comes from fearless obedience to orders and never turning one's back on the enemy. Mongers play a respected role as the equivalents of quartermasters or supply sergeants.

Hobs use little craft but take quickly to all weapons, employing captured arms whenever possible. The hobs practice a Cult of Weapons, taking painstaking care of every looted armament. The tribe owns all war gear as common heirlooms, and the Chieftain awards the arms of a fallen hob to a deserving new owner. See *Possessions*, p62.

Hobs have a similar life cycle to goblins, but are less fertile, gestating for eight months and never producing more than one cub. Females require a great deal of raw meat during pregnancy, which serves as a natural population control when food runs scarce. Hobs of low status are not permitted to mate, while high-status males accumulate harems. Male and female alike are loveless creatures, taking mates mostly as a duty and a source of status. They are mature at 16 and can live perhaps 70 years.

Some speculate that hobgoblins were long ago deliberately bred from goblins as a soldier race. Regardless, the two types are now fully speciated and hate each other well.

ORCS

Move: 120' (40')

All scores: 3d6 (Prime Req: +5% XP for 13, +10% XP for 16)

Night Eyes: 60' infravision, -1 to hit in bright sunlight

Alignment: Chaotic (evil)

Morale: 6; +2 under command

Rotlander orcs are more closely related to humans than to goblinoids. Pallid cave-creatures by nature, they start life with skin of a grublike white tinged oddly green, due perhaps to a peculiarity in the way their bodies process trace copper in their diet. The green tone becomes darker and more pronounced with age, and with exposure to sun, so that a rare ancient orc sometimes looks as greenish-black as a fir tree. The orcish nasal process has a smashed appearance, with large nostrils, often causing other races to caricature orcs as pig-headed humans. While omnivorous, orcs greatly prefer meat, and they have large pointed canine teeth, the lower pair growing into splendid tusks if not worn down or broken. Many an adult orc has not fully closed his mouth in years, and drooling is common. Orc ears are square-tipped, lying close to the skull. Their eyes are red-black and reflect redly in firelight.

Orcs reach adulthood at 18 and can live 90 years, but don't. More than other Rotlander races, they have a powerful thirst for conflict, males especially being unable to back down from a fight and always looking for trouble. The "red rage" that comes over an orc male at any provocation has kept them from making a civilization to equal that of humans, whom they otherwise resemble in all but cosmetic matters. Orc Warrior pride comes from striking first, hitting hardest, never surrendering, and throwing oneself entirely into every fray without cavil or pause for thought. They garner additional pleasure and status from cruel treatment of captives, animals, social inferiors, or anyone else at a disadvantage. More than other races, orcs look down on Mongers, thinking of them as failed Warriors who might be tolerated, but never as equals.

Female orcs fight among themselves as fiercely as the males. Pair matings tend to last for a season, being broken up by rivalries. Males get violently jealous, but are not willing to actually help raise the "grubs," as infants are known. Children receive more blows than affection and learn to fight each other even when still crawling.

By preference, orcs do not regularly eat other Rotlanders, but if nothing better is at hand, they go ahead and fill the stew pot with captives or other convenient corpses.

ORKIN

Move: 120' (40')

All scores: 3d6 (Prime Req: +5% XP for 13, +10% XP for 16)

Twilight Eyes: 60' infravision, no daylight penalty

Alignment: Any (evil)

Morale: 6; +2 under command

Any orc tribe might include a number of these cross-breeds. Orkin show a varied mix of orc traits but can pass more easily among tolerant Southron communities such as Lesserton and Mor. Horses and horselike animals find many orkin tolerable, while they can't stand the presence of pure orcs or goblinoids. All PC orkin can handle and use equines. See *Shank's Mare*, p31.

The mining clans of Mount Rotten are entirely orkin; players might also choose to create orkin characters from a Hearth Orc, Troll Driver, or Ogre Lasher tribe (p23 et seq). Every orc tribe child suffers abuse for something, or nothing, but some orkin take the mockery of their different looks to heart and become the most gung-ho of adventurers, both to avoid normal tribal life and to prove themselves. An orkin character in an orc tribe suffers an automatic -1 penalty to starting Reputation.

Scores and other details are the same as for orcs.

OTHER RACES ~ NPCS AND MONSTERS

Gnolls roam the dry hills, always slaving after meat. Many small caves hold clans of ogres who will happily club to death anyone they come across. Lone trolls appear from time to time. Below the western mountains, dwarfs may still have their halls and delvings, but Rotlanders avoid their territory. See *Random Encounters* on p56.



LANGUAGES

Most Rotlanders speak either Ork or Gritch. Characters can know an additional language from the list below for each point of positive INT modifier. For example, a goblin with INT 13 (+1 mod) can know both Gritch, his native tongue, and, say, Ork. If not selected at start of play, extra languages have to be learned over the course of months of study, at the referee's discretion. The Monger class can learn new languages with increasing experience levels, regardless of INT modifier; see p19.

ORK ("Orcish"): The tongue of the orcs, Ork is a direct but flexible language adapted from the language of goblins. Ork serves as the common language of the Rotlands. It is known as the Red Tongue. The written form is a set of phonetic letters called the Red Runes.

GRITCH ("Goblinish"): The closest relative to the lost ur-goblinoid tongue that predates written history, Gritch is spat out in rapid, sometimes shrill polysyllables, full of ironic idiom. Goblins love puns and make them freely; they are responsible for many place names and slang terms in the Rotlands, such as "Moot Point" for the spur of land closest to Rotmoot. Gritch is a direct ancestor language to Ork, and speakers of the two languages can sometimes get basic ideas across with a lot of repetition and gesturing. Gritch is also the language of Hobgoblins, but they speak it slowly, with a harsh accent and little humor. Written Gritch uses the Red Runes with slightly different conventions than Ork.

MAN ("Common"): The common tongue of the "soft folk" to the south. Also known as South Speak. Mooters often learn enough Man to get by in trade with the orkin clans of Mor and human visitors to Rotmoot. Humans have their own writing systems.

OEGAL ("Giantish"): The more intelligent breeds of giant speak this ancient, sophisticated language. Few in the Rotlands ever hear it. Certain highly stylized pictographic inscriptions are believed to be Oegal writing, partly because the carvings are very large.

OGGA ("Ogrish"): This debased form of giant's speech is full of grunts and pointing. The ogres who use it have no concept of literacy. Sometimes they make cave paintings. Clans of hill giants may speak Oegal, Ogga, or Man.

PIDGIN: Any character can learn this very simple mish-mash of words by spending enough time with Mooters or at Rotmoot, regardless of class or Intelligence. It takes five months, plus or minus INT modifier, to become as fluent as this limited, spoken-only tongue allows. See p28.

YIK-YAK ("Gnollish"): The speech of the gnolls bears no relation to any other language. It consists of whines, growls, yaps, snarls, whimpers, drooling, licking of chops, and the occasional howl. Context and emotional inflection come from body language, including laying back of the ears, raising of hackles on the back, and thrashing, lowering, or fluffing out of the tail. Thus very few non-gnolls have ever gained competence with Yik-yak, and none are known to have mastered it. An ambitious linguist may wear a leafy branch as a tail and hold his fingers up like dog ears. The tongue has no written form.

LITERACY

Any PC with a positive INT modifier starts play literate in the languages he knows. One with no INT mod is semi-literate: he has squinted at writing often enough to recognize a few words and possibly puzzle out a pronunciation given plenty of time. A PC with a negative INT modifier is fully illiterate.

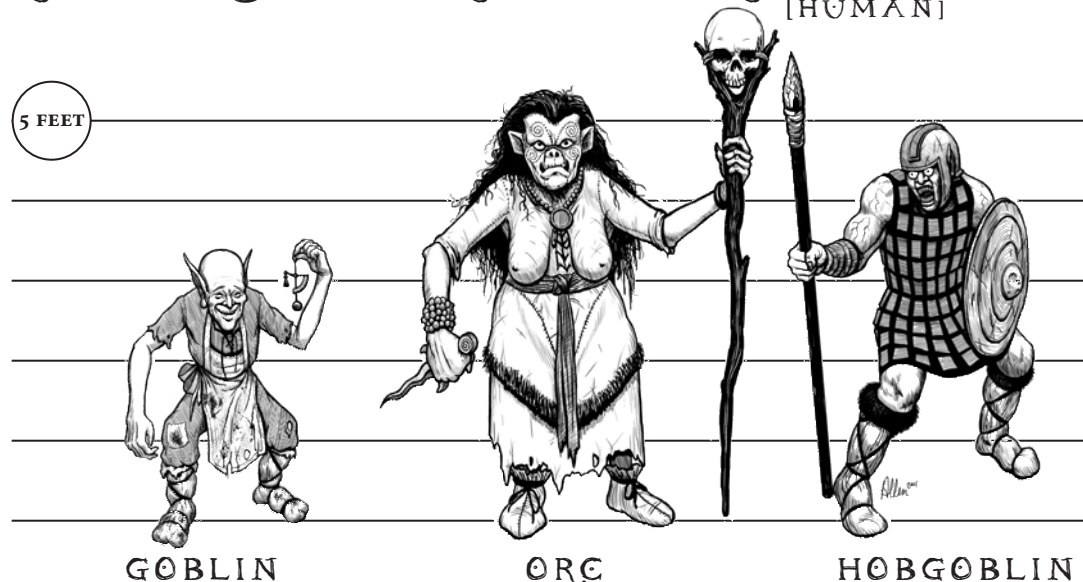
Any NPC Shaman or Monger is assumed to be literate. An NPC Warrior is assumed to be illiterate, although perhaps familiar with the rune that stands for his name.

A character who learns a new language during play is able to represent that language in any writing system he already knows. For example, an orc Shaman who learns Man can then write it out phonetically in the Red Runes, but she won't know the common script of the Southlands. To learn a new alphabet is a separate language, requiring time and a point of positive INT modifier. A Monger can learn an alphabet with a level-up.

THE RED RUNES

This phonetic alphabet was meant for writing with a finger dipped in blood. The letters have very broad strokes and curved forms. Basic letters: ack, eek, uck, ick, oak, yuh, kud, gud, bud, thud, lug, pug, zug, lak, rr, ngik.

RELATIVE SIZES OF ROTLANDER RACES



PLAYER CHARACTER CLASSES

WARRIORS

Requirements: None

Prime requisite: Dexterity for goblins, Strength for others

Hit dice: d8 (PCs: 8 hp at 1st level ± CON mod)

Saves and attacks: As Fighter

Armor permitted: Padded, hides, leather, studded leather/brigandine, shield. Others proficiencies as acquired later.

Weapons permitted: Javelin, club, hand axe, short sword, flail, light pick, spear*, sling, maul*, warhammer*, light hammer. Other proficiencies as acquired later.

* Too large for goblin use.



HOBGOBLIN WARRIOR

WARRIOR RANKS

LEVEL	TITLE	XP	REP	ABILITIES
1	Chump	0	0–19	Starting proficiencies
2	Meat Shield	1,566	20–44	Acquired proficiencies; Command
3	Foe-Taunter	3,126	45–79	
4	Scuffler	6,251	80–124	
5	Warrior	12,501	125–179	

Every male Rotlander is expected to fight for his tribe, and most eagerly embrace the role. (See *Gender Roles*, p6.) Each race has its own ideas of honor, but every good Warrior values his reputation above his life. What the Rotlanders call “honor” would seem base villainy to some perfumed knight of the soft folk, but to a Warrior, his standing in the eyes of his fellows means all. See *Honor in the Rotlands*, p10.

Some tribes bestow the title Chieftain on their Warrior leader, regardless of his level. Other military titles, such as Captain, likewise do not bear an exact correspondence with experience level.

ABILITIES

Acquired proficiencies: At each level, the Warrior can learn to use a new weapon or armor type, or to ride a mount, or to use a fighting animal in battle, such as a warg mount or scrapper dog. He must have the appropriate gear or beast on hand. Note that only orkin can use horses or similar equines.

Warg Rider goblins do not have a choice about their first two acquired proficiencies. They automatically learn to ride a warg at second level; either the warg or the rider attacks in a round but not both. At third level, the rider acquires the proficiency of simultaneous attack.

Command: Starting at second level, a Warrior may sometimes be given command of a number of lower-ranking fighters. Leaders decide whether the troops accompany a PC on each particular mission. Typical commands vary by tribe type (p23 et seq).

Command Summary by Tribe Type

- Foot Goblin: A Meat Shield commands five Chumps.
- Ogre Lasher / Troll Driver: A Meat Shield commands six Chumps.
- Hearth Orc: A Meat Shield commands five Chumps.
- Goblin Eaters: No assigned subordinates until 4th level, when a Scuffler commands two Chumps.
- Warg Riders: A Meat Shield commands his own Warg and four Chump infantry. A Foe-Taunter commands his Warg and two mounted Meat Shields, each in charge of four infantry.
- Free Hobs: No command until 4th level, when the Scuffler can command six hob Chumps.

REPUTATION

Bonus Reputation: A Warrior's reputation is synonymous with his honor, as defined by his particular race and tribe. Admirable feats always include:

- Valor in battle.
- Defeating a foe with higher reputation.
- Capturing an impressive trophy, especially an important foe's weapons or armor.
- Returning from a battle where you were left for dead.
- Additional concerns by race.

Reputation penalties:

- Hanging back conspicuously from battle.
- Surrendering.
- Negotiating with an enemy.
- Losing to a foe considered clearly lesser than yourself.
- Engaging in buying or selling, or paying unseemly attention to barter, coins, and the trade value of loot.
- Additional concerns by race.

STARTING PACKAGE

Starting gear and standard PC scores for Warriors vary by race. See more about gear in Chapter V.

Goblin Warriors start play with a hide tunic (AC 8, 15 lbs), a flint-tipped javelin (2 lbs), a spear-throwing stick or strap (1 lb), and a flint knife or hatchet. Total: 18 lbs.

Standard PC scores:
STR 9 INT 9 WIS 9 DEX 16 CON 9 CHA 9; 8 hp, AC 6

Orc Warriors start with leather armor (AC 8, 20 lbs), a hide shield (10 lbs), an iron-tipped spear (6 lbs), a flint-tipped javelin (2 lbs), and a short sword or hand axe of iron (2 lbs). Total: 40 lbs.

Standard PC scores:
STR 13 INT 9 WIS 9 DEX 13 CON 13 CHA 8; 9 hp, AC 7

Hobgoblin Warriors start play with brigandine armor (AC 6, 40 lbs, including a bronze or iron helm), a wooden shield with iron bosses or rim (10 lbs), a flint spear (6 lbs), a sudis (10 lbs, p66), and an iron handaxe (2 lbs). Total: 68 lbs (Move reduced to 25' unless STR 18.)

Standard PC scores:
STR 16 INT 8 WIS 8 DEX 11 CON 16 CHA 8; 10 hp, AC 6

ORC SHAMAN



SHAMANS

Requirements: Wisdom 9

Prime Requisite: Wisdom

Hit dice: d6 (PCs: 6 hp at 1st level ± CON mod)

Saves and attacks: As Cleric

Magic item use: As Cleric, Druid, or Elf

Armor permitted: Padded, hides, or leather only

Weapons: club, dagger, or staff* only

* A goblin's staff is effectively a club, doing 1d4 damage.

Without these sensitive folk to guide them, no tribe could survive long in this land haunted by countless spirits. A Shaman combines the respect of the tribe with freedom from a Warrior's strict code of aggression, and can negotiate with enemies when necessary. The senior Shaman can even advise her Chieftain to refrain from attacking, move the tribe's home base, or otherwise take practical steps, presenting her suggestion in the form of interpretations of omens or visions from the spirit world.

Many tribes bestow the title "Senior Shaman" on the highest ranking Shaman, regardless of experience level. The other Shamans in the tribe regard this respected elder as mentor.

SHAMAN RANKS

LEVEL	TITLE	XP	REP	SPELLS*				ABILITIES
				I	II	III	IV	
1	Gopher	0	0–19	2				Negotiation
2	Experiment	1,566	20–44	2	1			Rebuke Spirit
3	Devil-Bait	3,126	45–79	3	2	1		
4	Smoke-Eater	6,251	80–124	3	2	2		
5	Shaman	12,501	125–179	4	3	2		
6	Shaman	25,001	180–244	4	3	2	1	

* Plus any bonus spells for Wisdom, if used.

ABILITIES

Spells: Shamans have many spells available that resemble, in name and effect, standard entries from core fantasy rules. In most cases they function exactly the same, but for Shamans, spellcasting always involves chanting, invocation of spirits or ancestors, and ritual presentation or combination of natural elements such as fire, blood, or dung; colored sand and clay; teeth, bones, horns, and other dried animal parts; masks, face paint, and tiny dolls; beads, rattles, carved totem figurines, and ashes. Rather than detail dozens of properly shamanistic rituals, these rules leave it to the players and the referee to imagine, and perhaps play out, spellcasting rites and materials with the proper flavor. The descriptions of new spells, below, may be used as examples.

Negotiation: A Shaman, while always thinking of her own tribe first, is expected to put long-term interests ahead of immediate glory. When Rotlanders fight, the senior Shaman on a side can call for parley. The referee determines the response, usually with a monster reaction roll. If there is a Shaman on the other side, a result of Neutral (8 or lower) means cessation of hostilities. If the leaders of the other side are exclusively civilians or Mongers, a 5 or lower is needed to cause them to stop and listen. Warriors scorn negotiation, and where they are alone, any result above 2 means that they continue to fight, possibly trying to attack a parleying Shaman by surprise if their ideas of honor so allow. The referee modifies the chances of parley, or chooses the result, based on the circumstances and the Shaman player's approach. Even a high-ranking Warrior might compromise if the alternative is clearly disaster for his tribe.

Rebuke Spirit: An experienced Shaman can attempt to drive away otherworldly spirits by shouted invocation. Generally the referee can treat this as an attempt to Turn Undead like a Cleric, but the affected targets differ. Both Shamans and Clerics can repel incorporeal undead, like ghosts. However, unintelligent, magically-animated skeletons and zombies ignore Shaman imprecations, while interdimensional beings, thought-echoes, and inchoate clouds of alien malice are subject to Rebuke Spirit though unaffected by Turn Undead. See also *Shamans & Spirit Encounters*, p59.

REPUTATION

A Shaman earns additional reputation for defeating spiritual threats, such as banishing or destroying otherworldly creatures, laying ghosts, or closing dangerous gateways.

Bonus Reputation:

- Concluding a successful negotiation.
- Correctly interpreting a vision.
- Consistently refusing to reveal the secrets of your magic to any but your mentor.
- Increasing the status of Shamans in general.
- Completing a mission you were expected to fail.
- Additional concerns by race.

Reputation penalties:

- Foolishly risking your life in ordinary combat, as if you were a Warrior.
- Allowing your gift to be used in a base or mechanistic way by others.
- Failing a mission you were expected to handle with ease.
- Proving over-talkative, impulsive, or foolish, especially if it kills a deal or harms your mentor's status.
- Additional concerns by race.

STARTING PACKAGE

Goblin Shamans start play with a thin cloak, a short staff (club), a copper dagger, a bone amulet, and a pouch of colored muds and sand.

Standard PC scores:

STR 8 INT 11 WIS 13 DEX 13 CON 8 CHA 11; 5 hp, AC 8

Orc Shamans begin play with a mystical face tattoo, a bronze dagger, a staff, and the hides (AC 8), dried blood, and skull of a totem animal killed during initiation.

Standard PC scores:

STR 9 INT 13 WIS 13 DEX 9 CON 9 CHA 11; 6 hp, AC 8

Hobgoblin Shamans begin with an iron club (mace equivalent), a ceremonial helm, and a breastplate made of many bones strung on thongs (AC 8, 10 lbs).

Standard PC scores:

STR 13 INT 8 WIS 13 DEX 9 CON 13 CHA 11; 7 hp, AC 8

SHAMAN SPELL LIST

<p>Level I</p> <p>Augury (C2)</p> <p>Bless (C2)</p> <p>Delay Poison (C2)</p> <p>Divine Weather (D1)</p> <p>Fetch (<i>Animal Companion</i>, D1)</p> <p>Find Plant (D2)</p> <p>Hypnotism (I1)</p> <p>Locate Creature (D1)</p> <p>Manipulate Fire (MU1)</p> <p>Message (MU1)</p> <p>Spirit Sight (<i>New</i>)</p> <p>Spirit Ward (<i>New</i>)</p> <p>Level II</p> <p>Cure Light Wounds (C1)</p> <p>Detect Snares and Pits (D1)</p> <p>Heat Metal (D2)</p> <p>Pass Without Trace (D1)</p> <p>Produce Flame (D2)</p> <p>Purify Food & Drink (C1)</p> <p>Resist Fire (C2)</p> <p>Reveal Charm (C2)</p> <p>Sleep (MU1)</p> <p>Speak with Animal (D1)</p>	<p>Level III</p> <p>Charm Person or Mammal (D2)</p> <p>Cure/Cause Disease (C3)</p> <p>Gust of Wind (MU4)</p> <p>Hold Animal (D3)</p> <p>Prayer (C3)</p> <p>Pyrotechnics (D3)</p> <p>Remove Curse (C3)</p> <p>Speak with Dead (C3)</p> <p>Spirit Walk (<i>New</i>)</p> <p>Totem Markers (<i>New</i>)</p> <p>Level IV</p> <p>Clairvoyance (MU3)</p> <p>Cure Serious Wounds (C4)</p> <p>Dispel Magic (C3)</p> <p>Divination (C4)</p> <p>Exorcise (C4)</p> <p>Neutralize Poison (C4)</p> <p>Speak with Plants (D4)</p> <p>Summon Animals I (D4)</p> <p>Tongues (C4)</p>
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The reference after each spell indicates the equivalent in advanced old-school fantasy rules: C = Cleric, D = Druid, I = Illusionist, MU = Magic User, followed by spell level.

NEW SPELLS

SPIRIT SIGHT

Level: 1

Casting time: 1 round

Duration: 2 turns

Range: 60'

By daubing her eyelids with an unguent of ancestral bones and the mud of holy ground, the Shaman becomes able to see into the Spirit World (p6). The referee determines what is revealed, but typically the Shaman can see any ghosts or spirits in the area, "soft places" that make it easy for creatures and objects to slip between planes, and the aura of enchantment accompanying spells and magic items. She can distinguish between an ordinary animal and one bound as a fetch to another Shaman. A creature revealed to the Shaman can sense her as well. Compare *detect magic*, C1.

SPIRIT WALK

Level: 3

Casting time: 1 hour or 1d6 minutes

Duration: Special

Range: Self

With the help of totems, herbal smokes, chanting, and exhausting dance, the caster wills herself into a state of unconsciousness. If she has fasted for 24 hours, or inflicts 1d3 hp damage on herself in ritual scarification, she can enter the trance in 1d6 minutes; otherwise it takes an hour. Once her body falls somnolent, her spirit stands forth onto the Spirit Plane, and the Shaman may travel great distances, encounter spirits, or receive visions. Her spirit form appears as she pictures herself in her heart; thus lacking all but the most sacred possessions, and healed of most physical frailties. From the Spirit Plane, the Shaman can see into the material world; anyone material using *spirit sight* can see her as well. If she so desires, her movement on the Spirit Plane corresponds to approximately ten times as far in the material world, meaning that she can go see what is happening far from her body. She can will herself to awake by concentrating for one round and making a successful saving throw against spells. If she does so when out of sight of his body, or if the spirit form is killed or dispelled, the Shaman awakes with a shock, and must make a saving throw against death or be reduced to 1 hp per hit die. If her body dies, she becomes a wandering spirit forever. Compare *astral spell*, C7.

SPIRIT WARD

Level: 1

Casting time: 5 rounds

Duration: 6 turns + 1 turn per level

Range: Touch

The Shaman marks the skin of the recipient, whether herself or a companion, with ochre, dyes, and animal blood. While the symbols endure, the target cannot be physically touched by creatures from the Spirit World, and receives a bonus of +1 to saving throws and -1 to AC against other attacks from such beings. These benefits apply against ghosts, incorporeal creatures, and most Spirit Encounters (p59), but not against material undead like zombies. Compare *protection from evil*, C1.

TOTEM MARKERS

Level: 3

Casting time: 1 turn or more

Duration: 6 hours + 1 hour per level

Range: Special

The Shaman deploys totem markers defining a closed curve, such as a circle, on the ground outdoors. Totem figurines (p73) work well, or the caster can take time to prepare marker stakes of bone or wood, decorated with skulls, feathers, stones, or other holy material. No immaterial spirit or extraplanar creature can cross the marked perimeter, in or out: the same sorts affected by *spirit ward*. The basic area of effect is a circle of 10' radius, or other shape with a perimeter of 60'. Multiple Shamans can work together to enclose large areas; each contributes 60' of perimeter, and duration comes from their total level. When the spell expires, the Shaman must take time to freshen the wards with new materials before casting again. Compare *protection from evil 10' radius*, C4.

MONGERS

Requirements: Intelligence 9

Prime Requisite: Charisma

HD: d4 (PCs: 4 hp at 1st level ± CON mod)

Saves and attacks: As Thief

Magic item use: As Thief

Armor permitted: Padded only

Weapons permitted: club, dagger, javelin, or sling

These folk start out as the small, clever ones in the tribe, learning early to make deals, scare up necessities and luxuries to trade for favors, and keep track of things like stored supplies and valuable resources. Fascinated by numbers and behavior, they pursue a different path from most. Such folk from different tribes find ways to get along and form a network of contacts, ultimately connecting back to the Monger-dominated tribe that runs Rotmoot: the Mooters. Even Warriors can come to appreciate someone who can walk away with a couple of cows and bring back a longbow, or vice-versa.

GOBLIN MONGER



MONGER RANKS

LEVEL	TITLE	REP	XP	ABILITIES
1	Scrounger	0-19	0	Green hands; Ciphering; Languages
2	Observer	20-44	1,251	Bulk rights, Evaluation
3	Distracter	45-79	2,501	Borrowing
4	Bean Counter	80-124	5,001	Lending
5	Master Monger	125-179	10,001	Establishment

ABILITIES

Green hands: This slang term, meaning “someone who handles bronze,” indicates that a Monger can deal with money, barter, and non-military negotiations without loss of prestige. Of course, in many tribes the low-level Monger has little enough prestige to begin with.

Ciphering: The Monger can do simple math. The referee might allow the player to make an INT check to have the character find a workable solution to a numerical problem without the player, or referee, having to actually calculate it.

Languages: If a Monger associates with someone who can teach him a language, he can be competent at that language the next time he levels up, regardless of INT modifier. See p14 for common languages in the Rotlands.

Bulk rights: If he has the resources, a proven Monger can trade and purchase bulk goods at Moot. See p68.

Evaluation: On an INT check, the Monger can estimate the market value of a piece of goods, from a torn basket to a jeweled sword. He can also use this ability to recognize rare objects or substances that most Rotlanders find unfamiliar. The referee might impose penalties for unusual items or a bonus of up to +4 for common goods and a local market.

Borrowing: The Monger can borrow cash or goods, to be paid back plus gifts, from a Monger of at least 4th level, generally found at Moot. See Lending, below.

Lending: The Monger can make loans of cash or goods. Once a year at Harvest Revel, debts are to be cleared, and the Mooters will shun the tribe of any who default on large, formal loans. Warriors, of course, refuse to consider this and make poor credit risks. Interest usually takes the form of gifts to the lender, not cash percentages. For example, a Monger might borrow 500 lbs of coal to help his tribe through the winter, then pay back the equivalent trade value in raw wool by the next fall, plus a pair of strong bison geldings as a gift. (Trade values of goods appear on p69.) Giving good gifts increases a Monger’s Reputation; being known for giving less than you get is cause for shame.

Establishment: The Monger can found his own merchant house or come into leadership of an existing house. He can choose to set up a permanent business at Moot, in effect becoming a respected leader of the Mooter tribe.

REPUTATION

Bonus Reputation: A Monger gains reputation from profitable transactions, including selling items for more than their standard worth or turning a challenge into an opportunity. In particular, trades that benefit the Monger's home tribe improve his Reputation far more than just filling his own money-gourds. Giving generous gifts when repaying loans improves Rep. Also, there is a fine line between sharp bargaining and outright falsehood, and you gain reputation by walking it closely. Right doing is to make profit by seeing opportunity and exploiting it cleverly; a profit that comes purely by chance garners little repute, at least unless the Monger seizes the chance with admirable speed and exploits it well. Additional concerns by race.

Reputation penalties:

- Losing value, or being fooled, on a major transaction.
- Becoming known as an outright thief.
- Giving poor gifts.
- Breaking the terms of any bargain; failure to pay back a loan from another Monger is very bad for your reputation.
- A Monger who turns a cash profit to the detriment of his tribe shames himself.
- Additional concerns by race.

STARTING PACKAGE

Mongers, and only Mongers, can shop from the General Goods chart on p67 before play.

Goblin Mongers start with a number of iron pieces equal to Charisma, a money-gourd, and a comfortable smock. They are subject to mockery, but then, everyone in goblin society mocks everyone else.

Standard PC scores:

STR 8 INT 13 WIS 11 DEX 13 CON 8 CHA 13; 3 hp, AC 8

Orc Mongers start play with a number of bronze coins equal to Charisma, a money-gourd, a tunic, and a shiny rock, clay bead, or other conspicuous ornament worth perhaps 1 ip. A male Monger always displays some physical defect such as missing fingers, a blind eye, a limp, a wheezing breath, or the scar from a hideous injury. Without such a mark, the Warriors would not tolerate a fellow male who did not fight at their sides. Male Mongers take care to display and even exaggerate their mark of inability. Females are looked down on by the Warriors regardless and need not be crippled; still, female Mongers display or simulate some pox, palsy, or sign of infirmity by tradition, and to exempt them from being approached as potential mates by every overconfident Warrior.

Standard PC scores:

STR 8 INT 16 WIS 11 DEX 11 CON 9 CHA 13; 4 hp, AC 9

Hobgoblin Mongers start with a purple tattoo on the back of one hand, three salt tallies (\pm CHA modifier), a brass earring (15 ip value), an apron, and a small sack on a rope. So long as their efforts support the tribe's military ambitions, Mongers receive a grudging respect.

Standard PC scores:

STR 11 INT 13 WIS 11 DEX 11 CON 13 CHA 13; 5 hp, AC 9

NPC CLASSES

Tribemembers: Many Rotlanders pursue only the profession of survival and Reputation within the tribe. Females in particular are usually consigned to this fate, except for extraordinary individuals who become Shamans or insist on the right to practice as Warriors (see *Gender Roles*, p6). Tribemembers are an NPC class with a d8 hit die, experience levels like a Monger, and attacks and saving throws like a Thief. As shown on p9, Tribemembers accumulate Reputation just as PC classes do, and players would do well to keep their relative Rep in mind when dealing anyone regardless of class. A high-Rep Tribemember outranks a Chump, for example, even though not in his chain of command.

Non-entities: Slaves, youth, and infants have no Reputation and no ability to gain in level. They fight and save as 0-level humans. Slaves have a single d8 for hit points, modified by racial average CON. The hit points of the young are defined by race and tribe type, typically 1, 2, or 1d4.

PERSONAL NAMES

In the Rotlands, a child can expect little direct address besides "Hey you!" and "Move it, grub." Young Rotlanders don't get names until they earn them. Mostly, this occurs naturally and the individual has little choice about the moniker settled on him by his tribe. A player can choose his character's name: a literal meaning, such as Big Ears or Axe-lover; a clutch of barbarous syllables like Grak Gor or Drindastap; or a combination such as Ruk Grindstone. The tribe does not give grandiloquent names to inexperienced members, and trying to take on an ambitious sobriquet leads to mockery and abuse. It's better to start life as just Thokkod and wait until gaining some Reputation and levels before styling oneself Thokkod Foebiter or Thokkod Blades-Like-The-Wind.

Foot Goblin Names: Foot Goblin names are often ironic, exaggerated, obscure, joking, or otherwise intended to disguise the recipient's true nature. The way many cultures call a strong, tall individual "Tiny," Goblins might also call a keen-eyed scout Blind Gak; a clever Monger, Slowpoke; or a beauteous Shaman, Wartwattles. A gobbo with a couple of sparse red hairs on his head might be called Shaggy; one with a slight potbelly could be Big Fat Chim, while his truly obese friend (a rare affliction) gets called Waste-Away Dritts or just Bony. See *Foot Goblins*, p23.

TRIBE SIZE + POPULATION

TRIBE TYPE	POP.	HD	HD W/ HERD	HD W/ SLAVES	HD W/ BOTH
Foot Goblins	302	169	254	–	–
Ogre Lasher Orcs	232	180	–	196–228	–
Troll Driver Orcs	232	179	–	–	–
Goblin Eater Hobs	296	193	–	193	289
Hearth Orcs	304	228	342	244–276	358–390
Warg Rider Goblins	239	295	–	–	–
Free Hobs	82	87	–	–	–
Saltjack Clan (Orkin)	55	39	–	–	–
Ogre Clan	39	120	–	–	–
Gnoll Pack	105	81	–	–	–

Each Rotlander tribe is defined both as an aggregate number of Hit Dice and as an absolute count of persons. The HD count informs how much terrain it takes to support the populace through hunting, gathering, herding, or planting. A goblin child with 1 hp, for example, needs much less support than a huge 4 HD ogre, or a big-bellied, 5th level hobgoblin Chieftain who demands only the best.

The total population number includes all tribe members, from infants to elders. For example, the 302 goblins of all ages in a typical Foot Goblin tribe have a total of 169 HD.

Herds add 85 to 114 HD for the land to support, depending on tribe type. Slaves add 16 to 48 HD, as determined on p32. Neither counts into the population total above. Servile monsters—wargs, ogres, and trolls—are included in the tribal HD total but not the population count. For Goblin Eater Hobs, both population and HD include their subjugated goblins.

Unlike slaves, monsters, and herds, pigs, chickens, and scrapper dogs live on discards and do not count into the supported HD total.

Territory is measured in hexes. The number of hexes needed to support each tribe depends on the total hit dice, the quality of the land, and the lifestyle of the tribe.

QUALITY OF LAND

Each of the eight regions has one of four quality levels.

- **Prime** terrain is green plains, green hills or green forest.
- **Sparse** terrain has one disadvantage: it is mountainous, or dry, or cold.
- **Harsh** terrain has two disadvantages: dry and cold, or dry and mountainous, or mountainous and cold.
- **Desolate** terrain is mountainous, dry, and cold: the Doghead Peaks.

Dry terrain influences weather (p51), water supplies for travelers (p53), and the incidence of mud or water in caves (p42).

Cold terrain influences weather and the dangers of exposure (p52).

LIFESTYLE OF THE TRIBE

- Hunter-gatherers range over a wide territory, allowing them to support about 20 hit dice per hex.
- Raiders who prey on other tribes as well as game support 100 HD per hex.
- Settled folk who practice herding and agriculture can support 200 HD per hex, using the rather primitive methods of the Rotland tribes.

For comparison, more arable lands with more rain, in a society where farmers are respected specialists, protected by a standing army, using steel plows, horses, and other quality tools, can support up to 2,000 HD per hex. The resulting food surplus allows development of large cities, scholarship, specialized workers, lively import/export, and a dominant merchant class: all things that distinguish the Southrons from Rotlanders.

WHO LIVES WHERE

Each referee can define his own version of the Rotlands and populate it, by hand or dice, with the various types of humanoid tribes that eke out their lives here in lands the civilized folk scorn. The full-color map of the Rotlands appears on the inside cover.

To determine who lives in an unknown hex, the referee can roll 1d20, consult the Locals chart by region, and mark the parenthetical number of hexes occupied. For example, a result of Hearth Orcs (3) indicates a Hearth Orc town in the hex, plus two adjacent hexes claimed by them as hunting and gathering grounds. The referee chooses which three hexes to fill, then picks a new, empty hex and continues the process.

Oddities may prevent anyone from trying to live in that hex, depending on details from pp46–47. Saltjack Clans live only on Mount Rotten.



IN THE SHADOW OF MOUNT ROTTEN

LOCALS: OCCUPANTS OF A HEX BY TERRAIN + REGION

d20	PRIME		SPARSE			HARSH		DESOLATE						
	BORDERLANDS Green plains	RIVERWOOD Green forest	GOB STRETCH Cold plains	RUSHING RIVER VALLEY Green mts.	SWEET PLAINS Dry plains	DRASTIC STEPPE Cold, dry plains	GREYRAKES Dry mountains	DOGHEADS Cold, dry mts.						
1	Foot Goblins (1)	Forest Goblins (1)	Foot Goblins (2)	Foot Goblins (2)	Foot Goblins (2)	Foot Goblins with Cave (3)	Foot Goblins (3)	Free Hobs (19)						
2									Foot Goblins with Cave (2)	Foot Goblins with Cave (2)	Foot Goblin Shepherd (4)	Foot Goblins with Cave (3)	Gnoll Pack (38)	
3	Foot Goblin Emu Herders (2)								Foot Goblin Emu Herders (2)	Free Hobs (12)	Foot Goblin Goat Herders (4)			
4	Foot Goblins with Caves (1)	Forest Goblins with Cave (1)	Foot Goblins with Cave (2)	Foot Goblin Goat Herders (2)	Foot Goblin Emu Herders with Cave (2)	Free Hobs (8)	Foot Goblin Goat Herders with Cave (4)							
5	Foot Goblins Emu Herders with Caves (2)							Free Hobs (12)						
6	Free Hobs (4)							Foot Goblin Reindeer Herders (2)	Foot Goblin Goat Herders with Cave (2)	Goblin Eater Hobs (3)	Goblin Eater Hobs (6)			
7	Goblin Eater Hobs (2)											Hearth Orcs (2)		Goblin Eater Hobs with Cave (6)
8	Goblin Eater Hobs with Caves (2)							Free Hobs (4)	Foot Goblin Reindeer Herders with Cave (2)	Goblin Eater Hobs with Cave (3)	Hearth Orc Bison Herders (2)	Goblin Eater Hobs (6)		Goblin Eater Goat Herders (8)
9	Hearth Orcs (1)													
10								Goblin Eater Hobs with Cave (2)	Goblin Eater Hobs (3)	Hearth Orc Goat Herders (2)	Hearth Orc Emu Herders (2)	Hearth Orc Slavers (4)		Hearth Orc Goat Herders (6)
11	Hearth Orcs Bison Herders (2)	Hearth Orcs (2)	Goblin Eater Hobs with Cave (3)	Hearth Orc Goat Herder Slavers (3)	Hearth Orc Shepherds (2)									
12			Hearth Orc Slavers (2)	Hearth Orc Slavers (3)	Ogre Lasher Orcs (4)	Hearth Orc Slavers (3)	Hearth Orc Shepherd Slavers (7)	Hearth Orc Goat Herder Slavers (7)						
13	Hearth Orc Slavers (2)	Ogre Lasher Orcs (2)	Hearth Orc Reindeer Herder Slavers (3)	Ogre Lasher Slavers (5)	Hearth Orc Bison Herder Slavers (3)	Ogre Lasher Slavers (6)			Ogre Lasher Orcs (5)					
14	Hearth Orc Bison Herder Slavers (2)	Ogre Lasher Slavers (2)	Ogre Lasher Slavers (5)	Troll Driver Orcs (4)	Hearth Orc Shepherd Slavers (3)		Troll Driver Slavers (6)	Ogre Lasher Slavers (7)						
15	Ogre Lasher Orcs (2)	Troll Driver Orcs (2)	Troll Driver Slavers (5)	Troll Driver Slavers (5)	Ogre Lasher Orcs (4)	Troll Driver Slavers (6)		Troll Driver Orcs (5)						
16	Troll Driver Orcs (2)	Troll Driver Slavers (2)	Warg Rider Goblins (6)	Warg Rider Goblins (6)	Ogre Lasher Slavers (5)		Warg Rider Goblins (9)	Troll Driver Slavers (7)						
17	Warg Rider Goblins (3)	Ogres in Cave (2)			Ogres in Cave (3)	Ogres in Cave (3)		Troll Driver Orcs (4)	Warg Rider Goblins (9)					
18	Ogres in Cave (2)		Ogres in Cave (3)	Ogres in Cave (3)	Troll Driver Slavers (5)	Ogres in Cave (4)	Gnoll bachelor pack (1)							
19	Ogres in Ruins (2)	Ogres in Ruins (2)	Ogres in Ruins (3)		Ogres in Cave or Ruins (3)	Ogres in Ruins (4)		Ogres in Cave (4)						
20	Oddity	Oddity	Oddity	Oddity	Oddity	Oddity	Oddity	Oddity						

Shaded columns indicate cold terrain.

Italics indicate dry terrain.

(Parentheses) show the number of hexes this tribe requires to survive in that terrain type, including support for any slaves or herds.

Caves: See p42. **Ruins:** See p46. **Oddities:** See p46.

TRIBE TYPES

The three races pursue a variety of lifestyles, resulting in seven main kinds of tribes, plus the mountain-bound Saltjacks, barbarous groups of ogres and gnolls, and the unique hybrid tribe called the Mooters.

FOOT GOBLINS

Tribe size: 169 HD (302 goblins)

May keep herds: +85 HD

Fearing the larger races, these gobbos try to maintain a low profile, settling on defensible hilltops or mountain outcroppings with access to water. When possible, they prefer to build above natural caves. They maintain palisade walls made from rocks and small tree trunks. Tribemembers work in sight of the hilltop, scrabbling up crops like cabbage, turnips, and beans, and keep pigs or chickens penned inside the palisade wall. In green hills or plains, they tend herds of goats and develop an appetite for raw cheese. Caves, even when available, seldom hold more than a fraction of the populace. Homes are shallow dugouts roofed with sod or brush. Dirt tunnels are common for escape and storage, and in times of emergency the young are shoved into every available underground space. The community rests in daylight and works by night; daytime patrols often carry parasols or wear straw sun visors. The crafty goblins install alarms, pits, deadfalls, and other traps in their tunnels, on obvious approaches to the home base, and on nearby paths. Still, some Foot Goblins are forced to pay tribute, in food and females, to Warg Rider tribes. Many Foot Goblins long for a better home base, and may attack other tribes. A favorite ambition is to dig a secret tunnel and enter another tribe's settlement from within the hill, killing by surprise and driving the locals out with fire and smoke into carefully concealed outdoor traps.

By default, player characters are members of a Foot Goblin tribe.

60 Chumps (W1) = 48 HD

12 Meat Shields (W2) = 19 HD

One Chieftain (W3) = 3 HD

One Gopher (S1) = 1 HD

One Shaman (S3) = 3 HD

One Scrounger (M1) = 1 HD

One Observer (M2) = 1 HD

75 Tribemembers (T1) = 60 HD

150 young (1 hp) = 33 HD

Total population: 302

Scrapper dogs, domesticated:

- Without herd, 18 adult males, 14 bitches, 12 pups.
- With herd, 24 adult males, 18 bitches, 18 pups.

Patrol (12): 5 goblin Chumps, 1 Meat Shield captain, scrapper dog

Work group (6): 12 Tribemembers with one Patrol. If the tribe keeps a herd, one work group attends it by daylight, with two extra scrapper dogs.

Home base: Four daytime Patrols. By night, six patrols in the fields with the Tribemembers, four in the palisade with the Chieftain.

Language: Gritch. Chieftain, Shaman, Gopher, and 50% of captains also speak Ork.

Technology: Leatherworking, woodworking, stone knapping, weaving grass rope and nets; cold reshaping of bronze and iron. See typical armament of goblin Warriors, p16.

For details of a Foot Goblin Settlement, see p33.

For a sample Foot Goblin cave, see p45.

FOREST GOBLINS

These Foot Goblins dwell in Riverwood. They exactly resemble their fellows, but with skin of an orc-like green. They prefer green clothes, identify with fey races, and enjoy tricking larger folk, often to death.

OGRE LASHERS (ORCS)

Tribe size: 180 HD (232 orcs, two Ogres)

May keep slaves or prisoners. Never keep herds.

Only the most aggressive orc tribes bother with the inconvenience of enslaving stupid giant-kin. These Warriors treat their ogres with an odd mixture of mockery, pride, and emulation, and the creatures learn to obey. Their handlers walk them around on leash-chains attached to riveted iron collars. The main occupation of Ogre Lasher males is war. They raid other tribes for slaves and food, sometimes incorporating captured orc or orkin females and youth into the tribe. Dead orcish enemies are left on the field. Warriors can join a new tribe but will only do so if the old Chieftain is killed. The tribe lives in crude dugouts, lean-tos, and hide tents, always centered around a defensible redoubt. Cave systems are considered the best, when available, but most tribes mound up earthworks in a large ring and fix a heavy gate across the entryway. If wood is plentiful they may top the ring with a palisade. The tribe sleeps away the brightest part of the day, but always keeps one patrol atop the earthworks and another patrolling the area. At night the Chieftain may order the patrols to accompany the Tribemembers in their gathering of fish, fruit, nuts, roots, and small game, or he may decide to assemble his strike teams and march to the attack someplace, leaving two to four patrols to protect the works. The Chieftain lives underground, even if just in an earthen excavation, and any loot is buried. Ogre Lashers sometimes make fleeting alliance with Troll Drivers to attack a common victim, but otherwise do not seek peace. Males refuse to herd and will only hunt large predators or dangerous prey. On conquering a tribe that keeps animals, the Ogre Lashers slaughter the entire herd for an enormous victory feast, wasting much meat. Ambitious Shamans try to capture a female ogre so as to create a supply of future shock troops, but getting the brutes to breed in captivity, then raising the young, presents many challenges.

Ogre Lashers and Troll Drivers are collectively known as "Monster Orc tribes." See *Monster Orc Camp*, p34, and typical Monster Orc cave redoubt on p44.

IN THE SHADOW OF MOUNT ROTTEN

50 Chumps (W1) = 50 HD

8 Meat Shields (W2, 8 hp) = 16 HD

2 Ogre Wranglers (W2) = 4 HD

One Chieftain (W4) = 4 HD

One Gopher (S1) = 1 HD

One Shaman (S3) = 3 HD

One Scrounger (M1) = 1 HD

60 Tribemembers (T1) = 60 HD

42 young (2 hp) = 18 HD

66 infants (1 hp) = 15 HD

Two ogres (4+1 HD) = 8 HD

Total population: 232 orcs plus two ogres

Patrols (6): 6 orc Chumps, one Meat Shield captain.

Strike Teams (2): 8 orc Chumps, one Meat Shield captain, one Ogre Wrangler, one Ogre.

Gatherer Bands (4): 12 Tribemembers. Protected by a Patrol when far afield.

Home base: 1d6 Patrols, 1d2 Strike Teams, plus Chieftain and 8 Chump bodyguards

Language: Ork. Ogre Wranglers also speak Ogga; the Chieftain and the Shaman are 50% likely to speak it.

Technology: Ogre Lashers cure leather, knapp stone, do woodwork, and make grass rope. They do not mine, but can do ironwork and will reforge any captured metal into swords or other advanced gear. See typical armament of orc Warriors, p16.

TROLL DRIVERS (ORCS)

Tribe size: 179 HD (232 orcs, one troll)

Never keep herds or slaves. May keep prisoners.

Similar to Ogre Lashers in most ways, Troll Drivers pride themselves on having the most vicious, mindless mascot possible. Strong enemy Warriors are fed to the troll, which rages in a cage most of the time. When anticipating a battle, the orcs starve the troll for a few days, roll its cage into the front line, and let it go. If the troll is seriously injured by fire or acid, a Shaman might try to divide it into two pieces, hoping that at least one will grow into a healthy new troll.

50 Chumps (W1) = 50 HD

8 Meat Shields (W2) = 16 HD

2 Troll Wranglers (W2) = 4 HD

One Chieftain (W4) = 4 HD

One Gopher (S1) = 1 HD

One Devil-Bait "Senior Shaman" (S3) = 3 HD

One Scrounger (M1) = 1 HD

60 Tribemembers (T1) = 60 HD

66 infants (1 hp) = 15 HD

42 young (2 hp) = 18 HD

One troll (6+3 HD) = 7 HD

Total population: 232 plus troll

Patrol (8): 6 Chumps, one Meat Shield captain.

Gatherer Band (4): 12 Tribemembers. Protected by a Patrol when far afield.

Warband (1): Chieftain, troll, 2 Troll-Wranglers, 6 captains, 48 Chumps. Two captains and two Chumps hide the populace.

Home base: 1d6 Patrols, 1d4 Gatherer Bands, one Troll-Wrangler, two Chumps, one Meat Shield bodyguard, the troll, the Gopher, the Shaman, and the Chieftain.

Language: Ork. The Scrounger also speaks Gritch.

Technology: These orcs cure leather, knapp stone, do woodwork, and make grass rope. They do not mine, but can do ironwork and will reforge any captured metal into swords or other advanced gear. See typical armament of orc Warriors, p16.

GOBLIN EATERS (HOBBS)

Tribe size: 193 HD (116 hobgoblins, 180 goblins)

May keep herds: +96 HD

Always keep slaves.

Hobgoblins are only truly happy when commanding others, and these hobs have achieved the pinnacle of ambition: successfully defeating a Foot Goblin tribe and taking over their settlement. After killing and eating the Goblin leaders, and enough others to get the message across, the hobs enslave the remaining short folk, who labor producing food and enlarging the diggings. The goblin young are crowded into the grub-hole, a well-guarded cavern or fort, where they serve as hostages against the good behavior of the adult workers. The "grubs" learn to behave, and the disciplined hobs seldom eat one without provocation. Goblin females sleep in the grub-hole during the day, but no goblin male is allowed in any tunnels or caves where the hobs live. The male slaves instead occupy cramped dugouts within the settlement's palisade. At night, slave gangs are taken outside to work. Any who rebel or try to flee go on the hobs' menu; if any goblins escape, many grubs are put to death as punishment. The slaves raise goats, sheep, chickens, and pigs to forestall the hob appetite for meat, plus a few cabbages, turnips, and beans for themselves and the animals. Every Goblin Eater Chieftain hopes to capture more slaves in raids on Foot Goblins and battles with Warg Riders, while other goblins may attack to liberate their kin and Free Hobs may try to take over the Goblin Eater base.

Hobgoblins: 104 HD

24 Chumps (W1 / HD 1+1) = 30 HD

One Slavemaster (W2) = 2 HD

Four Scufflers (W4) = 16 HD

One Chieftain (W5) = 5 HD

One Gopher (S1) = 1 HD

One Shaman (S3) = 3 HD

Four Scroungers (M1) = 3 HD

32 Tribemembers (1 HD) = 32 HD

20 youths (2 hp) = 6 HD

28 infants (1 hp) = 6 HD

Goblin Slaves: 89 HD (six subjugated clans)

48 males (HD 1-1) = 39 HD

42 females (HD 1-1) = 32 HD

90 young (1 hp) = 18 HD

Total population: 296

Slave gangs (8): Six male and four female goblins, guarded by two Chumps. One or two females carry nursing infants strapped to their chests.

Herders, if any: One slave gang, working by daylight.

Home guard, day: Two Scuffler captains, four Chumps, Gopher, two Scroungers.

Home guard, night: Two Scuffler captains, four Chumps, Shaman, two Scroungers.

Command tent or cave: Chieftain; Slavemaster

Grub-hole: 8 female goblins, 80 young goblins, 2 female hobgoblin guards.

Language: Gritch. The Shaman also speaks Ork. Two Scroungers speak Ork and two speak Man.

Technology: Goblin slaves perform work with leather, wood, grass fibers, stone, iron, and bronze. The hobgoblin masters reserve all armament repair and maintenance to themselves, in keeping with their Cult of Weapons.

HEARTH ORCS

Tribe size: 228 HD (304 orcs)

May keep herds: +114 HD

May keep slaves or prisoners

Hearth Orcs construct actual villages, cruder than human work but far more substantial than the palisades of the Foot Goblins. They make high walls of wood and stones and particularly love to build massive, impressive-looking gates that are very hard to open and close. They dig wells and make individual one- or two-story buildings inside the walls. Males range out to hunt animals of all kinds and attack bordering humanoids, dreaming of turning their little townlet into the capital of an empire. Tribemembers tend to fields of yams, onions, gourds, and turnips, and feed great pens of pigs on the village garbage. Resentment at having to do any hard work, ever, runs deep in the orcish spirit, and their agricultural success is spotty, so periodically the whole populace must be driven out to gather food in the wild: trapping migrating birds, picking the bushes clean when the berries come out, wading into fish runs, and so on. Hearth Orcs, even non-Mongers, have a concept of the usefulness of money. Leaders compete for shiny adornments, and leaders arrange for trade with other tribes or caravans (p74). When food surplus or excellent weather permits, the Hearth Orcs gleefully throw down their hoes and pick up spears, charging out across the Rotlands to besiege other villages or inflict revenge on any Ogre Lashers or Troll Drivers who dared inconvenience them in the past. Particularly successful tribes build catapults or ballistae to defend their town walls and may even establish scout towers to watch the borders of the tribal lands.

60 Chumps (W1) = 60 HD

12 Meat Shields (W2) = 24 HD

One Chieftain (W4) = 4 HD

One Experiment "Apprentice" (S2) = 2 HD

One Devil-Bait "Senior Shaman" (S3) = 3 HD

Three Scroungers (M1) = 3 HD

One Observer (M2) = 2 HD

75 Tribemembers (T1) = 75 HD

90 infants (1 hp) = 20 HD

60 youths (2 hp) = 35 HD

Total population: 303

Scrapper dogs, domesticated:

- Without herd, 20 adult males, 16 bitches, 16 pups.
- With herd, 32 adult males, 24 bitches, 20 pups.

Patrols (12): 5 Chumps, 1 Meat Shield captain, scrapper dog

Work Group (9): Six Tribemembers. Protected by one Patrol when far afield.

Herders: If the tribe keeps herds, some must attend them during daylight. One Patrol protects the herders and animals, which are driven back to pens outside the town walls at night.

Make up of Hearth Orc herder group depends on tribal lifestyle:

- **Herder Groups, non-slavers (2):** One Work Group, one Patrol, and two extra scrapper dogs. The two Herder Groups take shifts
- **Herder Group, slavers (1):** One slave gang (p32), one Patrol, and one extra dog. The single gang works all day.

Home base: 2d6 patrols plus Chieftain and Shamans.

Languages: Ork. Chieftain and 50% of Meat Shields also speak Man. The Senior Shaman and the Observer speak Ork, Man, and Gritch. The Experiment speaks Ork, Man, and is 50% likely to speak Gritch. Each Scrounger has one language in addition to Ork.

Technology: In the Rotlands, Hearth Orcs have the best chance to perfect craft techniques. Each village has a smithy able to work iron and bronze, and the tribe can sometimes acquire ore through trade. Any steel must be captured. Tribemembers work heavy wooden looms to make felted broadcloth from wool. The village also performs competent leatherwork, carpentry, pottery, and rope and basket making.

For details of a Hearth Orc town, see p35.

For the Hearth Orc town of Selkirk, see p40.

WARG RIDERS (GOBLINS)

Tribe size: 298 HD (239 goblins, 59 wargs)

Never keep herds, slaves, or prisoners.

These aggressive goblin tribes use their hand-reared dire wolf mounts to hunt wild animals, raid livestock, capture Foot Goblin females, and even attack Hearth Orcs from time to time. The Gatherer Bands tend to roam far afield by night, gathering anything edible: digging jackrabbits out of their dens, stripping edible leaves from plants, cracking snails, and pulling up roots. A special treat is a fat spider wrapped in its own web and eaten live. Even so, with their ravenous mounts to support, Warg Riders require a great deal of territory and can keep no herds. During the day they gather in a disorganized camp; even when using the same site for years, they set up nothing more permanent than tents and stockades. The wargs and their riders sleep by day, each Warrior with his wolf, leaving one or two raiding units to keep watch without their mounts or Foe-Taunter leader. By night, the raiding units take turns escorting gatherers, which is viewed as a chore, or running off to hunt and maybe find a fight, which is greatly preferred. Everyone marches, including children, who are pressed to help gather food as soon as they can walk. No one stays at the camp site unless gravely ill. At war, one unit remains with the Tribemembers and young in hiding, usually as punishment, while the rest form into a War Pack of 40 infantry and 16 cavalry led by the Chieftain.

About 1 in 20 wargs is born with all-white fur and red eyes. It may or may not be true that such wargs possess unusual power, but if a white-furred male comes along, the Chieftain claims it.

48 Chumps (W1 / HD 1-1) = 39 HD

12 Meat Shields (W2 / 2d6 hp) = 19 HD

Six Foe-Taunters (W3) = 15 HD

One Chieftain (W4) = 4 HD

One Experiment (S2) = 2 HD

One Shaman (S3) = 3 HD

Two Scroungers (M1) = 1 HD

60 Tribemembers (T1) = 48 HD

108 young (1 hp) = 24 HD

Warg pack:

19 Wargs (4+1 HD) = 80 HD

20 Warg bitches (2 HD) = 40 HD

20 Warg pups (1 HD) = 20 HD

Total population: 239 goblins plus 59 wargs

Raiding Units (5): Eight Chumps, two mounted Meat Shields, one mounted Foe-Taunter captain with lance.

Gatherer Bands (3): 16 Tribemembers and 24 young, protected by a Raiding Unit.

Home base: By day, goblins sleeping in hide tents and shallow dugouts, with one Raiding Unit on patrol. By night, a collection of smelly holes holding a dozen Tribemembers eating, talking, and watching 36 infant goblins. Any excess food is buried someplace nearby.

Language: Gritch. The Shaman and Experiment also speak Ork; the Chieftain and the Foe-Taunters are each 50% likely to speak Ork as well.

Technology: Warg Riders spend little time making what they can instead steal. Warriors know how to maintain their leather tack and saddle.

For details of Warg Rider camps, see p35.



FREE HOBBS

Tribe size: 87 HD (82 hobgoblins)

Never keep herds or slaves. May keep prisoners.

These Rotland hobs have it rough. Their appetite for flesh keeps them from growing in numbers, as each adult requires a great deal of raw meat every day to maintain good health. They can digest uncooked vegetables if necessary, but a hob without meat becomes gassy, irritable, and weak, and suffers even more in pride (see *Dehydration & Starvation*, p53). Free Hobs compete for game with the much fiercer gnoll tribes, and every skirmish is a dangerous contest of the superior weapons of the hobs versus the animalistic fury of the dog-heads. Both races hunt by daylight while the big-eyed goblins and orcs are hiding from the sun. When a warlord starts to gather tribes into an army, the hobgoblins are always first to sign up, so long as there's plenty of meat in the commissary. A hobgoblin Chieftain establishes a home base, such as a shallow cave or the broken-down remnants of a destroyed Hearth Orc village. Failing that, the tribe may be forced to live in a simple ditch with a dirt berm in front and a few hides overhead. They always seek a better base, while lacking the skill or willingness to construct buildings or walls. If the Chieftain cannot house his people somehow, he loses his right to rule. One of his own Scufflers may kill him and declare himself Chieftain; if he has sufficient Reputation, he can lead the people on a new search for a home. Every Chieftain dreams of taking over the palisaded base of a tribe of Foot Goblins, becoming a Goblin Eater tribe, and so every Foot Goblin tribe can expect periodic attacks by hopeful hobs. Usually the traps and superior numbers of the goblins drive off their would-be ousters. See *Hungry Hobs* campaign type, p50.

24 Chumps (W1) = 29 HD

Four Scufflers (W4) = 19 HD

One Chieftain (W5) = 6 HD

One Shaman (S1) = 1 HD

Two Scroungers (M1) = 2 HD

20 Tribemembers (T1) = 20 HD

12 youth (2 hp) = 6 HD

18 infants (1 hp) = 4 HD

Total population: 82

Patrol Units (4): Six Chumps plus one Scuffler captain.

Home base: 1d4 Patrol Units, Chieftain, and Shaman.

Language: Gritch. The Shaman and the Scroungers also speak Ork.

Technology: Hobgoblins tan animal hides, badly, and make stone-tipped implements. They capture better weapons and armor from foes when possible, and treat these items with great reverence, passing them down as heirlooms and keeping them in good shape for many years.

SALTJACK CLAN (ORKIN)

Tribe size: 39 HD (55 orkin)

Never keep herds or slaves

These extended families work long hours in the dangerous salt mines of Mount Rotten as soon as they can walk. The members are orkin: orc crossbreeds of uncertain heritage (see p13). Each Saltjack clan claims one or more tunnels as its own private mining site, and turf battles between clans are viciously contested. Their home base is a collection of hide tents, pitched near the current mine.

The size and shape of each salt mine can be determined as for a Complex, Ramiform Warren on p42.

Since the jacks are, in effect, mining money, they should be rich, but in practice they suffer exploitation by an old system. A clan's Mining Crew, with youths doing sorting and packing, extract an average of 250 pounds of rock salt per week. See more about mining on p43. The jacks trade salt to the Monger Houses of Selkirk at 10 ip worth of goods per pound: a fraction of the salt's value elsewhere in the Rotlands. Just to survive the clan needs about 900 lbs of food per month, so they live on dried roots, onions, and fermented sheep's milk, with never a taste of meat. They even pay for water. The clans don't dare rebel, for there are a dozen or more clans on the mountain, and the Factors of Selkirk might simply cease dealing with a recalcitrant group.

Young adults sometimes get leave to make a one-time journey to Rotmoot for Harvest Revel (p38), to trade away as much salt as they can carry and return with mates. Failing that, they must seek pairings with other Saltjack clans, often the cause of an uneasy peace.

10 Chumps (W1) = 10 HD

2 Meat Shields (W2) = 4 HD

One Chieftain (W3) = 3 HD

2 Scroungers (female) (M1) = 2 HD

12 Tribemembers (T1) = 12 HD

18 infants (1 hp) = 4 HD

10 youths (2 hp) = 4 HD

Total population: 55

Plus scrapper dogs: 4 adult males, 4 bitches, 8 pups.

Mining Crew: 10 Chumps, 1 Meat Shield Crew Chief, 5 youths in tunnel; 5 Tribemembers, 5 youths at minehead.

Home base: 2 Scroungers, 1 Meat Shield, Chieftain, 7 Tribemembers, 18 infants.

Language: Ork

Technology: The Saltjacks save up to buy iron tools and other supplies from Selkirk, or take loans.

THE MOOTER TRIBE

See p38 for more about this unique, relatively tolerant community.

Tribe size, total: 885 HD (849 Mooters + 36 slaves)

During Revel: + Visitors averaging 483 HD

At Moot Year Round: 482 HD (593 Mooters) + visitors averaging 52 HD

	At Moot Year Round	In Caravans
Scroungers (M1)	16	32
Observers (M2)	16	16
Distracters (M3)	4	8
Bean Counters (M4)	4	4
Master Mongers (M5)	5	-
Chumps (W1)	48	64
Meat Shields (W2)	24	32
Foe-Taunters (W3)	6	8
Gophers (S1)	9	16
Experiments (S2)	6	4
Devil-Bait (S3)	4	2
Smoke-Eaters (S4)	2	-
Senior Shaman (S5)	1	-
Tribemembers (T1)	64	70
Youth	180	-
Infants	204	-
Slaves	-	36

Random visitor groups appear on p39.

Language: All Mooters speak Ork. Newcomers without the ability to learn the language become versed in a pidgin tongue, with a very limited vocabulary mixed from Ork, Gritch, and Man. In play this comes across as the stereotypical monosyllabic, grammar-poor speech ascribed to fictional savages, e.g., "Me eat food now. You no take thing." See p14.

MONSTROUS PEOPLES

Two sorts of large bipeds live in the Rotlands, form tribe-like groups, and lay claim to territory, but are considered monsters instead of true Rotlanders. They do not have character classes, only hit dice, and none have shaman abilities. Ogres raid from caves or ruins, constructing nothing themselves. Gnolls have no permanent domicile, but raven across the landscape, ever-hungry.

OGRE CLAN

Clan size: 120 HD (39 Ogres)

These "small giants" resemble human ancestors and may demonstrate a missing link lifestyle between apes and humanoids. They build no shelter but aggressively seek out a secure base, such as a cave or a large structure made by others. The ogres kill and eat anything living in their shelter of choice and move in. According to their instincts, only the most powerful male is permitted to mate openly with any of the females. This lucky ogre (33 hp) otherwise exactly resembles his fellows, fighting no better than they do and exercising no leadership, and his harem privileges are routinely flouted whenever he leaves to hunt. All males take turns roaming for large game, while the others protect the females and young. Females fan out near the shelter to gather fruit, leaves, and anything else that cannot outrun their great grasping hands, for the ogres are omnivores of great appetite. The hunting group of 1d6 males seeks large animals, which includes other humanoids, and returns to the shelter every night bearing whatever they felled and could not eat on the spot. By instinct they retrieve anything they don't understand, in case the females can make food out of it; sometimes this includes valuable loot. However, unlike possible cousins in human-dominated lands, Rotlander ogres carry no bags of coin. Instead, when encountered, each is 20% likely to carry a carcass, or 5% an uprooted berry bush, vine of gourds, or small fruit tree. When conditions allow, females store up surplus food in the

RACE + GENDER OF MOOTERS The referee can assume whatever mix he likes, or roll on this chart. MG = male goblin FG = female goblin MO = male orc FO = female orc Mo = male orkin Fo = female orkin MH = male hobgoblin FH = female hobgoblin	d20	Monger	Warrior	Shaman	Tribemember	Slave/Porter	
	1	MG	MG	MG	MG	MG	Mo
	2	MG	MO	FG	FG	FG	Mo
	3	MG	MO	FG	FG	FG	Mo
	4	MG	MO	FG	FG	FG	Mo
	5	MG	MO	FG	FG	FG	Mo
	6	MG	FO	FG	FG	FG	Mo
	7	FG	FO	MO	MO	MO	Mo
	8	FG	FO	FO	FO	FO	MH
	9	FG	Mo	FO	FO	FO	MH
	10	FG	Mo	FO	FO	FO	MH
	11	MO	Mo	FO	FO	FO	MH
	12	MO	Fo	FO	FO	FO	MH
	13	MO	MH	FO	Mo	MH	MH
	14	FO	MH	FO	Fo	MH	MH
	15	FO	MH	Mo	Fo	MH	MH
	16	Mo	MH	Fo	Fo	MH	MH
	17	Mo	MH	Fo	MH	MH	MH
	18	Fo	MH	Fo	FH	MH	MH
	19	MH	FH	FH	FH	MH	MH
	20	FH	FH	FH	FH	MH	MH

shelter, hanging meat to dry and piling up edible vegetation. Ogres live a long time and a successful tribe will fission into two allied clans every 20 years or so. If mature males ever outnumber females, the youngest adult males are driven out of the shelter; some become loners and some are captured by Ogre Lasher orc clans, where the ogre's instinctive respect for strength soon conditions it to obey its cruel masters. As females are never driven out, the Ogre Lashers can seldom catch them.

12 males (4+1 HD) = 51 HD

12 females (4 HD) = 48 HD

6 youths (2 HD) = 12 HD

9 infants (1 HD) = 9 HD

Total population: 39

Hunting Party (1): 1d6 males.

Home base: During the day, youths and 1d6+5 females foraging, 1d6+5 males on watch (any not in hunting party). Remaining females and infants in shelter. At night, entire tribe in shelter. No formal watches.

Language: Ogga.

Technology: Tree-trunk clubs, rough hides, thrown rocks.

GNOLL PACK

Pack size: 81 HD (105 Gnolls)

Gnolls are strict carnivores, preferring even rotting meat to any vegetation. Rotlander gnolls are true cynocephaloids, with the heads of mastiffs, giving an obvious name to the Doghead Peaks where they live. The gnolls maintain no fixed abode, but run in a pack, with hunting groups roving and returning all day. The leader and at least six other males stay with the females and the vast, swarming group of young, who alternate between running on all fours and on two legs. The cubs root out grubs and worms and eat beetles, caterpillars, or other slow-moving bugs. When the pack comes to trees, long grass, loose stones, or other cover, the cubs tumble through it yapping and flush out anything living, from birds to snakes to field mice to grasshoppers. The inexperienced cubs make occasional kills, but the adult females catch most of such game and eat it, nursing the smaller whelps with their half-dozen nipples, while the larger cubs bother them for scraps. The adult males look on in disdain, their pride preventing them from eating anything that doesn't fight back. Males sport torn ears and scarred faces and necks from fighting among themselves. It's a great day for them to encounter other humanoids, especially those from whom they can salvage weapons and armor, as gnolls practice no craft themselves beyond snapping off a branch to serve as a club. Each bitch gives birth to a single litter of 1d4+1 whelps per season, many of whom do not survive. At night, the whole pack flops down, each turning in circles to wear out a sleeping spot; they post no guard, but their keen senses usually prevent surprise.

Four such large packs roam the Doghead Peaks, and they fight when they meet. All hunt in adjacent regions, attack patrols of other races, and raid herds of animals, but they do not assault defended settlements.

When food is scarce, gnolls suffer mange and other canine complaints; in summer, fleas infest the whole pack. In a famine, the females produce no milk and infants starve, while adults steal food from the young and even eat the dead. In such conditions, or when too many male cubs mature for the original tribe to support, the most resilient young males break away and seek survival elsewhere, existing as a "bachelor pack" of a half-dozen 1 HD juveniles. Bachelors hunt together until they come of age (2 HD) and first scent a female in heat. Then they search out the tribe with the females and fight to earn membership.

One Alpha Male (3 HD) = 3 HD

18 males (2 HD) = 36 HD

One Alpha Bitch (2 HD) = 2 HD

19 bitches (1 HD) = 19 HD

30 cubs (2 hp) = 17 HD

36 whelps (1 hp) = 4 HD

Total population: 105

Hunting group (3): Six males.

Language: Yik-yak. Alphas are 25% likely to also speak Ork.

Technology: None. Any arms and armor must be captured from others.



TRIBE NAMES

The referee should let the players choose the name of their home tribe, within reason. More examples appear on the maps on pp40–41.

SAMPLE FOOT GOBLIN TRIBE NAMES

Like their personal names, Foot Goblin tribe names strive for cleverness, often through irony. It delights the gobbos when their talk causes confusion for other races.

Blanket Thieves	Sheep herding tribe
Bricklayers	Clay or mud plentiful
Dappleskins	Forest goblins
Dust Eaters	Riverside settlement
Egg Suckers	Emu herding tribe
Feathernests	Emu herding tribe
Flatpockets	Tribe controls rich iron deposits
Loose Weavers	Expert basket-makers of the grasslands
Originals	Occupants of ruined buildings
Mighty Swimmers	Extremely dry terrain
Root Munchers	Tribe keeps many pigs
Silent Stones	Buffalo herding tribe
Sorefoots	Settlement in same place for many years

SAMPLE HEARTH ORC TRIBE NAMES

Hearth Orcs glorify their own tenacity, their craftsmanship, and the permanence of their towns.

Deepwells
Footholders
Greatlanders
Impregnable
Keenviews
Loomfelters
Stonecutters
Stoutwalls
Strongfasts
Tallbuilders
Woodcutters

SAMPLE MONSTER ORC TRIBE NAMES

These raiders name themselves with crude reference to war.

Blood-axes
Blood-blades
Blood-eyes
Brute Bruisers (Ogre Lashers)
Bull Chargers
Deadly Masters (slavers)
Flamebrands
Gatesmashers
Green-teeth (Troll Drivers)
Shield Biters

SAMPLE HOBGOBLIN TRIBE NAMES

Hobs go by an identifying characteristic of their tribe's best-known Chieftain, often the current leader.

Big Drooler
Bitten Ear
Broken Tusk
Fat Chewer
Quick Clubber
Scar Face
Slow Stepper
Sly Stabber
Squeak Voice
Swag Belly
White Eye

SAMPLE WARG RIDER TRIBE NAMES

The goblins identify with their ferocious mounts.

Bloodfangs
Fire-eyes
Flintclaws
Ice Howlers
Leaping Doomers
Moonglares
Neck-whippers
Quickfoots
Shadowhides

HERDS, SLAVES, + DOGS

Some tribes keep sizeable herds of animals for meat, milk, or wool. Some keep gangs or populations of slaves. Many settlements are attended by a pack of mongrel scrapper dogs. Slaves and herds must be fed off the land, and thus increase the effective Hit Dice total of the tribe and the size of the territory it requires. Scrapper dogs, or small groups of temporary prisoners, do not affect tribe size.

HERDS

TYPICAL HERD ANIMAL BY TERRAIN ASPECT

Plains	Bison or Emu
Hills	Sheep
Forest	Reindeer
Mountains	Goats

By keeping a herd of livestock, such as sheep, goats, or bison, a tribe adds variety to its diet and may acquire tradeable surplus. In Sparse terrain, the animals eat coarse grasses, shrubs, and reindeer moss unfit for humanoid consumption, making more efficient use of the land. The territory sizes on the Locals chart, p22, reflect this. In other terrain types, herding is less efficient, but many tribes do it anyway for the milk, meat, or wool.

Herders have livestock sufficient to add 50% to the tribe's total Hit Dice. For example, a typical herding tribe of Hearth Orcs (228 HD) maintains 114 HD in herd animals. In any herd of mammals, roughly 5% of animals are adult males, 50% adult females, and 45% young. Females provide milk, and wool from sheep; young males are gelded and later slaughtered for meat and hides, except the most promising breeders. With emu, the sexes are kept alive in more equal numbers.

The strongest members of a herd are the adult male goats (bucks, 1 HD), the adult male sheep (rams, 1 HD), the adult female emu (hens, 2 HD), the adult male reindeer (bucks, 3 HD), and the adult male bison (bulls, 4 HD). Other herd members step down from those levels, as detailed below.

Note that only certain combinations appear on the Locals chart. The other numbers below can be used by the referee in creating his own custom communities.

FOOT GOBLINS' HERD (85 HD)

Theft or death of 35 HD threatens livelihood of tribe.

Goats (in mountains) or sheep: 12 bucks or rams @ 1 HD, 106 does or ewes @ ½ HD, 90 kids or lambs @ 1 hp = 208 head

Emu: 22 hens @ 2 HD, 26 cocks @ 1 HD, 30 chicks @ ½ HD = 78 birds

Reindeer: Four bulls @ 3 HD, 24 cows @ 2 HD, 25 calves @ 1 HD = 53 head

Bison: One bull @ 4 HD, 27 cows @ 2 HD, 27 calves @ 1 HD = 55 head

GOBLIN EATERS' HERD (96 HD)

The hobs require their thralls to build up herd size in service of their appetite for meat. Theft or death of 39 HD threatens livelihood of tribe.

Goats (in mountains) or sheep: 14 bucks or rams @ 1 HD, 120 does or ewes @ ½ HD, 100 kids or lambs @ 1 hp = 234 head

Emu: 25 hens @ 2 HD, 28 cocks @ 1 HD, 36 chicks @ ½ HD = 89 birds

Reindeer: Five bulls @ 3 HD, 26 cows @ 2 HD, 29 calves @ 1 HD = 60 head

Bison: Two bulls @ 4 HD, 29 cows @ 2 HD, 30 calves @ 1 HD = 61 head

HEARTH ORCS' HERD (114 HD)

Theft or death of 45 HD threatens livelihood of tribe.

Goats (in mountains) or sheep: 16 bucks or rams @ 1 HD, 144 does or ewes @ ½ HD, 118 kids or lambs @ 1 hp = 278 head

Emu: 30 hens @ 2 HD, 34 cocks @ 1 HD, 40 chicks @ ½ HD = 104 birds

Reindeer: Six bulls @ 3 HD, 31 cows @ 2 HD, 34 calves @ 1 HD = 71 head

Bison: Three bulls @ 4 HD, 33 cows @ 2 HD, 36 calves @ 1 HD = 72 head

WILD HERD (216 HD)

Goats (in mountains) or sheep: 118 bucks or rams @ 1 HD, 144 does or ewes @ ½ HD, 118 kids or lambs @ 1 hp = 380 head

Emu: 56 hens @ 2 HD, 66 cocks @ 1 HD, 100 chicks @ ½ HD = 222 birds

Reindeer: 34 bulls @ 3 HD, 36 cows @ 2 HD, 42 calves @ 1 HD = 112 head

Bison: 27 bulls @ 4 HD, 33 cows @ 2 HD, 42 calves @ 1 HD = 102 head

SHANK'S MARE: A NOTE ON HORSES

Most unfortunately for the denizens of the Rotlands, horses cannot abide the smell of orcs, giants, and goblinoids. Even mules and asses rebel, fleeing if possible, attacking if cornered, and panicking if forced to remain in proximity. An individual orkin or half-orc NPC is roughly 50% likely to have the same effect; all orkin PCs are assumed to be inoffensive to equines. No Rotlands community has all-purpose domesticated work animals. Bison can be made to plow or draw a wagon, but not ridden. Warg Rider goblins know that wolves make poor herding animals and will not pull plows. Barring the occasional orc riding on the shoulders of a tame ogre, Rotlanders know no other mounts. When they encounter horses, they put them in the stew pot, and many consider the flesh a treat.

SLAVES

Rotlanders love taking captives, particularly from other races. Some tribes keep slaves regularly; others use captives for hostage exchange or ransom (p8), sale at slave markets (p72), or fresh meat (p54). Only specialized orc clans keep trolls or ogres, but hobgoblins, orcs, and especially goblins often end up under the yoke.

Goblins, as the smallest locals, are used to enslavement and bear up well, except that occasionally they turn out to have been patiently plotting an elaborate revenge and escape for months or years. Orcs have to be roped or chained together, or beaten constantly. Goblins can't handle them, but other orcs and hobgoblins sometimes use orc slaves.

Hobgoblins rebel fiercely at first, but their inherent preference for a clear pecking order makes them accept their lot, particularly when the slavers are of their own race. They will never allow goblins to enslave them. With orcs they go along but watch for a chance to kill their enslavers.

When food runs short, slaves get substandard fare (p53) and suffer penalties accordingly. No slave counts as a character class, being denied every opportunity to practice any skills or use any class gear. They count as 0 level for all rolls. Only months of freedom would restore class abilities.

Slaves are of two types: All-male laborers (Gangs) and subjugated populations (Clans). Hearth Orc and Ogre Lasher tribes who make a practice of keeping large numbers of slaves are identified as Slavers on the Locals chart (p22).

GANGS (LABORERS): +8 HD PER GANG

To use labor gangs, the enslaving tribe collects only strong males of the enslaved race, replacing them through raiding as needed. No leader types appear, as any who show initiative are quickly killed and generally eaten. Slaves are the first to go when food runs short.

When slave gangs exceed about 10% of the hit dice of the enslaving population, the threat of a violent uprising starts to grow. Experienced slavers keep numbers lower, or subjugated mixed populations instead.

Goblin Slave Gang: Ten males @ 1-1 HD

Orc Slave Gang: Eight males @ 1 HD

Hobgoblin Slave Gang: Six males @ 1+1 HD

CLANS (SUBJUGATED POPULATIONS): + 16 HD PER CLAN

A numerous or powerful tribe may capture a population of slaves of mixed gender, thus acquiring a labor force that can replicate itself. The most common example is Goblin Eater tribes of hobgoblins, but others occur. Being expected to live out a complete life cycle, subjugated slaves receive slightly better treatment than labor gangs.

Should the total hit dice of subjugated people exceed 25% of their enslavers, the risk of dangerous rebellion becomes great. Goblin Eater hobgoblins hold sway over many more slaves than this, typically half a dozen goblin slave clans. The hobs count on their established, disciplined hostage system to keep the peace.

Goblin Slave Clan

Eight gobbos (1-1 HD) = 7 HD

Seven females (1-1 HD) = 6 HD

Fifteen young (1 hp) = 3 HD

Hobgoblin Slave Clan

Six males hobs (1+1 HD) = 8 HD

Six female hobs (1 HD) = 6 HD

Two youth (2 hp) = 1 HD

Four infants (1 hp) = 1 HD

Orc Slave Clan (or orkin)

Seven orcs (1 HD) = 7 HD

Six females (1 HD) = 6 HD

Four youths (2 hp) = 2 HD

Six infants (1 hp) = 1 HD

SLAVER TRIBES

Goblin Eater Hobgoblins keep six goblin slave clans, totaling 89 HD. Orc tribes designated as Slavers keep a permanent population as rolled below:

d20	Slaves	Number
1-8	Goblin Slave Gangs	Three gangs [24 HD]
9-11	Hobgoblin Slave Gangs	Two gangs [16 HD]
12	Orc Slave Gangs	Two gangs [16 HD]
13-17	Goblin Slave Clans	Three clans [48 HD]
18-19	Hobgoblin Slave Clans	Two clans [32 HD]
20	Orkin Slave Clans	Two clans [32 HD]

PRISONERS OF WAR IN NON-SLAVER TRIBES

Other Hearth Orc, Ogre Lasher, Troll Driver, and Free Hob tribes may keep a small number of temporary war prisoners at times, which does not affect the size of their territory. Depending on the risk of escape, prisoners may be put to hard labor or kept tied up. Usually the captors are open to offers of ransom from the home tribe (p8).

Should it become relevant during play, the number of prisoners at a tribe's home base can be rolled below.

d12	Current prisoners
1-5	None
6-9	1d8 goblin laborers
10-11	1d6 hobgoblin laborers
12	1d6 orc laborers

SLAVE MARKETS

A steady market for slaves exists at Rotmoot, and to a lesser extent at Selkirk; see p72 for details. Out in the Rotlands, a slave might be traded for livestock or goods equal to the values on p72 modified by a Barter Roll. Player characters may find themselves on the block due to failed ransom attempts.

ESCAPING SLAVERY

In the Rotlands, possession is ten tenths of the law, and that includes ownership of personal freedom. No general military or law enforcement exists to drag escaped slaves back to their former owners. A former slave is just as free as anyone else.

SCRAPPER DOGS

Every Foot Goblin or Hearth Orc tribe supports a pack of these half-wild canines, who feed on garbage and don't count as Hit Dice supported by the tribe. Trained from feral dog stock, these helpmeets are not as burly as Southron war dogs, but fight viciously for those who feed them. AC: 7, 1+1 HD, move 50', bite 1d4, Morale 9. The referee can assume as many adult dogs under tribal control as 10% of the tribe's size in HD, including herd animals. Other run wild nearby, and PCs might wish to capture and train them.

Any member of a dog's home tribe knows how to give it very basic commands: "Stay," "Come," "Shut up," and "Get 'em!," an attack command that does not work on members of the tribe. In herder tribes, the dogs also learn "Stop 'em!," which means getting in front of a larger animal and barking and nipping without doing actual damage. Dogs from other communities know different command tones and don't comply, instead putting up an insane barking when they meet someone who doesn't smell like home.

Hobgoblins, Monster Orcs, and Warg Rider goblins do not keep dogs. On taking over a Foot Goblin lair, Goblin Eater hobs roast and eat the scrapper dogs, raising a mighty stink of singed dog hair.



SETTLEMENTS

FOOT GOBLIN SETTLEMENT

A Foot Goblin tribe lays claim to a defensible hill and the valleys visible from its summit. They undermine and collapse the backs of other hills nearby, to make it hard for enemies to climb up and overlook the goblin turf. The gobbos find the easiest approach through the valleys and set multiple rock-falls and pit traps along the way, while they come and go on less obvious paths.

The valleys nurture stony fields of gourds, cabbage, and root vegetables. A tribe in a grassy area usually runs a herd of milk-goats on the hillsides. Close to the home hill, a welter of stake fences forms pens for pigs and chickens, also serving to impede movement of any large forces on foot.

Patrol units circle the area at all times, checking on field workers by night, protecting herders by day, and watching for enemies. Their strategy is to alert the settlement of any intruders first, and engage only to distract and harass. Each patrol has at least one scrapper dog that can put up a mighty howl of alarm.

On the lower slopes of the main hill, hide tents and shallow diggings house much of the populace. Sometimes the tribe excavates a false cave-entrance, leading to a deadly cul-de-sac of murder-holes and collapsing ceiling stones. They also like to construct wide, convenient staircases up the hill, which crash down as landslides of rubble when the gobbos knock out key underground supports.

The higher hillside is made steep and kept uncluttered. On the very top, a fence of stones and stakes encircles the central encampment, including the tents and tunnels occupied by the Chieftain, the Shamans, and the young.

Goblins access important areas through the typical goblin-sized tunnels called "wormholes." These diggings run 12" to 18" in diameter and go through sharp turns; no human-shaped figure taller than four feet can pass, nor those with rigid armor or heavy gear. These adits lead to ambush points, hidey-holes for the young, escape routes, treasuries, and armories. Sometimes, a tunnel starts out wider, then narrows to a wormhole in a spot where goblins can stab javelins through murder-holes at large foes who get stuck.

A tribe lucky enough to have a real cave makes an entrance to it from within the central zone, digging as deeply as necessary and broadly enough to accommodate groups on the run. The cave's most obvious entrance, and many other areas within, receive even more trap-making attention than the outdoors. See sample cave on p45.

Goblin patrols or travelers far from home take care to return via an indirect route. After an encounter with strangers, they never depart in the direction of home. When possible, they lay a trail toward a distinctive or salient local feature, to draw the eye of any trackers. They watch for streams, rocky ground, or other areas to pass through without leaving tracks, or travel in loops for a while. The goblins use the old term *tcho-para* for such misdirection, meaning "hook-walking."

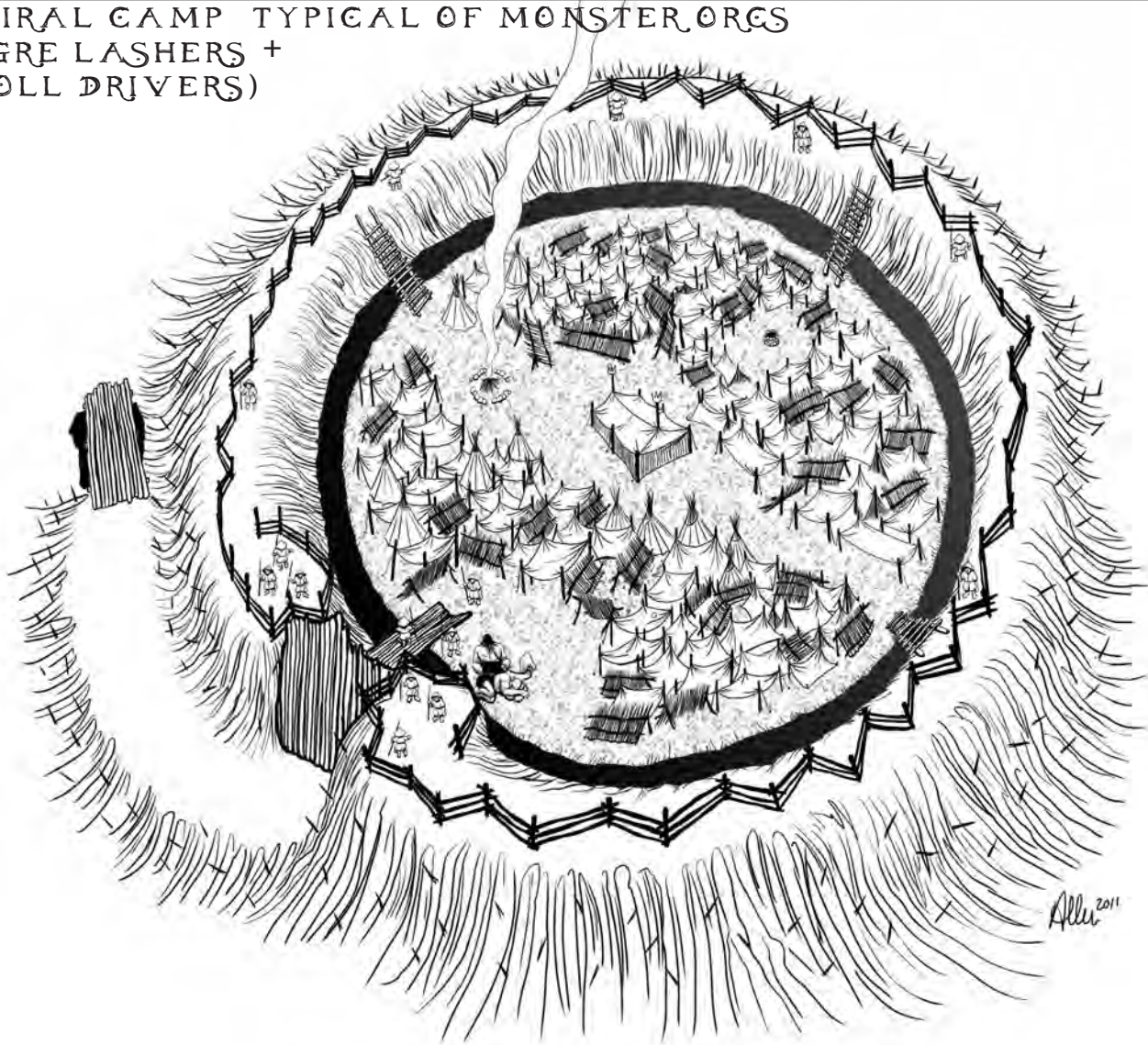
MONSTER ORC CAMP

The illustration shows a typical settlement style used by Ogre Lasher and Troll Driver orcs. A great berm of packed earth, thirty feet thick, rises behind a ditch that bristles with sharp stakes. A crude palisade fence runs along the berm's flattened top, where orcs patrol day and night. The berm throws out an arm to enclose the broad entrance road, giving this style the name "spiral orc camp." To access the camp, folk must cross a plank bridge across a deep pit filled with filth and sharpened stakes, walk between the two raised and guarded berms, and request entry through the huge, unwieldy main gate.

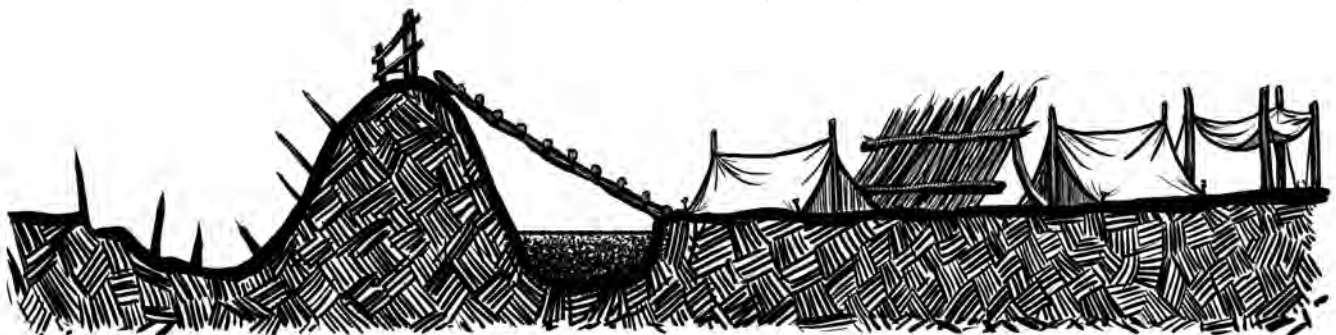
Inside, the tribe dwells on a packed earth floor about 170' in diameter. The surface is crowned—higher toward the middle—so that rain and slops drain to the edges, where they form a kind of moat: a ring ditch full of foul-smelling mud. Inside the gate, another plank bridge reaches across the moat to a cleared entry space, where specialist wrangler orcs keep the tribe's totem monsters: a troll or a pair of ogres.

Adult male orcs live in the half of camp closest to the gate. A clear gap across the middle serves as a common area for cooking and gathering, with the Chieftain's tent in the center. Females and children live in the "back half," along with food storage and the camp's well. In three spots away from the main gate, ladder-stairs reach up to the top of the berm.

SPIRAL CAMP TYPICAL OF MONSTER ORCS (OGRE LASHERS + TROLL DRIVERS)



PARTIAL CUTAWAY VIEW SHOWING DITCH, BERM, PALISADE, MOAT, AND LADDER



In an attack, the orcs pull back or destroy the plank bridges, swarm onto the berm top, and rain javelins and stones down on their besiegers. The many stakes point outward, making the berm difficult to climb but allowing a sally to charge downhill if needed. The pet monsters go to the worst of the fighting. Should intruders force the main gate, non-combatants can evacuate over the berm, pulling the ladder-stairs up behind them.

HEARTH ORC TOWN

No tribe can call themselves Hearth Orcs until they live behind a wall. The typical arrangement is a simple rectangular enclosure, perhaps 200' on a side, of stone rubble built up above head height. On top, the orcs arrange a kind of fence made from a huge number of spears, as many as they can construct. A staked-up web of thongs and grass ropes serves to keep the spears leaning outward, their butts set in the rubble wall-top. Defenders can grab spears from the fence at will to throw or fend off foes. Stone wall and spear-fence together reach 10' high, and a surrounding ditch increases the distance from the ground by another few feet.

At the corners of the wall, ten-foot towers topped with more spears stand guard. Each has an interior space with eyelets looking back along the walls and out at the terrain. One tower contains the town's main gate, a cramped stone tunnel pierced with murder-holes. Heavy gates block both ends, so heavy that they stand open most of the time. A secondary gate exits through the tower in the opposite corner. The guards keep its smaller portals closed.

The life of the tribe spills out beyond the walls, in a sprawl of pig pens, hen coops, vegetable patches, thornbush hedges, stacks of lumber, cisterns and cesspools, work areas and threshing yards, homeless males sleeping under tarps all day, and a well-used campsite for caravans. Scrapper dogs run everywhere.

Inside the walls, dirt lanes run between haphazard structures of rubble, wood, hides, and thatched brush. Each house is the domain of a mother, often with younger females under her rule. The group raises children, stores and prepares food, and maintains the social fabric of the tribe. Adult males visit the household as paramours, sometimes briefly, sometimes dwelling there for years. Sons and brothers return to help their mother and sisters with manual labor around the house but never to stay. Once a male child reaches adulthood, he cannot stay with his mother without serious damage to his Reputation. He camps out, finds a mate to stay with, or spends time in the Warrior's Hall. Female children can live under the senior mother indefinitely, even after taking mates, or may strike out to form their own households.

Against the stone walls stand the workshops: smithies for iron and bronze, armories, woodshops, and stoneworkers. Young males come to the walls, hang around the workplaces, and gradually learn crucial craft skills. The town consumes much wood and coal, generally acquired through trade with Mooter caravans (p74).

Two large buildings dominate the center of town: the long, peak-roofed Warrior's Hall and the clay-domed Mother's Hall. Between the two, a clearing with a large central fire pit serves for major tribal rituals.

Only males who have come of age may enter the Warrior's Hall: no females or children. The Chieftain resides there full-time. Whenever resources permit, the tribe's adult males feast and drink in the hall, roasting carcasses in the great stone fireplaces and swilling until the brew is gone. They bring in their favorite scrapper dogs and make them fight over bones, or feed them tidbits and brew with blubbery affection. Fisticuffs are expected; stabbing is frowned upon. In principle only the Chieftain can sleep in the hall, but numerous young Warriors with no household to return to regularly pass out on the floor in the semi-fresh straw. When the

number of occupants gets excessive, the Chieftain may drive them out, or simply spend more time than usual at the household of his current consort during the somnolent daylight hours.

The Mother's Hall also serves as malt-house. A low fire of dung always burns in a great central clay oven, and shallow trays of threshed grass-seeds cover the floor, germinating into the sprouted grain needed to make brew and panbread. The females do all the brewing and maintain the best yeast strains for generations, by stirring every batch with their same "lucky" unwashed wooden spoons. The Mother's Hall is warm year-round, and females move in when close to giving birth. New mothers and infants reside in the Mother's Hall until the child is considered hardy enough to venture outdoors, perhaps 20 days after birth. The rare orc who lives to be a crone will be made comfortable in the malt house for her last days. The town's other females take turns visiting the hall to tend the pregnant and aged ones, rake the grains over, make brew and bread, weave rope and baskets, and conduct an ongoing web of gossip. No adult male may set foot in the Mother's Hall, but the women sometimes allow children to come and go on errands. Each sex considers the other's Hall a den of sloth and luxury.

Selkirk, a unique Hearth Orc town, is detailed on p40.

WARG RIDER CAMP

The wolf-keeping goblins spare little time for home-making. In the warm seasons, they wander for moons at a time, searching for food. Each tribe knows its territory and the time to arrive in each part to find the best game and forage. When the eye-stabber sun begins to appear, the whole tribe crawls in among rocks, bushes, or other cover, scraping out sleep-holes as needed and throwing animal skins and blankets over their heads to sleep away the brightest hours. Individuals of status have hide tents, with lackeys to set them up and festoon them with camouflaging branches or grass.

Eight Chumps and two mounted Meat Shields are designated to protect the sleeping camp. At any given time during daylight, four Chumps patrol the nearby hilltops or prairie, while four more and the officers doze with weapons at hand. When the light fades at evening, everyone rouses, and the able-bodied once again start to roam: the Warriors hunting with the wolves, the Tribemembers pursuing vegetation and small game in another direction. Only very young infants and a few caretakers remain behind, waiting for the hunters and gatherers to return near dawn.

A good campsite gets used again and again, even if only once a year. The tribe may stay in place for ten or twenty days, hunting and foraging. Any nearby Foot Goblin tribes susceptible to extortion also receive a visit. When local resources start to run thin, the Warg Riders move on.

The tribe also maintains a winter camp. In this spot, chosen for access to water and shelter from the winds, they maintain barricades of stones and wood. As nights turn cold, the goblins return to the place they have probably not seen since spring. They repair the walls and clear brush. Dried meat and other food gets piled into stone-lined storage pits, and the wanderers return to familiar shallow tunnels, killing and eating any vermin who have moved in over the warm days. Tents are erected more permanently over earthen dugouts, with wooden frames propping up the hide walls. When weather permits, most of the tribe goes out to forage just as with any campsite. In storms and extreme cold, the populace stays indoors, living on dry rations and snowmelt. The raiders patrol alertly, eight at a time, and take turns hunting by night with their ferocious mounts.

In Harsh terrain, a Warg Rider tribe might have two winter camps far apart, retreating to the nearest in case of a sudden onset of cold weather. See the territory of the Fangs of Destiny tribe, *Around Goblin Knob*, p41.

THE ROTLANDS

REGIONS

As indicated on the map, the Rotlands is divided by rough borders into eight regions, each with its own characteristics. The rough population estimates are based on the Locals chart.

THE BORDERLANDS

Where the Rotlands proper fade into the fertile lands of the Southron folk, the border is vague and porous, ensuring frequent conflict and a reluctance on the tribes' part to settle. The first human villages mark definite Southron turf, but north of that, pesky humans roam in search of game, food, lumber, and sometimes battle. The Free Baronies of humans lie a few days' travel south.

Size: 106 hexes, mostly Prime (green plains)

Rough population: 15 Foot Goblin tribes, 3 Free Hob bands, 6 Goblin Eater tribes, 18 Hearth Orc towns, 6 Monster Orc camps, 3 Warg Rider tribes, 6 Ogre Clans.

RIVERWOOD

Among the kindest terrain of the Rotlands, the green hills and mixed forest around the Kasteel River collect all the rain that snubs the Sweet Plains or comes from the south. The Forest Goblins and other Rotlanders who dwell in the Riverwood must share the area with mysterious influences: paths that change or vanish overnight, lights and shapes always fleeing, invisible spirits of mischief, and tales of walking trees with cruel appetites. Stories of armored leprechaun cavalry on trained emu mounts are almost certainly false. Beyond the river, stretching to the ocean coast, lie the Kastellic Kingdoms of humans.

Size: 108 hexes, almost entirely Prime green forest

Rough population: 23 Forest Goblin tribes, 3 Free Hob bands, 6 Goblin Eater tribes, 6 Hearth Orc towns, 13 Monster Orc camps, 10 Ogre Clans.

GOB STRETCH

Goblins occupy most of this northwestern area, although other races can be found. Some tribes use the very edges of the Ice Pines Forest, not daring to go too far lest they meet giants. Near the great holy site of Goblin Knob, only goblin tribes dwell. See *Around Goblin Knob*, p41.

Size: 258+ hexes, mostly Sparse (cold plains)

Rough population: 32 Foot Goblin tribes, 4 Free Hob bands, 8 Goblin Eater tribes, 8 Hearth Orc towns, 8 Monster Orc camps (with goblin slaves), 8 Warg Rider tribes, 8 Ogre Clans.

THE RUSHING RIVER VALLEY

The cold, rapid torrent of the Rushing River flows from mountain snows in the Cloudbother range, jetting down a narrow channel among stony peaks, through Trouble Pass into human lands, to join the Ironflood. The Pass is a traditional site for battles between humans and goblinoids.

Currently, humans watch the Pass from below. Their old stronghold, Fort Norbert, stands at the confluence, with cavalry and infantry ready to respond to any incursion from the north. Above the Pass, caves pock the steep mountainsides, some leading to abandoned mines and derelict dwarf halls. Rotlander tribes treasure the underground dwelling space, but must control large hunting grounds and river access to survive. Ogres and trolls roam the peaks, preying on mountain goats and incautious tribesfolk.

Size: 50 hexes of Sparse terrain (green mountains)

Rough population: 6 Foot Goblin tribes, 2 Goblin Eater tribes, 2 Hearth Orc towns, 4 Monster Orc camps, 2 Warg Rider tribes, 2 Ogre Clans.

SWEET PLAINS

Earning their name only in comparison to other Rotlands zones, these plains support herders and agriculture. Orcs predominate, especially near Mount Rotten. See *In the Mountain's Shadow*, p40.

Size: 308 hexes, mostly Sparse (dry plains)

Rough population: 21 Foot Goblin tribes, 5 Free Hob bands, 5 Goblin Eater tribes, 42 Hearth Orc towns, 21 Monster Orc camps, 5 Ogre Clans.

DRASTIC STEPPE

Just as dry as the nearby Dogheads, but warmer with lower elevation, the Drastic Steppe is home to various Rotlander tribes, including many nomadic Free Hobs.

Size: 154+ hexes, mostly Harsh (cold, dry plains)

Rough population: 2 Foot Goblin tribes, 6 Free Hob bands, 2 Goblin Eater tribes, 3 Hearth Orc towns, 4 Monster Orc camps, 1 Warg Rider tribe, 2 Ogre Clans.

THE GREYRAKES RANGE

In the mountainous middle of the Rotlands, rain never falls often enough, but pines, goats, and tribes scratch up sustenance from the slopes and valleys. The Greyrake Mountains claw at every stray cloud, shredding it for its meager load of moisture.

Size: 139 hexes, mostly Harsh (dry mountains)

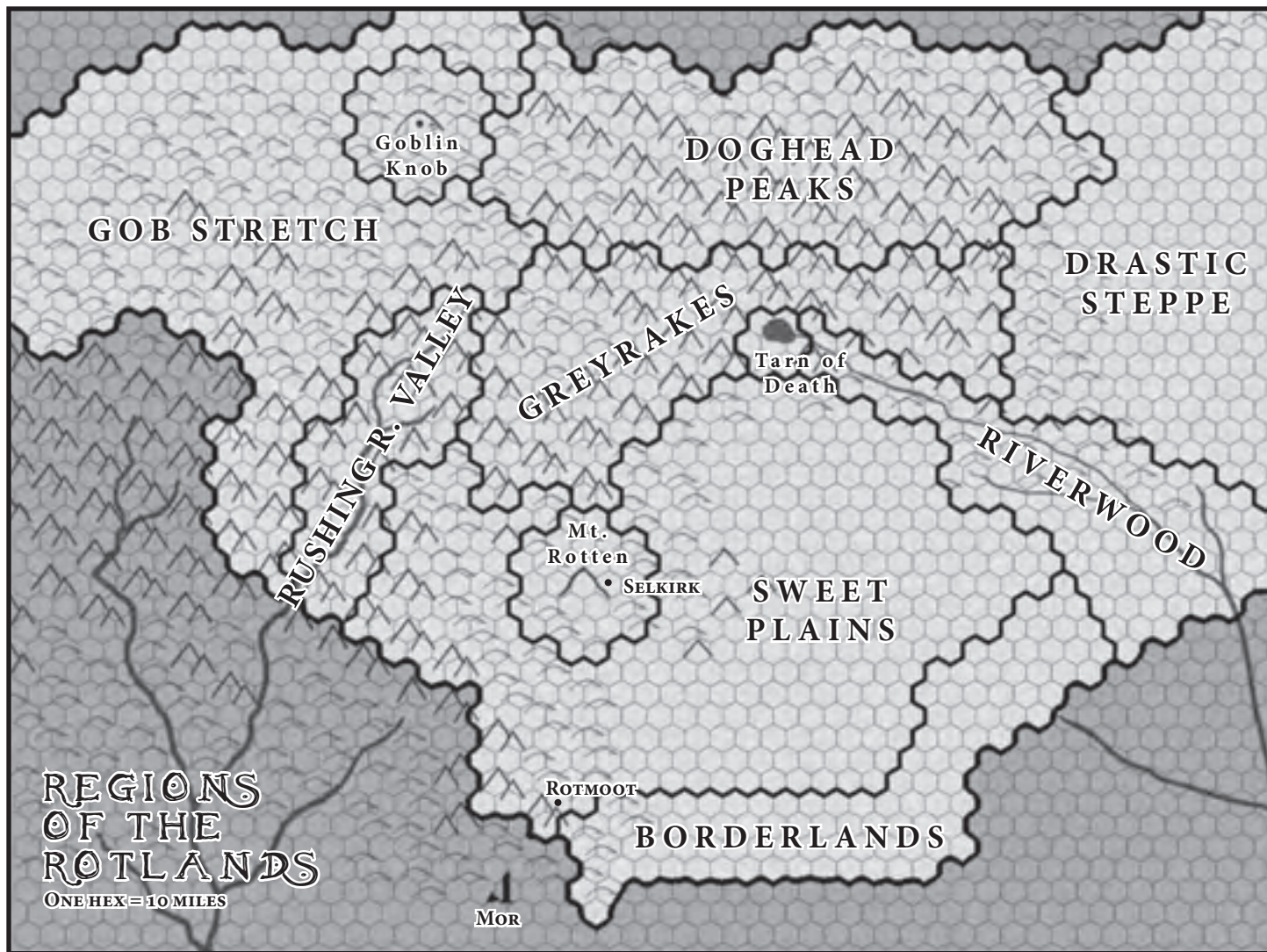
Rough population: 5 Foot Goblin tribes, 1 Free Hob band, 4 Goblin Eater tribes, 3 Hearth Orc towns, 5 Monster Orc camps, 2 Warg Rider tribes, 1 Ogre Clan.

THE DOGHEAD PEAKS

Least hospitable of all Rotlands terrain, the Doghead Peaks lack plentiful water, warm air, or fertile soil. Packs of the mastiff-headed Rotlander gnolls rove wildly, hunting anything that moves. Driven by hunger, they raid into the rest of the Rotlands.

Size: 187 hexes, mostly Desolate (cold, dry mountains)

Rough population: 1 Free Hob band, 1 Ogre Clan, 4 Gnoll Packs, 1 gnoll bachelor pack.



POINTS OF INTEREST

GOBLIN KNOB

Goblinoids believe that their races entered the world from the huge cave entrance in this miles-long, lumpy rise of land (see *Myth & History*, p5.) Goblins and hobgoblins hold Goblin Knob sacred, especially its fathomless tunnel Dristyakul, the “Way into Darkness,” which other races name Hellmouth. Within, crypts of great goblinoid leaders line the tunnel farther into the earth than any now living dare to go, lest ancient spirits consume their souls. Shamans find that the veil between worlds stretches very thin indeed at Goblin Knob; at times, visions, ghosts, and even creatures may slip through the fabric. No Rotlander tribes live on the Knob itself, but many make pilgrimages, and some who dwell nearby set up to charge tolls from those who wish to pass. Close to Dristyakul, only goblin settlements exist. See *Around Goblin Knob*, p41.

Orcs are less reverent toward the Knob. They disdain goblins as superstitious, impractical, and worst of all weak. Still, orc tribes would take any human invasion of Goblin Knob as a personal affront to be answered in blood.

MOUNT ROTTEN

The center of the Rotlands, in the minds of the tribes more than geographically, Mount Rotten juts above the other mountains like a blood-filmed fang. Its conical shape rises more than a mile from base to peak, dry slopes laced with scree upon scree of reddish dust and stone, the peak cased in snow. Mount Rotten gives its name to the Rotlands; the original term meant “red,” not decaying, but Rotlanders and Southrons alike embrace the latter implication.

The mountain lies solidly in orc territory; see *In the Mountain’s Shadow*, p40. Other creatures dwell in secret in the many caves, tunnels, and steep shafts that pierce Mount Rotten through and through. For centuries before written human history, the mountain was mined for salt and iron by beings unknown. Today, orc crossbreeds work the old seams, and the distinctive reddish crystals of Mount Rotten salt serve as the Rotland’s closest approach to a universal medium of exchange. Without seawater to evaporate, all Rotlanders rely on mined salt to preserve food for the long, nasty winter, and the complex substance provides many nutrients otherwise lacking in their monotonous diets. A block of salt might be traded for a five-pound sack of flour; half a pound, for a coat or a copper knife; a pound, for two nights’ rations. See *Money*, p63.

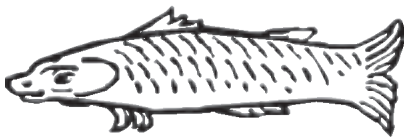
The orcish crossbreeds called orkin work the salt mines in the family groups known as Saltjack Clans (p27). The miners have to seek new diggings periodically, often conflicting with rival mining clans, and sometimes disturbing dangerous creatures who dwell in the mountain.

Selkirk: The fortified Hearth Orc town Selkirk nestles close to the northwest base of the mountain, at its most accessible face. The town thrives as a depot and clearinghouse for salt and iron, providing supplies to the Saltjack clans upslope. Mooter caravans come from Rotmoot to sell goods for the freshly-mined rock salt, but Southron caravans do not dare so far north. Details of Selkirk appear on p40.

THE TARN OF DEATH

Rotlanders regard this huge lake, source of the Kasteel River, with superstitious dread. As to why, the innumerable stories contradict and change. The true nature of the place is left entirely to the individual referee to define for his own campaign. The list below can generate rumors (1d12) or provide inspiration for the truth, as desired.

- 1 Geothermally-warmed waters host a swarm of black dragons.
- 2 “Tarn of Death” is the misremembered name of a place once sacred to the nature goddess Dayath.
- 3 This artificial lake was dammed by dwarfs to flood their own city, killing the orcish conquerors and making a watery tomb. Treasure and angry ghosts may still lie below.
- 4 Small whirlpools come and go; they seem to hunt down boats and aquatic creatures.
- 5 The bottomless lake is a gateway to sunless rivers in underground realms.
- 6 Golden fish draw foolhardy fishers. If released, a fish can grant a wish, but if the fisher’s intent is corrupt, the wish always turns sour.
- 7 The strange-tasting water bears a curse. Any who drink it must have it every day or die.
- 8 Poison seeps from the lake, killing ordinary life and nurturing the unnatural all around.
- 9 Strong essences in the water cause a drinker to have violent spasms; if he lives, he may recall a vision, or he may become sensitive to spirits, slowly fading into their world over time.
- 10 Sudden fogs enclose the area; those caught within find themselves on a lake or shore in another world.
- 11 The waters come from the tears of one million ghosts, renewed every night. The weeping spirits always seek to recruit new souls to their number; one day their tears will overflow the mountains themselves.
- 12 Bubbles of slime rise from the bottom and form into trolls, which go out to terrify the world.



ROTMOOT

From an old term meaning “Red Meeting Place,” Rotmoot is more commonly just called “the Moot.” This odd community occupies a cultural cusp between Rotlander barbarity and civilized trade. Built in a zone of ridges, hills, and solid rock, the Moot is the Rotland’s closest thing to a city: a rambling collection of shacks, tents of all sizes, low walls of rubble, and garish pavilions.

The permanent occupants are known as the Mooters, a population of mixed race. Comprised originally of outcast and dispossessed Rotlanders and some orkin from the ruins of Mor, this unlikely group discovered it had two invaluable assets: They were equally despised by all other groups, and they had a tenuous connection with traders in the Southron lands. With the help of a few great Shaman leaders, the group established their infertile turf as a neutral ground, a place where any tribes could meet in peace. Over decades, the Moot became established in Rotlander culture, and the Mooters became a prosperous mongrel tribe of their own.

The Moot swells in size during the annual Harvest Revel, a cross-tribe celebration when debts come due, feuds end in Shaman-led peace agreements, and a great many young Rotlanders find mates from other tribes. Mongers have their own calendar using the Revel as year’s end; much of the bulk business at Moot relies on loans of goods which must be repaid by Revel.

Southron humans know of the Moot as “Goblin Market,” and tell tales of fantastic treasures to be found there amid fantastic dangers. Few dare to visit. Instead, a complicated chain connects the general Southlands to Lesserton, to orkins in Mor, thence north to Rotmoot. A human who makes the round trip garners much admiration from his fellows. See *Human Caravans*, p77.

THE MOOTERS

This untraditional tribe contains members of every Rotlander race. Many travel with caravans all summer and only return to Rotmoot when the weather turns foul. Others run businesses at Moot, dealing in bulk with other Mooters or in small sales to visiting tribespeople. The Mooters honor only ability and fair dealing, without reference to race or gender, at least in theory. In practice, males have a slight edge among Mongers, a strong majority as Warriors, and only minor representation among Shamans. Hobgoblins don’t rise high as Mongers but predominate the Warrior class, while goblins seldom become Warriors. See *The Mooter Tribe and Race & Gender of Mooters*, p28.

Many Mooters spend the warm months circling the Rotlands in the caravans, gathering wealth and spreading the sneaky philosophy of negotiation over bloodshed. When the weather starts to threaten, all the rovers return who can. Typically one or two of the 16 wagons fail to return each year, odds that young, ambitious Mooters are happy to take.

HARVEST REVEL

For a period of ten days or so in late fall, hundreds of Rotlanders stream into town, surrounding it with camps and impromptu shelter, for the end of year Harvest Revel. All the caravans return, laden with cash and food. The visitors bring a bounty of grain, vegetables, and meat animals to trade for their accommodation and entertainment, and the Mooters assiduously pile up supplies for the winter. Deals and ripoffs, new loves and flaring rivalries, peace treaties and sudden brawls, and a constant flow of alcoholic brew and overpriced meals flood the town. Crowds and mayhem build to a night when no one sleeps and the full moon gazes down in fascinated horror at the unbridled celebration: a free mingling of tribes and races in the singular, liminal moment when there is no war.

Revel is also the crucial time when all debts for the year must be settled. While Tribemembers find new mates and settle old scores, every Monger claims his Reputation for the past year's dealings and prepares his plans for the year to come.

WINTERING OVER

After Revel, tribal trade groups cease to appear, and the Mooters burrow in for three moons of icy winds and long nights. No gentle snows make it past the mountains to the west, but high black clouds often spit down violent hailstorms. The overwinter population of Rotmoot exceeds 800 people. Despite a year's planning, firewood, coal, and food often run short by winter's end, and the younger Mooters yearn to be away on the wagons once more.

The most senior Mongers of the tribe possess too much prestige, and too many years, to be expected to travel. These revered individuals own the businesses that others run and dwell in coarse luxury at Rotmoot the year 'round.

MOOTPEACE

Even the most bitter enemies know not to fight at Moot. Shamans instruct the Warriors that violating the Mootpeace could lead directly to never trading again, and thus not having new iron spear-points, kegs of brew, or salt pork to eat. Usually they remember, and treat a visit to Moot as a holiday. Punches fly at times, and drunken males wrestle and curse, but it takes great provocation to cause anyone to draw a blade. Fear of exclusion from all trade motivates the other Tribemembers to restrain their fighters, often by parking them in a place like the Drownèd Elf, where they can drink and yell and no one cares. See *Honor in the Rotlands*, p10.

SAMPLE LOCATIONS AT ROTMOOT

Markets

The town offers a dozen shopping zones, including the large Goblin General Store, clusters of stalls, roving carts, and certain streets lined with goods spread on blankets. Shoppers can try to find anything on the General Goods chart on pp67–68, checking Availability once a day. Optionally, everything on the Common Goods chart (p65) is always available, but at a price determined by a Barter Roll (p63) at a +1 penalty.

Coineries

Three of the best-constructed buildings in Rotmoot are the stone houses of the money-changers. Each buys any Southron coinage that turns up, ships it south via caravan, and hopes to profit by selling it to orkin in Lesserton and Mor. The three coineries give much the same rates, as detailed on p64; their current proprietors are Distracters (M3): two goblins named Kambio and Wexel and the orkin known as Alter Boy.

The Drownèd Elf

Perhaps the most popular brew-hole in the Moot, this large, open-sided tent always has a hot dung fire going under the central smoke flap. Crude tables and benches accommodate up to 100 guests, some under the tent, some out in the open. Servers fill mugs by dipping them into barrels of brew by the fire. Chief barkeep is a massive red-haired orkin named Ffej. He becomes irked when new patrons mispronounce his name.

The pride of the Elf is its sign: an inverted skeleton hanging with its skull in a bucket. Bits of tattered cloth and skin still cling here and there to the bones. The story is that the Mooters caught an elf and hung him by his ankles with his head in a bucket of urine until he drowned. After the body fell apart, the Mooters wired the bones together and hung it in front of the drinking tent as a draw for customers. The bucket always brims over, as patrons delight in refilling it on their way out.

Junko's

There's no one named Junko, but for those who speak Man, the name fits. This open-air market, watched by 1d6 Chumps and a Scrounger or two, sells overage from larger trades at discounted prices. On any given night, the long tables might hold piles of rusted scrap iron, fungus-laden firewood, moth-eaten wool caps, chewed thongs, cracked stone knives, and hidden quest items. Junko's also offers 1d4 lots of goods from the Bulk Caravan Goods chart on pp75–76, for sale individually at wholesale prices, modified by Barter Rolls. Patient shoppers may eventually find what they seek here.

Psmitheries

Half a dozen stone sheds with furnaces offer to smelt ore into metal, or forge metal into tools and arms. Securing either service requires a reaction roll of 7 or better, with a delay in days equal to the final reaction roll minus 2. They will not deal with quantities under 100 lbs of ore or 10 lbs of metal.

- **Smelting ore into talents:** Each psmthery can smelt 100 lbs of ore in a day, at a cost equal to the ore's raw trade value (p43).
- **Forging tools or weapons:** Forging takes one day per 10 lbs of metal, at a cost equal to the metal's trade value (p69).
- **Arms:** Psmtheries also sell Rotlander weapons at the Availability and prices on p70.

Tanneries

In addition to leather goods and furs, the two malodorous tannery yards sell armor at the Availability and prices on p70.

VISITORS AT MOOT

When PCs wander Rotmoot, the referee can assume whatever cast of non-Mooters seems interesting. For random results, 1d6 tribal groups from the Visitors chart are present at any point during the summer trading season. At least 30 such groups show up at Revel.

d20 Visitors

- 1–4 Foot Goblins, 15 (5 W1, 1 W2, 1 S1, 2 M1, 6 T1)
- 5–7 Monster Orcs, 14 (6 W1, 1 W2, 1 S1, 6 T1)
- 8–14 Hearth Orcs, 16 (5 W1, 1 W2, 1 M1, 1 M2, 2 S1, 6 T1)
- 15 Free Hobs, 8 (6 W1, 1 W4, 1 M1)
- 16–19 Goblin Eater Hobs, 16 (3 W1, 1 W4, 2 M1; 10 goblin slaves)
- 20 Warg Rider Goblins, 13 (4 W1, 1 W2, 1 W3, 1 S2, 1 M1, +1 W2, 4 W1 guard camp w/ 3 wargs)

IN THE SHADOW OF MOUNT ROTTEN

IN THE MOUNTAIN'S SHADOW

Default scale:

One small hex = 2 miles
 One large hex = 10 miles
 Map features not to scale.



SELKIRK

TOWN SIZE: 241 HD
 (316 ORCS AND ORKIN)

Often literally in Mount Rotten's shadow, the walled town of Selkirk serves as consolidator and distributor of the salt wealth mined from the ancient seams. See p35 for details of Hearth Orc town construction. Three Monger Houses compete, with much collusion, to trade necessities to the

Saltjack Clans at ruinous exchange. The head of each House (M3) is known as the Factor, and the Mayor of Selkirk (M4) is always a former Factor. When the Houses lose confidence in the current office holder, perhaps because his decisions favor his old house to unfair excess, they hold a vote. If all three Factors agree on a new candidate from among themselves, that person rises to become Mayor and is replaced in his House, either by promotion from within or by the former Mayor, if it is his house, who retains his higher level and 80+ Rep and might well hold office again.

Only orcs dwell in the immediate vicinity of Mount Rotten, depicted on the map as the 30 hexes surrounding the mountain. Eleven orc tribes make their homes in this area. The herder and agricultural Hearth Orc tribes help supply Selkirk town and the Saltjacks of the mountainsides. The Sprouting Claw Troll Drivers and the Ogre Lasher tribes hunt their own territories, and happily attack anyone who wanders into those lands, but direct their organized raiding outside the mountain's shadow area, for they too hold Mount Rotten in sacred awe.

The Sprouting Claws, Skinlashers, and Coarsehides raid west into the Sweet Plains and north into the Greyrakes for slaves, trading excess captives in Selkirk for ransom and supplies. The Skinlasher Orcs keep two orc slave gangs. The Gatesmith and Tower Raiser tribes each keep two complete orc slave clans. See more about slaves on p32.

The Mayor works closely with the Commander of the Watch; one qualification for the latter job is a sense of balancing an orc Warrior's pride with the fact that Mongers make this town live. Unlike other orcs, even other Hearth Orcs, the Selkirkers emphasize trade over war, almost like Mooters. The Warriors are organized into a Watch that protects the town and the field workers instead of pursuing prey and enemies. Mongers in Selkirk dye the skin around their mouths red, a symbolic form of the disfigurement required among more ordinary orc tribes. The Senior Shaman, currently an elderly female, plays peacemaker between the Factors and the Watch when necessary.

AROUND GOBLIN KNOB

Only goblins live close to Goblin Knob. Those on the mossy outskirts of the Ice Pines raise reindeer for milk, meat, and hides. Others keep long-haired pigs and scabble up hardy crops from the cold soil. All surround their homes with traps, false trails, and alarms. In the particularly rainless stretches south of the Knob, an ancient Warg Rider tribe roams, calling themselves the Fangs of Destiny. These hunters claim to be divinely appointed defenders of Goblin Knob from attack by any other races. In this role they also feel free to demand any amount of tribute from other goblins, whenever the need or opportunity should occur.

No tribe claims the Ghost Hills, where every chill mist seems to form a wailing face and the living wade through waves of sourceless fear. This haunted hex is a Ghostland (p47).



HELLMOUTH (DRISTYAKUL)

The huge cave opening in Goblin Knob dates back beyond history as a focus of reverence and dread. At the base of the hill, with the yawning black hole looming over everything like the socket of an all-seeing eye, a cluster of tents and shacks houses a rotating population of goblin pilgrims. Nightly rituals venerate the great cave from which, legend states, all goblinkind issued into this world of trials. A handful of goblin Shaman priests guide the faithful and dwell here year-round, subsisting on tithes of food and supplies brought by pilgrims. See Mouth Guard Campaign Type, p50.

“Dristyakul” means “the way into darkness,” which to goblins sounds like paradise. Most visitors never climb the hillside to the gigantic cave mouth itself, that ground being both too holy and too dangerous for the laity. The Shamans enter Hellmouth only to inter holy goblins: members of their own little community or great Shamans brought here in state by their own tribes. Funerary processions include at least two living Shamans and twice as many goblin Warriors, all dressed in sacred black and under the effect of various protective magics. The priests fully expect ghosts and other supernatural manifestations to attend the ceremony, chanting to hold the hungrier spirits at bay until the deceased Shaman joins centuries of her fellows in a niche in the ancient stone walls.

Less prepared expeditions into Dristyakul are unlikely to survive. Should PCs ever make the attempt, the referee can divide the tunnel into three zones: Near the mouth, in the upper tunnel, and down in the lower tunnel.

Mouth: The single entry to Dristyakul gapes a hundred feet in diameter, its floor worn smooth by innumerable passing creatures. Grave-niches line the walls; recent scaffolding climbs to those high up, and the priests use ladders and hoists. Many graves have old booby-traps or patches of yellow mold on them. Each turn in the mouth, or within a hundred yards or so inside, there is a 1 in 6 chance of a Spirit Encounter (p59).

Upper Tunnel: For perhaps a mile, the great tunnel runs at a gentle slope into the earth, lessening to 40' in diameter. Every turn, there is a 2 in 6 chance of encountering 2d6 goblin skeletons, a goblin ghost, or a Spirit Encounter.

Lower Tunnel: In the depths, all bets are off and legend takes over. Does the Hellmouth really reach another plane, or a subterranean goblin paradise, or a realm of dark elves? Does it descend forever? Do the hungry spirits cluster ever denser, or can intrepid explorers win past the haunted space into something new? Only the referee can decide.

CAVES

Many Rotlanders dwell in caves, as reflected on the Locals chart (p22). Caves range from barely-sheltered cracks in the rock to vast underground domains. Most caves are small, and the tribes use them for only the most important functions: quarters for the Chieftain, hiding young away from enemies, and storing crucial supplies. Large caves are much sought after and sometimes the subject of battle.

In addition, each hex may contain an undiscovered cave: at the referee's option, or one chance in 20. Only the PCs can discover the cave, stumbling on it during exploration, construction, or adventure. Unless totally sealed before discovery, all caves serve as home to creatures of some kind.

TYPES OF CAVE

3d6 CAVE TYPE

- 3-4 **Tiny Crack:** Fissure in rocky cliff or hillside (or other cave's wall): 1d4+1' wide, 3d6' long, and 2d6+2' high.
- 5-7 **Limestone Flow (solutional):** 2d4 sloped tunnels, each 2d20+50' long, 2d6+3' wide, 1d6+6' high. Breaches connect tunnels every 2d20'; the end of the new tunnel is 1d20+10' away from the first breach. Entrance is at the top of the slope; roll 1d6: 1-3, a sloping scree-cave 3d6+20' deep and long, 3d6+10' wide, 2 in 6 to have a gentle 30° slope, else 50°; 4-5: a vertical chimney 2d6+15' deep (50%); or 6: a scree-cave leading to a chimney.
- 8-10 **Small Hollow (erosional) [default cave type]:** 1d3 rooms, each 2d4x5' wide, 2d4x5' long, and 1d4x5' high. Each has a tunnel 1d2x5' in diameter and 1d3x5' long, leading either to the next room or to a dead end where the tunnel breaks up into impassable crevices. Entrance is a vertical shaft 3d10' down to the first chamber's roof (50%), or a convenient semi-circular opening easy to walk into (50%).
- 11-13 **Lava Tube (primary):** Large, rounded, smooth-sided passage, 2d6+5' diameter, gradually sloping down. Entrance is a convenient circular opening. When moving down-slope, the tunnel forks after 3d6x20' into two tunnels, each about half the diameter of the original (for example, 7' and 8' if the original was 15' diameter). Eventually the tube becomes impassable. Slope of each new tunnel (1d6): 1-3 down; 4-5: steeply down; 6: level.
- 14 **Complex, Ramiform Flow [or salt mine]:** 1d3 Small Hollows connected to a Limestone Flow.
- 15 **Complex, Ramiform Warren:** 1d3+1 Small Hollows connected by a Lava Tube.
- 16 **Complex, Spongiform:** 2d6 Small Hollows connected.
- 17 **Deep Caverns:** Roll again for surface cave type, with 1d3 tunnels leading down 1d6x50' deep to 3d6 very large chambers, each 2d100+50' long, d100+20' wide, and 2d20+15' high. Each chamber has 1d3 adits, sloping down, 2d6x5' long and 1d3x5' in diameter, leading another chamber or becoming impassable.
- 18 **Long Cave:** Roll again for surface cave type that leads to a single winding tunnel, 3d4x1,000' long and averaging 2d6+10' wide and 2d6+10' tall. Every 1d6x1,000', roll on this chart for a connected cave form with its own chance for water and mineral resources.

Defaults: If the referee prefers not to randomize, the default for a Rotland tribe with caves is the Small Hollow, with a convenient entrance, containing Trickle of water (except in Dry terrain), and offering no mineral resource other than stone and perhaps clay.

After sketching the map of the cave, the referee might choose to add areas where the inhabitants have increased the size of chambers or dug new passages. A cave that has ever been occupied, which is always the case unless the referee is staging a primeval discovery, has its floor cleared and smoothed enough for walking.

WATER IN CAVE

Except for trickles, water is found in the lowest parts of the cave. In complexes, each Small Hollow has its own random water content. In Deep Caverns, every third chamber has possible water content, which may overflow into lower chambers. In a Long Cave, each connected cave has its own chance of water.

During winter in cold terrain, water near the surface may freeze, making an ice cave.

3d6 Water

- 3-9 None [default in dry terrain]
- 10-13 Trickle [default in non-dry terrain]
- 14 Pool
- 15 Pools, 1d3+1
- 16 Stream. Runs like a Lava Tube, mostly with no airspace.
- 17 Deep lake. Size of a chamber in a Deep Cavern.
- 18 River. Flows like a Long Cave, mostly with no airspace.

CHAMBER FEATURES

Roll 1d3-1 times per chamber or as desired.

d20 Feature

- 1-2 Accumulated gravel on floor
- 3 All surfaces blotched with blood-red stains in the stone
- 4-5 All surfaces reflect light in bright sparkles (flakes of mica or spar)
- 6-7 Boulders provide convenient seats and tables
- 8 Clusters of long, slender tubes growing from ceiling
- 9 Countless tiny bones
- 10 Dangerous crack in floor (as Tiny Crack); 1 in 4 chance to lead down to another cave
- 11-13 Many small stalactites in ceiling
- 14 One wall shiny-white and rippled like a silk curtain
- 15 Open pit, 1d3x5' by 1d3x5' by 3d20' deep; roll on Water in Cave chart for what lies below, treating "None" as a pit that goes nowhere and "Trickles" as a random Cave Type
- 16-17 Thick columns, d4+1' in diameter, 2d10' apart, as space allows
- 18-19 Walls caked with white mineral slime or dust
- 20 Walls streaked with bright yellow

MINERAL RESOURCES

Many caves can serve as mines, for building stone if nothing else. Tribes who control diggings may choose not exploit a mineral resource on a regular basis, preferring activities that contribute more directly to not starving. Should they explore the option, the charts below describe the type and richness of resource available. The society best suited to this is hobgoblins driving slaves to do the mining. However, any tribe might stumble on valuable ore and attempt to turn it to use or profit.

In any mining tribe, Mongers become important, trading the excess minerals to other tribes for the food that the miners no longer have time to grow. No tribe has the resources to support herds and active mining at the same time.

A referee who prefers not to get involved with mineral markets could, of course, forgo these rules altogether, or use them only for newly-discovered, unexploited caves.

MINERAL RESOURCE IN CAVE

3d6	Resource	Value/Unit	
3-7	Stone	25 ip/100 lbs*	[Default]
8-11	Clay†	50 ip/100 lbs	
12-14	Flints	250 ip/10 lbs	
15-16	Coal	200 ip/10 lbs	
17	Precious ore	var.	
18	Crystals	var.	

* Stone, the default resource for any cave, is heavy and common and seldom finds a market for trade.

† In a cave with no water, treat this result as Stone instead.

To limit the value of random resources, the referee might choose to roll on the 2d6 columns below instead of 3d6.

PRECIOUS ORE TYPES

(3d6)	Ore type	Value/Unit	(2d6)
3	Jade ore	200 ip/lb	
4	Obsidian ore	25 ip/lb	
5-11	Iron ore*	10 ip/lb	2-10
12-14	Bronze ore*	40 ip/lb	11
15-16	Copper ore*	50 ip/lb	12
17	Silver ore*	100 ip/lb	
18	Gold ore*	150 ip/lb	

* Refined at Moot and Selkirk. See *Metallurgy*, p66.

CRYSTAL TYPES

(3d6)	Crystal type	Value/Unit	(2d6)
3-9	Calcite	0.5 ip/lb	2-6
10-12	Quartz	2.5 ip/lb	7-9
13	Hematites	5 ip/oz	10
14	Tiger's eyes	25 ip/oz	11
15	Rose quartz	50 ip/oz	12
16	Garnets, red	250 ip/oz	
17	Heliadors	500 ip/oz	
18	Salt	100 ip/1 lb	

Crystals, other than salt, become worth five times as much when cut and polished by an expert jeweler, of whom there are none among the tribes and possibly not even at Moot, as the referee prefers.

Salt occurs rarely except on Mount Rotten, where the yield triples and the price drops steeply. Saltjacks (p27) extract units of 300 ip/30 lbs. Cleaned of excess soil and rocks, and cut into standard 1/10 lb Salt Tallies (p63), salt has a currency value of 200 ip/1 lb. See *Money*, p63.

For values of minerals when turned into trinkets, see *Ornaments*, p73.

RESOURCE UNITS AND MINING CREWS

The basic unit of mine production is the average Strength of the exploiting race times the unit weight of the resource: 10 to 100 pounds for most resources; ounces for certain valuable crystals. For example, goblins (avg STR 8) mining coal (200 ip/10 lb) generate a standard unit of (8 x 10 lbs =) 80 lbs. Hobgoblins (avg STR 13) mining quartz (2.5 ip/lb) haul out 13 pounds of rough gems per unit, doubtless among a great deal of smashed rock with no crystals.

Each Mining Crew recovers a number of resource units per week, based on the mine's richness and production. A Mining Crew consists of 15 adults, usually 10 male miners and 5 female sorters, plus 5 youth as runners and assistants. Any tribe not currently in Famine or other disaster can support up to 10% of adult population in Mining Crews. Every 20% reduces the size of military Patrols by one Warrior, e.g. 40% of adults mining means two fewer soldiers per Patrol. Each 10% beyond the first gives a 1 in 10 chance per month for the tribe to fail at sufficient food production. If the mine's output cannot be traded for sufficient supplies to make up the difference, the tribe suffers a month of Famine (p53).

RICHNESS AND PRODUCTION

The productivity of the mine for each Mining Crew depends on the current richness of the mine.

2d6 Richness of Mine

- 2 **Breakthrough:** Fresh discovery. Each Mining Crew removes 1d6 units per week. 1 in 6 chance per week to run out of easily accessed minerals and move to Slow Exploitation.
- 3-8 **Slow Exploitation:** Steady work in progress. Each Mining Crew remove 1d4 units per week. One in 20 chance per month for the mine to become Almost Tapped.
- 9-11 **Almost Tapped:** Workers pick at former veins in spare time. Each Mining Crew finds one unit per week. 1 in 4 chance per month to become a Dead Mine.
- 12 **Dead Mine:** No obvious resources left. When using the What Befalls the Tribe (p48), a diamond face card means that one unit of resource is discovered by accident, up to once a month.

SAMPLE CAVES

Generated randomly from the descriptions on p42.

SMALL HOLLOW

Entrance: Vertical shaft

First chamber: 15' wide, 30' long, 20' tall

Tunnel: 10' diameter, 5' long

Second chamber: 15' wide, 35' long, 25' tall

Tunnel: 4' diameter, 10' long

Third chamber: 30' wide, 30' long, 10' tall

Tunnel: 5' diameter, 10' long (dead end)

Notes:

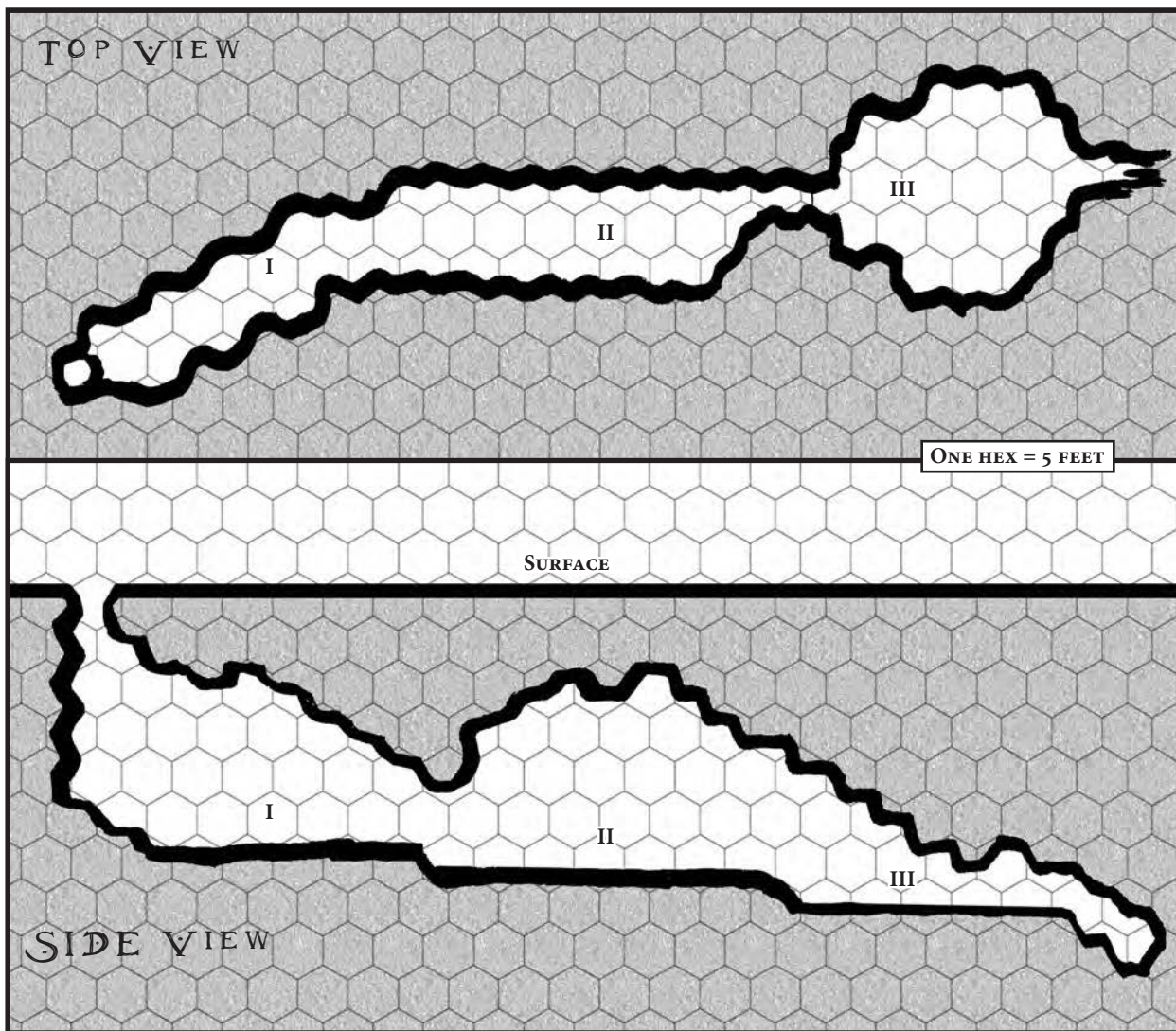
- The dimensions are rough maximums.
- The use of hexes lends a naturalistic, uneven contour to walls and ceilings.
- The floor gradually gets lower in each chamber.
- The final adit breaks up into a pit of impassable cracks.

AS A MONSTER ORC REDOUBT:

Surface: The spiral orc camp (p34) is built so that the cave entrance lies convenient to the central Chieftain's tent.

I: Cache. A rickety ladder leads down to a cave full of salted carcasses: bison, reindeer, sheep, goat, birds, and possibly bear, dog, or wolf. Brackish water is stored in barrels or a dugout cistern. Piles of root vegetables and gourds accumulate during raiding season and are depleted during winter. Other supplies include extra spears and hide armor for the Warriors, flint waiting to be weaponized, and miscellany that can be randomized as 2d4 rolls on the Bulk Caravan Goods chart, p75.

II. Chieftain's Chamber. When the Chieftain occupies his tent on the surface, any tribe member with decent Reputation can approach him. When he retires to this cave, his time is his own, perhaps along with a mate or two. Comfortable piles of furs lie on a stretch of wool blankets that covers the floor, and a few torches provide the dim illumination preferred by orcish eyes. A chest holds the best victual available, such as cured pork, pickles, boiled eggs, and fresh panbread. A broached gallon of brew sits by a well-made wooden chair stolen from some wealthy Hearth Orc town, perhaps generations back. Gold coins from the Southlands, hammered flat and nailed to the chair, lend pomp to the rare audience granted in this inner sanctum.



III. Shrine. Here the Senior Shaman performs her most secret rituals. When she roams the Spirit World, her assistants stand vigil over her inert body. Arranged on shelves and walls, sacred relics, stores of magical ingredients, and the skins of powerful enemies contribute their mana to the tribe. The leaders immure important prisoners and potential sacrifices in the dead-end pit.

LIMESTONE FLOW

Entrance: Opening in ground to scree cave, 10' wide, 25' long, at a 50° slope

Tubes: Seven tunnels of 5' to 10' diameter, connected by breaches five to forty feet apart.

Note: Smooth-sided tunnels don't conform to hexes.

AS A FOOT GOBLIN CAVE:

I. Hopping Stones. Amid the slope of loose scree, nine or ten large black boulders provide stable footing. Every tribe member old enough to walk knows which stones to jump to when entering or exiting the cave. Others, including the most convenient footholds for bipeds over four feet tall, appear secure but sit in precarious balance, ready to precipitate intruders to the bottom in a noisy, battering landslide.

II. Moat of Illusion. Here the goblins have excavated a trench the width of the tunnel, 2' deep and 15' across. Carefully scorching the bottom black with fire and adding 18" of water, they've made it look very deep by torch or lantern light, while infravision cannot penetrate the cold water at all. An unreliable-looking rope bridge crosses, and chewed bones and skulls on the edges imply dangerous creatures in the water. Two buckets on 30' ropes lie near the bridge. Along the inner side of the trench runs a 2' tall wall of rubble, over which defending gobbos can launch javelins. Being practical, the goblins use this defense as a water cistern as needed, and refill it after rain. Youths caught urinating in the moat earn a solid beating.

III. Sleep Chambers. Nests of animal skins and scraps of wool blankets clutter these tunnels, where goblins can retreat to rest during daylight or mate in groups. They keep no food here, as it attracts vermin.

IV. Choke Points. At these five places, stone blocks wall up the tunnel. A tiny "wormhole" near the floor, about 14" wide and 10" high, provides the only access. Defenders can thrust javelins through eyelets about 3' off the ground.

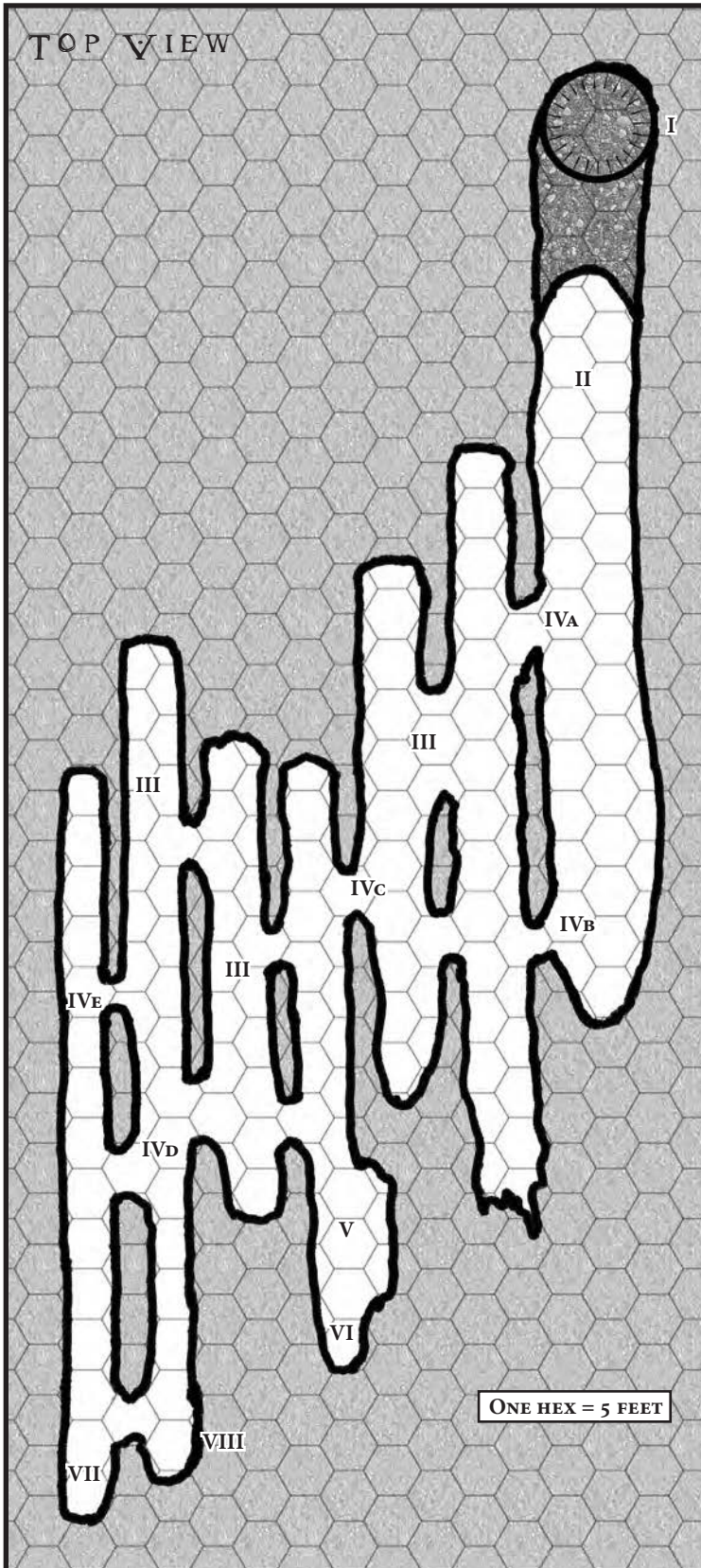
V. Storage. Skins of water, dried food, and extra armaments.

VI. Cache. Foul-looking mold covers a high stack of sacks, old panbread, and rancid mystery-meat at the corridor's apparent end. Behind, the tribe stores its precious goods, digging them out only when needed for major trades by Mongers. Typical cache: 2d100 lbs salt, 1d100 lbs iron, 2d20 lbs. bronze, and 2d6 rolls on the Ornaments chart, p73.

VII. Bolthole. In an emergency, the tribe crams its children into this space with a few adult Tribemembers to watch over them. Niches dug in the walls hold mud-sealed hollow gourds containing smoked pork, salted eggs, and water sufficient to support 150 youth and 25 adults for 3 days: 500 lbs of food and 75 gallons of water. These supplies may be depleted in winter and restocked in summer.

VIII. Escape Tunnel. This tube ends in a rock formation like a shiny, rippled curtain, where centuries of mineral-bearing water once flowed. The goblins have carved out a wormhole in the side of the curtain, disguising it with a natural-looking pile of gravel. From here, a narrow tunnel winds its way nearly to the surface, where scrub bushes grow over a shallow layer of soil roof.

See also *Foot Goblin Settlement*, p33.



RUINS

Whether the hardy remnants of structures made by unknown beings in the lost past, or a run-down settlement whose former occupants met a grim fate, ruins dot the Rotlands. The referee can choose or roll on the chart below.

d20	Ruin Type
1-2	Temple
3-10	Scattered Ruins [default]
11-13	Vanquished Hearth Orc Town
14-17	Vanquished Monster Orc Camp
18-19	Watch Tower
20	Wizard Tower

Temple. Ten-foot walls enclose a broad plaza (1d6x50' by 1d6x50') of hexagonal pavers. Everything is made of hard black stone and mostly intact. A six-sided pyramid stands near the plaza center, 35' across and 35' tall; the carvings on it show disturbing, inhuman forms, especially by moonlight. At times, strange lights and noises issue from the peak. Shaman magic cast in the temple area works more easily, but with less predictable results. The referee might require the player to roll 1d20 plus spell level:

d20+lvl	Spell result
1-5	Spell fails and is lost from memory
6-14	Normal effect
15-17	Effect of spell is maximized
18-19	Normal effect but the spell remains in memory
20	Maximum effect and the spell remains in memory
21+	As 20 and the magic draws the attention of an awareness from the Spirit Plane: a Spirit Encounter (p59), an omen (as 8♦ or a Joker, pp48-49), or a Monster (as Monster Turf, p47).

Scattered Ruins. Blocks and columns of hard black stone litter the earth; more turn up every time the locals plow or dig. Some pieces may bear strange symbols. The local tribe uses these materials to improve buildings and fortifications.

Vanquished Hearth Orc Town. See p35. Fire, rot, and violence have reduced this former civilized outpost to a mess of ash, mud or dust, and loose stones. The bones of the builders and their animals, scorched, cracked, and gnawed, poke up everywhere. The former walls have become long heaps of rubble, flattened in places and overgrown with weeds but still serving to roughly define and defend the area.

Vanquished Monster Orc Camp. See p34. The spiral ditch and berm have merged into an uneven slope; the drawbridge-pit is filled with rubble and the chewed-up bones of the former occupants. Whoever lives here now has cleared the tumbled stones from the opening of the well, although it is partly collapsed and draws scant, impure water.

Watch Tower. This ordinary, slender tower shows cracks and signs of age. It once stood 2d6 x 10' tall, but the upper (1d6-2) x 10' are missing: either fallen stones or a wooden top that has burned away. If the top is intact, it includes light battlements for defense. The tower is square; at the base, each side is one-third the original height in length. Each floor has one arrow-slit through the walls every 10'. Most likely, something that values shelter lives here.

Wizard Tower. Dating from before current knowledge, this lone, round spire stands 1d4+2 x 10' tall and about half that diameter at base. Whether pure black, sparkling white, or ordinary in appearance (d3), the stone of the structure has supernaturally resisted decay. Architectural details run to skulls and demonic faces, incomprehensible inscriptions, or a stark and severe plainness (d3). The top may have astronomical marker stones arranged along the edge, or display a mosaic design like a pentacle. Beyond doubt a labyrinth lies below the tower: usually a Spongiform Complex (p42) containing oddness like an Ancient Cave Dwelling, below. If the current occupants are intelligent, they have discovered the entrance to the labyrinth and occupied as much as possible. If not, the labyrinth is a dungeon with traps and monsters.

ODDITIES

The Locals chart (p22) gives a 1 in 20 chance for any given hex to contain something unusual. Eight general categories appear below. Some oddities prevent any tribe from living in the hex. For others, a second roll on the Locals chart determines who shares the hex, or it might be another oddity. As usual the referee may choose from this list, roll at random, or take inspiration.

d8 ODDITY

- 1 Ancient Cave Dwelling.** A cave of random type (p42) contains evidence of past occupation. Roll again for occupancy of this hex; the resulting tribe may or may not choose to live in the cave. The referee can invent mysterious evidence or roll 1d6:
 - The best tunnels hold crude yet vibrant paintings from an unknown race and era.
 - Carved runes, symbols, or faces of unknowns meaning line the cave walls.
 - A ancient stone altar stands before the complete skeleton of a cave bear. Shamans sense an eerie aura that might affect magic as a Temple.
 - A series of gigantic, well-carved steps descend into the deepest part of the cave, where there may or may not be water.
 - The largest chamber contains several crumbling mud huts around a one-time fire pit or well.
 - 1d4 x 25% of the cave is off limits due to frequent deaths, blamed on cave-ins, ancient booby traps, or the presence of something cruel and undying.

[D8] [ODDITY]

- 2 **Boneyard.** Even the most casual digging in this area turns up countless ancient bones and fragments, as if the whole hex was the site of a huge cemetery or mass battle. If PCs pursue extensive excavation, some bodies may have jewels, some may be cursed or diseased. Communicating with the dead happens more easily here, whether deliberate or not. Roll again for occupancy of the hex.
- 3 **Ghostland.** No tribe will occupy this hex. Mists, will-o-wisps, screams and laughter, and odd sounds occur frequently. Instead of the usual random encounters, there is a 1 in 6 chance per day and a 2 in 6 chance per night of a Spirit Encounter (p59).
- 4 **Monster Turf.** Something terrifying lives in this hex, or at least it used to. No tribe dwells here. Some possible monsters, real or rumored:
 - 1 **Evil Trees:** Strange, stunted plant life twitches its warped branches at the edges of vision. At night, the trees and bushes uproot and move themselves. They seek to entrap animal life, including tribesfolk, and choke them to death, letting the rotting corpses enrich the soil.
 - 2 **Ice Cave:** A Lava Tube (p42) entirely coated with ice, occupied by 1d3 FROST SALAMANDERS or other magical icy beings. The cave may lead to an eternally frozen part of the Spirit World, haunted by heat-draining demons and the ghosts of those who froze to death.
 - 3 **Guardian Spirit:** An INVISIBLE STALKER continues its geas to defend a ruined Wizard Tower (p46), long after its sorcerous master is gone. Or perhaps it's actually a WIND WALKER, djinni, poltergeist, or other invisible servant.
 - 4 **Troll-wood:** Thick, thorny copses hide 1d4+4 undying, sexless, green bipeds that consume anything they can catch.
 - 5 **Witch-moor:** In a strange hut dwells an ancient crone with mysterious powers: a female OGRE MAGE, a NIGHT-HAG, or a Shaman (S7) whose tribe died out or exiled her for sinister practices. The crone greets travelers in a friendly way, at first. It's even possible for strong, careful folk to make a deal with her. Her appearance, and the look and location of the hut, may change frequently.
 - 6 **Worm-land:** 1d6-2 PURPLE WORMS and 1d3 GRAY WORMS, or other burrowing horrors, churn through this area constantly, engulfing whatever moves on the surface.

[D8] [ODDITY]

- 5 **Mystery Lake.** A large, placid lake of sweet water appears at the center of this hex—sometimes. Each night the body of water has a 1 in 6 chance of vanishing, or reappearing if not present. Anyone on the lake when it goes never returns. Roll again for occupancy of the hex; the tribe might use the lake for ritual burial.
- 6 **Ruins.** Structures stand here but their creators are long gone. Types of ruins appear on p46. Roll again on p22 for occupancy of the hex.
- 7 **Tectonics.** Cracks in the ground in this area issue periodic wafts of hot, unbreatable gas. The surface is warm to the touch and nothing grows but a little dry grass. No tribe settles in this hex and there are no random encounters. Every day has a 1 in 6 chance for a temblor to shake the ground. Roll 2d6 for intensity:

2d6	Temblor intensity
2	Animals act nervous. Intelligent beings notice the slight vibration on a WIS roll.
3-5	Audible rumbling noise. Dust rises and grasses sway. Animals seek shelter.
6-8	1d6 x 10 seconds of low rumbling and quivering. Small objects moved by vibrations.
9-10	Shaking for 1d4 minutes. Animals panic unless successfully wrangled. People standing must make a DEX roll each round to walk, or each minute to remain upright in place. Anything loose falls.
11	Rough shaking lasts 2d4 minutes. Temporary structures, like tents, collapse, possibly risking fire. Livestock panics and stampedes. Bipeds fall over and cannot stand.
12	Earthquake and aftershocks for 3d6 minutes. As above, plus any palisades and wooden buildings fall; stone walls shift and lose rocks; masonry cracks; each animal or person in the area takes 1d4-1 damage. In the mountains, an avalanche sweeps clear an area 1d6 x 100 yards on each side, burying everything in rubble or snow. In hills or plains, new cracks open in the earth and spit fire. See <i>Wildfire</i> , p52.
- 8 **Vacant.** The hex is empty of occupants. No one is sure why. Nobody wants to be the first to find out. In the PCs' tribe, the elders either tell of people who lived there and vanished (50%), or consider the area cursed due to repeated omens (50%). Random encounters that indicate locals result in no encounter.

WHAT BEFALLS THE TRIBE

Using a standard poker deck of 54 cards including two Jokers, the referee can draw a card in planning each play session to see what's going on in the life of the player characters' tribe. The point of the events is to give the PCs something specific to accomplish, or oppose, or cope with, in play, that matters to their entire tribe. Whenever possible the referee should interpret the result to put the party members on the spot, rather than allowing non-player tribal leaders to cope with the problem. Successfully handling one of these challenges improves each character's Reputation. See *Reputation Awards and Penalties*, p7.

Face cards invoke boons. Number cards from 10 through 6 represent common events ranging from the mildly beneficial to the mildly disadvantageous. Cards of 5 through 2 indicate unfortunate happenstance that can threaten the tribe's prosperity if not handled quickly.

For campaigns where the PCs are not based in a tribal settlement, the referee must interpret certain results to fit, or substitute his own. See *Campaign Types*, p50.

- ♠ **FIGHTS:** Spades control warfare. Most results assume that the tribe has one or more habitual enemies, either among the other Rotlander races, or else rival tribes of the same race. Tribes in the Borderlands may have a human settlement as their devoted foe, while those on Drastic Steppe may skirmish with human nomads.
- A ♠ PCs are first into an enemy camp or settlement, with a chance to take them by complete surprise.
- K ♠ Enemy leader killed; foes temporarily in disorder. PCs can sneak through occupied turf or stage raids while defense is disorganized.
- Q ♠ A spy reports that an enemy leader or heir is traveling under light guard; PCs may be able to make an easy capture.
- J ♠ The PCs meet the foe in the field, with a slight tactical advantage such as height or cover.
- 10 ♠ The tribe claims an unoccupied hex, and the PCs must set up the new defenses.
- 9 ♠ The PCs lead a long-range patrol into a hex claimed by another tribe, or by no one.
- 8 ♠ Foes begin patrolling a nearby unoccupied hex heavily, preventing exploration or expansion.
- 7 ♠ Enemy hit-and-run raids along the edges of the tribe's turf. PCs must stop them.
- 6 ♠ Enemies attempt to poison a water source, or burn crops, or stampede herds.
- 5 ♠ Enemy magic summons attacking creatures, bad storms, or a curse.
- 4 ♠ PC patrol ambushed.
- 3 ♠ Enemy forces attack the tribe's home turf by surprise.
- 2 ♠ Enemy assassins make an attempt on a leader's life while the PCs are on guard.

♥ **FOLK:** Hearts affect the health and numbers of the populace.

- A ♥ A new group asks to join the tribe, either wanderers or refugees from a troubled community. The PCs are to teach them the ways of the tribe, and keep an eye on them.
- K ♥ A leader proves himself in battle, giving his subordinates a chance to increase in rank.
- Q ♥ The PCs lead a raid on another tribe of the same race to capture females.
- J ♥ A diseased leader, PC family member, or group recovers.
- 10 ♥ A PC has a child or gains an apprentice or squire.
- 9 ♥ Several healthy children are born.
- 8 ♥ A new cohort of youth comes of age, including new Warriors, Shamans, or Mongers.
- 7 ♥ The PCs must protect a group of gatherers, farmers, or herders from slavers.
- 6 ♥ One or more older tribe members die.
- 5 ♥ A member of a PC's family falls ill, or dies if already ill.
- 4 ♥ Several tribe members catch a disease, or die if already ill.
- 3 ♥ Several infants are in poor health, or die if already ill.
- 2 ♥ A tribal leader is crippled by injury, poison, disease, or enemy magic, or dies if already ill.

JOKER (Black or™): Through spies or a Shamanistic vision or ancient traditional lore, the tribal leaders learn of a mighty boon: a magic weapon, or holy site, or tomb of a hero, or a way to please the ancestors and gain a powerful blessing. Guess who gets the job of finding the boon and securing it for the benefit of the tribe.

JOKER (Red): Through spies or a Shamanistic vision or ancient traditional lore, the tribal leaders learn of a mighty threat: a prophesied disaster, a haunting or curse on the land, or a mighty weapon or holy site in the hands of enemies. Guess who must find out how to destroy or avert the problem.

WHAT BEFALLS THE TRIBE

- ◆ **FATE:** Diamonds indicate unusual events of miscellaneous kinds.
- A◆ A relic of a mighty tribal ancestor is found and is hailed as a good omen for the tribe. It should be displayed to all tribe members, yet kept secure.
- K◆ A group of Warriors arrive, either wanderers or quitting another tribe. They offer to swear fealty to the chieftain if a PC can defeat their champion (of the same level) in ritual combat.
- Q◆ Forgotten battlefield. The tribe discovers a trove of weapons and armor, left from some past skirmish. PCs lead the effort to dig up the goods and protect the loot from rivals. Spirits often haunt battlefields as well.
- J◆ On patrol, the PCs discover a new cave (p42).
- 10◆ A stretch of beautiful weather makes everything go easier for a while, including travel, exploration, and the usual business of survival. How will the PCs use the luxury of time?
- 9◆ The PCs are unexpectedly praised or given some token of esteem by the chieftain. Perhaps new responsibilities will follow?
- 8◆ Omens in the sky: Shooting stars, or an eclipse, or a rainbow. The referee chooses or randomizes the Senior Shaman's interpretation: either bad, meaning a period of penance for the tribe, or good, meaning a celebration and a chance for PCs to make social advancement.
- 7◆ Wild storms prevent travel and may panic livestock or wash out crops. Roll for Severity on p52 at +5.
- 6◆ Earthquakes damage shelter and threaten to panic the populace. See Tectonics, p47.
- 5◆ Locusts! They must be fought with fire or magic. If caught properly they can become food.
- 4◆ Drought. Water levels fall to $2d4 \times 10\%$ of the amount necessary to sustain the tribe and its plants and animals.
- 3◆ Floods. In Dry terrain, this is 50% likely to be Drought instead.
- 2◆ Wildfire, possibly set by foes. Can be fought with plowing, counter-fire, or magic. See p52.
- ♣ **FOOD:** Clubs affect the all-important food and water supplies. See *Drought* and *Famine*, p53, for the effects of shortages.
- A♣ The occupants of a nearby hex are killed off or move away. The PCs' tribe has a chance to settle the area. The tribe gets the opportunity settle a stretch of newly accessible, open, or arable turf. PCs who take charge can gain status.
- K♣ Game run. It is time for a food animal to migrate or swarm, and the tribe is readying for bountiful hunts. Examples include wild bison, geese, grasshoppers, fish, or bats. PCs lay traps, drive the prey, and watch out for rival hunters. Preserving the catch will require plenty of salt, firewood, and time.
- Q♣ Fresh water. The tribe discovers a new spring in their territory or successfully sinks a new well. Other things may be attracted to the water, or already live in it.
- J♣ Choice raiding. The tribe managed to capture an especially large amount of herd animals or food from a rival tribe. The PCs escort the booty back home.
- 10♣ The PCs lead a drive to capture wild animals. Success increases herd size.
- 9♣ Successful breeding season. Herds grow by $1d4 \times 10\%$ or game becomes plentiful, allowing the tribe to expand in size if the PCs can secure additional territory.
- 8♣ Successful harvest. Celebration. PCs can make social advancement and can earn Reputation by giving good gifts.
- 7♣ The tribe needs a new water source. The PCs are in charge of finding it and arranging for any necessary security and irrigation diggings.
- 6♣ Tired soil. The PCs must organize a mass effort to uproot the dying plants and plant a new variety before the season gets too old.
- 5♣ Animals in the crops. PCs to drive them out and arrange a way to keep them out.
- 4♣ Predators among the herds or game runs. PCs must fight them off, then either eliminate them from the nearby wild or find a means to keep them away.
- 3♣ Malnutrition. The tribe must find an alternate food source or risk disease.
- 2♣ Blight on crops, herd, or local plants or game. The hex drops in quality by one category: Prime to Sparse, or Sparse to Harsh. The tribe must find an alternate food source or risk Famine.

CAMPAIGN TYPES

Any of the tribe types from Chapter III can form the basis of a campaign, depending on the preferences of the group. Those who wish to emphasize warfare can play Monster Orcs, ambushing patrols from other tribes and occasionally clashing in large numbers. Among Warg Riders, each Warrior gets his own animal at second level, a great inducement, although Mongers will find less to do. The cases below offer more specific options for the identity of the PCs and their home.

NEW KIDS (DEFAULT)

In the basic campaign scenario, player characters have recently come of age and assumed responsibilities in the lowest ranks of the tribe. By default the PCs are in a Foot Goblin tribe, but it could instead be Hearth Orcs. Warriors are basic infantry Chumps; Shamans are lowly Gophers; Mongers are barely-tolerated Scroungers. Each adventure starts with a mission from tribal superiors, possibly drawing inspiration from the *What Befalls the Tribe* charts (p48). Success at the assigned task earns XP and Reputation, leading in time to the possibility of advancement in rank. Over a long campaign, PCs could become the leaders of the entire tribe.

MOOT MONKEYS

In a picaresque style, the player characters travel with a Mooter caravan, never knowing what the next night will bring. Warriors and Shamans serve as guards, dealing with encounters along the road; Mongers are Mooters in training, with much to do during the frequent stops to trade. Uniquely, PCs need not be of the same race, and females can openly practice as Warriors; the Mooters care for little except results. See more about the Mooters on p28 and caravans on p74 et seq. Over time, as characters rise in rank, they could come to control a caravan of their own. Reputation matters as much as ever, but with the Mooters rather than with the characters' tribes of origin.

HUNGRY HOBBS

The characters are Free Hobbs. Their tribe lives in squalor, and the Chieftain has his eyes on a large, well-defended settlement of Foot Goblins, just crying out for enslavement. Starting with raids on herds and work groups, and building up to one or more full-out assaults, the PCs participate in a sustained campaign to conquer the goblins or destroy their own tribe trying. Alternately, the PCs can be Foot Goblins on the other side of this scenario, defending their settlement against increasingly aggressive tactics from the keen and disciplined hobbs.

GHOST HUNTERS

The characters serve a Senior Shaman of their own race (S5) who has undertaken a sacred quest to appease the spirits of ancient ancestors. The group travels from settlement to settlement, following the Shaman's visions of where the next spirit must be laid to rest. In addition to the Shaman and the players, a few low-level NPCs may tag along, if only as possible replacement characters for when PCs die. The group encounters the dangers of travel, the suspicion of new communities, and the challenge of fulfilling the idiosyncratic and mystical requirements of each new aggrieved ancestor. Some ideas for spirit quests appear on p61. The

referee can run this kind of campaign with a serious tone, or in a wisecracking way, where at least half the ghosts turn out to be fakes perpetrated by NPCs for reasons of greed and revenge. Truly light-hearted play groups can add an NPC gnoll slave to the party: a bumbling, cowardly, loyal, and perpetually hungry creature who stumbles on an important clue any time the players get too frustrated with the latest mystery.

THE NORTH SHALL RISE AGAIN

A charismatic hobgoblin Chieftain (W7) seeks to forge a great army from many tribes. The PCs form the personal staff of the War Lord's Emissary (W4), an advance recruiter who visits tribes to prepare them for the War Lord's coming. Word of his growing host usually precedes them, preventing responses of total derision or violence, but no Chieftain really wants to join the army. Even if persuaded by promises of loot, each rightly fears that if he sends his Warriors away before his neighbors do, his populace and territory will become vulnerable. The locals resist with guile and stubbornness. A group may send assassins after the Emissary or the War Lord himself. Some gird for a siege, hoping that the War Lord won't care to spend the time and effort to wear them down. Some try to buy an exemption with tribute. Some may try to make the Emissary's entourage disappear, planning to claim ignorance. The Emissary is both self-absorbed and prone to making blunt, absolute pronouncements, so the subtleties of undermining local resistance and bringing about a successful joining of forces fall to the players. In time PCs can come to the War Lord's attention and gain new responsibilities.

MOUTH GUARD

The players take the roles of Foot Goblin retainers to the small community of Shamans who dwell at Goblin Knob. The current Senior Shaman (S4) emerges from her mud-walled hut as seldom as possible, leaving everything to subordinates. The little village also includes a hut for assistant Shamans (one S3, one S2, and any PC Shamans), a two-story watch tower for Warriors (one W3, one W2, and any PC Warriors), a long house for visiting tribe folk, and a storage hut with kitchen (home to any PC Mongers). A central clearing for rituals looks up the steep slope to the giant black opening of the Hellmouth of Dristyakul. During winter, the PCs must defend the Shamans from starvation and monsters. During travel months, groups of pilgrims arrive regularly, each providing its own cast of characters with agendas hidden and overt. Many bring dead Shamans to be interred in Dristyakul, which requires the PCs to accompany the funeral procession and fend off any restless dead. Others seek the blessing of the Senior Shaman, and perhaps spellcasting if their own tribe has lost its Shamans above 2nd level. If the PCs enable a major triumph of some kind, the Senior Shaman can rise to S5, giving the party access to 3rd level spells.

MONSTER MASH

For a change of pace, the characters belong to a group of ogres, living in a Small Hollow cave. PCs are 2 HD youths. One day an earthquake collapses their cave and kills the chief ogre and many adults. The PCs join the survivors on a quest for a new home, ultimately besieging a Hearth Orc town or similar settlement. Gaining a third hit die requires 2,001 XP, Rep 45, and the passage of a year. The fourth HD comes at 6,001 XP and Rep 80 after at least one additional year. Alternatively, the PCs could be a bachelor pack of 2 HD gnolls (p29), resulting in a campaign of nothing but combat. Capture of weapons becomes a major goal.

TRAVEL + SURVIVAL

CROSSLAND TRAVEL RATES IN HEXES PER NIGHT

Move Rate, Encounter	PLAINS		HILLS OR FOREST		MOUNTAINS	
	Clear	Difficult	Clear	Difficult	Clear	Difficult
5' (Slowest rate allowing travel)	½	⅓	⅓	0	0	0
10'-15' (Encumbered goblins)	1	½	1	⅓	½	0
20'-25' (Goblins, encumbered hobs, caravans, gnoll packs)	2	1 ½	1 ½	1	1	⅓
30'-35' (Hobgoblins, ogres, gnoll hunters, encumbered orcs)	3	2	2	1	1	½
40' (Orcs, humans, hill giants)	4	2 ½	2 ½	2	2	1
50' (Wargs, Warg Riders)	5	3	3	2 ½	2 ½	1

CROSSLAND TRAVEL

The chart shows the number of hexes a group can cross in a night's travel under normal conditions. The same rates apply to those who travel by day instead.

Clear terrain is smooth, even ground where others have walked before.

Difficult terrain is somehow choked or blocked. Any obstacle makes the hex difficult to cross, such as deep snow, falling rain, muddy ground, or recent flooding or earthquakes.

Groups with a rate of ½ take two nights to cross one hex; those moving at ⅓ take three nights. Groups with a rate of 0 cannot make progress across that sort of hex at all. Thus a band of fortunate goblin raiders, each struggling under 50 lbs of loot (Move rate 5'), has no hope of climbing any mountains. With burdens lessened to about 40 lbs each (Move rate 10'), they can make half a hex of progress along clear mountain paths in a night, but not if the mountain is covered with snow. So it goes.

Note that hobgoblin Warriors (p16) in full starting gear are encumbered, having a move rate of 25'.

Forced March: Pushing through into daylight hours extends the reach of a night's travel by ½ hex. It also requires 50% more food and water, or the marchers suffer penalties (p53). The night after a forced march, the group is too exhausted to travel and suffers -1 to hit and -1 damage in any fights.

Scale: These rates are deliberately presented in hexes, not miles. See *Rules Systems, Scale, and the Known Lands*, p6.

WEATHER

Weather consists of three factors: the general *conditions* or temperature, any *precipitation*, and the presence of *high winds*. Conditions are warm, cool, cold, or freezing. Precipitation or high winds cool conditions by one level; freezing conditions become deadly. See *Cold and Exposure*.

Rain falls rarely in much of the Rotlands, and sometimes that has an impact on play. Extremes such as drought or flooding appear in *What Befalls the Tribe*, p48. Incidence of precipitation matters in cases of dehydration, drought, and wildfire. The referee can also use the rules below to provide flavor or tactical considerations on a night-to-night basis.

When the party is traveling, the weather can be determined separately for each hex. Sometimes this means finding an area of mud where it rained earlier, affecting travel rates, or seeing storm clouds on the horizon hours before coming under them.

WIND

The winds in the Rotlands usually come from the west or southwest. Each night has a 1 in 6 chance to experience high winds, or 1 in 4 during winter. High winds can affect travel, hunting, and construction, and encourage the spread of wildfire. High winds and precipitation together cause driving snow or rain, turn rain to sleet in cool conditions, and reduce visibility and travel speeds to near zero.

CONDITIONS AND PRECIPITATION BY TERRAIN AND SEASON

	Spring	Summer	Fall	Winter
Prime Terrain	Cool. Rain, 1 day in 4	Warm. Rainstorm, 1 day in 6	Cool. Rainstorm, 1 day in 6	Cold. Snow, 1 day in 6
Cold Terrain	Cold. Rain, 1 day in 6	Cool. Rainstorm, 1 day in 8	Cold. Snow, 1 day in 6	Freezing. Snow, 1 day in 6
Dry Terrain	Cool. Rain, 1 day in 8	Warm. Rain, 1 day in 10	Cool. Rain, 1 day in 10	Cold. Snow, 1 day in 8
Cold, Dry Terrain	Cold. Rain, 1 day in 8	Cool. Rain, 1 day in 10	Cold. Snow, 1 day in 10	Freezing. Snow, 1 day in 8

SEVERITY

Optionally, the referee can roll 1d20 for severity..

d20	Severity of Precipitation
1	Lasts only 3d6 minutes
2-5	Lasts 2d4 turns
6-9	Lasts 1d6 hours
10-13	Lasts 2d6 hours
14-16	Lasts 4d6 hours
17-19	Lasts 24 hours, plus roll again for continuation
20	Disastrous. Rain becomes hail and dangerous high winds. A storm spawns 1d4 tornadoes. Snow becomes a white-out blizzard, dumping an inch of snow every hour. Roll again on this chart for how long the storm lasts before returning to the previous state, then roll to see how long that persists.

COLD AND EXPOSURE

The dangers of cold must be improvised somewhat by the referee, lest he instead have to track exact temperatures. As a simple option, a character's CON determines the number of hours he can operate outdoors without risk. All values are rounded up. When the time of exposure exceeds the limit, the character must save vs. petrify each hour or take 1 hp damage. The referee can use the threat of these dangers to motivate players to seek shelter or suspend travel, without being bound by the exact calculations given.

Keeping a cold character moving, even just jogging in place and slapping his own shoulders, moves him to the Active column.

Conditions	Active	Inactive
Warm	Unlimited	Unlimited
Cool	Unlimited	CON x 2 hrs
Cold	CON hrs	CON / 2 hrs
Freezing	CON/2 hrs	CON / 4 hrs
Deathly	CON/4 hrs	CON / 6 hrs

- **Cool** conditions are safe except for very weak creatures left exposed and unable to keep active, such as infants, the injured, the ill, and the aged.
- **Deathly** conditions combine winter cold with precipitation or high winds. With both, there is also a blizzard and very poor visibility, causing those outdoors to easily become lost and freeze to death.

For exposure, conditions are modified by Immersion or Shelter.

Immersion: When a character gets thoroughly wet, through precipitation or accident, he experiences the cold at one worse level. Cool becomes cold, cold turns freezing, and freezing conditions become deathly. To end the effect of immersion, characters require a complete change of clothes and an hour at a hot fire.

Shelter: Improvised shelter, such as the lee of a cliff, a lean-to, or snow digging, improves conditions by only one category. Reasonable shelter, such as a well-made tent or wooden building, improves matters by two. Caves or stone buildings improve conditions by three categories. A fire improves matters by one additional category, within a range dependent on its size and type of fuel. A character with heavy blankets, such as a

bison robe, enjoys one more improvement of conditions. Note that it is seldom possible to remain active while in shelter. Examples: A character soaked to the skin in freezing winds may die even after getting into a tent, while solid shelter with a fire prevents danger even in a blizzard.

WILDFIRE

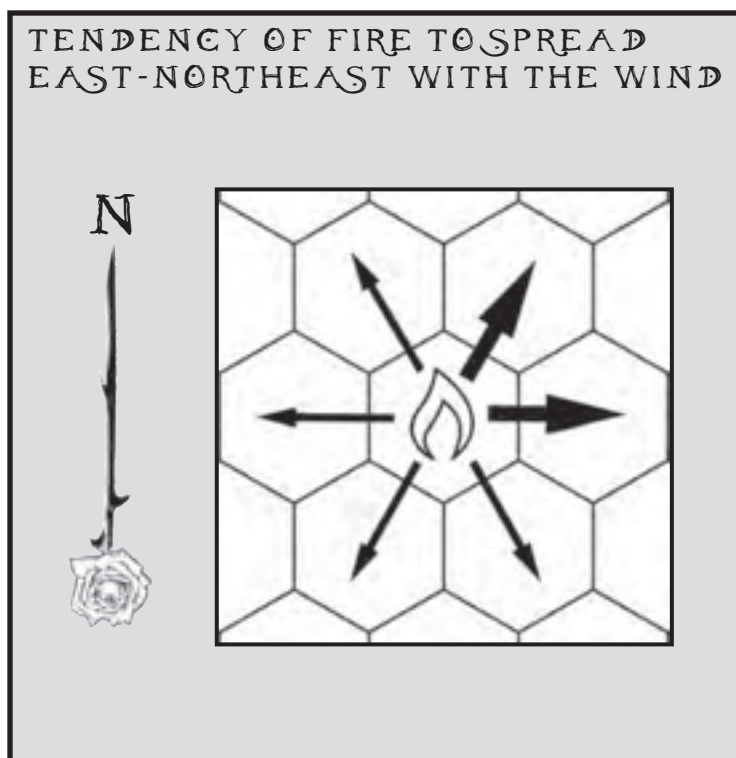
Whether caused by lightning, incautious tribesfolk, enemy action, or tectonics, fire can spread quickly through parched grasses and shrubs. Once flames escape control, they burn through hexes at a rate and probability determined by local conditions. Any precipitation puts out the fire in that hex.

Without magical protection, no one can survive in a wildfire. It leaves only blackened stones, melted metal, and scorched earth. There is a 1 in 3 chance for a single significant area, chosen by the players, to come through with less than total damage. Examples include a particular holy icon, small building, or garden-plot sized area. The exception can also apply to an important NPC with referee approval, and of course the referee can choose to spare someone or something for his own purposes.

SPREAD OF WILDFIRE

Spread is checked for each hex, and is more likely to downwind hexes, typically to the northeast and east. Results after a slash are in effect during high winds; for example, it takes an hour to burn across a hex of green trees, or only 40 minutes if the winds are high.

Terrain:	Time to cross a hex	Chance of Igniting Adjacent Hex	
		Downwind	Other
Green trees	1 hour / 40 min	1 in 4 / 1 in 3	1 in 6 / 1 in 4
Green grass or dry trees	45 min / 30 min	1 in 3 / 1 in 2	1 in 4 / 1 in 3
Dry grass	30 min / 20 min	1 in 2 / 2 in 3	1 in 3 / 1 in 2



DEHYDRATION + STARVATION

The effects of insufficient food and drink on individual Rotlanders can be cruel. Of the two, clean, adequate water is the more important for immediate survival. The amounts described below are the minimum for subsistence. If the referee chooses to impose the indicated penalties, each -1 applies to all d20 rolls made by the suffering character: -1 to hit, -1 on saving throws, -5% on any percentile skills, and so on. For attribute rolls, the effective score is reduced by 1. The referee may also reduce the character's movement category by one when penalties reach -4, and forbid running when they reach -6.

WATER

A goblin needs two quarts of water per night, and when traveling, must carry a one-quart waterskin or gourd, refilling it once. Other races need four quarts and two containers. So equipped, travelers can find enough water to get by, except that in Dry terrain there is no guaranteed chance to refill containers. See *Regions*, p36. A traveler who does not bring enough water with him will suffer a -2 penalty for each night after the first, and cannot function normally for more than three nights, plus or minus CON modifier. On the night after that, the character is reduced to delirium and immobility; on the next, he dies. The rare rainstorm can be a lifesaver to the ill-prepared wanderer; see *Weather*, p51.

In hot weather, subsistence amounts increase by 50%.

Alcoholic drinks dehydrate. A character who gets enough water can freely drink "brew" or the like in addition. If subsisting only on alcohol, small beer or watered wine can be treated as water, although consumption may result in penalties due to intoxication. Ale or straight wine requires 25% more fluid than pure water: more than enough to affect behavior. Distilled liquors cannot be used for hydration and attempts end in disaster. Rotlanders don't make such substances but often indulge freely when they capture powerful Southron tipple. If desired, detailed rules on the effects of alcohol appear in *LESSERTON & MOR* from *Faster Monkey Games*.

FOOD

A goblin needs two pounds of food each night, of mixed variety. An orc needs four pounds mixed. Hobgoblins require four pounds per day: either all fresh meat, or two pounds of dried meat and an extra quart of water. Characters can survive with no food at all for a number of nights equal to CON, but can expect a penalty of -1 per night after the first. This is in addition to any penalty for lack of sufficient potable water.

If forced to supplement with vegetables, hobs suffer. The referee can impose a penalty of -1 on a hob who has eaten something besides meat that day; if he eats no meat at all, the penalty rises to -2.

Rations: Typical trail rations include dried mystery meat, roots, tubers, and cakes of insect paste, provided by tribal superiors or acquired by the pound through barter or purchase. For standard trail rations, see *General Goods*, p 67. At home, the tribe often boils up whatever's handy with salted rainwater, or builds big fires to cook game.

Warg Riders give their mounts about three pounds a night of gristle and bones. Such a minimal diet keeps them ornery, and the beasts hunt when possible. Scrapper dogs must eat what others throw aside.

SUBSTANDARD FARE

Individuals who get *any* food and water do not die from thirst or hunger. However, if it is less than their usual requirements, or of unsuitable substances, they suffer penalties.

Substandard quality or insufficient quantity of provisions have the same effect. Characters forced to these circumstances suffer penalties every other night, to a maximum of -6.

Substandard quality fare includes turned meat, spoiled rations, scraps instead of good meat, or drinking urine or stagnant water.

Getting less than half the needed food and water, of any quality, affects the character like total starvation, except that he does not die. Penalties cap at -10.

DROUGHT + FAMINE

When supplies run short for everyone, not just a few wanderers, the situation becomes serious. In any month when supplies of water or food are insufficient to support the population, a tribe suffers a month of Famine. Any ill tribe members die, as do 10% of infants. Normal tribe members are penalized -6 on all d20 rolls, as for Substandard Fare.

Leaders of 2nd level or 2 HD and above command sufficient fare to avoid penalties, but in winter, aged folk of any rank must save versus poison or fall ill. A second month of Famine will kill them.

PCs have the opportunity to gain serious Reputation if they can find a way to save the tribe from these effects, such as by trading or raiding to get more food or discovering a new water source. Even small scores are appreciated, if enough to save one tribe member.

FORAGING

Omnivorous Rotlanders can sometimes live off the land, carrying rations only for extreme circumstances. Availability of forage varies by terrain type. Productivity given assumes no more than six travelers scouring the same area; for seven to a dozen, the hex counts as one worse.

Each hex also drops one level in productivity during winter.

Hobgoblins and gnolls must hunt instead, or carry preserved meat. See *Hunting for Meat*.

PRODUCTIVITY OF FORAGING BY TERRAIN

Prime terrain: Foraging always successful the first day in the hex. Does not affect travel rate.

Sparse terrain: It takes a day to gather forage that will last 1d6 days. Groups must spread out to search.

Harsh terrain: To live off the land, every other day must be spent spread out and foraging.

Desolate terrain: No significant foraging available.

Party's home hex: The home hex can be scavenged as if one terrain type better, once a month.

HUNTING FOR MEAT

An animal carcass yields good meat equal to about 20% of its weight while alive. Another 20% is unappetizing organs, tendons, and other semi-edible parts. Hide, depending on skin type, makes up 5% to 15% in a wet, uncured state. Blood is 10%; bones, up to 40%. Thus a 100-pound animal yields 20 lbs of meat suitable for any palate and 20 lbs of scraps. Scraps suffice for canines, including gnolls, but don't count as good provender for PC races; see *Substandard Fare*, p53. Boiled, salted, and dried, scraps can at least become mystery meat jerky. If carefully caught, blood can be used for sausages.

Weights given are for adult male animals. Young animals have roughly ¼ the weight, and adult females have ¾, but the referee can ignore this for simplicity and assume all prey are bulls.

To harvest the meat, the animal must be hung up and bled, which takes rope, handy trees or poles, a sharp weapon, and about ten minutes per 10 lbs of meat yield. Butchering requires a similar amount of time in addition. Thus thoroughly cutting up a bison bull with 400 lbs of meat takes two people about three and a half hours.

Mongers will buy decent meat, not obviously cut from carnivores or sapients, on an Availability roll (2d6, p65) of 7 or less in the Rotlands and 9 or less in Selkirk or at Moot. For a non-Monger seller, prices below are subject to a Barter Roll (p63), and demand caps at 1d100 lbs.

Fresh meat is bled and butchered. Meat turns rapidly bad unless preserved: by the end of the next night in cool weather, or the night after that when it's very cold. In hot weather, rare in the Rotlands, it turns in a matter of hours. Mongers buy fresh meat for 7 ip per pound, but not if it's about to turn.

Brining meat takes a pint of cleanish water and an ounce of salt (7 ip value) per pound of meat. It must soak one hour per pound. Brined meat can be kept from spoiling for two weeks. Cost to preserve: 7 ip per original pound. Weight increases by 50%, for which Mongers pay about 10 ip per pound. They then salt, smoke, or jerky it before market.

Blood sausage: The sausage mixes the blood with convenient filler such as onions, grains, panbread flour, stale crumbs, or edible leaves. The mixture is stuffed into cleaned intestine casings and boiled until it solidifies, whereupon it will last for 1d6 months if kept dry. Each pound of sausage requires a quart of blood (2 lbs) and 10 ip worth of salt and filler, and an experienced sausage maker with complete gear can stuff and boil 20 lbs a night. Mongers buy the sausage for 20 ip per pound.

Salting meat requires half a pound of salt (100 ip value) for each 10 lbs of meat. Thoroughly salting down the meat takes an hour for each 10 lbs. Salt meat lasts for four months over the winter or two months in summer. Cost to preserve: 10 ip per pound of original weight. Final weight drops to half, for which Mongers pay up to 40 ip per pound. Salt meat should be thoroughly rinsed before eating.

Smoking meat requires a low fire, a careful setup to funnel the smoke past the meat, and some provision against thieving scavengers. The smoke keeps insects away as the meat dries and incidentally adds flavor. Maintaining the fire for 24 hours requires 100 ip worth of fuel, e.g. 20 lbs of seasoned hardwood, 100 lbs of brush, or some combination, for 50 pounds of meat. After a week in the smoke, the dried meat lasts for three months. Cost to preserve: 14 ip per pound of original weight. Dried weight is 1/3 original, saleable for 75 ip per pound.

Jerkying, a combination of salting, smoking, and drying, produces jerky, tough meat strips which retain their quality for six months or more. Cost to preserve: 24 ip per pound of original weight. Jerkied weight is 1/4 original; each dry pound can be sold for 150 ip. Jerky must be soaked or boiled, or eaten with a good deal of water to drink.

APPROXIMATE YIELD BY CARCASS TYPE

Carcass	Meat	Scraps	Bones
Badger	5 lbs	5 lbs	3 lbs
Bear, black	60	60	75
Bear, cave*	200	200	250
Bird, normal	0.5	0.5	0.25
Bison	400	400	600
Boar	25	25	25
Chicken	2	1	1
Dog, scrapper or wild	7	7	5
Emu	16	16	16
Ferret, giant* (3' long)	12	12	12
Frog, giant (2' long)	10	10	10
Gnoll*	32	32	32
Goat	15	15	12
Goblin	10	10	8
Hawk, giant (5' tall)	15	15	10
Hill Giant (12' tall)	280	280	350
Hobgoblin*	28	28	25
Human (6' tall)	36	36	36
Leprechaun	5	5	3
Mountain lion*	30	30	25
Ogre (8' tall)	85	85	100
Orc / Orkin (6' tall)	36	36	36
Panther*	24	24	20
Pig, full grown, domestic	60	60	60
Pig, full grown, wild	45	45	45
Rabbit	1	1	1
Reindeer	50	50	50
Sheep	30	30	25
Snake, pit viper (5')	4	4	3
Snake, giant python (20')	65	50	35
Spider, giant*	10	10	–
Warg*	30	30	30
Weasel, giant* (9' long)	90	90	100
Wolf*	16	16	12
Wolverine*	8	8	10
Yeti* (9' tall)	120	120	150
Other, per HD†	10	10	10

* The flesh of these carnivores is particularly rank and unpleasant to eat.

Italics indicate a sapient creature; eating such prey violates many people's ideas of morality and aesthetics.

† For quick estimation only.

HIDES

PCs who bother to track, kill, and dress prey may wish to know the use or value of the creature's hide. Mongers and Mooters can employ these details in trade.

Skinning

So long as flint knives or better tools are to hand, carefully removing an animal's skin takes about five minutes per pound of hide. In a rush, or with improvised tools, a DEX roll is needed to prevent tearing the skin. Wet skins rot quickly, drawing predators and insect swarms, so collectors must do at least a field dressing, scraping off excess flesh and gore, which takes as long as the skinning did. The object is now a *pelt*, and can be transported for up to a week without rotting. If rubbed in a great deal of salt, the pelt will last indefinitely, but requires laborious soaking and rinsing before further use. Tanners pay about 1 ip per pound for uncured pelts.

Curing

Every bit of flesh and fat must be scraped off the hide. Then it is stretched out to dry in a place safe from scavengers and rain. Again, unprofessional efforts can easily tear the hide. Thorough drying takes a day for each 10 lbs of the pelt. Then it becomes *rawhide*. It has hair or fur on one side and dry, stiff hide on the other. In this state it can be worn as coarse clothing or used in craft. Rawhide has about half the original skin weight, or $\frac{2}{3}$ if it has luxuriant fur. To further refine the hide requires tanning. Tanners buy rawhide for about 3 ip per pound.

Tanning

Rawhide can be processed into two final forms: leather or furs. For leather, all the hair must be removed, first by a good soak in urine and then by rubbing the hair off with a blunt tool such as a reindeer antler.

To soften the hide, whether furred or dehaired, the tanner stretches it again and thoroughly massages it with greasy substances like scrapper dog dung and livestock brains. It takes a day for each hide to absorb this treatment. For skins with the hair left on, the treatment is applied only to the skin side, followed by stretching and drying for a week. The result is a *fur*, suitable for lining boots and clothes, or use as a rug if large enough. It weighs about half the original skin weight. Mooters buy furs for about 20 ip per pound.

For leather, the hairless, greased-up skin spends another week alternating between soaks in a pickling solution of oak bark and more stretching. The result is pliable leather with a brown stain, having only $\frac{1}{4}$ of the original skin's weight. Three to four pounds makes a square yard of good leather, for which Mooters will pay a tanner about 35 ip. Torn bits, scraps, and strings go for 5 ip per pound.

ROTLANDS ANIMALS WITH WORTHWHILE HIDES

1. PELTS

Pelt	Weight	Buying?	Price
Badger	3 lbs	6	2.5 ip
Bear, black	30 lbs	8	30 ip
Bear, cave	100 lbs	9	100 ip
Bison	250 lbs	10	250 ip
Ferret, giant	6 lbs	7	5 ip
Mountain lion	15 lbs	5	15 ip
Panther	12 lbs	5	12 ip
Panther, all-black	12 lbs	8	15 ip
Reindeer	25 lbs	9	25 ip
Sheep	18 lbs	11	25 ip
Snake, pit viper	1.5 lbs	5	1 ip
Snake, giant python	30 lbs	6	30 ip
Warg	17 lbs	10	18 ip
Warg, all-white	17 lbs	12	24 ip
Weasel, giant	45 lbs	8	45 ip
Wolf	9 lbs	9	10 ip
Wolverine	4 lbs	5	4 ip

2. RAWHIDE

Hide	Weight	Buying?	Price
Badger	1.5 lbs	6	4.5 ip
Bear, black	18 lbs	8	54 ip
Bear, cave	55 lbs	9	165 ip
Bison	150 lbs	10	450 ip
Ferret, giant	4 lbs	7	12 ip
Mountain lion	7 lbs	5	20 ip
Panther	6 lbs	5	15 ip
Panther, all-black	6 lbs	8	24 ip
Reindeer	15 lbs	9	45 ip
Sheep	14 lbs	11	45 ip
Warg	12 lbs	10	36 ip
Warg, all-white	12 lbs	12	48 ip
Weasel, giant	45 lbs	8	75 ip
Wolf	6 lbs	9	18 ip
Wolverine	1.5 lbs	5	4.5 ip

3. FURS

Fur	Weight	Buying?	Price
Bearskin, black	12 lb	8	120 ip
Bearskin, cave	35 lb	9	350 ip
Bison robe	100 lb	10	1,000 ip
Sheepskin, wooly	12 lb	11	120 ip
Warg fur	10 lb	10	100 ip
Warg, all-white fur	10 lb	12	130 ip
Wolfskin	5 lb	9	50 ip

RANDOM ENCOUNTERS

Each region of the Rotlands has its own distinct population of animals, people, and monsters. The chart below gives random examples of potentially exciting encounters that PCs might have when exploring.

“Local” always refer to the tribe that claims the hex. To adjudicate encounters properly, it is best if the referee knows who occupies the current hex, and therefore counts as a “local,” randomizing on p22 if necessary. Some Oddity results will affect what encounters can occur. “Intruders” are Rotlanders from other tribes, randomized on p22 as well, and probably up to no good.

Odds of an encounter are rolled once per day and once per night on 1d6, with the chances varying by lushness of the terrain. In winter, only one check is needed, with a 50% chance each to occur by day or night.

If an encounter occurs, the referee might choose to roll again for a possible second encounter occurring 2d6–2 hours after the first, with zero indicating near simultaneity.

SURVIVABILITY

Most encounters should include possibilities other than an immediate fight to the death. A Monster Reaction Roll can suggest how the encountered creatures react to the PC group, but the referee must still make a judgment call. Gnoll hunters are always hungry; spotting a large group, they may stalk for a time looking for a chance to pick off stragglers, but surely won't just walk away. Rotlander Warriors always wish to attack rival tribes, but each group has its own approach: Foot Goblins value discretion, while hobgoblins use tactics and may send messengers back to their tribe, and orcs can't really restrain themselves from frontal assault.

NOTICING AND DISTANCE

Herds on the move, merchant caravans, gnoll packs, and entire Hearth Orc tribes on a food drive are all easily spotted from far away. Patrols and predators, however, may very well spot the party first; an unseen foe who decides not to attack might never come the party's attention at all.

EXAMPLE

A random encounter indicates ogre hunters. Rather than set an encounter range and start rolling initiative, the referee lets the PCs spot the monsters from a distance and decide what to do: Hide, attack, flee? Run to warn the tribe? The ogres are passing through looking for easy meat, and unless a PC does something rash and attention-getting, they represent a hazard, not an immediate and probably one-sided fight.

EXCEPTION: NO REST FOR THE WICKED

Just as in any interesting place, life in the Rotlands is not fair. Characters who suffer extreme Reputation penalties, such as by betraying or abandoning their home tribe, tend to have bad luck. The mystical protection of generations of Shamans is withdrawn from them, and the referee is justified in playing out every encounter at full nastiness without regard for survivability.

ENCOUNTER EXPLANATIONS

Boar sounder: A pack of wild boars, resting.

Camps include the same number of creatures as a waking encounter. Hobgoblins, Mooters, and humans camp by night with sentries, a banked watch-fire, and a supply of torches. Hill giants snore in a heap by night. Orcs and goblins camp by day. Hearth Orc patrols include a scrapper dog who will wake very easily and bark an alarm. Foot Goblin patrols also have a dog, and set snares around the camp. Warg Riders count on their mounts to awaken them.

Caravans, Human and Mooter, are large, armed, cautious groups. Details appear on p74 et seq.

Free Hob patrol: The hobgoblins roam far afield and brave the daylight when others hide.

Gnolls: See p29.

Gnoll bachelor pack: Six immature males.

Gnolls, hunters: Six adult males.

Hill giants come into the Rotlands to raid.

Human raiders are bands of lawless BRIGANDS with Southron arms (p71). They look to kill, loot, and steal livestock, either in imagined revenge against Rotlanders or for simple profit. A typical group is eight 1st level Fighters (AC: 7, 7 hp, leather armor and shield, shortsword, short bow) with a 2nd level leader (AC: 4, 18 hp, brigandine and shield, longsword, long bow, lance, warhorse, +1 to hit and damage).

Insect swarms appear in a large cloud around a nest or food source, and will not attack unless disturbed. A character who stumbles into one can easily be bitten to death. Alert parties may have to leave the trail and work around the infested area.

Intruder Patrol: Warriors of a tribe hostile to the locals. Type can be randomized on p22 or taken from a known nearby tribe.

Local gatherers: A Work Group or Gatherer Band from the local tribe.

Local herders: The local tribe sends their herders to tend the animals during the day.

Local patrol: In the case of hobgoblin locals, a nighttime encounter is with a guarded camp.

Spirit Encounters: See below.

Storms and gusts: These weather anomalies come out of nowhere, regardless of season, and end just as suddenly. Severity can be rolled on p52, using 1d6 instead of 1d20.

Troll: Only one appears. So feared are these monsters that a tribe will send dozens of warriors with pitch and torches to kill one.

Wild herd animals are untended, but nearby tribesfolk may claim them as an exclusive larder. There is a 1 in 6 chance that a predator or local patrol comes around to kill a few animals. Emu at night are nesting with 2d20 well-defended eggs, a valuable food.

ADVENTURES

RANDOM ENCOUNTERS BY REGION ~ DAY

d20	BORDERLANDS	RIVERWOOD	GOB STRETCH	RUSHING RIVER VALLEY	SWEET PLAINS	DRASTIC STEPPE	GREYRAKES	DOGHEAD PEAKS
1	Bison, wild	Black bear	Clouds form faces, skulls, or pattern	Black bear	Bison, wild	Emu, wild	Black bear	Free Hob patrol
2		Boars	Giant hawk	Free Hob patrol		Free Hob patrol		Giant Hawk
3		Deadfall across path	Grizzly bear		Dust storm	Giant hawk	Free Hob patrol	Gnoll bachelor pack
4	Burst of wind ripples grass for miles	Dryad	Hill giants	Freshet	Emu, wild	Gnoll hunters	Freshet	Gnoll pack, asleep
5		Fog, sudden	Free Hob patrol	Giant hawk		Gnoll hunters	Goats, wild	
6	Emu, wild	Free Hob patrol	Ghostly shapes in a sudden mist	Giant shrew	Free Hob patrol	Goats, wild		
7		Giant black widows	Local herders	Goats, wild	Hot spring	Hail storm		
8	Free Hob patrol	Giant frog			Insect swarm, 1d3 HD	Hill giants		
9	Human merchants	Giant python		Local gatherers river fishing	Local herders	Hyanas	Hill giants	
10		Insect swarm, 1d4 HD		Local herders		Local herders		
11	Human raiders	Leprechaun	Local herders				Gnolls, hunters	
12	Insect swarm, 1d3 HD	Marshy ground	Ogres, hunters				Goats, wild	
13	Local herders	Pixies	Reindeer, wild					
14		Pool, stagnant, odd-smelling						
15		Squirrels (?) throwing nuts			Mooter caravan	Mooter caravan	Ogres, hunters	Hill giants
16	Mooter caravan	Statue, old		Ogres, hunters	Ogres, hunters	Sandstorm	Ogres, hunters	Rockslide
17	Ogres, hunting	Stirges	Wolverine	River jammed with logs or stones	Pit vipers	Sheep, wild	Path wiped out	Snow crust ahead, possibly hollow
18	Pit vipers	Thorn bushes block path	Wolves	Rockslide	Sheep, wild		Rockslide	Winter wolves
19	Wild dogs	Treant	Spirit Encounter	Stirges			Vultures	Troll
20	Wolverine	Spirit Encounter		Troll	Wild dogs	Wild dogs	Wolves	Yeti

CHANCE OF ENCOUNTER BY TERRAIN QUALITY

Prime terrain: 3 in 6

Sparse terrain: 2 in 6

Harsh terrain: 2 in 6

Desolate terrain: 1 in 6

Roll once per day and once per night, or only one in winter.

IN THE SHADOW OF MOUNT ROTTEN

RANDOM ENCOUNTERS BY REGION ~ NIGHT

d20	BORDERLANDS	RIVERWOOD	GOB STRETCH	RUSHING RIVER VALLEY	SWEET PLAINS	DRASTIC STEPPE	GREYRAKES	DOGHEAD PEAKS	
1	Badger	Boar sounder	Cave bear	Cave bear	Bison, wild, asleep	Caravan, long dead and dry	Cold stream	Gnoll bachelor pack	
2	Bison, wild, asleep	Cave bear	Face-like stain on moon	Giant owl	Cave bear	Emu, wild, asleep	Cliffside path unstable	Gnoll pack	
3		Deadfall across path	Giant owl	Goats, wild, asleep	Emu, wild, asleep	Giant weasel	Dead, thorny brush blocks path		
4	Cave bear	Giant ferret	Gnolls, hunters			Giant weasel	Gnolls, hunters	Gnolls, hunters	
5	Emu, wild, asleep	Glowing fungus on ground shows party's tracks	Hill giant camp	Intruder patrol	Intruder patrol		Goats, wild, asleep		
6	Giant ferret	Gust of laughter blows out torches	Intruder patrol	Local gatherers			Goats, wild, asleep	Hill giant camp	
7	Human merchant camp	Intruder patrol				Local gatherers	Hill giant camp	Intruder patrol	
8	Human signal fires in the south	Local gatherers	Local gatherers			Intruder patrol	Local gatherers	Gnolls, hunters	
9	Intruder patrol								
10								Goats, wild, asleep	
11	Local gatherers	Local patrol	Local patrol	Local patrol	Local patrol				
12									
13		Marshy ground		Mooter camp	Local patrol	Local patrol	Local patrol	Local patrol	Mountain lion
14		Old webs choke the area		Mountain lion					
15	Local patrol	Panther	Panther	Path washed out	Mooter camp	Mountain lion		Rockslide	
16		Treant	Reindeer, wild, asleep	Rockslide	Mountain lion	Oasis	Mountain lion	Sudden bolt of lightning	
17	Millions of insects emit rhythmic buzzes or lights	Troll		Troll	Sheep, wild, asleep	Sheep, wild, asleep	Wargs	Winter wolves	
18	Mooter camp	Will-O-Wisp	Troll	Wargs	Wild dogs, asleep	Troll	Wolves	Wolves	
19	Wolves	Wargs	Wolves	Wolves	Wolves	Wild dogs, asleep		Spirit Encounter	
20	Spirit Encounter	Spirit Encounter	Spirit Encounter	Spirit Encounter	Spirit Encounter	Spirit Encounter	Spirit Encounter		



SPIRIT ENCOUNTERS

SPIRIT ENCOUNTER TYPES

d20	Spirit Encounter	Affects	HD
1-3	Agony	All	8
4-7	Barrow	Special	var
8-9	Coalescence	All/Special	6
10	Hate Elemental	Special	6
11-12	Imp of the Perverse	All	8
13	Night-mare	Individual	7
14-17	Restless Soul	Individual	9
18	Spirit of the Void	Individual	9
19-20	War-cloud	All	8

Far more varied and potentially frightening than just a list of undead monsters, the frequent spiritual manifestations in the Rotlands make life even more difficult than the harsh terrain would alone, and likewise serve to discourage more powerful races from settling here.

Each spirit lingers, diffused, over a large area—large enough to enclose most groups. If needed, the area can be estimated at 3d6 x 10' in diameter. The encounter occurs when the group enters the area affected. All characters, NPCs, and animals feel uneasiness: A chill runs up every spine; those with hair on their necks feel it rise; beasts whine unhappily. Typically, the spirit manifests the next round.

Some spirits affect everyone in the area; others focus on a single target. If the spirit affects only one individual, every PC makes a WIS roll: 1d20 plus Wisdom score. Whoever has the lowest total suffers the effect of the spirit. Ties fall to the lowest Wisdom, or else require a quick roll-off. The referee can roll randomly for a target instead, or assume that the spirit's curse affects an important NPC, so that the players must try to find a cure.

SHAMANS + SPIRIT ENCOUNTERS

On first encountering any spirit manifestation, a Shaman can attempt to quell the unnatural consciousness by loudly invoking certain words of power. This Rebuke attempt is treated as a Cleric turning undead, but without the need to roll for number affected. Each spirit encounter listed below includes its effective "hit dice" for purposes of Rebuking; almost all require a Shaman of at least 4th level to Rebuke. A successful Rebuke quiets the spirit for 1d6 turns. A result of "T" (automatic turning) quiets the spirit for 24 hours, while a result of "D" (destroyed) banishes the spirit permanently. A banished spirit might, however, recur if circumstances invite it; for example, a bloody battle might revive a War-cloud previously known to haunt the area.

A Shaman who Rebukes a particular spirit cannot do so again until the sun has risen and set. A Shaman who fails cannot try again on that spirit until he goes up in level.

The *exorcise* spell can also banish a spirit. Each turn that the exorcism is unsuccessful, the caster must save vs. spells or trigger the full usual effect of the spirit encounter.

Agony: A being suffered great torments of the body in this area, and its tortured soul lingers. From its own inescapable memories, the free-floating Agony inflicts horrible, wracking pains on every living thing in the area. Each victim must make a saving throw vs. paralysis. Those who save can stand and move at a walk, although at -4 to hit and -2 DEX for the duration. Those who fail the save fall to the ground, writhing, unable to act. The pains persist for 3d6 minutes, and every five full minutes inflicts 1 hp of damage.

Barrow: Here, the angry dead still cling to the bodies they used in life. If a Shaman is leading a group of travelers, scouting ahead, he can make an INT roll to detect the signs of old funeral mounds or markings, and thus avoid the barrow. Otherwise, the group stumbles onto the burial ground, and the undead make a Reaction Roll modified by the Charisma of the person leading the group. On a result of 5 or less, the dead stay quiet, allowing the group to pass, although not without the usual eerie feelings caused by any spirit encounter. On a 6-8, ghostly shapes rise from the earth. The referee rolls the number of bodies, below, but they represent as a single spirit with their total HD. Any Shaman present who has a chance to affect such a spirit gets a chance to Rebuke them, in which case they return to their rest. If the Rebuke fails, or if the initial Reaction is 9 or higher, the spirits fade and the bodies themselves burst out and attack. Due to pulling themselves out of the soil, the undead have no chance to surprise, but they roll for initiative normally.

2d6 BODIES IN BARROW

- 2-5 3d6 goblin skeletons (½ HD, AC 6, hp 3, claw 1d3)
- 6-8 3d4 orc skeletons or goblin zombies (1 HD, AC 7, hp 4, claw 1d4)
- 9 2d6 hobgoblin skeletons (1+1 HD, AC 7, hp 5, claw 1d6)
- 10 2d4 orc zombies (2 HD, AC 8, hp 8, claw 1d8)
- 11 1d6 hobgoblin zombies (2+2 HD, AC 8, hp 11, claw 1d8)
- 12 1d6 orc ghouls (2 HD, save as F3, AC 6, hp 9, claw/claw/bite @ 1d3 plus save or paralyzed 2d4 turns; slain victims eaten, or else rise as ghouls the next night). There is a 1 in 8 chance that a huge ghoul leads the rest; it has 16 hp, a bronze helm, and a bronze *short sword* +1 (one claw and one sword attack per round).

Each group of bodies is 50% likely to bear bronze burial ornaments worth 2d6 x 5 ip per individual.

Coalescence: Something malicious presses against the fabric of the world in this place, struggling to achieve physical form. To do so, it must liberate the tissues, bones, and fluids of living things, warping them into the matrix of its own desire. The coalescence first appears as a flickering shape; the referee rolls or chooses its form below, but describes it only vaguely, as a pattern of glows and shadows. Animals flee, but the shape exerts a fascination affect on every intelligent being in the area. All PCs save vs. spells; those who fail walk toward the shape at their usual pace. NPCs without levels head for it automatically. The first person to reach the shape, if no one stops him, steps into the glowing form and suffers a shock of energy. A 0-level NPC dies; anyone else suffers 2d8 damage. Each round, a surviving victim can try a new saving throw to escape the fascination; otherwise he stays in the light, which inflicts another 2d8 shock. When someone dies within the shape, the form brightens its glow at once, and begins sucking the very blood and flesh and bones into itself in a nasty, hissing mist. Each round it gains 1 HD from the victim until all are gone. After sucking life, the coalescence is more solid. If encountered in future, saves against its fascination power are at -1 per HD it has absorbed. When it reaches 6 HD total, it becomes fully real, and sets out to destroy as many living things as it can. Whether all creatures of these types come from coalescing, extraplanar incursions, none can say.

d8	COALESCENCE FORM
1	BASILISK
2	HELL HOUND
3	NIGHTMARE
4	OGRE MAGE
5	OTYUGH
6	PHASE TIGER
7	TROLL
8	WIND WALKER

Hate Elemental: When it manifests, this spirit of insensate evil soaks into every inanimate object in the area, bringing them to unnatural life in a fashion similar to the *animate objects* spell. Even objects loosely carried on a person, such as a scabbarded sword, are affected, though not magical objects or those tightly gripped, sealed in a container, or worn as clothing or armor. Most objects can't fly, so they fall to the ground and crawl or writhe toward all living creatures present, attempting to beat them to death. The referee must decide, based on the number and type of items present, how effective the objects are. Swarms of rocks roll and bounce, and each person in the area suffers one attack per round as a 6 HD monster, doing 1d4 damage on a hit. In addition, weapons that squirm free from their scabbards bend unnaturally to strike at their former possessors, inflicting 1d6 damage per hit.

The animation lasts 2d6 minutes. The first object of significant size to leave the area, generally the most dangerous one, becomes permanently animated, and will pursue those who disturbed it until destroyed, Rebuked by a Shaman, or subjected to a successful *dispel magic* against an 11th-level caster. A large stone has AC 5, 16 hp. A weapon has AC 1 if steel, AC 3 if bronze or iron, AC 5 if stone, or AC 7 if wooden, and hp equal to its normal maximum damage. Should a Hate Elemental get the chance to possess a statue or a dead body, it may become a monster such as a skeleton or zombie, an ANIMATED STONE STATUE, or even a GARGOYLE.

Few know this, but it was Hate Elementals, summoned by the Baron to defend the city, that demolished Great Mor.



Imp of the Perverse: An inhuman spirit of chaos tickles the hidden minds of all present, loosing notions usually kept down by rational thought. Every PC makes a WIS roll: 1d20 + Wisdom score, with these results:

d20+WIS PERVERSITY

<10	Referee takes control of the character for 3d4 rounds and makes him do something counter to his usual behavior, preferably in a way that represents repressed thoughts coming out. For example, a gruff Warrior might embrace his fellow fighter, weeping and saying how much he loves him; a Shaman might start an argument or attempt to find and drink every bit of alcohol in the party; a Monger might succumb for once to the temptation to just wantonly waste or use up some important resource; any character might suddenly lie down for a nap, or strip naked and strut about, or start screaming out barely-rhyming insults and sing-song obscenities while grinning in huge enjoyment. The referee might allow the players to choose the character's action, if they can be trusted to milk it, as for result 10–20.
10–20	Similar to above, but the <i>player</i> invents an uncharacteristic action for the character to undertake. The funnier it is, the more XP the referee might choose to award the party for living through this encounter.
≥21	The character is unaffected, except perhaps for an irrational spasm of giggling, anger, or fear.

NPCs and animals act as the referee dictates. Male animals often try to hump something.

Night-mare: The affected individual feels a snort of hot breath on his neck, and hears a malicious death-whinny. He may find that he has stumbled over the print of an unshod hoof, sunk into solid rock or burned into the soil. Nothing further happens until the next time he falls asleep. Then, no matter where he may be, a night-mare appears: a huge black she-horse with eyes of fire. The beast attacks with a bite as a 7 HD monster. When it hits, instead of doing damage, it tosses the victim onto its back and instantly rides into the Spirit World. The night-mare gallops through foggy unreality at insane speed, while the rider sees the rapidly-shifting landscape of the physical world. His awful mount charges at mountains and monsters, only to pass straight through; speeds into scenes of fire and bloodshed; leaps off cliffs; passes among ghosts and malevolent spirits, and otherwise terrorizes its hapless victim. If the passenger lets go of the creature's mane for even a moment, he spills from its back and tumbles into the void, permanently trapped in the Spirit World (possibly to become a Restless Soul; see below). If he hangs on, the beast returns him to his starting point after ten horrifying hours, then vanishes. The victim gets no rest, no natural healing, and no chance to memorize spells. He takes 1 hp damage that will not heal until he gets a full night's sleep. The night-mare returns the next time, and every time, the character falls asleep, until someone kills it, he receives a *remove curse* or *exorcise* successful against 6th level, he dies, or the hell-beast is somehow prevented from reaching him for an entire night. Certain rituals might surround the character with magical wards, which the night-mare is sure to test to their limits. A Shaman of at least 5th level can also try to Rebuke the thing, but success only gives 1d6 turns of respite. If the PCs are involved in an interesting quest to solve the night-mare's curse, the referee might allow the victim to benefit from 1 hp of healing magic per day if he makes a saving throw vs. death. If fought, the night-mare has AC 0, HD 7, 56 hp, 3 attacks (bites for 1d6 plus two kicks for 1d6+4), saves F6, Morale 10, Move 50'/Fly 120'. It flees to the Spirit World if seriously threatened, to return again for its victim the next day.

Restless Soul: A former mortal hovers in the spirit realm, unable to let go of some concern from its life. It attempts to place its curse on each PC who enters the area, choosing those of its own race by preference (1d6: 1–3 goblin, 4–5 orc, 6 hobgoblin; random gender). When someone falls victim, a vaporous form appears. In a whispery voice, which the victim can hear clearly no matter what, the soul says, “By the bitterness of my death I compel you ... you must complete my earthly task or suffer a blight upon your soul.” The victim suffers from the equivalent of the *quest* spell. The soul is not reasonable and lacks the presence to answer questions beyond the basic information. Every time a full day passes during which the victim has not at least tried to make progress on his quest, the spirit tortures him with pains and quivers. He must make a save vs. spells each night; the first time he fails, one of his physical scores drops by half. 1d6: 1–2 Strength; 3–4 Dexterity; 5–6 Constitution. Only one score loss happens, but it is permanent until the quest is completed, or the compulsion is removed by a Shaman successfully casting *exorcise* as against a 9th-level caster. The referee can invent a quest, using it to force the players in the direction he desires, or use this table for random quests and inspiration.

d4 QUEST

- 1 “Slay the monster that killed me.” A monster of some kind still lurks nearby, and the soul cannot rest until it is slain. 1d6: 1–4, Cave Bear in a Small Hollow (p42); 5, Troll in a Small Hollow; 6, Barrow encounter, as above, plus a WIGHT.
- 2 “Deliver my final words.” The soul died bearing an important message for a recipient of its own race, 2d6 hexes distant. The information is 1d12 years out of date, at least. The quester must nonetheless recite it to its intended hearer, and if that person is dead, must address it to their physical remains, or to their spirit at the site of death. The referee can make up a message or roll 1d8: 1, “The enemy will come at the dark of the moon.” 2, “The enemy will come by the high pass.” 3, “The cave is ours.” 4, “The captain betrayed us and took his troops to the other side.” 5, “Vaxxor is not your child.” 6, “Tullis had his revenge.” 7, “The magic word is pigbreath.” 8, “The money is under the big rock.”
- 3 “Take up my weapon and swear an oath of vengeance!” The quester must dig up the soul’s former body, take its main weapon, and use it to slay ten of the soul’s enemies: a random group from p22 located 1d4 hexes from the encounter. Instead of the usual risk of score loss, this quest carries a special curse: As soon as the quest is given, the victim has –1 to hit and damage with any other weapon, including fists; penalties persist until the killings are done. If the quester kills all 10 within one month, the weapon may, at the referee’s option, become magical. Type of weapon can be rolled on 1d6, with the second possibility applying if the dead was a goblin: 1–3 spear or javelin; 4–5 battle axe or hand axe; 6 sword, long or short.
- 4 “Restore my resting place.” The dead soul’s physical remains lie uneasy, for its grave site has been defiled or destroyed. The grave is within 60’ of the original encounter, but may be hard to identify. The victim may have had a previous burial, or simply fallen dead in his tracks. Grave and quest type rolled below.

d8 Grave type

- 1–2 Body fallen in place, covered over by time
- 3 Body fallen in place along with 1d20 other creatures, their bones intermingled
- 4–6 Buried under the sod
- 7 Burned to ash and bone fragments; mixed with soil
- 8 Barrow, as above on p59

d6 Quest actions required at grave

- 1–4 Clear thorny brush and debris, cover grave with new sod or a cairn, and raise a marker.
- 5 Locate, then destroy or remove, a curse-anchor placed by enemies, such as a stone marked with runes of torment or a twisted tree with roots reaching the remains. At the referee’s option, the curse-anchor might be defended with a mechanical trap or magic similar to a *fire trap* spell doing 1d4+7 damage.
- 6 Dig up the bones and give the soul proper last rites, such as an all-night bonfire with mourners, dawn prayers to the four directions, and a formal burial with attractive ornaments and headstone. After completing the re-burial, the quester attempts a Reaction Roll, modified by CHA and by the referee’s opinion of the sincerity and impressiveness of the rites. On a result of 9 or more, the soul rejects the ritual as inadequate and the quester must try again, with increased pomp and circumstance.

Spirit of the Void: The victim’s mind is displaced by the spirit, which is but an idiot shell of consciousness (INT 3). The body functions normally but recalls nothing of the victim’s life, personality, professional skills, or allegiances. The new mind may speak a few words and can be taught more, slowly. Spellcasting is impossible and the body fights as a 0-level civilian, although with the victim’s usual saving throws and hit points. Referees might particularly enjoy inflicting this effect on an NPC guide or mentor, who has valuable things to tell the PCs if they can get his mind back. The mind of the victim hovers, silent and invisible, in the spirit realm, following its body around. Shamans can see the displaced mind with *spirit sight*. An *exorcise* spell that succeeds against a 9th-level caster will expel the spirit and allow the proper mind back into its corporeal home. Other methods, if any, must be discovered or devised by the PCs.

War-cloud: The echoes of vicious battle still haunt this area. Every intelligent being must save vs. spells or be possessed by martial hatred. Those who succumb divide at random into two sides, as equal in numbers as possible, and must immediately fight their hardest. When a combatant drops, everyone on the other side experiences a rush of triumph that heals 1 hp and grants 10 xp. When everyone on one side is down, those who are conscious can make new saving throws. Any who fail divide into two new teams and fight again. An affected character also gets a new save when he leaves the area of effect. If only one person is possessed, he attacks anyone nearby, such as those who made their saving throws. A combatant all alone rages around looking for someone to hit; he gets a saving throw each round to end the effect.

MATERIALS + TECHNOLOGY

The Rotlands are not part of civilization, or at least not the same civilization enjoyed by humans, elves, and their relatives in the more temperate climes. Players must get used to certain notions of scarcity. In general, nothing in the Rotlands is made of gold, silver, or platinum; steel, marble, or glass; cotton, silk, or canvas. Common materials include flint and natural boulders, grass fibers, pine wood, birch wood and bark, animal hide, wool yarn and felted wool broadcloth, copper, bronze, and iron. Buildings are framed up with wooden pegs, or perhaps iron bands, hung with hides to keep out the wind, and seldom exceed one level. Most have rooves of sticks or straw. Grass ropes and strings of grass, or thin hide strips, bind things together. Rare oak from Riverwood appears in important or fancy structures. The people eat pumpkins and gourds, roots, berries, and onions, and lots of mushrooms, but not apples or peaches. They use the seeds of wild grasses as grain, but don't cultivate wheat or corn. Many raise bison, sheep, goats, or herds of emu. Many keep pigs and chickens. Others hunt boar, bison, and deer. More often than any big animals, the tribes eat birds, eggs, rabbits, small wild rodents, and pastes made from grubs and locusts. Rotlanders can achieve comfort and even luxury, but not in the same terms as the Southron folk.

POSSESSIONS

Rotlands society is not built on a cash economy, but on an economy of Reputation. Numbers as measures of the value objects and services pass only between Mongers, as a kind of secret language. Tribemembers and Shamans engage in barter, but without establishing anything like consistent prices; all such deals are subject to interpersonal considerations represented by a Barter Roll. Warriors, of course, consider negotiation and bargaining of any kind to be demeaning, unworthy behavior.

Warriors ideally have only two sorts of possessions: Gear issued by the tribe, and trophies taken from enemies. A higher-ranking Warrior might take the former away; see below. The latter help with Reputation: a good new trophy might be worth a Rep point, or two if spectacular. Objects looted from foes killed by someone else carry little or no Rep value.

Mongers, wary of theft, keep a running balance of trade in their heads. They also encourage a superstitious fear among other classes: many folk believe that interfering with Monger activities will cause the tribe to become unlucky and probably starve. Mooters back this up simply by not trading in places that allow tribe members to attack or rob traders. Tribes respond by offering peaceful welcomes when traders visit, but sending their patrols afield to attack caravans far from home.

Leaders of any class garner Reputation from giving gifts, primarily as rewards to subordinates. Gifts to superiors are less common, since they might appear as currying favor. PCs can receive gifts whenever the referee wants to strengthen the players' connection with a particular NPC, reward the players, or introduce a particular weapon or treasure into play.

“GIMME THAT!:" ORCS AND LOOT

Among orcs, possession is particularly fragile. Any tribe member of higher rank can simply claim anything he or she wants from an underling, with a shove and a curse. Class doesn't matter: a 2nd-level Shaman can rip an ornament from a Chump Warrior's smock and dare him to do anything about it.

Furthermore, a tribe member can make a grab for anything held by someone of the same class and rank, but with a lower Reputation total. The victim is free to fight back, and no response but violence has any effect. If he beats the would-be thief, he keeps his precious object, one Rep point transfers from loser to winner, and no one else of the same rank will challenge him for that object again. Of course, a higher-ranked orc can still step in, buffet both combatants about the head, and claim the thing for his own.

Objecting verbally to the behavior of superiors earns an immediate punch. Objecting physically can get you in real trouble. Characters who attack higher-ranked orcs, even to fight back, are taking a mighty risk. If the wronged inferior manages to thoroughly beat his superior, one Rep point is transferred as usual. The victor gains an additional point if he can convince a watching crowd, or an even higher-ranked orc, that his cause is just. The orc who attempted to preempt the object can lose an additional Rep if he suffered a particularly humiliating defeat. When all is said and done, however, if the underling's new Rep does not at least equal that of the superior whom he attacked, he is still judged in the wrong and punished for insolence. Tearing off an ear is a typical penalty (-2 Rep, -1 CHA). A mild offense might earn only a few stripes with a whip (no stat change), while an outrageous act merits vicious cuts on the face, rubbed with filth to make permanent scars (-4 Rep, -2 CHA).

HOBGOBLINS AND THE CULT OF WEAPONS

Hobgoblins do not have these problems. Disobedience to a higher-ranked official is unthinkable, and abuse toward a lower-ranking individual is an offense to his commander. Of course, those directly under a hob's supervision must do whatever he says. Hobs care little for possessions other than armaments, and all armor or weapons belong to the tribe. A Warrior who won them from an enemy is usually granted the right to use the trophies for now, and gains Rep for their splendor. Arms simply found, and other types of loot, get passed up the chain of command for disposition.

GOBLINS AND SNEAK-THIEVERY

Among goblins, higher-ranked tribe members have the right to confiscate the gear and loot of inferiors. Warg Riders emulate orcs in this regard.

Foot Goblin leaders, in contrast, only claim unusual items that tribal superiors will want to investigate and use to advantage. Superiors step into squabbles about possessions to decide who gets what, not to take everything for personal glory. Theft by sneaking occurs, but no one intervenes when the former possessor attacks the wrongful acquirer. A confirmed thief can lose Reputation, depending on circumstances. Taking something because the thief needs it to survive is understandable. Taking something the victim earned through cleverness risks 1 Rep point if caught. Stealing an award given by tribal superiors angers them and risks 2 points or more. Sneaking food for immediate consumption seems most justifiable, leaves minimal evidence, and is considered pretty funny.

BARTER

Most trades do not involve money. The players can use values on the General Goods list (p66) to see rough equivalence. Unless the referee prefers to simply assume that trades occur between sessions without incident, the PC attempts a Barter Roll to see if he can make the trade he wants. The Barter Roll is a special reaction roll.

BARTER ROLLS

Player rolls 2d6. Low is better.

Modifiers:

CHA modifier: -3 to +3

PC is a Monger: -1

PC is a Warrior: +2 (and possible damage to Reputation)

NPC is a Monger: +1

NPC is a Mooter: +1 additional

SELLING TO NPC

2d6±	Best offer from NPC
<2	100% of normal value, plus player's choice: +(1d4 x 5)% value, or a nice gift, or a favor owed for later
2	100% of normal value, plus a small gift
3-5	100% of normal value
6-8	75% of normal value; PC can offer a gift or favor to re-roll at +1 penalty
9-11	50% of normal value, take it or leave it
12	No dealing
>12	Angry response

BUYING FROM NPC

2d6±	PC must pay
<2	75% of normal price, and get a small gift
2	75% of normal price
3-5	100% of normal price
6-8	125% of normal price; PC can offer a gift or favor to re-roll at +1 penalty
9-11	150% of normal price, take it or leave it
12	No dealing
>12	NPC has angry response

MONEY

When not strictly barter, Rotland trading uses three standard currencies: Iron, bronze, and salt. Pictures show the actual size, although salt tallies vary in shape.

FERAL (IRON PIECE)

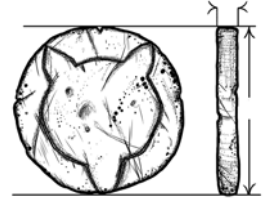
Nickname: Rusties

Symbol: ip

Weight: 50 per pound

Value: 1 ip

Pound of iron: 50 ip



The ip is the standard measure of price used by Mongers. In coin form, these black iron discs are stamped on one side with a stylized wolf's head. If you can see the points of both ears and the muzzle, it's a sign that the coin hasn't been shaved too much. Those made at Moot have a wolf's head on each side, inverted, and are preferred. Ferals can easily turn to rust if left in damp conditions, so Rotlanders carry them in tight-capped money gourds containing dry sand.

GONG (BRONZE PIECE)

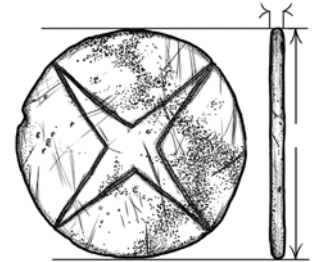
Nickname: Four-bangers, stars

Symbol: bp

Weight: 50 per pound

Value: 4 ip

Pound of bronze: 200 ip



These greenish-gold coins are stamped with a four-pointed star, of which all four points should be visible. Those made at Moot have stars on both sides, offset by an eighth-turn.

TALLY (SALT BLOCK)

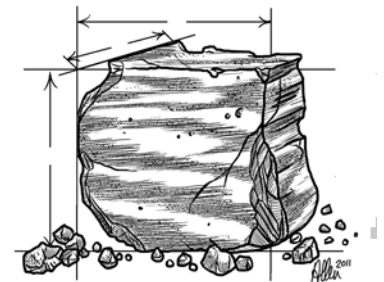
Nickname: Savories, licks, boullion

Symbol: st

Weight: 10 per pound

Value: 20 ip

Pound of salt: 200 ip



Chiseled out of the salt mines of Mount Rotten, these pinkish-red chunks of salt are roughly cubical and about an inch on a side. Because shape varies, Mongers and Mooters use scales to verify weight for large transactions. Rotlanders keep tallies dry in money-gourds, like iron.

EXCHANGE

1 bp = 4 ip

1 st = 5 bp = 20 ip

These are the standard rates of exchange. No set exchange rates exist with standard gold, silver, and other coins. See *Coins of the Soft Folk*.

REGIONAL VALUE OF SALT (OPTIONAL)

The referee might consider salt to be worth much less close to the Mount Rotten mines, and more out where it is rare. See Saltjack Clans, p27, for their own unfortunate exchange rates.

On the Mountain: 1 st = 10 ip

In the Mountain's Shadow (p40): 1 st = 12 ip

Rotlands in general, and at Moot: 1 st = 20 ip

Far reaches: 1 st = 24 ip

Items containing much salt, such as preserved meat, also cost more further from the mountain. Affected items are marked in Chapter V. Approximate changes:

On the Mountain (bought by Saltjacks): Price x 1

In the Mountain's Shadow: Price x 0.9

Rotlands in general, and at Moot: x 1

Far reaches: Price x 1.25

COINS OF THE SOFT FOLK

Sometimes, the money of the Southrons appears in the Rotlands, as loot or heirloom or uncovered trove. However, coins of gold, silver, and platinum are not accepted as money in the Rotlands. The Southron coins are larger and shinier, but they make poor tools and weapons, and life in the Rotlands puts the emphasis on the practical. Locals particularly dislike platinum. Copper has its uses, and copper coins of good purity are sometimes accepted as equivalent to bronze pieces.

More often the proud new owner of coin has to trade it away for an uncertain handful of iron, or save it for Moot and take it to an established money-changer. True Warriors, of course, never bother to count the coins they take as booty, let alone stoop to making calculated exchange.

Selling Southron Currency at Moot

A few money-changers work at Rotmoot (p39). They actively buy any Southron currency for use in trade with Mor and the outside world. They don't sell coins to anyone local, except possibly other Mooter merchants. A normal reaction roll of 8 or better gets these standard rates:

For...	Money-changer pays...
1 cp (Copper piece)	3 ip
1 sp (Silver piece)	5 ip
1 ep (Electrum piece)	25 ip
1 gp (Gold piece)	50 ip
1 pp (Platinum piece)	10 st (1 lb salt, worth 200 ip)

If PCs or raiders begin bringing in a great deal of Southron coin, the amounts offered will go down by 10% to 33%. If the money-changers hear of anyone else buying Southron coin in any quantity, they unite to have the newcomer violently discouraged. If that fails, they welcome him to their ranks.

When trading the Southron money to the orkin of Mor or other outlanders, the money-changers typically get about twice in trade or Rotlander coin as what they offer at Moot. For example, a full-time merchant bringing a gold coin out of the Rotlands might get 100 iron pieces from an orkin clan. Amateurs who attempt this get much less.

Trading Southron Currency in the Rotlands

A non-Warrior PC can trade certain coins away for their value as ornaments. Copper, silver, and gold coins fetch goods equal to the money-changer rates above, adjusted by a Barter Roll. See also prices for ornaments on p73.



GEAR + GOODS LISTS

As described in *Player Character Classes*, p15 et seq, PCs start with standard gear provided by their tribe, different for each class. Only Mongers start with any money. When characters have a little loot to trade, the charts below provide trade values. Prices appear in iron pieces (ip), but “purchases” are most likely to be barter, and these prices are only a starting point for negotiations and Barter Rolls (p63).

AVAILABILITY

Availability is rolled on 2d6 during play whenever a PC seeks to buy something. The dice must come in at the Availability number or lower. Thus an item with a total Availability of 12 or higher can always be found. Charisma modifiers usually affect the roll, and a Monger can add his level to the Availability number before rolling.

Most items are found more easily and for less money at Moot. In the case of some basic, natural products, easily made in villages, the trend reverses. Optionally, the referee can allow a +1 to Availability when shopping in Selkirk town (p40), compared with the Rotlands.

A successful check means one item can be bartered for; some items instead appear in larger units such as a dozen or 1d6 items, as indicated. Availability can be immediately rolled again to see if a second item is on hand, and so on until the roll fails. Once an item is unavailable, it can't be rerolled for a set period of time. Characters who look will be told to come back later.

BUYING?

Sometimes PCs want to sell or trade away specific loot to professional Mongers who specialize in such goods. In this case, the referee rolls 2d6 just as for Availability, but the “Buying?” number represents the chance that the Monger is interested in such goods at the time.

Items listed without a Buying? column, such as Common and General Goods, can't normally be sold by amateurs. No one wants to trade for, say, a single pair of used boots that a PC pulled from the feet of a corpse, or a stained weapon whose owner, or the owner's brother, might come looking for it. An NPC with a particular need determined by the referee might enter into a one-time deal based on a Barter Roll.

SEASONALITY

Caravan travel and resupply come to a halt during winter. The referee could choose to reduce Availability numbers steadily, by -2 per month for three months. Once an item fails its Availability roll, it is unavailable in that location until trade resumes in spring. The usual delay for a new Availability check determines how far into trading season the item may first appear.

Optionally, the referee can impose other seasonal restrictions. For example, young animals are more available in spring, but adult animals and fresh food are hard to find. All food is plentiful in fall, but most animals are full-grown by then. The tribes run out of seasoned wood by spring but lay in a good supply by fall. The referee can decide what is available by fiat, or roll Availability with modifiers of ±4.

COMMON GOODS

Certain items occur frequently both in tribal supplies and in player character wish lists. If desired, for these common items, the referee may simply let players shop at will from the chart below without requiring an Availability roll, although only Mongers may do so at character creation before start of play. Players should always keep in mind that Warriors don't deal with barter or cash.

Common Item	Price
Animal feed, 1 day (10 lbs of hay)	80 ip
Animal feed, wolf, 1 day (3 lbs scraps and bones)	100 ip
Basket, 1 gallon	8 ip
Belt, leather	22 ip
Belt, rope	6 ip
Blanket, wool	32 ip
Boots, hide	120 ip
Boots, hide, goblin size	95 ip
Bottle, clay (1 pint)	4 ip
Brew, gallon	7 ip
Brew, pint	1 ip
Bucket, 1 gallon	20 ip
Cap, hide	3 ip
Coat, hide	110 ip
Coat, hide, goblin size	90 ip
Coat, wool	270 ip
Coat, wool, goblin size	215 ip
Cup, clay (1 pint)	2 ip
Egg, chicken	3 ip
Fire-making kit	35 ip
Hat, straw	4 ip
Hat, wool	40 ip
Knife, small, flint	12 ip
Loincloth, hide	15 ip
Meat, mystery jerky, ½ lb	75 ip
Money-gourd	12 ip
Panbread, ½ lb. cake	4 ip
Panbread, ½ lb cake, stale	2 ip
Pot, clay (1 gallon)	8 ip
Rations, goblin standard, 1 day (2 lbs)	100 ip
Rations, orc standard, 1 day (4 lbs)	200 ip
Rations, hobgoblin standard, 1 day (4 lbs)	250 ip
Rope, 50 feet	60 ip
Sack, large (60 lb. capacity)	30 ip
Salt, ½ lb *	100 ip
Torch	5 ip
Vegetables, roots and tubers, 1 lb	2 ip
Water gourd, quart	35 ip
Water skin, quart	60 ip

*Affected by optional regional value of salt, p64.

GENERAL GOODS

This list includes much more than the commonly available items, but offers only a chance of each item's being found for sale or trade. Availability may be checked every 1d6 days in the Rotlands, or once a day at Moot.

GOODS DESCRIPTIONS

Animal feed: A grown goat or sheep requires 10 lbs of hay per day if it can't graze. A young animal needs half as much, while the very young require milk. Reindeer and bison cannot be stabled for long, but if conditions demand it, reindeer eat three times as much as sheep and bison four times. Emu should range for seeds and insects, but can be maintained with great quantities of stale panbread crumbs: up to 20 lbs a day for each hen, less for others. For wargs, the three pounds of bones and gristly, none-too-fresh meat barely suffice for an adult when it can't hunt; pregnant females need at least twice as much, and breeders make sure they get it even if the males must go short. Warg cubs need milk at first, then two pounds of bones and meat a day. All animals require access to plentiful water as well, or they sicken.

Basket: The most common container in the Rotlands. Tightly woven of dried grasses, but not watertight. Smaller baskets hold a quart of volume; larger ones, three gallons.

Brew: More or less beer-like result of water, boiled grains, and herbs, treated with ancient yeast cultures.

Bucket: Commonly made from hides, not wood.

Coal and charcoal: Communities need a supply of at least one of these fuel sources. Charcoal is made from wood, while coal comes from mines. Only coal gets hot enough to forge metal, and it burns twice as long as the same weight of charcoal. Absent these resources, Rotlander burn dried bison dung, which is just hot enough to heat food and warm an enclosed space with plenty of smoke.

Cooking grate: Handy for not burning food, the grate weighs 8 lbs.

Cooking pot: This fat-bellied pot has stubby legs on the bottom and two small hoops on top to facilitate picking it up with sticks. It weighs 10 lbs. A lid weighing 5 lbs can be found for an additional 500 ip.

Emu eggs are dark green and pebbly.

Hat, straw: These broad, cone-shaped hats ease the pain of sunlight for races with Cave Eyes or Night Eyes. At the referee's option, a good eyeshade of this kind might prevent the -1 to hit when using missile weapons. See illustration on p34.

Insect paste: Rotlanders commonly collect droves of grasshoppers, beetles, and other bugs, roast them, and pound them with salt into a nutritious paste. It keeps well in closed containers. Hobgoblins hate the stuff but it does count as meat for sustaining them.

Knife: Not intended as a weapon, this tool does 1 hp damage if used to cut someone (plus STR modifier).

Loom kit: The looms used to weave wool into broadcloth are enormous constructions and not portable. This kit has all the necessary wooden framing, pedals, shuttle, and other parts, to be assembled on the spot by someone knowledgeable. Total weight is around 300 lbs.

Meat, smoked and dried (jerky): Tough, leathery scraps cured with plenty of red salt, these strips of concentrated protein last six months or more. However, a traveler who runs out of water finds it impossible to choke them down dry.

Money-gourd: Small, hollow, dried gourd with a tight-fitting lid and a thong loop for carrying. Rotlanders keep coins in these gourds along with a handful of coarse sand to keep iron money from rusting and salt tallies dry (see Money, p63). Holds up to five pounds of metal coins or half that weight in salt tallies. Goblins sometimes refer to a full money-gourd as a "ball-o-cash."

Panbread: This staple food is made from powdered gourds, ground-up seeds, water, and brew, then twice-baked hard in a pan or on a stone. After two days it becomes musty and stale, but it remains edible for a week.

Parasol, straw: Like the straw hat, a parasol held in one hand shields sensitive Rotlander eyes from the full glare of the sun, with the same effects.

Rations, standard: For ease of use, these abstract standard units represent trail rations portioned for each race.

Rope: Plaited from a variety of long grasses, this rope will hold roughly 300 lbs. If asked to support more than two hobgoblins or seven goblins, it may have a chance of breaking each round.

Scraper dogs: The small but vicious Rotland pets. See p33.

Scale, large: This heavy construction of wood, rope, and stones stands eight feet tall and must be firmly planted in the ground. The large scale can measure up to 300 lbs of weight, accurate to the nearest pound. If poorly installed, accuracy may suffer. The typical Rotland tribal settlement has one such scale for common use.

Scale, Monger's: These valuable hand-held devices consist of a counterweighted pointer, a slender frame, and a hook. A Monger's scale fits in a pocket and weighs only half a pound. It can measure up to 1 lb of weight, accurate to the nearest fiftieth of a pound. Any bending or banging ruins the device. See picture on p19.

Scale, Mooter's: This tabletop balance for a shop or merchant wagon has a wooden frame, a large pan, and a smooth-working pivot. It comes with lead weights to measure up to 10 lbs. With additional metal weights, the scale can measure up to 50 lbs; the weights cost 250 ip per extra 10 lbs. Using found rocks instead, the scale can handle up to 20 lbs total. The scale is accurate to the tenth-pound for up to 5 lbs, or to the half-pound for heavier loads. The Mooter's scale has to be zeroed out after placement on a level surface; the scale alone weighs 10 lbs.

Sudis: This standard wooden stake has many uses. Hobgoblins in particular train their soldiers to make and carry one or two sudes each in the field. A six-foot log, usually pine, is square-cut to about 4" thick at the maximum, tapering to a point at each end. A grip 2" thick and 6" long is cut out of the center. Pounded into the ground at staggered intervals, multiple sudes can make a spear line to oppose cavalry. A line of sudes set vertically together, then bound with rope or plastered with mud, makes a quick palisade wall 4' tall. After pounding, the top points are easily re-sharpened with a knife or axe. Clusters of sudes fixed together make many-pointed field obstacles, or an individual soldier can set his sudis against a charge and hope for the best. Sudes are not tempered weapons and last for only one or two uses. A sudis weighs 10 lbs and is too large for a goblin to handle alone.

METALLURGY

The referee and players need not spend much time thinking about the details of Rotlander technology. However, some Monger PCs may wish to get involved in the metal trade. Suffice it to say that orcs are the smiths. Some goblins even say that the word "ore" used to mean "orc-stuff." Extraction of metals from ore occurs at Selkirk and the Moot, using quantities of coal and the magical assistance of dedicated Shamans who channel fire energy through spells like *heat metal*. Forging the metal into useful tools happens in Hearth Orc towns as well as at Selkirk and Moot. Monster Orcs and Foot Goblins can accomplish simple repairs. Trade values of raw ore and metal ingots appear in the Trade Goods list (p69).

General Goods	In the Rotlands		At Moot	
	Avail.	Price	Avail.	Price
Animal: Bison, bull	5	3,000 ip	8	2,500 ip
Animal: Bison, cow	7	2,400 ip	10	2,000 ip
Animal: Bison, calf	6	1,200 ip	8	1,000 ip
Animal: Chick	9	4 ip	10	5 ip
Animal: Chicken (2 lbs)	11	55 ip	12	50 ip
Animal: Goat, adult	11	550 ip	12	500 ip
Animal: Goat, kid	8	360 ip	10	300 ip
Animal: Scrapper dog, trained	5	1,250 ip	8	1,000 ip
Animal: Scrapper dog pup	7	200 ip	10	150 ip
Animal: Sheep, lamb	7	650 ip	9	550 ip
Animal: Pig	9	2,000 ip	10	1,800 ip
Animal: Piglet	8	200 ip	9	180 ip
Animal: Rooster	6	150 ip	10	90 ip
Animal: Sheep	9	1,100 ip	10	1,000 ip
Animal: Warg cub	2	1,800 ip	4	1,800 ip
Animal feed, 10 lbs hay	11	80 ip	12	75 ip
Animal feed, wolf, 3 lbs scraps and bones	9	100 ip	11	90 ip
Apron, woolen, with pockets	7	75 ip	12	30 ip
Barrel, empty, 60 gallons (120 lbs)	7	1,000 ip	10	960 ip
Basket, 1 quart	8	4 ip	10	5 ip
Basket, 1 gallon	10	8 ip	12	10 ip
Basket, 3 gallon	9	20 ip	11	25 ip
Belt, leather	9	22 ip	11	18 ip
Belt, rope	10	6 ip	11	5 ip
Blanket, wool	9	30 ip	11	24 ip
Blood sausage, ½ lb	10	35 ip	12	30 ip
Boots, fur	4	300 ip	9	200 ip
Boots, fur, goblin size	4	240 ip	8	160 ip
Boots, hide	8	120 ip	11	100 ip
Boots, hide, goblin size	8	95 ip	10	80 ip
Bottle, clay (1 pint)	10	3 ip	12	4 ip
Brew, gallon	7	7 ip	11	15 ip
Brew, pint	10	1 ip	12	2 ip
Bucket (1 gallon)	7	20 ip	11	16 ip
Button, ivory	6	10 ip	10	10 ip
Cap, hide	7	3 ip	11	4 ip
Charcoal, 1 lb	6	12 ip	10	15 ip
Coal, 1 lb	4	50 ip	8	45 ip
Cheese curds, ½ lb	8	2 ip	12	3 ip
Cloth, felted broad, per yd	5	43 ip	9	24 ip
Coat, fur	2	450 ip	6	300 ip
Coat, fur, goblin size	3	360 ip	5	240 ip
Coat, hide	9	110 ip	12	150 ip

* Affected by optional regional value of salt, p64.

SPECIALTY GOODS ~ SOUTHRON LUXURIES

Southron Item	At Moot only	
	Avail.	Price
Cloth, cotton, red, 40 yds	3	6,000 ip
Cloth, silk, 10 yds	2	10,000 ip
Farm tool, steel-tipped	5	1,000 ip
Honey, 1 gallon jar	4	3,200 ip
Knife, small, steel	5	250 ip
Loupe (eye-lens)	2	2,000 ip
Manacles, iron	4	400 ip
Mirror, large, tin-backed	5	1,500 ip
Paint, red, 1 gallon	4	2,000 ip
Rope, silk, 50 ft	5	1,000 ip
Slate, small, and piece of chalk	3	250 ip
Wine, 1 pint jar	6	150 ip
<i>Mysterious potion</i>	2	10,000 ip

No one can tell what a mysterious potion might do. After a character drinks it, the referee can choose, roll d12, or let the player roll:

- 1-5 *Healing* (1d6+1 hp)
- 6 *Extra-Healing* (3d6+3 hp)
- 7 *ESP*
- 8 *Humanoid Control*
- 9 *Invisibility*
- 10 *Treasure Finding*
- 11 *Magic Poison*, save or permanent 1 hp loss
- 12 *Magic Poison*, save or die



IN THE SHADOW OF MOUNT ROTTEN

General Goods	In the Rotlands		At Moot	
	Avail.	Price	Avail.	Price
Coat, hide, goblin size	9	90 ip	11	120 ip
Coat, wool	7	270 ip	10	200 ip
Coat, wool, goblin size	6	215 ip	9	160 ip
Cooking grate, iron	4	750 ip	8	600 ip
Cooking pot, iron (1 gallon)	3	1,250 ip	7	1,000 ip
Cup or mug, clay, 1 pint	8	2 ip	11	2 ip
Cup or mug, hide	6	3 ip	11	3 ip
Cup or mug, wood	4	7 ip	10	5 ip
Eggs, chicken, fresh, 4 (1 lb)	11	8 ip	10	7 ip
Eggs, chicken, salted, 3 (½ lb) *	6	20 ip	8	18 ip
Egg, emu, fresh (1 lb)	8	25 ip	9	25 ip
Egg, emu, salted (1.5 lbs) *	5	60 ip	7	50 ip
Fire-making kit	9	35 ip	10	30 ip
Fish, salt, ½ lb	4	35 ip	8	30 ip
Glue, 1 lb block	9	10 ip	11	8 ip
Hat, straw	7	4 ip	11	3 ip
Hat, wool	9	40 ip	10	36 ip
Insect paste, 1 lb *	10	48 ip	9	44 ip
Jar, clay (3 gallons)	11	32 ip	12	32 ip
Keg, 10 gallon, empty (20 lbs)	6	220 ip	12	200 ip
Knife, small, copper	6	108 ip	11	60 ip
Knife, small, flint	10	12 ip	12	15 ip
Lamp, clay	4	15 ip	10	12 ip
Loincloth, woolen	5	50 ip	10	40 ip
Loincloth, hide	9	15 ip	12	20 ip
Loom kit	4	3,000 ip	6	2,500 ip
Meat, salt pork, 1 lb *	7	95 ip	11	60 ip
Meat, mystery jerky, ½ lb *	9	80 ip	12	75 ip
Meat, reindeer jerky, ½ lb *	8	125 ip	11	100 ip
Meat, raw chicken, 3 lbs	10	85 ip	12	75 ip
Meat, raw goat kid, 1 lb	4	50 ip	9	45 ip
Meat, raw goat, 1 lb	5	35 ip	11	30 ip
Meat, raw lamb, 1 lb	3	55 ip	9	50 ip
Meat, raw mutton, 1 lb	5	40 ip	11	35 ip
Meat, raw pork, 1 lb	9	45 ip	11	40 ip
Milk, goat's, 1 quart	7	9 ip	10	12 ip
Money-gourd	9	12 ip	12	9 ip
Oil, seed, 1 pint	3	60 ip	7	25 ip
Panbread flour, 5 lbs	10	20 ip	11	24 ip
Panbread, 1 lb	11	8 ip	11	8 ip
Panbread, stale, 1 lb	11	4 ip	12	4 ip
Parasol, straw	5	4 ip	11	5 ip
Pickaxe, iron	2	350 ip	6	180 ip

* Affected by optional regional value of salt, p64.

General Goods	In the Rotlands		At Moot	
	Avail.	Price	Avail.	Price
Pole, 10'	6	36 ip	9	30 ip
Pot, clay, 1 gallon	10	8 ip	11	8 ip
Pouch (5 lb. capacity)	6	50 ip	10	30 ip
Rope, 50 feet	7	60 ip	11	40 ip
Sack, large (60 lb. capacity)	8	30 ip	11	25 ip
Salt, 1 lb *	11	200 ip	12	200 ip
Scale, large	9	750 ip	9	500 ip
Scale, Monger's	4	1,000 ip	10	440 ip
Scale, Mooter's	6	800 ip	11	320 ip
Shovel, iron	3	120 ip	7	80 ip
Sudis, 6-foot	5	10 ip	10	6 ip
Torch	8	5 ip	12	3 ip
Tunic, felt	6	100 ip	10	80 ip
Tunic, felt, goblin size	4	80 ip	8	65 ip
Vegetables, pickled, 1 lb *	6	15 ip	10	9 ip
Vegetables: Gourds, 5 lbs	11	8 ip	11	10 ip
Vegetables: Onions, 1 lb	9	3 ip	11	4 ip
Vegetables: Roots and tubers, 5 lbs	11	8 ip	12	10 ip
Water, fresh, pint	11	-	12	1 ip
Water gourd, quart	10	35 ip	12	30 ip
Water skin, quart	7	60 ip	11	40 ip

* Affected by optional regional value of salt, p64.

SPECIALTY GOODS ~ TRADE GOODS

Only Mongers can acquire and exchange these bulk and wholesale items, trading one for the other and using cash only to make up any small differences in value. Even single items, such as large animals, trade between Mongers at a lower price than a retail buyer would pay.

Relative values appear in iron pieces (ip) for ease of comparison. NPC Mooters can make these trades at Moot without difficulty. PC Mongers of sufficient level, or Mooters out in the hinterlands, can do so by making a Barter Roll for each trade.

Goods acquired as a bundle of items can then be sold individually at retail prices; this is called "breaking bale." A Mooter who sets up shop full-time at Moot can break bale and sell individual items at any time, receiving cash or trade as he prefers. A wandering Monger, like most adventurers, must make a separate bargain in play for each sale. For example, a Monger who acquires a batch of 100 chicken eggs packed in straw (100 ip value) can pull some out to sell for 2 ip each in a settlement. Potentially he doubles his money, but it may prove difficult to sell them all before they spoil, or before his debts come due at Harvest Revel.

^K Value of kegged items include a charge of 160 ip, of which 140 is paid back on return of the clean, usable keg.

^B Value of barreled items include 960 ip for the barrel, of which 840 can be refunded.

Trade Goods	Bale size	Trade value
Animal: Bison, bull	One adult male	1,250 ip
Animal: Bison, calf	One calf	500 ip
Animal: Bison, cow	One adult female	1,000 ip
Animal: Chicken	Half a dozen chickens	150 ip
Animal: Chicks	12 chicks	30 ip
Animal: Goat	One adult goat	250 ip
Animal: Goat, young	One kid	150 ip
Animal: Scrapper dog, bitch	One adult female	750 ip
Animal: Scrapper dog, trained guard	One adult male	800 ip
Animal: Scrapper dogs, young	Litter of six pups	600 ip
Animal: Pig	One adult pig	900 ip
Animal: Pigs, young	Two piglets	180 ip
Animal: Reindeer, buck	One adult male	1,000 ip
Animal: Reindeer, doe	One adult female	800 ip
Animal: Rooster	One rooster	45 ip
Animal: Sheep	One adult sheep	500 ip
Animal: Sheep, young	One lamb	275 ip
Animal: Wargs, young	Litter of four cubs	3,600 ip
Bark, oak	Bundle, 25 lbs	50 ip
Barrels, unassembled	Oak and hoops for 5 bbl (600 lbs)	3,600 ip
Baskets	12 medium, 8 large, or 16 small	60 ip
Blankets, wool	16 blankets (50 lbs)	144 ip
Blood sausages	String, 5 lbs	140 ip
Bones	50 lbs	25 ip
Brew	Keg of 10 gallons ^K	450 ip
Brushwood	Bundles, 25 lbs	25 ip
Charcoal	10 lbs	100 ip
Clay, soft	50 lbs	100 ip
Coal	10 lbs	300 ip
Dung, dried	10 lbs	10 ip
Dye, black or brown	1 gallon jar (10 lbs)	100 ip
Dye, blue, green, or yellow	1 gallon jar (10 lbs)	200 ip
Dye, red	1 gallon jar (10 lbs)	400 ip
Eggs, chicken, fresh	100 eggs in straw (30 lbs)	100 ip
Eggs, chicken, salt	60 eggs in clay (15 lbs)	160 ip
Eggs, emu, fresh	10 eggs in straw (20 lbs)	200 ip
Eggs, emu, salt	8 eggs in clay (12 lbs)	300 ip
Fish, salt	10 lbs	330 ip
Furs, coarse	50 lbs [about 4 HD]	500 ip
Furs, soft	50 lbs [about 5 HD]	750 ip
Furs, soft, all-white or all-black	50 lbs [about 5 HD]	1,000 ip
Glue, animal	10 lbs	40 ip
Gourds, hollowed and dried	12 medium, 8 large, or 16 small	180 ip
Hats, straw	40 hats	60 ip
Hay	Bale, 60 lbs	180 ip
Hides	10 lbs	100 ip
Insect paste *	1 gallon jar (10 lbs)	400 ip

Trade Goods	Bale size	Trade value
Ivory	10 lbs	2,000 ip
Ivory, intact mammoth tusks	100 lbs	20,000 ip
Kegs, unassembled	Oak and hoops for 5 kegs (100 lbs)	600 ip
Leather, scraps and strings	10 lbs	100 ip
Leather, sheets	Bolt, 40 yds (140 lbs)	2,800 ip
Meat, cured pork	5 lbs	1,500 ip
Meat, mystery jerky *	10 lbs	750 ip
Metal: Bronze	Talent (10 lbs)	2,000 ip
Metal: Copper	Talent (10 lbs)	2,400 ip
Metal: Iron	Talent (10 lbs)	500 ip
Metal: Lead	Talent (10 lbs)	250 ip
Metal: Tin	Talent (10 lbs)	600 ip
Ore: Bronze-bearing	10 lbs	400 ip
Ore: Copper-bearing	10 lbs	480 ip
Ore: Iron-bearing	10 lbs	100 ip
Ore: Lead-bearing	10 lbs	50 ip
Ore: Tin-bearing	10 lbs	120 ip
Oil, seed	Keg of 10 gallons (50 lbs) ^K	1,085 ip
Panbread flour	50 lb sack	50 ip
Parasols, straw	Bundle of 12 parasols	30 ip
Pitch, hard (flammable pine resin)	10 lbs	10 ip
Pots and jars, clay	12 medium, 8 large, or 16 small	48 ip
Rope	500 ft (100 lbs)	100 ip
Salt, Mt. Rotten red *	1 lb	200 ip
Stone: Flint	10 lbs	250 ip
Stone: Jade	1 lb	1,000 ip
Stone: Obsidian	1 lb	125 ip
Straw	Bale, 25 lbs	35 ip
Vegetables, gourds	50 lbs	50 ip
Vegetables, onions	10 lbs	20 ip
Vegetables, pickled	1 gallon jar (10 lbs)	44 ip
Vegetables, roots or tubers	50 lbs	50 ip
Wagon, Mooter-style (p74)	Large, enclosed wagon	20,000 ip
Wagon, Southron-style (p77)	Less adaptable wagon	16,000 ip
Water, fresh	Barrel of 60 gallons (600 lbs) ^B	1,240 ip
Wood: 10' poles (usually seasoned pine)	Bundle of 12 (100 lbs)	200 ip
Wood: Hardwood, green (e.g. birch, cottonwood)	Face cord (3,000 lbs)	6,000 ip
Wood: Hardwood, seasoned	Face cord (1,750 lbs)	5,250 ip
Wood: Hardwood, seasoned, Riverwood oak	Face cord (1,750 lbs)	7,000 ip
Wood: Softwood, green (e.g. pine)	Face cord (2,000 lbs)	2,000 ip
Wood: Softwood, seasoned	Face cord (1,250 lbs)	2,500 ip
Wood: Sudes (green pine)	Bundle of 12 (120 lbs)	250 ip
Wool, raw	Bale, 150 lbs	500 ip
Wool, felted broadcloth	Bolt, 40 yds (70 lbs)	233 ip

SPECIALTY GOODS ~ ARMS + ARMOR

Availability for these items can be checked every 3d6 days in the Rotlands, or every 1d6 days at Moot.

BRONZE, IRON, AND STONE

For game purposes, all weapon materials have the same statistics. However, warriors take pride in using more glamorous weapons, especially when wrested from an enemy. The referee might also consider the material for narrative purposes. For example, iron weapons rust unless cared for properly, and become brittle in the cold. If treating a natural to-hit roll of 1 as a fumble, the referee might rule that a weapon flies loose and hits a wall: a stone weapon splinters to pieces, a crack appears in an iron blade, a bronze weapon is dulled until a smith can restore its edge, and a steel weapon simply falls to the ground unharmed. Also, Shamans prefer obsidian daggers, especially for ritual use; these weapons are viciously sharp but shatter easily if used to hit anything hard, like a shield.

WEAPONS

Javelin thrower: A notched stick or special strap. Without one, a goblin can only throw a javelin with range 10'/20'/30'.

Sling bullets, lead: Used with these instead of stones for ammo, a sling does 1d4+1 damage with range 30'/60'/90'.

ARMOR

Boiled armor (AC 7): A suit of hides bent into a wearable shape and held with bronze rivets, then boiled until it turns stiff and hard.

Brigandine armor (AC 6): Taking the place often occupied by "studded leather" in the fantasy armor hierarchy, brigandine consists of thin metal plates sandwiched between an outer layer of leather and an inner layer of leather or cloth. Rivets pierce the layers to hold the plates in place. This is the best armor made by Rotlanders.

Hide armor (AC 8): Thick rawhide (p55) hung about the body and held with straps of leather or rope. The most common Rotlands armor type.

Helms: An ugly, functional cap comes with any suit of armor. Fancier headgear must be acquired separately.

Weapon	In the Rotlands		At Moot	
	Avail.	Price	Avail.	Price
Axe, battle, iron *‡	5	320 ip	9	300 ip
Axe, battle, stone *‡	5	170 ip	9	240 ip
Axe, hand, iron	7	110 ip	11	100 ip
Axe, hand, stone	7	50 ip	11	40 ip
Club, hardwood	10	18 ip	12	20 ip
Dagger, bronze	5	500 ip	9	480 ip
Dagger, flint	7	50 ip	11	48 ip
Dagger, iron	7	125 ip	11	120 ip
Dagger, obsidian	3	250 ip	5	240 ip
Javelin, flint-tipped	7	60 ip	11	56 ip
Javelin, iron-tipped	5	110 ip	10	100 ip
Javelin-thrower	6	70 ip	10	60 ip
Maul, hardwood *‡	8	30 ip	9	27 ip
Sling	10	80 ip	12	80 ip
Sling bullets, lead, 10 (5 lbs)	6	275 ip	9	250 ip
Spear, flint-tipped *‡	7	120 ip	11	120 ip
Spear, iron-tipped *‡	4	230 ip	9	224 ip
Staff, hardwood *‡	9	30 ip	11	24 ip
Sword, bastard, bronze *	2	3,000 ip	3	2,400 ip
Sword, bastard, iron *	3	750 ip	4	600 ip
Sword, great, bronze *‡	3	7,500 ip	5	6,000 ip
Sword, great, iron *‡	4	2,000 ip	6	1,500 ip
Sword, long, bronze *	4	2,000 ip	7	1,600 ip
Sword, long, iron *	5	500 ip	8	400 ip
Sword, short, bronze	5	1,000 ip	9	800 ip
Sword, short, iron	6	250 ip	10	200 ip

Armor	Armor Class	Weight	In the Rotlands		At Moot	
			Avail.	Price	Avail.	Price
Armor, brigandine, large *	AC 6	40 lbs	3	2,750 ip	6	2,200 ip
Armor, boiled, goblin size	AC 7	15 lbs	3	1,125 ip	7	900 ip
Armor, boiled, large *	AC 7	20 lbs	4	1,500 ip	8	1,200 ip
Armor, hide, goblin size	AC 8	15 lbs	6	150 ip	10	120 ip
Armor, hide, large *	AC 8	20 lbs	10	200 ip	12	160 ip
Shield, hide, goblin size °	-1 AC	5 lbs	4	375 ip	8	300 ip
Shield, hide, large *	-1 AC	10 lbs	6	500 ip	10	400 ip

* Too large for goblins to use.

‡ Roughly human-sized creatures need two hands, but a humanoid of ogre size or larger can use this weapon in one hand.

° A shield sized for a goblin gives no AC benefit to a larger creature.

SOUTHRON ARMS + ARMOR

These rare armaments, made by humans and their allies, look, endure, and perform better than their Rotlands-made counterparts. However, a Warrior might feel ashamed to use such an item unless he had personally taken it from an enemy. Availability of these items may be checked every 2d10+20 days. They appear for sale only at Moot, but Mooters in a caravan encountered anywhere have the same chance to want to buy such things. As usual, these prices are the starting point for bargaining and barter.

Most characters can never competently use unfamiliar armaments such as bows and chainmail. Warriors can become familiar with new gear types as Acquired Proficiencies. At the referee's option, an NPC Warrior above 1st level has a 1% chance per level to possess, and know how to use, a random Southron weapon and the same chance to have random Southron armor.

Southron Weapon	Moot only		Moot or caravan	
	Avail.	Sold for	Buying?	Bought for
Axe, battle, steel *‡	5	2,400 ip	10	480 ip
Axe, hand, steel	6	1,600 ip	9	400 ip
Bow, short †	4	10,000 ip	10	2,000 ip
Bow, long *†	3	16,000 ip	11	3,200 ip
Arrows, 5	5	500 ip	9	125 ip
Crossbow, light †	3	6,400 ip	10	1,280 ip
Bolts, light, 5	4	300 ip	8	90 ip
Crossbow, heavy *†	2	10,000 ip	9	2,500 ip
Bolts, heavy, 5	3	600 ip	7	150 ip
Dagger, steel	6	800 ip	9	200 ip
Hammer, steel	5	800 ip	10	200 ip
Mace, steel	5	1,600 ip	10	400 ip
Javelin, steel-tipped	6	800 ip	9	160 ip
Sling, reinforced	9	800 ip	11	200 ip
Spear, steel-tipped *‡	6	1,600 ip	9	320 ip
Sword, bastard, steel *	2	4,800 ip	9	960 ip
Sword, great, steel *‡	3	12,000 ip	11	2,400 ip
Sword, long, steel *	4	3,200 ip	11	800 ip
Sword, short, steel	5	1,600 ip	10	400 ip
War hammer, steel *‡	4	2,400 ip	11	480 ip

COMBAT MODIFIERS (OPTIONAL)

Like everything else, local armor and weapons lag behind Southron technology. Any weapon purchased or made in the Rotlands is presumed to be bone, horn, wood, flint, iron, or bronze. Armor starts out as hides; the plates in brigandine are iron or bronze. Even leather and padded armor, shields, arrows, and non-steel weapons are better made in the south, so superiority is determined solely by which culture made the arms, regardless of material. When a Rotlander with local equipment faces a foe with superior Southron gear, these modifiers can be used:

- Southron weapons cut through Rotlander armor, getting +1 to hit.
- Rotlander weapons get -1 to hit against the tougher Southron armor.
- Rotlander vs. Rotlander gear, or Southron vs. Southron, uses no modifiers.

Southron Armor	Armor Class	Weight	Moot only		Moot or caravan	
			Avail.	Sold for	Buying?	Bought for
Armor, plated chain, human size *	AC 4	35 lbs	–	25,000 ip	12	10,000 ip
Armor, chain mail, human size *	AC 5	30 lbs	2	12,500 ip	12	3,500 ip
Armor, brigandine, human size *	AC 6	40 lbs	3	8,400 ip	11	1,680 ip
Armor, cuir boili, halfling size	AC 7	15 lbs	4	2,250 ip	9	450 ip
Armor, cuir boili, human size *	AC 7	20 lbs	5	3,000 ip	10	600 ip
Armor, padded, halfling size	AC 8	15 lbs	5	300 ip	8	60 ip
Armor, padded, human size *	AC 8	20 lbs	6	400 ip	9	80 ip
Shield, wooden, halfling size °	-1 AC	5 lbs	5	750 ip	8	150 ip
Shield, wooden, human size *	-1 AC	10 lbs	5	1,000 ip	10	200 ip



A suit of Southron armor includes a leather helm, a coif for chainmail, or a coif and helm for plated chain.

Plated chain includes overlapping steel plates on the breast, vambraces, skirt, and greaves. It only appears when placed by the referee.

* Too large for halflings or goblins to use.

† Requires two hands.

‡ Roughly human-sized creatures need two hands, but a humanoid of ogre size or larger can use in one hand.

° A shield sized for a halfling gives no AC benefit to a larger creature.

SPECIALTY GOODS ~ SLAVES

A Rotlander whose tribe does not ransom him, but who is unwanted as labor or meat, often ends up on the block. The Slave Factors purchase these sentient chattel from their captors, keep them in squalid cells eating scraps and drinking bilge (*Substandard Fare*, p53), and put them up for sale as soon as possible.

See *Slaves*, p32, for more on the role of slavery among the tribes.

Sold @: For sales of individual adults, considerable peering at teeth and prodding of muscles occurs, making the price vary by the number of hit points rolled for the slave: 1d8-1 for goblins, 1d8+1 for hobs, 1d8 for orcs and orkin.

Buying?: Rolling this number or less on 2d6 indicates a desire on the part of the Slave Factors to buy 1d6 slaves of this kind. The referee can then continue rolling for demand until a roll fails. Demand changes once a week.

Gangs: If enough slaves are available, the Slave Factors group males into labor gangs for bulk sale. The price is discounted, but fixed, and hit points aren't rolled until after sale.

Youths: Some masters buy youths to train early, or to supplement the population of an indentured clan.

SLAVE MARKET AT ROTMOOT

Availability: A roll of this number or less on 2d6 indicates the presence of 1d6 slaves of this type up for sale this week. The referee can continue rolling for additional slaves until a roll fails.

SLAVE MARKET AT SELKIRK TOWN

Certain orc tribes occasionally bring prisoners to Selkirk; see p40. Availability, chance that someone is buying, and prices work just as for Rotmoot, except that each success indicates only one slave instead of 1d6. Labor gangs thus become far less likely.

Restraining Slaves

Rotlanders can't afford iron manacles. When putting a slave up for sale, a seller uses short grass ropes to bind the wrists together and connect the ankles, hobbling the victim. Gangs are bound together for even more awkward movement. The ropes are not very durable, but a slave found working his way loose will instead have one foot maimed to prevent flight. This handicap reduces the worth of the slave by 25%, except in the case of adult females meant for breeding in an Indentured Population. A character with a maimed foot has one worse movement category (as if encumbered, p11) and suffers a penalty of 1 on initiative rolls.

Slaves	Availability (& roll again)	Sold @	Buying? (& roll again)	Bought @
Goblin, male adult	9	450 ip + 50/hp (625 avg)	7	200 ip
Gang of eight		4,500	8	2,000 ip
Goblin, female adult	7	400 ip + 50/hp (575 avg)	6	200 ip
Goblin, youth	5	200	3	50 ip
Hobgoblin, male adult	7	2,000 ip + 200/hp (3,100 avg)	7	1,000 ip
Gang of six		17,000	9	7,000 ip
Hobgoblin, female adult	5	1,600 ip + 200/hp (2,700 avg)	4	800 ip
Hobgoblin, youth	3	800	3	250 ip
Orc, male adult	8	1,000 ip + 100/hp (1,450 avg)	7	500 ip
Gang of seven		9,000	9	4,500 ip
Orc, female adult	6	800 ip + 100/hp (1,250 avg)	5	400 ip
Orc, youth	4	400	4	125 ip
Orkin, male adult	6	900 ip + 100/hp (1,350 avg)	5	450 ip
Gang of seven		8,500	7	4,000 ip
Orkin, female adult	5	720 ip + 100/hp (1,170 avg)	3	350 ip
Orkin, youth	3	360	3	100 ip

SPECIALTY GOODS ~ ORNAMENTS

While only Mongers habitually think in terms of cash, every Rotlander feels exquisitely the pride and pains of status. A judicious use of ornaments can communicate the level of one's Reputation to even complete strangers.

Like a pompous name, of course, sporting such finery above one's station is cause for immediate abuse by one's fellows, doubtless followed by a higher-ranking tribe member confiscating the offending pretties to adorn his own raiment (p62).

The d100 column is provided for random generation of treasures worn by a high-ranking Rotlander, or perhaps in a secret cache.

Availability and Buying? numbers apply when dealing with Mooters, whether at Moot or in a caravan. The referee might allow an ornaments market in Selkirk at -1 on Availability and Buying numbers.

d100	Ornament	Avail.	Sold for	Buying?	Bought for
01-03	Armband, bronze	6	200 ip	9	80 ip
04-07	Armband, iron	8	50 ip	10	20 ip
08	Armband, steel	2	300 ip	12	100 ip
09	Gem, large heliodor	2	400 ip	10	200 ip
10-14	Gem, large quartz	7	2 ip	7	½ ip
15-16	Gem, large red garnet	3	200 ip	9	100 ip
17-20	Gem, large rose quartz	5	40 ip	8	20 ip
21-22	Gem, large tiger's eye	6	20 ip	8	10 ip
23-25	Medallion, beaten copper or bronze coin	8	12 ip	9	2 ip
26	Medallion, beaten gold coin	4	100 ip	11	40 ip
27-28	Medallion, beaten silver coin	6	10 ip	10	4 ip
29	Necklace, Southron, colored glass beads	4	150 ip	10	60 ip
30-31	Pendant, jade droplet	6	25 ip	10	12 ip
32-35	Pendant, obsidian	8	4 ip	8	2 ip
36-43	Pendant, quartz	10	1 ip	9	½ ip
44-46	Pendant, rose quartz	7	20 ip	10	10 ip
47-51	Ring, bronze	9	12 ip	10	6 ip
52-53	Ring, bronze, with heliodor	3	25 ip	11	12 ip
54-57	Ring, bronze, with tiger's eye	8	20 ip	10	10 ip
58-64	Ring, iron	10	2 ip	8	1 ip
65-69	Ring, iron, with hematite	7	4 ip	9	2 ip
70-73	Ring, iron, with obsidian	9	6 ip	8	3 ip
74-75	Ring, iron, with red garnet	4	100 ip	11	50 ip
76-78	Ring, iron, with red rock-salt stone	8	12 ip	7	6 ip
79-80	Ring, jade	4	60 ip	9	30 ip
81	Ring, steel	2	20 ip	12	10 ip
82-87	Totem figurine, white (carved calcite)	7	1 ip	5	½ ip
88	Totem figurine, green (carved jade)	5	48 ip	10	24 ip
89-92	Totem figurine, black (carved obsidian)	8	6 ip	9	3 ip
93-95	Totem figurine, red (carved rock-salt)	8	16 ip	9	8 ip
96-00	Totem figurine, sparkling grey (carved mica rock)	8	½ ip	4	¼ ip

Totem figurines have the shapes of spirit animals, each connoting some particular virtue. Any Rotlander can bear any totems, although Shamans especially favor them and each has her favorite. They are useful in spellcasting, as in the examples on p18.

d20	Totem shape
1	Badger
2-4	Bear
5-6	Bison
7	Boar
8	Emu
9	Frog
10	Goat, with horns
11	Hawk
12	Locust
13	Mountain lion
14-15	Humanoid, voluptuous female
16	Humanoid, priapic male
17	Reindeer
18	Sheep
19	Snake
20	Wolf



CARAVANS

A concentrated group of Monger-types carrying a huge amount of goods makes a tempting target for any tribe. Therefore these groups proceed with great caution and discipline, and enough guards to defeat an ordinary single patrol. Against warbands, the chief Mooters usually negotiate with the Shaman for peaceable payment of tribute. These occasions can sometimes be turned into profitable contacts.

Sometimes human or orkin caravans from the Southlands venture to Moot and back. They use even heavier guard teams.

MOOTER CARAVANS

Mooters travel in numbers, and have the vexing habit of torching their goods rather than letting raiders get them. Still, even a Scrounger knows better than to die defending a bundle of poles.

The crew of a single wagon consists of 17 people, various dogs, and two gelded bison in harness. Because these are Mooters and not tribespeople, females can play leadership roles of any kind. See p28 for race and gender probabilities.

CARAVAN WAGON (16)

The Mooter tribe, as detailed on p28, keeps 16 wagons on the move during travel months.

A Mooter-style wagon can carry up to 3,500 lbs of weight.

One wagon and crew = 30 HD

Two Scroungers (M1) = 2 HD

One Observer (M2) = 2 HD

Four Chumps (W1) = 4 HD

Two Meat Shields (W2) = 4 HD

Eight Porters (T1) or one Slave Gang = 8 HD

Four scrapper dogs (@ 1 HD) = 4 HD

Two bison geldings (@ 3 HD) = 6 HD

A randomly encountered Mooter caravan contains 1d4 wagons. For each two wagons, the groups add two more people:

One Foe-Taunter captain (W3) = +3 HD

One Distracter (M3) = +3HD

When four wagons join, they have a total of two Foe-Taunters and two Distracters, plus one more person:

One Bean Counter (M4) = +4 HD

PERSONAL GEAR

Warriors: One salt tally (st) and 2d6 ip, per level.

Chumps and Meat Shields: Hide armor and shield (AC 7), two javelins, short sword.

Foe-Taunter: Brigandine and iron-rimmed shield (AC 3), steel sword, short bow.

Mongers: Padded armor and bronze dagger, plus 3d6+12 ip per level. Those of 2nd or higher level also have a Monger's scale, 2d6 bp per level, and a 1 in 6 chance per level to have an ornament from p73.

Employed porters carry a flint knife and 1d4-2 ip. Slaves carry no personal possessions.

MOVEMENT

Caravans move only two hexes a day in ideal conditions, or one hex per day in forest, wet conditions, or passable mountains. See p51. About one day in six the group stops for a rest day. The caravan can't possibly carry enough food for everyone, so it depends on trading for food along the way, finding water, and sending Warriors out to hunt. In rough terrain, the Scroungers spend a day to disassemble the wagons and remake each into a pair of sledges, each pulled by one bison. If the landscape is too rough even for sledges, the merchants set up a camp and send runners to inform nearby tribes of the chance to trade. At rivers, they convert the wagons into rafts. In any form, the wagon's sides are lined with projecting javelins, for easy access by Mooter Warriors and to prevent over-eager locals from climbing aboard.

In combat, the Mongers move at full speed, while the Warriors suffer a level of encumbrance due to gear, and the porters can hardly keep up a walk unless they drop their heavy, lashed-on burdens. See p11.

THE THINGS THEY CARRY

In a caravan of multiple wagons, the first always carries a random amount of everything on the Sundry Caravan Goods chart: for example, 3d6 baskets, 2d6 belts, and so on. Each additional wagon is 50% likely to instead be a specialty wagon, carrying 1d4 types of goods rolled randomly on the Bulk Caravan Goods chart below.

A solo wagon instead has 1d3 items of Bulk Goods, plus Sundry Caravan Goods in quantities rolled with one less die (thus, 2d6 of an item with usual quantity of 3d6, and none of an item usually rolled on only one die).

Buying bulk goods from a caravan is not as cheap as the wholesale trading values between Mooters at Rotmoot, but it can save a little money over the one-at-a-time cost of smaller quantities. Somewhere between wholesale and retail, this level of pricing is offered as a favor to preferred clients; among themselves, Mongers call it "wholetail," because you don't get the whole fish, but you get the whole tail.

STUFF

Sundry Caravan Goods (Unit)	Price per unit	Number of units
Animal feed (20 lbs of hay)	125 ip	1d6-1
Basket (1 gallon)	8 ip	3d6
Belt, leather	22 ip	2d6
Blanket, wool	32 ip	1d6
Boots, hide	120 ip	1d4
Brew, gallon	50 ip	3d6
Bucket, 1 gallon	20 ip	2d6
Cap, hide	3 ip	4d6
Coat, hide	110 ip	1d6-1
Coat, wool	270 ip	1d6-2
Cup, clay (1 pint)	2 ip	3d6+6
Eggs, chicken, salted (½ dozen) *	16 ip	3d6
Egg, emu, salted (1) *	40 ip	1d6
Fire-making kit	35 ip	1d6
Glue, 1 lb block	10 ip	2d6

(Unit)	Price per unit	Number of units
Hat, wool	40 ip	1d6
Knife, small, flint	12 ip	2d6
Loincloth, hide	15 ip	2d6
Meat, mystery jerky, 1 lb *	150 ip	3d6
Money-gourd	12 ip	1d6
Panbread flour, 5 lbs.	20 ip	1d6
Pot, clay (1 gallon)	8 ip	3d6
Rope, 10 feet	13 ip	3d6
Sack, large (60 lb. capacity)	30 ip	1d6
Salt, ½ lb *	100 ip	2d6 lbs
Torch, bundle of 4	20 ip	2d6
Vegetables: gourds, roots, or tubers, 5 lbs	10 ip	2d6
Water gourd, quart	35 ip	2d6
Water skin, quart	60 ip	1d6

d100	Bulk Caravan Goods	Number of Units @ Price per Unit
01	Animal: Scrapper puppies	1d6 puppies @ 200 ip
02	Animal: Warg, young	One cub @ 1,800 ip
03	Barrels, unassembled	Oak and hoops for 1d6 barrels @ 120 lbs, 960 ip
04-07	Baskets	1d6 packs @ 24 lbs, 120 ip
08-11	Blankets, wool	4d6 blankets @ 3 lbs, 17 ip
12-14	Brew	1d6 10 gallon kegs @ 50 lbs, 600 ip
15-17	Charcoal	2d6 x 10 lbs, 150 ip
18-19	Clay, soft	1d6 x 10 lbs, 40 ip
20	Coal	2d6 x 5 lbs, 225 ip
21-22	Dye, black or brown	2d6 x 1 gallon jars @ 10 lbs, 250 ip
23	Dye, blue, green, or yellow	1d6 x 1 gallon jars @ 10 lbs, 400 ip
24-25	Dye, red	1d6 x 1 gallon jars @ 10 lbs, 800 ip
26-27	Eggs, chicken, salted *	3d6 x dozen, 3 lbs, 64 ip
28	Eggs, emu, salted *	1d6 x 8 eggs in clay, 15 lbs, 600 ip
29-30	Furs, coarse	1d6 x 10 lbs, 200 ip
31	Furs, soft	1d6 x 10 lbs, 300 ip
32	Furs, soft, all-white or all-black	1d6 x 10 lbs, 400 ip
33	Gourds, hollowed and dried	1d6 packs @ 24 lbs, 360 ip
34-37	Hats, straw	4d6 hats @ ½ lb, 3 ip
38-42	Hides (rawhide)	1d6 x 10 lbs, 100 ip
43-45	Insect paste *	1d6 x 1 gallon jars @ 10 lbs, 800 ip
46	Ivory	4d6 buttons @ 10 ip
47	Kegs, unassembled	Oak and hoops for 1d6 kegs @ 20 lbs, 160 ip
48-49	Leather, scraps and strings	2d6 x 1 lb bundles @ 20 ip
50-51	Leather, sheets of hide	1d6 x 10 yds, 1,400 ip, 35 lbs
52-53	Meat, cured pork *	3d6 lbs @ 300 ip
54-57	Meat, mystery jerky *	2d6 x 5 lbs, 375 ip
58	Metal: Copper	3d6 ornaments @ 10 ip

IN THE SHADOW OF MOUNT ROTTEN

d100	Bulk Caravan Goods	Number of Units @ Price per Unit
59	Metal: Iron	3d6 lbs @ 50 ip
60	Metal: Lead	2d6 lbs @ 25 ip
61	Metal: Tin	2d6 lbs @ 60 ip
62-64	Oil, seed	1d6 x 10 gallon kegs @ 50 lbs, 220 ip
65	Parasols, straw	1d6 @ 1 lb, 5 ip
66-68	Pitch, hard (pine resin)	1d6 x 10 lbs, 20 ip
69-72	Pots and jars, clay	1d6 packs @ 50 lbs, 100 ip
73-75	Rope	1d6 x 50 ft @ 40 ip
76-77	Stone: Flint	2d6 lbs @ 50 ip
78	Stone: Obsidian	1d6 lbs @ 250 ip
79-80	Vegetables, gourds	1d6 x 50 lbs, 100 ip
81-84	Vegetables, onions	2d6 x 10 lbs, 40 ip
85-88	Vegetables, pickled *	2d6 x 1 gallon, 10 lbs, 250 ip
89-90	Vegetables, roots or tubers	1d6 x 50 lbs, 100 ip
91	Wood: 10' poles (seasoned pine)	2d6 poles @ 8 lbs, 35 ip
92	Wood: Seasoned Birch	3d6 x 50 lbs, 300 ip
93	Wood: Seasoned Riverwood Oak	3d6 x 50 lbs, 400 ip
94	Wood: Seasoned Pine	3d6 x 100 lbs, 400 ip
95-97	Wool, felted broadcloth	1d6 x 10 yds, 115 ip, 18 lbs
98-99	Wool, raw	3d6 spools @ 15 lbs, 100 ip
00	Ornaments, 2d6	See p73.

* Affected by optional regional value of salt, p64. Carrying salt items out to the hinterlands, where they sell for more, often earns profits for Mooters.

Units and Pricing: The unit of trade may be more than one item, or a certain weight. For example, for “Wool, felted broadcloth,” a roll of 4 on the d6 indicates 40 yards of cloth. Each 10 yards is worth 115 ip, so the bundle is worth 460 ip (and weighs 72 lbs). For goods counted by weight, the number of pounds given is the unit. For example, for “Vegetables, onions,” with a unit size of 10 lbs, a 2d6 roll of 5 indicates 50 lbs, worth 200 ip total.



HUMAN CARAVANS

The humans carry luxury Southron goods north, and return with loads of iron, bronze, and Mt. Rotten salt. For policy reasons they do not sell arms. These folk enter the Rotlands rarely, warily, and in force: eight wagons per caravan, 104 people, and 56 animals. Half the time, the crew includes 12 orkin among the Guards, in which case these men get night watch because of their infravision. The accustomed draft and riding horses can tolerate the smell of locals as long as the Rotlanders don't get too close, while warhorses channel their hatred into violence if necessary.

The standard caravan has two supply wagons and six merchant wagons, each pulled by two oxen. The supply wagons contain wine (to be watered), trail rations, bedrolls, and general survival gear. Their wagons are heavier than Mooter wagons, and can't convert into sledges or rafts.

At night the wagons are circled and several fires built. After dinner, one Lieutenant has command until about midnight, and the other from then until dawn. Each commands two Sergeants and six Guards: orkin if available. Watches double up for half an hour around dawn and sundown.

A human-style wagon can carry up to 3,000 lbs of freight.

COMPLEMENT

All speak Man. Armaments are all of Southron make (p71). Merchants have riding horses, padded armor (AC 8), and dagger. Optionally, one merchant in 10 is a halfling (AC 7, -2 on hp total).

12 Journeymen (1 HD, 8 hp) with figuring slate, chalk, small knife, roll of twine. Handle animals.

Six Merchants (2 HD, 13 hp) with loupe; speak Ork.

Two Master Merchants (3 HD, 17 hp) with loupe, potion of healing. Speak Ork and Gritch.

One Guildmaster (4 HD, 27 hp) with two random potions from this list (d6): *ESP*, *extra-healing*, *humanoid control*, *invisibility*, *poison*, *treasure finding*. Speaks Ork and Gritch.

One Prestidigitator (MU1, AC 9, 3 hp) with *sleep* memorized and two scrolls of *detect magic*. Spellbook also has *charm person*, *read magic*. Speaks Ork or Gritch. Riding horse.

One Functionary of the Coin God (C1, AC 6, 8 hp) with brigandine, shield, sling, mace, and two *cure light wounds* spells. Riding horse.

Guard Captain (F5, AC 3, 37 hp) with warhorse, plate & chain (AC 4), helm, lance, longsword, shortbow, horn; all scores 13 (+1 to hit and damage in melee; +1 initiative), *potion of extra-healing*. Speaks Ork.

Two Lieutenants (F3, AC 4, 23 hp) with warhorses, banded armor (AC 4), lance, longsword, shortbow, STR 16 (+2 to hit and damage in melee).

Six Sergeants (F2, AC 4, 16 hp) with chainmail, shield (AC 4), longsword, two daggers, sap, manacles.

72 Guards (F1, AC 6, 8 hp) with brigandine armor, shield, two javelins, longsword.

12 war dogs (@ 2 HD).

18 oxen (@ 4 HD)

CARGO

Each merchant wagon typically carries one bulk load of three barrels, weighing 1,500 to 2,000 lbs, plus one sundry load of small items totaling 200 lbs and locked in a chest.

BULK LOAD

d6 Cargo, three barrels

- 1-2 Wine @ 650 lbs, 3,400 ip
(10,200 ip total)
- 3-4 Fish, salt @ 480 lbs, 12,000 ip
(36,000 ip total)
- 5 Whale oil @ 550 lbs, 2,000 ip
(6,000 ip total)
- 6 Coal @ 700 lbs, 14,000 ip
(42,000 ip total)

SUNDRY LOAD

d8 Cargo in chest

- 1 Steel rods, four bundles @ 50 lbs, 15,000 ip
(60,000 ip total)
- 2 Silk rope, 20 lengths of 100' @ 10 lbs, 1,000 ip
(20,000 ip total)
- 3 Steel-tipped farming instruments, 40 @ 5 lbs, 750 ip
(30,000 ip total)
- 4 Large tin-backed mirrors, 24 @ 8 lbs, 750 ip
(18,000 ip total)
- 5 Cotton cloth, red, five bolts of 40 yds @ 40 lbs, 3,000 ip
(15,000 ip total)
- 6 Honey, 10 one-gallon jars @ 20 lbs, 1,600 ip
(16,000 ip total)
- 7 Necklaces of colored glass beads, 200 @ 1 lb, 100 ip
(20,000 ip total)
- 8 Red paint, 14 gallons @ 14 lbs, 1,000 ip
(14,000 ip total)

Returning from Moot, each human caravan wagon carries three barrels of salt and a locked chest holding 200 pounds of Rotland coins (d100 lbs of bronze, the rest iron). The caravan also has 1d20 rolls on the Ornaments chart, p73.

- “advanced” fantasy rules 2, 6
- anthropophagy 12–13, 23, 32, 54
- arms and armor 15, 70
 - arms and armor, Southron 71
- astral spell* 18
- Availability (goods) 39, 54, 65, 66, 70, 71, 72, 73
- bachelor packs (gnolls) 29, 36, 57t, 58t
- barter 63, 65
 - Barter Roll 63
- Borderlands (region) 22t, 36, 37m, 57t, 58t
 - encounters 22t, 57t, 58t
- Borrowing (Monger ability) 19
- bronze
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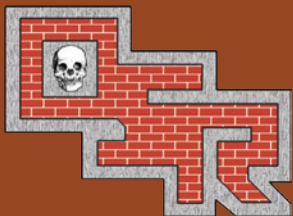
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