



AXIOMS

**AUTARCH'S QUARTERLY SUPPLEMENT FOR
THE ADVENTURER CONQUEROR KING SYSTEM**

Beastmen, the savage swords of chaos, are unleashed...

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ADVENTURER CONQUEROR KING SYSTEM™

AXIOMS

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A CULTURE OF BATTLE

AN OVERVIEW OF THE HISTORY, SOCIAL STRUCTURE, FAMILIAL RELATIONS, ECONOMY, AND LANGUAGE OF BEASTMEN

The monstrous humanoids known as beastmen were created by the Zaharans in the centuries before the Emyrean War. Through magical research, they combined humans and humanoids with beast stock in repeated cross-strains. Their creations included bugbears (hobgoblins and bears), gnolls (gnomes and trolls), kobolds (lizardmen and dogs), goblins (gnolls and dwarves), hobgoblins (men and goblins), ogres (men and gorillas), orcs (men and boars), and trolls (ogres and hydras). Centaurs (men and horses), lizardmen (men and giant draco lizards), minotaurs (men and bulls), and troglodytes (lizardmen and giant chameleons) are generally classed as beastmen as well, though they were not bred by the Zaharans.

Beastmen were created to be soldiers for the Zaharan army – ruthless and blood-thirsty, but susceptible to control by a powerful leader. In the absence of an external authority (such as a Zaharan sorcerer-king), beastmen organize themselves into bands of loosely-related gangs ruled by a chieftain. Endemic warfare between nearby bands is constant, until eventually one of the chieftains succeeds in unifying the bands into a clan under his rule.

Isolated bands usually have no permanent home, living a nomadic existence that follows seasonably available wild plants and game. Nomadic beastmen dwell in tents made from animal hides sewn together or woven hair wrapped around wooden poles. These tents are usually small, but can be as large as thirty feet in diameter. Less fortunate nomads may just take shelter where they can find it. Nomadic beastmen survive by hunting wildlife, gathering wild forage, and raiding civilized settlements. Roving bands are often composed of only males, their females having been lost to stronger rivals.

Established clans tend to permanently or semi-permanently dwell in ruins, caves, captured strongholds, or villages. Beastmen in villages generally live in roundhouses constructed of whatever materials are at hand. In wet, wooded climates, roundhouses with timber or

wattle-and-daub walls and thatched roofs will dominate. In other terrain, the walls are constructed of mudbrick or stone, mortared with sand, soil, and dung, while the roof covering is of woven hair or animal-hide, sewn to short spars. Stone-lined pits are dug for iron forges, kilns, food storage, and waste. Sometimes the buildings are gathered to form a ring fort or hill-fort, surrounded by ditches, moats, earthen ramparts or piled stone walls.



When settled, beastmen clans practice horticulture, cultivating small plots of mixed crops using hand tools. Beastmen care nothing for crop rotation or soil sustainability, and will simply burn or cut away a clearing, then farm it until the soil is exhausted. It is not uncommon to find large tracts of exhausted scrub around beastmen settlements. In arid terrain, they may herd goats, sheep, cows, pigs, and other livestock that can graze on the scant vegetation. Beastmen tribes that have captured many prisoners in raids may have slave laborers working farms, but these are usually short-lived; beastmen do not breed or care for their slaves, and simply eat those that die.

Family relations are brutal; beastmen males are considerably larger than the females, whom they dominate. Both sexes lack the capacity for compassion, kindness, or love. High-status males maintain large harems, within which the females compete for provision and protection. Low-status males have no chance to mate at all, except by gaining status through violence or subterfuge. As a result, beastmen males typically spend much of their time fighting, hunting, and raiding. More than half die from wounds sustained in such activities before middle age. Females are left with responsibility for domestic labor such as farming, foraging, cooking, and camping. Beastmen care little for their prepubescent children, feeding them scraps and often exiling them to the edges of the camp fires. Many whelps die of exposure or under-nourishment, leaving just the toughest and most cunning to survive to adulthood.

Beastman females can craft blankets, clothing, furniture, tools, and shelter from the woven hair of sheep and goats, or the leather, bone, sinew, and hide of animals. Metal-working is the province of males, and is typically limited to working wrought iron in pit-furnaces. Knowledge of weapon- and armor-smithing is rare, with only a handful of smiths in a tribe. Knowledge is handed down orally within families.

There are no shops or standards of exchange in beastman settlements, but beastmen nevertheless prize wealth as a means to display their power, status, and valor in battle. A beastman with holdings of animals, food, mates, treasure, equipment, slaves, troops, gold, and weapons is inevitably a mighty and respected warrior within his band – for if he were he not tough enough to guard what he owns, he would soon lose it. The moment a beastman shows weakness, he soon finds himself stripped of all possessions.

To acquire better weapons, armor, and treasure, beastmen raid border settlements and trade with Kemeshe and the Ivory Kingdoms. Beastmen mercenaries frequently serve in Kemeshe armies, bringing home weapons of steel, slaves, and treasure. Through raiding and trading, this loot spreads throughout the beastmen clans. Beastmen mercenaries may also bring knowledge of siege craft, engineering, and tactics to their tribe, and a tribe led by such a veteran can be very dangerous.

Beastmen warriors like to adorn themselves with war-paint, tattoos, and body jewelry. They often wear their hair shorn to a single lock, in a great mane, or in a mohawk. They fight with slings, javelins, spears, bows, swords, morning stars, flails, and axes, and generally wear light armor, such as hide, leather, or scale. Champions and chieftains are, of course, better-equipped. Raids may be accompanied by blowing horns and war-pipes or beating drums. On the battlefield, their formations are irregular, relying on numbers, shock,

and ferocity (hobgoblins are the sole exception, being as disciplined as Auran troops).

Beastmen worship the chthonic gods, with religious traditions passed on orally by shamans and witch-doctors. Bel, the Slaughterprince, is their favored god, but the full pantheon is recognized and called on when appropriate. After battle, they practice ceremonial cannibalism, believing that by eating the flesh of the slain they devour their souls and gain their strength. As is common within chthonic tradition, they preserve and bury their own dead, often with slaves, arms, armor, and treasure for great chieftains. Indeed, those who have studied the black lore of Zahar recognize beastman religion as a debased version of the Zaharan's own practices.

The beastman languages are actually a variety of vulgar dialects descended from the ancient Zaharan language. Scholars who have studied these dialects have discovered that their grammars and vocabularies have devolved along similar lines into pidgin-like simplicity, but their pronunciations have become quite varied due to the mutated lips, tongues, and vocal chords of the beastmen who speak them. Beastman dialects are rarely written, but if necessary they can be adequately represented with Zaharan glyphs.



DOMAINS OF CHAOS

RULES FOR BEASTMAN CLANHOLDS, CHAOTIC DOMAINS, DEMOGRAPHICS, AND TRIBAL WARRIORS

BEASTMAN CLANHOLDS

A beastman chieftain who has one or more warbands following him may establish a **beastman clanhold** by securing an area of land and capturing or constructing a stronghold. Beastman clanholds are managed like other domains, with the following special rules:

- Clanholds are always classified as wilderness domains. They cannot exceed 125 peasant families per 6-mile hex and 2,000 per 24-mile hex. Beastmen subsist through simple horticulture, local pastoralism, and foraging. They do not rotate their crops, irrigate their fields, terrace their hills, or practice the other land improvements that civilizations use to intensively cultivate land. As a result the population density of beastman domains is limited.
- Clanhold families consists of one beastman warrior and one or more noncombatants, including females, whelps, elderly, and/ or slaves. The specific race of beastman should be recorded as it will impact the availability of tribal warriors. Because ogres and trolls are large-sized creatures, ogre and troll families count as four families each for purposes of population limits and growth.
- Provided the chieftain actively raids at least once per month, his clanhold's population will grow by an additional amount each month, determined by the number of families already present. Use the table on p. 129 of *ACKS*, but treat the clanhold as if it were two population categories smaller than an equivalent human domain.
- Clanhold settlements are limited to less than 250 urban families (Market Class VI). They cannot be increased in size or market class with urban investment. At no time can the number of urban families in a clanhold exceed 12.5% of the peasant population of the clanhold.
- Clanhold chieftains cannot conscript peasants or levy a militia from their domain (see *Domains at War: Campaigns*, p. 13-15). Instead, clanhold chieftains can **levy tribal warriors**, up to 1 warrior per family (see below). They can also hire any other beastman in the area as mercenaries. However, they may only employ human and demi-human mercenaries of chaotic alignment.
- Clanhold chieftains may establish realms either by founding additional clanholds and assigning them to a henchman (typically a sub-chieftain from the clan) to manage, or by conquering and annexing an existing domain (see *D@W:C*, p. 64). Human and demi-human domains subjected to beastman rule reduce their base morale score by 2 points, in addition to any penalty from alignment.
- Because of their primitive political structures, clanhold chieftains are limited in the favors they can offer and duties they can demand of their vassals. Chieftains cannot *call to council* or *demand loans*, nor can they offer *charters of monopoly* or *grants of title*. When chieftains *call to arms* they can call for half the available tribal warriors as one favor, or all tribal warriors as two favors.

CHAOTIC DOMAINS

The following rules are intended to replace the rules for Chaotic Domains found on p. 134 of *ACKS*.

A **chaotic domain** is a clanhold ruled by a chaotic human, demi-human, or sapient monster of high intelligence, or managed as a vassal domain within the realm of such a ruler. A chaotic adventurer may establish a chaotic domain in lieu of the typical domain for his class and race. The decision to establish a chaotic domain is made when the domain is secured. Rather than clear any beastman present from the area, the adventurer must successfully recruit a clanhold chieftain as a henchman. Should the current chieftain prove recalcitrant, he can be eliminated in favor of a more pliable sub-chieftain, of course. Once the clanhold chieftain has been brought into service, the chaotic adventurer is established as a chaotic domain ruler.

An adventurer of 9th level or above who establishes a chaotic domain will attract followers and families in the usual numbers, but these will be beastmen in lieu of the usual humans or demi-humans. The beastmen will be of the same race as that of the clanhold.

EXAMPLE: Raknar, a chaotic fighter, has just reached 9th level. Rather than establish an ordinary domain, he recruits an orc chieftain to be his henchman, establishing himself as a chaotic domain ruler. Normally a 9th level fighter who establishes a wilderness domain would attract 1d4+1x10 0th level mercenaries, 1d6 fighters of 1st – 3rd level, and 1d4+1 × 10 peasant families. Since he has established a chaotic domain, Raknar will attract 1d4+1 × 10 orc mercenaries, 1d6 orc warriors of 1st – 3rd level, and 1d4+1 × 10 orc peasant families.

Chaotic domains function like clanholds, with the following exceptions:

- Chaotic domains *can* be civilized, but only if within 25 miles of a city or large town in the same realm. Chaotic domains *can* be borderlands, but only if within 50 miles of civilized areas in the same realm.
- Beastmen are poor farmers and herders, even when taught civilized methods. Once the population of a chaotic domain exceeds 125 peasant families per 6-mile hex, the excess peasant families will provide only ½ the normal land revenue.
- Urban settlements in chaotic domains are *not* limited to 250 families or 12.5% of the peasant population, and can be increased in size or market class. However, the value of investment in chaotic domains is halved, e.g. it takes 2,000gp to attract 1d10 new families and 50,000gp to achieve market class V. In addition, urban revenue per family remains 7gp / family regardless of the settlement population.
- As beastmen only understand force, the garrison cost of chaotic domains is increased by 2gp.

EXAMPLE: Raknar has established a chaotic domain consisting of 10 6-mile hexes. Raknar is the vassal of Moruvai, a Zaharan ruinguard who rules a flourishing realm that includes a large town 50 miles away from Raknar's domain. Raknar's domain therefore is classified as a borderlands domain, as it is within 50 miles of a civilized area in the same realm. As a borderlands domain, Raknar's realm can have up to 250 families per 6-mile hex. Through time and investment, Raknar has reached this limit in each of his 10 hexes, so he has 2,500 orc peasant families. The 126th – 250th peasant families in each hex provide only half the normal land value. Raknar has also invested 50,000gp so that his domain can have a class V urban settlement; it currently has 400 orc urban families. Raknar's monthly revenue is $\{[1,250 \times (6 + 4 + 2)] + [1,250 \times (3 + 4 + 2)]\}$ from his peasant families and (400×7) from his urban families, for a total of 15,000gp + 11,250gp + 2,800gp = 29,050gp. Raknar's garrison cost is $(3 + 2) 5gp$ per peasant family and $(2 + 2) 4gp$ per urban family, for a total garrison cost of $12,500 + 2,000 = 14,500gp$.

A chaotic ruler with an existing realm of any type can also annex a clanhold to his existing realm. A realm including at least one chaotic domain is called a **chaotic realm**. Chaotic realms function like ordinary realms, with the following exceptions:

- Rulers of chaotic realms may hire beastman as mercenaries, but may only employ human and demi-human mercenaries of neutral or chaotic alignment.
- Lawful domain rulers will only become vassals of a chaotic realm ruler if their domain is conquered and annexed. All such domains will have a –2 morale penalty due to the difference in alignment.

BEASTMEN AS SLAVE LABOR

Domains may enslave beastmen as laborers without being considered chaotic domains. Every ogre, 3 bugbears, 4 lizardmen or gnolls, 5 hobgoblins or orcs, or 12 goblins or kobolds used as slave laborer(s) count(s) as one peasant family. All the slave labor rules from *ACKS p. 250-251* apply normally.

BEASTMAN DEMOGRAPHICS

A typical clanhold for each race is equivalent to a typical wilderness lair as described in *ACKS*. Based on this, the Beastman Clanhold Demographics table below shows, for each race of beastmen, the average number of families in their typical clanhold, the territory held by that clanhold, and the typical make-up of each family in it. Note that ogres and troll families, being constituted of large-sized creatures, count as four families for purposes of population limits and accordingly take up four times the land area.

BEASTMAN GEOGRAPHIC DISTRIBUTION

The Beastman Geographic Distribution by Clan table (below) can be used by the Judge to quickly build beastman realms in the wilderness. The first row of the Beastman Geographic Distribution by Clan table (below) shows the average number of beastmen clanholds found in each wilderness hex by type. The number of clanholds per 24 mile hex is presented before the slash; the percentage chance of a clanhold per 6 mile hex is presented after the slash. The other rows of the table show the percentage chance for each clanhold to belong to a given race.

To use the table, simply select a 24-mile hex on the regional map and roll 1d100 for each clanhold in the hex to determine its race. Each clanhold can be rolled up as a wilderness lair or simply treated as an average clanhold from the Beastman Clanhold Demographics table, above. Clanholds should be placed in a logical settlement pattern within the 24-mile hex, and then organized into a realm or realms at the Judge's discretion.

Beastman Clanhold Demographics

Beastman Race	Avg. No. of Families Per Clanhold	Territory of Clanhold (sq. miles / 6-m hexes)	Typical Beastman Family Composition
Bugbear	68	16 / 0.5	1 warrior, 1 noncombatant
Gnoll	68	16 / 0.5	1 warrior, 2-3 noncombatants, 0-1 slaves
Goblin	192	48 / 1.5	1 warrior, 1-2 noncombatants
Hobgoblin	87	21 / 0.7	1 warrior, 4-5 noncombatants
Kobold	192	48 / 1.5	1 warrior, 2 noncombatants
Lizardman	124	31 / 1	1 warrior, 1 noncombatant, 1 egg
Ogre	38	40 / 1.3	1 warrior, 1-2 noncombatants, 0-1 slaves
Orc	192	48 / 1.5	1 warrior, 3 noncombatants
Troglodyte	136	31 / 1	1 warrior, 1 noncombatant, 1 egg
Troll	25	24 / 0.8	1 warrior, 2 noncombatants

A NOTE ON VILLAGES: Above we have stated that "A typical clanhold for each race is equivalent to a typical wilderness lair as described in ACKS." However, beastmen lairs in the wilderness are typically described as "villages". And villages, in ACKS, are urban settlements with at least 75 families. The clanhold rules, however, make it clear that only a tiny percentage of beastmen live in urban settlements. What's going on? Is a beastman "village" a village or isn't it?

Mechanically, ACKS makes a sharp distinction between peasant families, who live in domains, and urban families, who live in settlements. This bifurcation has led to the impression that peasant families are always spread out in homesteads throughout the hex, and only urban families can live in compact and centralized communities. This is not correct, however. Peasant families can live in centralized communities rather than widely distributed homesteads and remain peasant families. 100 peasant homesteads might be clustered together in a hex and be referred to as a "village" within a game world, but this cluster would not be a village in the context of the game mechanics. In game terms, the difference between "village" and "set of homesteads" is that a village has urban families and creates a Class VI market, equipment for purchase, and/or specialists, while a set of homesteads, even if clumped close together, does not. See <http://www.autarch.co/forums/ask-autarchs/where-have-all-hamlets-gone> for additional discussion.

The beastmen "villages" presented as wilderness lairs in ACKS should be understood as "villages" in the informal sense, as a cluster of homesteads representing a typical clanhold of that race, not as urban settlements.

EXAMPLE: The Judge has placed a 24-mile hex of woods in the wilderness area of his regional map. The 24-mile hex consists of 11 6-mile hexes of woods, 2 6-mile hexes of scrub, 2 6-mile hexes of swamp, and 1 6-mile hex of mountains. A 24-mile woods hex should have 6 beastman clanholds. He rolls 1d100 six times on the Beastman Geographic Distribution by Clan table, resulting in a 20 (gnolls), 80 (orcs), 82 (orcs), 93 (trolls), 14 (bugbears), and 83 (orcs).

EXAMPLE (cont.): Consulting the Beastman Clanhold Demographics table, he sees that each orc clanhold needs 1.5 6-mile hexes, while the trolls need 0.8 hexes and the gnolls and bugbears 0.5 hexes each. He decides that three orc clanholds are vassals to the bugbear clanhold, and assigns these to a clump of (1.5 + 1.5 + 1.5 + 0.5) 5 6-mile hexes near the center of the 24-mile hex. He decides the trolls control part of a swamp hex and the gnolls control part of a scrub hex.



Beastman Geographic Distribution by Clan

Beastman Race	Clear, Grass	Scrub	Woods	River	Swamp
Total Clanholds	2 / 12%	3 / 20%	6 / 36%	5 / 30%	11 / 68%
Bugbear	1-12	1-12	1-14	1-12	-
Gnoll	13-25	13-25	15-28	14-25	1-9
Goblin	26-38	26-38	29-43	-	10-18
Hobgoblin	39-50	39-50	44-57	26-38	19-27
Kobold	51-63	51-63	-	-	-
Lizardman	-	-	-	39-63	28-55
Ogre	64-75	64-75	58-71	64-75	56-64
Orc	76-88	76-88	72-86	76-88	65-73
Troglodyte	-	-	-	-	74-82
Troll	89-100	89-100	87-100	89-100	83-100

Beastman Race	Hills	Mountains	Barren	Desert	Jungle
Total Clanholds	5 / 31%	10 / 62%	12 / 75%	12 / 75%	12 / 75%
Bugbear	-	-	1-10	1-10	1-12
Gnoll	-	-	11-20	11-20	13-25
Goblin	1-18	1-18	21-30	-	26-38
Hobgoblin	0	0	31-50	21-40	-
Kobold	19-36	19-36	-	-	-
Lizardman	-	-	-	-	39-50
Ogre	37-52	37-52	51-70	41-60	51-63
Orc	53-68	53-68	71-90	61-80	64-75
Troglodyte	69-84	69-84	-	-	76-88
Troll	85-100	85-100	91-100	81-100	89-100

The Beastman Geographic Distribution by Family table (below) can be used by the Judge to build very diverse wilderness domains and realms, to randomly determine what sort of beastman families arrive when a clanhold or chaotic domain grows, or to benchmark the availability of different types of mercenaries.

The first row of the Beastman Geographic Distribution by Family table shows the average number of beastmen families found in each type of wilderness hex. The number of families per 24 mile hex is presented before the slash; the number of families per 6 mile hex is presented after the slash. The other rows of the table show the percentage chance for each family to be of a given race, with the raw percentages in parentheses.

EXAMPLE: Raknar has made an investment of 1,000gp in order to attract 1d10 beastman families to his chaotic domain. The die roll was a 3, so 3 beastman families will be arriving. Raknar's domain is in hills terrain, so the Judge rolls 1d100 three times on the Hills column of the Beastman Geographic Distribution by Family table to determine what race of beastmen arrive to serve Raknar. The die rolls are 46, 68, and 98, so Raknar's domain gains a kobold family, an orc family, and a troll family.

Beastman Geographic Distribution by Family					
Beastman Race	Clear, Grass	Scrub	Woods	River	Swamp
Total Families	215 / 13	360 / 22	560 / 35	425 / 27	1135 / 70
Bugbear	1-8 (8%)	1-8 (8%)	1-10 (10%)	1-9 (9%)	-
Gnoll	9-16 (8%)	9-16 (8%)	11-20 (10%)	10-18 (9%)	1-6 (6%)
Goblin	17 - 38 (22%)	17 - 38 (22%)	21-50 (30%)	-	7-23 (17%)
Hobgoblin	39 - 48 (10%)	39 - 48 (10%)	51-62 (12%)	11-30 (12%)	24-31 (8%)
Kobold	49 - 70 (22%)	49 - 70 (22%)	-	-	-
Lizardman	-	-	-	31-65 (35%)	32-64 (33%)
Ogre	71 - 75 (5%)	71 - 75 (5%)	63-67 (5%)	66-70 (5%)	66-67 (3%)
Orc	76 - 97 (22%)	76 - 97 (22%)	68-97 (30%)	71-97 (27%)	68-84 (17%)
Troglodyte	-	-	-	-	85-96 (12%)
Troll	98-100 (3%)	98-100 (3%)	98-100 (3%)	98-100 (3%)	97-100 (4%)

Beastman Race	Hills	Mountains	Barren	Desert	Jungle
Total Families	650 / 40	1300 / 80	1150 / 72	960 / 60	1300 / 80
Bugbear	-	-	1-7 (7%)	1-8 (8%)	1-8 (8%)
Gnoll	-	-	8-14 (7%)	9-16 (8%)	9-16 (8%)
Goblin	1-25 (25%)	1-25 (25%)	15-32 (18%)	-	17-39 (23%)
Hobgoblin	-	-	33-50 (18%)	17-37 (21%)	-
Kobold	26-50 (25%)	26-50 (25%)	-	-	-
Lizardman	-	-	-	-	40-54 (15%)
Ogre	51-55 (5%)	51-55 (5%)	51-58 (8%)	38-46 (9%)	55-59 (5%)
Orc	56-80 (25%)	56-80 (25%)	59-97 (39%)	47-94 (48%)	60-82 (23%)
Troglodyte	81-97 (17%)	81-97 (17%)	-	-	83-97 (15%)
Troll	98-100 (3%)	98-100 (3%)	98-100 (3%)	95-100 (6%)	98-100 (3%)

Note: Some Judges may find that the suggested number of beastmen clanholds seems too high. It is important to keep in mind that ACKS assumes that relatively populated civilizations exist, and that the beastmen at their borders are sufficiently numerous to pose a threat. Historically, the barbaric region of Germania on the north-eastern border of the Roman Empire in 1st century AD had a population density of around 26 people per square mile. ACKS doesn't even go that far. The "heavily populated" jungle and mountain hexes above only have a population density of 12 beastmen per square mile. Even if a maximum population of 2,249 (2,000 rural and 249 urban) beastman families were placed in each 24-mile hex, it would still represent a population density of only around 20 beastmen per square mile. That said, Judges who prefer a more Tolkienesque setting with vast tracts of wilderness free of man or monster should of course adjust the numbers accordingly.

TRIBAL WARRIORS

In sedentary agricultural civilizations, only a small fraction of the able-bodied men serve in the realms' armies. In tribal cultures, all able-bodied men (and some women) serve as warriors. The leader of a **tribal domain** can levy these **tribal warriors** into his army. Tribal domains include beastmen clanholds, chaotic domains, and other new domain types that will be introduced in future supplements.

Up to 1 tribal warrior per tribal family can be levied without impacting domain morale or domain revenue. (Any additional levies are treated as militia.) The levy can be done all at once or over a period of time. If the number of tribal families changes, the available number of tribal warriors likewise changes – a reduction in population means that some tribal warriors will have to be released to return to their villages, while an increase in population means new warriors can be rallied to the horde. If tribal warriors are killed, they can only be replaced through population growth, so leaders should track tribal warrior casualties.

When recruited, tribal warriors will arrive trained and equipped as customary for their tribe. The Tribal Warrior Troop Type table shows

the number of each troop type that will be levied per every 120 tribal warriors. The Judge can create additional tables to create specialized nations or races. While serving their leader, tribal warriors must be paid wages appropriate to their troop type, as per Mercenary GP Wage per Month in *Domains at War: Campaigns*.

EXAMPLE: Thrax rules a wilderness domain consisting of 16 6-mile hexes. Each hex contains 60 orc families, for a total of 960 orc families. Thrax is able to levy 960 orc tribal warriors. Consulting Tribal Warrior Troop Type table, the Judge determines that Thrax's force consists of 352 light infantry, 240 heavy infantry, 160 bowmen, 160 crossbowmen, and 48 boar riders. Thrax organizes these into 3 units of light infantry (120, 120, and 112 troops respectively), 2 units of heavy infantry (120 troops each), 2 units of bowmen (80 troops each), 2 units of crossbowmen (80 troops each) and 1 unit of beast riders (48 troops). The wages for these troops are 2,112gp (352 × 6) for the light infantry; 2,160gp (240 × 9) for the heavy infantry; 960gp (160 × 6) for the bowmen; 1,920gp (160 × 12) for the crossbowmen; and 495gp (33 × 15) for the boar riders, for a total of 5,535gp.

Tribal Warrior Troop Type (Per 120 Warriors)											
Troop Type	Jutland	Iv. King.	Skysos	Kobold	Goblin	Orc	Hob.	Gnoll	Lizardman	Bugbear	Ogre
Light Infantry/Hunters	60	40	30	120	60	44	44	55	70	70	70
Heavy Infantry	30	—	—	—	—	30	30	40	50	50	50
Hunters	—	60	—	—	—	—	—	—	—	—	—
Slingers	—	—	—	—	27	—	—	—	—	—	—
Bowmen	30	20	—	—	27	20	—	—	—	—	—
Crossbowmen	—	—	—	—	—	20	—	—	—	—	—
Longbowmen	—	—	—	—	—	—	24	25	—	—	—
Composite Bowmen	—	—	25	—	—	—	—	—	—	—	—
Light Cavalry	—	—	20	—	—	—	10	—	—	—	—
Horse Archers	—	—	25	—	—	—	5	—	—	—	—
Medium Cavalry	—	—	20	—	—	—	7	—	—	—	—
Beast Riders	—	—	—	—	6	6	—	—	—	—	—

TRIBAL WARRIOR MORALE

Tribal warriors have a base morale appropriate to their troop type. Tribal warriors levied from domains with Steadfast or Stalwart domain morale gain a one-time +1 increase to their morale scores. Tribal warriors levied from domains with Apathetic or Demoralized domain morale suffer a one-time -1 decrease to their morale scores. Tribal warriors may have additional bonuses or penalties to morale based on working conditions, just as with mercenaries.

Tribal warriors make morale rolls during battles when casualties exceed their army's break point, and loyalty rolls any time the warriors suffer a calamity. In addition to the usual cataclysms (routing from a battle, suffering 25% or greater casualties, being out of supply, or going without pay for a month), tribal warriors also must make morale rolls each time they serve for three consecutive months without receiving spoils from a battle or siege at least equal to their wages.

When a loyalty roll is called for, use the Unit Loyalty table (p. XX). Tribal warriors who leave their leader's service will return to their villages if possible, but become brigands/mercenaries if not.



THE WEAPONS AND WARRIORS OF WOE

RULES FOR VARIANT BEASTMAN ARMS, ARMOR, AND LEADERS

BEASTMAN ARMS AND ARMOR

The characteristics for beastmen presented in *ACKS* typically provide a standardized movement rate, armor class, and damage for each type of beastman. Beastman can, however, be equipped with a variety of arms and armor. Since the characteristics of humans and demi-humans change with their equipment, it follows that beastmen might vary considerably in characteristics than what is presented in the core rules. The mechanics here are provided to aid the Judge in creating beastmen with a wide array of weapons and armor.

CONVERTING DAMAGE MODIFIERS TO DAMAGE DICE

The baseline combatant in *ACKS* is a human mercenary equipped with a one-handed weapon dealing 1d6 points of damage (3.5 on average). From this baseline, the capacity of different combatants to inflict different amounts of damage can be represented by applying a bonus or penalty to 1d6, or by replacing the d6 with another die or dice. Use the table below to convert a base damage and damage modifier into a variant damage die.

Base	-1	0	+1	+2	+3
1d4	1d2	1d4	1d6	1d8 or 2d4	1d10
1d6	1d4	1d6	1d8 or 2d4	1d10	1d12 or 2d6
1d8	1d6	1d8	1d10	1d12 or 2d6	3d4
1d10	1d8	1d10	1d12	3d4	2d8

BEASTMEN BY TYPE

The table below provides the base (unarmored) armor class, base (unencumbered) movement rate, encumbrance value and damage modifier of each type of beastmen. Encumbrance is presented as a series of ranges for full movement, three-quarters movement, half movement, and one-quarter movement. Beastmen are assumed to have 1 stone of encumbrance as a base, representing personal effects, supplies, ill-fitting clothes and shoes, etc. Movement is rounded to the nearest 15'.

Beastman	Base AC	Base Move	Encumbrance	Damage Modifier
Kobold	0	60'	0-3 / 4 / 5-6 / 7-12	-1
Goblin	0	90'	0-3 / 4 / 5-6 / 7-12	0
Orc	0	120'	0-7 / 8-10 / 11-14 / 15-28	0
Hobgoblin	0	90'	0-7 / 8-10 / 11-14 / 15-28	0
Gnoll	+1	90'	0-10 / 11-15 / 16-20 / 21-40	+1
Lizardman	+3	60'	0-8 / 9-12 / 13-16 / 17-32	+1
Bugbear	+3	90'	0-13 / 14-20 / 21-26 / 27-52	+1
Ogre	+3	90'	0-20 / 21-30 / 31-40 / 41-80	+3

Bugbear: Bugbears gain a +3 bonus to armor class from their shaggy hide and a +1 bonus to damage from their size. The default bugbear is equipped with a medium one-handed weapon and a shield, so it has AC 4 and deals 1d6+1 or 2d4 points of damage. With 2 stone encumbrance, it moves 90' per turn. A bugbear with a great axe would have 2 st encumbrance, MV 90', AC 3, and Dmg 1d10+1 or 1d12.



Justin Hernandez

Gnoll: Gnolls gain a +1 bonus to armor class from their tough skin and a +1 bonus to damage from their size. The default gnoll is equipped with leather armor, a medium one-handed weapon, and a shield, so it has AC 4 and deals 1d6+1 or 2d4 points of damage. With 4 st encumbrance, it moves 90' per turn. A gnoll in scale armor with a pole arm would have 5 st encumbrance, MV 90', AC 4 and Dmg 1d10+1 or 1d12.

Goblin: Goblins have no bonus to armor class or damage. The default goblin is equipped with leather armor, a medium one-handed weapon, and a shield, so it has AC 3 and deals 1d6 points of damage. With 4 stone encumbrance, it moves 60' per turn. A goblin with plate armor and a spear would have 8 st encumbrance, MV 30', AC 6, and Dmg 1d8.

Hobgoblin: Hobgoblins have no bonus to armor class or damage. The default hobgoblin is equipped with scale armor and a medium weapon wielded two-handed, so it has AC 3 and deals 1d8 points of damage. With 3 stone encumbrance, it moves 90' per turn. A hobgoblin with plate armor, shield, and one-handed weapon would have 8 st encumbrance, MV 60', AC 7, and Dmg 1d6.

Kobold: Kobolds have a -1 penalty to damage. The default kobold is equipped with hide armor, a small one-handed weapon, and a shield. It has AC 2 and deals 1d6-1 or 1d4 points of damage. With 3 stone encumbrance, it moves 60' per turn. A kobold in chain mail with a sword would have 5 st encumbrance, MV 30', AC 4, and Dmg 1d8-1 or 1d6.

Ogre: Ogres have a +3 bonus to armor class from their thick hide and a +3 bonus to damage from their size. The default ogre is equipped with a club (1d4) and fur armor, so it has AC 4 and deals 1d4+3 or 1d10 points of damage. With 2 stone encumbrance, it moves 90' per turn. An ogre in plate armor equipped with a two-handed sword would have 8 st encumbrance, MV 90', AC 9, and Dmg 1d10+3 or 2d8.

Orc: Orcs have no bonus to armor class or damage. The default orc is equipped with leather armor, a shield, and a medium one-handed weapon, so it has AC 3 and deals 1d6 points of damage. With 4 stone encumbrance, it moves 120' per turn. An orc in plate armor equipped with a one-handed weapon and shield would have 8 st encumbrance, MV 90', AC 7, and Dmg 1d6.

BEASTMEN LEADERS

Each monster listing for beastmen presents four tiers of beastmen: warrior, champion, sub-chieftain, and chieftain. These tiers follow a standardized progression of increasing hit dice, armor class, and damage. To create a beastman leader, follow these steps:

Leader HD
1/2
1-1
1
1+
2
3
4
5
6
7
8
9
10

Consult the Leader HD table below. Starting from a warrior's HD, shift downward one row for a champion, two rows for a sub-chieftain, and four rows for a chieftain. If the creature has at least 2 HD and a hit point bonus (such as an ogre with 4+1 HD), the bonus should carry over for champions and sub-chieftains, and be doubled for chieftains.

Starting from a warrior's base AC, increase AC by 1 point for a champion, 2 points for a sub-chieftain, and 3 points for a chieftain.

Starting from a warrior's base damage, add +1 damage for a champion or sub-chieftain and +2 damage for a chieftain.

Adjust results by ± 1 point at the Judge's discretion.

The Judge can use these rules to build leaders for his own variant beastman races, or to experiment with alternative leaders.

EXAMPLE: A kobold warrior has ½ HD, AC 2, and -1 damage. Shifting downward one row on the Leader HD table from ½ HD leads to 1-1 HD. Shifting downward two rows results in 1 HD. Shifting downward four rows results in 2 HD. Therefore, a kobold champion has 1-1 HD, AC 3, and +0 damage; a kobold sub-chieftain has 1 HD, AC 4, and +0 damage; and a kobold chieftain has AC 5, 2 HD, and +1 damage.

EXAMPLE: An ogre warrior has 4+1 HD, AC 4, and +3 damage. From the Leader HD chart, 4 HD shifts downward by one, two, and four rows to 5, 6, and 8 HD respectively. However, ogres have 2 or more HD with a hit point bonus, so the hit bonus has to be carried over for the champions and sub-chieftains and doubled for chieftains. Ogre champions therefore are assigned 5+1 HD, ogre sub-chieftains are assigned 6+1 HD, and ogre chieftains 8+2 HD.





Сабнаррен Айтарт

BRED FOR WAR

RULES FOR BEASTMAN CUSTOM CLASSES, INCLUDING ORCS, BUGBEARS, AND KOBOLDS

Beastman custom classes are a type of racial custom class. They are built using the system presented in the Player's Companion, except as noted below.

EXPERIENCE POINT PROGRESSION AFTER 8TH LEVEL

Unlike the experience point progression for human and demi-human classes, the experience points progression required to advance in beastman custom classes always continues to double, even after 8th level.

MYSTIC PATHS

Upon achieving certain XP thresholds, determined by his race, a beastman may choose to follow a **mystic path**, seeking to unlock either arcane powers (the path of the witch doctor) or divine powers (the path of the shaman). To do so, he must seek out a shaman or witch doctor of his race and become his apprentice. A beastman must have an Intelligence score of at least 9 to become an apprentice witch doctor. A beastman must have a Wisdom score of at least 9 to become an apprentice shaman.

As soon as a beastman becomes an apprentice, he stops accumulating XP in his character class, halting his level advancement. At the end of 1d6 months of apprenticeship, the beastman must make a proficiency throw of 14+. An apprentice witch doctor adds his Intelligence modifier to the die roll, while an apprentice shaman adds his Wisdom modifier. If the proficiency throw is successful, the beastman completes his apprenticeship. If it is a failure, the beastman may either abandon his apprenticeship or train for another 1d6 months.

When the beastman has completed his apprenticeship, he gains the class powers of a 1st level caster of his path (mage or cleric). The beastman can now begin accumulating XP in his mystic path, enabling him to advance in his effective class level as a caster. A beastman with an Intelligence score of 13 or higher will gain a bonus on XP earned on the path of the witch doctor, while a beastmen with a Wisdom score of 13 or higher will gain a bonus on XP earned on the path of the shaman. While on his mystic path, the beastman does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however.

A beastman can abandon his mystic path at any time. A beastman completes his mystic path when he reaches the maximum caster level permitted for his race. Upon abandoning or completing his mystic path, the beastman stops accumulating XP in his mystic path, halting his advancement in caster level. Thereafter he resumes accumulating XP in his character class. Once a beastman has abandoned or completed his mystic path, he cannot return to it.

A beastman who has followed one of the mystic paths and then left it (either by abandoning it or by completing it) may begin to follow the other mystic path if he meets the ability score requirements and can find a master who will take him. This can be hard, as beastman shamans and witch doctors look askance at such practices, seeing them as a violation of tradition and an unwarranted sharing of secrets.

Shaman Experience	Caster Level	Spell Progression				
		1	2	3	4	5
0	1	-	-	-	-	-
500	2	1	-	-	-	-
1000	3	2	-	-	-	-
2,000	4	2	1	-	-	-
4,000	5	2	2	-	-	-
8,000	6	2	2	1	1	-
15,000	7	2	2	2	1	1
30,000	8	3	3	2	2	1
60,000	9	3	3	3	2	2
120,000	10	4	4	3	3	2
240,000	11	4	4	4	3	3

Witch Doctor Experience	Caster Level	Spell Progression					
		1	2	3	4	5	6
0	1	1	-	-	-	-	-
2,000	2	2	-	-	-	-	-
4,000	3	2	1	-	-	-	-
8,000	4	2	2	-	-	-	-
16,000	5	2	2	1	-	-	-
32,000	6	2	2	2	-	-	-
65,000	7	3	2	2	1	-	-
130,000	8	3	3	2	2	-	-
260,000	9	3	3	3	2	1	-
520,000	10	3	3	3	3	2	-
1,040,000	11	4	3	3	3	2	1

ORC CUSTOM CLASSES

Orcs are grotesque beastmen bred as warriors from men and wild boars by the ancient Zaharans. They stand just over 6' tall, with pig-like faces, reddish eyes, and black hair. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt, though serviceable. Orcs are primarily subterranean, but they are also nocturnal and may be found on the surface at night. Orcs are exceedingly cruel and delight in the torment and murder of others. They are also exceptionally greedy, which makes them particularly attractive to the chaotic rulers who hire orcs as mercenary soldiers.

REQUIREMENTS

All orc classes require a minimum Strength 9 or better.

CLASS CATEGORY VALUES

Fighting: Orcs with broad and narrow weapon selections are limited to choosing from swords, spears, flails, axes, spears, polearms, short bows, and crossbows.

Divine: For each point allocated to the Divine Category value, the orc increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefits gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the orc increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefits gained from the Arcane Category.

ORC VALUE

When building an orc custom class, assign between 0 and 4 build points to the class's Orc Value. All orcs gain the following orc custom powers:

Value	Orc	XP Cost
4	Orc 4	2000
3	Orc 3	1750
2	Orc 2	1500
1	Orc 1	1250
0	Orc	1000

- **Bestial Tongues:** All orcs speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Troll.
- **Fearsome Size:** Orcs get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2nd level, the orc gains a +1 bonus to damage rolls due to his size. At 4th level, the damage bonus is increase to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7th level, the damage bonus is increased to +3, and at 11th level it is increased to +4.
- **Path of the Shaman:** When an orc has accumulated sufficient XP to advance to 2nd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.
- **Path of the Witch Doctor:** When an orc has accumulates sufficient XP to be half-way to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.
- **Subterranean:** Orcs gains **infravision** to a range of 60'. However, orcs suffer a penalty of -1 to attack throws when in sunlight.
- **Sturdy:** Orcs can carry up to 7 stone without becoming encumbered. When carrying 8-10 stone, their encounter movement rate is reduced to 90'. When carrying 11-14 stone, their encounter movement rate is reduced to 60'. When carrying 15 stone or more, their encounter movement rate is reduced to 30'. An orc can carry a maximum of 28 stone, modified by its Strength bonus or penalty.
- **Unempathic:** Orcs suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Orc Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws only, to a maximum of 4.

EXAMPLE: The standard orc warrior is built with Hit Dice 2, Fighting Value 1, Orc Value 2. The orc warrior's attack throws increase as if his Fighting Value were (Fighting Value 1 + Orc Value 2 =) 3.

ORC WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Orc Value 2. It represents a typical orc, with characteristics like those presented in the orc monster listing in ACKS.

Orc Warrior Level Progression				
Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d8	(+1)
3,000	Raider	2	2d8	+1
6,000	Marauder	3	3d8	+1
12,000	Plunderer	4	4d8	+2
24,000	Reaver	5	5d8	+2
48,000	Bloodletter	6	6d8	+2
95,000	Menace	7	7d8	+3
190,000	Scourge	8	8d8	+3
380,000	Great Chief	9	9d8	+3
760,000	Great Chief, 10 th lvl	10	9d8+2*	+3
1,420,000	Great Chief, 11 th lvl	11	9d8+4*	+4
2,840,000	Great Chief, 12 th lvl	12	9d8+6*	+4

*Hit point modifiers from constitution are ignored

Prime Requisite: STR

Requirements: STR 9

Hit Dice: 1d8

Maximum Level: 12

Orc warriors served as frontline troops in the ancient Empyrean War. Bred for battle, orc warriors require little training, being born with an innate skill in the most savage of weapons. Orc warriors are not as skilled as highly-trained fighters, but their fearsome size and cruelty more than makes up for it.

At first level, orc warriors hit an unarmored foe (AC 0) with an attack throw of 10+. Orc warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters. Orc warriors are trained to fight with battle axes, crossbows, flails, great axes, polearms, short bows, short swords, spears, swords, and two-handed swords. They may wear leather or lighter armor, and may wield a weapon and shield or a two-handed weapon.

Orc warriors grow to **fearsome size** as they advance in experience, gaining approximately ½ inch of height and 10 lbs. of muscle per level. When they have accumulated sufficient XP to be half-way to 2nd level, the orc gains a +1 bonus to damage rolls due to his size. At 4th level, the damage bonus is increase to +2 and the orc's great size and strength grants a +2 morale bonus to orc henchmen, retainers, and followers. At 7th level, the damage bonus is increased to +3, and at 11th level it is increased to +4.

Naturally **sturdy**, orcs can carry up to 7 stone without becoming encumbered. When carrying 8-10 stone, their encounter movement rate is reduced to 90'. When carrying 11-14 stone, their encounter movement rate is reduced to 60'. When carrying 15 stone or more, their encounter movement rate is reduced to 30'. An orc can carry a maximum of 28 stone, modified by its Strength bonus or penalty.

When an orc warrior has accumulated sufficient XP to be half-way to 2nd level, he may begin to follow **the path of the witch doctor**. To do

so, he must seek out an orc witch doctor and become his apprentice. An orc warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as an orc warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the orc makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the orc completes his apprenticeship. If it is a failure, the orc may either abandon his apprenticeship or train for another 1d6 months. When the orc completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The orc can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. An orc with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the orc does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The orc completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the orc stops accumulating XP in the path of the witch doctor and resumes accumulating XP as an orc warrior. Once an orc warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When an orc warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the shaman**. To do so, he must seek out an orc shaman and become his apprentice. An orc warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as an orc warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the orc makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the orc completes his apprenticeship. If it is a failure, the orc may either abandon his apprenticeship or train for another 1d6 months. When the orc completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The orc can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. An orc with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the orc does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The orc completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the orc stops accumulating XP in the path of the shaman and resumes accumulating XP as an orc warrior. Once an orc warrior has abandoned or completed the path of the shaman, he cannot return to it.

Orcs are subterranean, and have **infravision** to a range of 60'. However, years spent in darkness leave orcs suffering a penalty of -1 to attack throws when in sunlight. Orcs are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

All orcs speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Troll.

Orc Warrior Proficiency List: Alertness, Ambushing, Armor Training, Beast Friendship, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun,

wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Slaughterer
Proficiencies:	Berserkerang, Endurance
Starting Equipment:	Great axe, short sword, leather armor, thick wool cloak, wool tunic and pants, leather belt, low boots, small sack, wineskin with strong ale, 1 week's iron rations

Slaughterer Template: This pre-generated template represents an orc berserker devoted to Bel, the Slaughterprince. The template is ready for adventure. However, if your orc's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ACKS).

Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	15+	14+	16+	16+	17+	10+
2	14+	13+	15+	15+	16+	9+
3	14+	13+	15+	15+	16+	8+
4	13+	12+	14+	14+	15+	7+
5	12+	11+	13+	13+	14+	6+
6	12+	11+	13+	13+	14+	5+
7	11+	10+	12+	12+	13+	4+
8	10+	9+	11+	11+	12+	3+
9	10+	9+	11+	11+	12+	3+
10	9+	8+	10+	10+	11+	2+
11	8+	7+	9+	9+	10+	2+
12	8+	7+	9+	9+	10+	1+

BUGBEAR CUSTOM CLASSES

These large, hairy beastmen were magically bred from hobgoblins and bears by the ancient Zaharans. They are quite strong and tough due to their bear lineage. Despite their bulk, they are deceptively stealthy.

REQUIREMENTS

All bugbear classes require a minimum Strength 9 or better.

CLASS CATEGORY VALUES

Fighting: Bugbears with broad and narrow weapon selections are limited to choosing from the following weapons: battle axe, great axe, hand axe, javelin, morning star, short sword, spear, sword, two-handed sword, war hammer.

Divine: For each point allocated to the Divine Category value, the bugbear increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefits gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the bugbear increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefits gained from the Arcane Category.

BUGBEAR VALUE

When building a bugbear custom class, assign between 0 and 4 build points to the class's Bugbear Value. At Bugbear 0, all bugbears gain the following bugbear custom powers:

Value	Bugbear	XP Cost
4	BB 4	11,000
3	BB 3	10,750
2	BB 2	10,500
1	BB 1	10,250
0	BB 0	10,000

- **Bestial Tongues:** All bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Bugbear, Ogre, Troll.
- **Battleborn:** Bugbears begin play with 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. When calculating their attack throws on the Monster or Class Attack Throw tables, bugbears count as three levels greater than their actual level of experience. When calculating their saving throws, bugbears count as two levels greater than their actual level of experience.
- **Fearsome Size:** Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, the bugbear gains a +1 bonus to damage rolls due to his size. At 3rd level, the damage bonus is increase to +2. At 5th level, the damage bonus is increased to +3 and the bugbear's great size and strength grants a +1 morale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +4, and at 12th level it is increased to +5.
- **Naturally Stealthy:** Opponents encountering bugbears suffer a -1 penalty to surprise rolls.
- **Path of the Shaman:** When a bugbear has accumulated sufficient XP to advance to 3rd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.
- **Path of the Witch Doctor:** When a bugbear has accumulates sufficient XP to advance to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.
- **Shaggy Hide:** Bugbears' base unarmored AC is 3 instead of 0. However, bugbears may not wear human-sized armor due to their hide, and their base movement rate is only 90'. Custom-made bugbear armor has quadruple normal cost and twice the normal encumbrance. Magical armor may be worn normally.
- **Sturdy:** Bugbears can carry up to 13 stone without becoming encumbered. When carrying 14-20 stone, their encounter movement rate is reduced to 60'. When carrying 21-26 stone, their encounter movement rate is reduced to 45'. When carrying 27 stone or more, their encounter movement rate is reduced to 30'. A bugbear can carry a maximum of 52 stone, modified by its Strength bonus or penalty.
- **Subterranean:** Bugbears gains **infravision** to a range of 60'.
- **Unempathic:** Bugbears suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Bugbear Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws, to a maximum of 4.

BUGBEAR WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Bugbear Value 2. It represents a typical bugbear, with characteristics like those presented in the bugbear monster listing in ACKS.

Bugbear Warrior Level Progression				
Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	3d8+1	+1
12,000	Raider	2	4d8+1	+2
24,000	Marauder	3	5d8+1	+3
48,000	Plunderer	4	6d8+1	+3
96,000	Reaver	5	7d8+1	+4
192,000	Bloodletter	6	8d8+1	+4
385,000	Menace	7	9d8+1	+4
770,000	Scourge	8	10d8+1	+5
1,540,000	Great Chief	9	11d8+1	+5
3,080,000	Great Chief, 10th lvl	10	11d8+3*	+5
6,160,000	Great Chief, 11th lvl	11	11d8+5*	+5
12,320,000	Great Chief, 12th lvl	12	11d8+7*	+5

**Hit point modifiers from constitution are ignored*

Prime Requisite: STR

Requirements: STR 9

Hit Dice: 1d8 + 2d8+1 bonus HD at first level

Maximum Level: 12

Bugbear warriors served as elite commandos in the ancient Emyrean War. Bred for strength, toughness, and stealth, bugbears excel at nocturnal raids and close combat.

At first level, bugbear warriors hit an unarmored foe (AC 0) with an attack throw of 7+. Bugbear warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters of two levels higher than their actual level of experience. Bugbear warriors are trained to fight with battle axes, hand axes, great axes, javelins, morning stars, spears, swords, two-handed swords, and war hammers. They may wield a weapon and shield, a two-handed weapon, or fight with two weapons. They may not wear any armor unless custom-made, but their **shaggy hide** provides a base unarmored AC of 3, though reducing their base movement to 90'.

Bugbears are **born to battle**. At first level, they gain 2d8+1 bonus hit dice (modified by CON). They deal +1 damage in combat due to their inherent strength. Bugbears get larger as they advance in experience, growing approximately ½ inch of height and 10 lbs of muscle per level. When they reach 2nd level, their damage bonus is increased to +2. At 3rd level, the damage bonus is increase to +3. At 5th level, the damage bonus is increased to +4 and the bugbear's great size and strength grants a +1 morale bonus to bugbear henchmen, retainers, and followers. At 8th level, the damage bonus is increased to +5.

Despite their size, bugbears are **naturally stealthy**. Opponents encountering bugbears suffer a -1 penalty to surprise rolls. All bugbears are subterranean, and have **infravision** to a range of 60'.

Bugbears are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

When a bugbear warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a bugbear witch doctor and become his apprentice. A bugbear warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The bugbear can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. A bugbear with an Intelligence score of 13 or higher will gain a bonus on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When a bugbear warrior has accumulated sufficient XP to advance to 3rd level, he may begin to follow **the path of the shaman**. To do so, he must seek out a bugbear shaman and become his apprentice. A bugbear warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as a bugbear warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the bugbear makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the bugbear completes his apprenticeship. If it is a failure, the bugbear may either abandon his apprenticeship or train for another 1d6 months. When the bugbear completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The bugbear can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A bugbear with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the bugbear does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The bugbear completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the bugbear stops accumulating XP in the path of the shaman and resumes accumulating XP as a bugbear warrior. Once a bugbear warrior has abandoned or completed the path of the shaman, he cannot return to it.

Naturally **sturdy**, bugbears can carry up to 13 stone without becoming encumbered. When carrying 14-20 stone, their encounter movement rate is reduced to 60'. When carrying 21-26 stone, their encounter movement rate is reduced to 45'. When carrying 27 stone or more,

their encounter movement rate is reduced to 30'. A bugbear can carry a maximum of 52 stone, modified by its Strength bonus or penalty.

Bugbears speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Draconic, Gnoll, Goblin, Hobgoblin, Kobold, Ogre, Bugbear, or Troll.

Bugbear Warrior Proficiency List: Alertness, Ambushing, Armor Training, Beast Friendship, Berserkerang, Blind Fighting, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun, wrestling), Command, Endurance, Fighting Style, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Boogeyman
Proficiencies:	Passing Without Trace, Intimidation
Starting Equipment:	Battle axe, shield, small sack with miscellaneous trinkets stolen from humans (12gp value)

Boogeyman Template: This pre-generated template represents an outcast bugbear who skulks in the shadows of a human settlement, terrorizing the peasantry to soothe his rage at his exile from his tribe. The template is ready for adventure. However, if your bugbear's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ACKS).

Bugbear Warrior Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	14+	13+	15+	15+	16+	7+
2	13+	12+	14+	14+	15+	6+
3	12+	11+	13+	13+	14+	5+
4	12+	11+	13+	13+	14+	4+
5	11+	10+	12+	12+	13+	3+
6	10+	9+	11+	11+	12+	3+
7	10+	9+	11+	11+	12+	2+
8	9+	8+	10+	10+	11+	2+
9	8+	7+	9+	9+	10+	1+
10	8+	7+	9+	9+	10+	1+
11	7+	6+	8+	8+	9+	0+
12	6+	5+	7+	7+	8+	0+

KOBOLD CUSTOM CLASSES

Kobolds are short, cowardly, and sadistic beastmen bred from lizard men and dogs by the ancient Zaharans.

REQUIREMENTS

All kobold classes require a minimum Dexterity 9 or better.

CLASS CATEGORY VALUES

Fighting: Kobolds with broad or narrow weapon selections are limited to choosing from the following weapons: bola, club, dagger, darts, hand axe, javelin, sling, short sword. Due to their short stature, kobolds may never wield large weapons such as great axes, lances, polearms, staffs, or two-handed swords, and must use two hands when wielding medium-sized weapons such as battle axes, maces, and swords.

Divine: For each point allocated to the Divine Category value, the kobold increases his maximum permitted caster level by one when following the path of the shaman. This replaces the normal benefit gained from the Divine Category.

Arcane: For each point allocated to the Arcane Category value, the kobold increases his maximum permitted caster level by one when following the path of the witch doctor. This replaces the normal benefit gained from the Arcane Category.

KOBOLD VALUE

When building a kobold custom class, assign between 0 and 4 build points to the class's Kobold Value. At Kobold 0, all kobolds gain the following kobold custom powers:

Value	Kobold	XP Cost
4	Kobold 4	500
3	Kobold 3	250
2	Kobold 2	0
1	Kobold 1	-250
0	Kobold 0	-500

- **Bestial Tongues:** All kobolds speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Orc, Ogre, Troll.
- **Easily Encumbered:** Kobolds have a base movement rate of 60'. Kobolds can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 45'. When carrying 5-6 stone, their encounter movement rate is reduced to 30'. When carrying 7 stone or more, their encounter movement rate is reduced to 15'. A kobold can carry a maximum of 12 stone, modified by its Strength bonus or penalty.
- **Small But Fierce:** Due to their small size, kobolds have a -1 penalty to saving throws and damage rolls, and a -4 penalty to proficiency throws to open doors. When rolling hit points at 1st level, kobold rolls just one half their Hit Die value. However, kobolds get larger as they advance in experience, growing approximately ¼ inch of height and 1.5lbs. of muscle per level.
- When a kobold has accumulated sufficient XP to be half-way to 2nd level, he may roll again for Hit Points using his full Hit Die value -1, and keep that result if higher than his current total. When a kobold reaches 2nd level, he may roll again for Hit Points using his full Hit Die value, and keep that result if higher than his current total. He no longer suffers a -1 penalty to damage or a -4 penalty to proficiency throws to open doors. His encumbrance limits are each increased by 1 stone.
- When a kobold reaches 3rd level, he may roll again for Hit Points using his full Hit Die value +1, and keep that result if higher than his current total. He counts as having advanced in level for purposes of his attack throw progression.
- When a kobold reaches 4th level, he may roll for Hit Points using two full Hit Dice and keep that result if higher than his current total. He gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. His encumbrance limits are each increased by another stone. However, he does not count as having advanced in level for purposes of his attack throw progression.
- Starting at 5th level, the kobold gains one full Hit Die per level until 9th level and his attack throws progress normally. At 8th

level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.

- **Path of the Shaman:** When a kobold has accumulated sufficient XP to advance to 2nd level, he may begin to follow the path of the shaman, to a maximum permitted caster level of 6 + his Divine value.
- **Path of the Witch Doctor:** When a kobold has accumulated sufficient XP to advance half-way to 2nd level, he may begin to follow the path of the witch doctor, to a maximum permitted caster level of 4 + his Arcane value.
- **Subterranean:** Kobolds gains **infravision** to a range of 90'.
- **Unempathic:** Kobolds suffer a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans.

Additional points allocated to the Kobold Value stack with points allocated to the Fighting Value for purposes of calculating the rate of improvement for attack throws, to a maximum of 4.

KOBOLD WARRIOR

This class is built with the following class category allocations: Hit Dice 2, Fighting Value 1b, Kobold Value 2. It represents a typical kobold, with characteristics like those presented in the kobold monster listing in ACKS.

Kobold Warrior Level Progression				
Experience	Title	Level	Hit Dice	Damage
0	Hunter	1	1d4	-1
1,500	Raider	2	1d8	-1
3,000	Marauder	3	1d8+1	0
6,000	Plunderer	4	2d8	+1
12,000	Reaver	5	3d8	+1
24,000	Bloodletter	6	4d8	+1
50,000	Menace	7	5d8	+1
100,000	Scourge	8	6d8	+2
200,000	Great Chief	9	7d8	+2
400,000	Great Chief, 10th lvl	10	7d8+2*	+2
800,000	Great Chief, 11th lvl	11	7d8+4*	+2
1,600,000	Great Chief, 12th lvl	12	7d8+6*	+3

**Hit point modifiers from constitution are ignored*

Prime Requisite: STR

Requirements: DEX 9

Hit Dice: 1d8

Maximum Level: 12

Bred from dogs and lizardmen by the twisted sorceries of the Zaharans, Kobolds are the smallest of the beastmen races. As such, kobold warriors prefer to engage their enemies in ranged skirmishes or, even better, in well-prepared ambush.

At first level, kobold warriors hit an unarmored foe (AC 0) with an attack throw of 10+. At third level, their attack throw advances to 9+, and at fifth level to 8+. Thereafter, kobold warriors thereafter advance in attack throws by one point every level of experience (i.e. as monsters). They save as fighters, but suffer a -1 penalty to all saving throws. Kobold warriors are trained to fight with bola, club, dagger, darts, hand axe, javelin, sling, short sword. They suffer a -1 penalty to

damage rolls and a -4 penalty to proficiency throws to open doors due to their small size. They may wear leather or lighter armor, and may wield a weapon and shield or fight with two weapons.

Kobolds get larger as they advance in experience, growing approximately $\frac{1}{4}$ inch of height and 1.5 lbs of muscle per level. When a kobold has accumulated sufficient XP to be half-way to 2nd level, he may roll again for Hit Points using his full Hit Die value -1, and keep that result if higher than his current total. When a kobold reaches 2nd level, he no longer suffers a -1 penalty to damage, nor the -4 penalty to proficiency throws for opening doors. He may roll again for Hit Points using his full Hit Die value, and keep that result if higher than his current total. When a kobold reaches 3rd level, he may roll again for Hit Points using his full Hit Die value +1, and keep that result if higher than his current total. When a kobold reaches 4th level, he gains a +1 bonus to damage and grants a +2 morale bonus to kobold henchmen, retainers, and followers. He may roll for Hit Points using two full Hit Dice and keep that result if higher than his current total. At 8th level, the kobold's damage bonus is increased to +2, and at 12th level it is increased to +3.

When a kobold warrior has accumulated sufficient XP to be half-way to 2nd level, he may begin to follow **the path of the witch doctor**. To do so, he must seek out a kobold witch doctor and become his apprentice. A kobold warrior must have an Intelligence score of at least 9 to become an apprentice witch doctor. As soon as the character becomes an apprentice, he stops accumulating XP as a kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficiency throw of 14+, adding his Intelligence modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting and magical research abilities of a 1st level mage. The kobold can now begin accumulating XP in the path of the witch doctor, enabling him to advance in his effective class level as a mage. A kobold with an Intelligence score of 13 or higher will gain a bonus

on all XP earned on the path of the witch doctor. While on the path of the witchdoctor, the kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold completes the path when he reaches an effective caster level of 4, but may abandon it at any time before then. Upon abandoning or completing the path, the kobold stops accumulating XP in the path of the witch doctor and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the witch doctor, he cannot return to it.

When a kobold warrior has accumulated sufficient XP to advance to 2nd level, he may begin to follow **the path of the shaman**. To do so, he must seek out a kobold shaman and become his apprentice. A kobold warrior must have a Wisdom score of at least 9 to become an apprentice shaman. As soon as the character becomes an apprentice, he stops accumulating XP as a kobold warrior, halting his level advancement. At the end of 1d6 months of apprenticeship, the kobold makes a proficiency throw of 14+, adding his Wisdom modifier to the die roll. If the proficiency throw is successful, the kobold completes his apprenticeship. If it is a failure, the kobold may either abandon his apprenticeship or train for another 1d6 months. When the kobold completes his apprenticeship, he gains the spellcasting, magical research, and turning abilities of a 1st level cleric. The kobold can now begin accumulating XP in the path of the shaman, enabling him to advance in his effective class level as a cleric. A kobold with a Wisdom score of 13 or higher will gain a bonus on all XP earned on the path of the shaman. While on the path of the shaman, the kobold does *not* roll for additional hit dice, gain proficiencies, or improve his attack throws and saving throws, however. The kobold completes the path when he reaches an effective caster level of 6, but may abandon it at any time before then. Upon abandoning or completing the path, the kobold stops accumulating XP in the path of the shaman and resumes accumulating XP as a kobold warrior. Once a kobold warrior has abandoned or completed the path of the shaman, he cannot return to it.



Kobolds are subterranean, and have **infravision** to a range of 90'. Kobolds are innately cruel, with **little empathy** for others, a trait that gives them a -2 penalty to the reactions, loyalty, and morale of humans and demi-humans. Kobolds have a base movement rate of 60' and are **easily encumbered**. Kobolds can only carry 3 stone without becoming encumbered. When carrying 4 stone their encounter movement rate is reduced to 45'. When carrying 5-6 stone, their encounter movement rate is reduced to 30'. When carrying 7 stone or more, their encounter movement rate is reduced to 15'. A kobold can carry a maximum of 12 stone, modified by its Strength bonus or penalty. Each of these limits is increased by one stone when the kobold warrior reaches 2nd level, and once again at 4th level.

All kobolds speak their native tongue and two bonus languages, selected from the following list based on their tribe's proximity to other beastmen and monsters: Bugbear, Draconic, Gnoll, Goblin, Hobgoblin, Orc, Ogre, Troll.

Kobold Warrior Proficiency List: Acrobatics, Alertness, Ambushing, Armor Training, Beast Friendship, Blind Fighting, Caving, Climbing, Combat Reflexes, Combat Trickery (force back, knock down, overrun), Command, Dungeon Bashing, Eavesdropping, Fighting Style, Land Surveying, Martial Training, Mountaineering, Passing Without Trace, Precise Shooting, Running, Skirmishing, Sniping, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Template:	Skirmisher
Proficiencies:	Skirmishing, Caving
Starting Equipment:	Javelin, short sword, shield, leather armor, leather belt, low boots, small sack, wineskin with fermented milk, 1 week's iron rations

Skirmisher Template: The kobold who runs away lives to fight another day! The template is ready for adventure. However, if your kobold's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in Chapter 4 of ACKS).

Kobold Warrior Attack and Saving Throws						
Level	Petrification & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1	16+	15+	17+	17+	18+	10+
2	15+	14+	16+	16+	17+	10+
3	15+	14+	16+	16+	17+	9+
4	14+	13+	15+	15+	16+	9+
5	13+	12+	14+	14+	15+	8+
6	13+	12+	14+	14+	15+	7+
7	12+	11+	13+	13+	14+	6+
8	11+	10+	12+	12+	13+	5+
9	11+	10+	12+	12+	13+	4+
10	10+	9+	11+	11+	12+	3+
11	9+	8+	10+	10+	11+	3+
12	9+	8+	10+	10+	11+	2+



WHO STANDS AGAINST THE BEASTMEN?

AN OVERVIEW OF THE AURAN FRONTIER DEFENSES OF THE MAGERUM MENOTÜRUM, THE UNBROKEN LINE

While the core provinces of the Auran Empire are settled and safe, the same cannot be said of its 4,000+ miles of borderlands. Beastmen, barbarians, and rival nations ceaselessly raid across the frontier, and only the bulwark of the Auran Army shields the civilized interior from their depredations.

THE GRAND STRATEGY OF THE AURAN EMPIRE

For over a century, the Auran Empire has been in a state of decline, and its loss of the Syrnasos, Kemesh, Dappakosea, and Ivorea has cost the Empire considerable prestige, treasure, and manpower. However, its reduced borders are now more contiguous and more defensible than at the height of Imperial overstretch.

To preserve its remaining territory, the Auran Empire maintains a fighting force of around 370,000 soldiers. 192,000 soldiers are stationed along the borders, where they occupy a series of defensive positions known as the *Magerum Menotürum*, the Unbroken Line. The soldiers of the Line are responsible for deterring and resisting raids and incursions, controlling traffic into and out of the empire, and conducting patrols and expeditions beyond the border. Another 145,000 soldiers are stationed in the core provinces, where they are used as a mobile reserve to deal with breakthroughs. Finally, there are 33,000 soldiers stationed under the emperor's personal control at the capital.

THE UNBROKEN LINE

The Empire's western border with Kemesh is approximately 360 miles long. Near the northern coast the terrain is littoral scrubland; it becomes more arid further from the coast, eventually desiccating into semi-desert. The western border is guarded by 36,000 troops across 60 forts, charged with deterring Kemeshi aggression, nomad raiders, and slavers.

The 336-mile long southeastern border lies adjacent to old Zahar, and is perennially subject to beastman raids. The region is lightly settled and heavily forested along most of its length, with rolling hills giving way to craggy peaks where the border approaches the Meniri Mountains. 33,000 troops man the 56 forts here – or used to. Over 80% of these troops have been sent west in the past few years to fight against the Skysos.

The 2,000-mile coastline of the Ammas Aurë forms the Empire's northern border. The coast is raided frequently by Syrnasan pirates, Celdorean slavers, and Jutlandic raiders, and over 50,000 troops man a series of 85 forts at key harbors and look-out points.

The Empire's 1,400-mile long southern border is dominated by the Meniri Mountain range. Its mighty peaks reach an average elevation of 11,000', with more than a few peaks exceeding 20,000'. The mountains were once home to vast Dwarven holdings, but are nowadays occupied primarily by beastmen, giants, and other chaotic creatures. 72,000 troops are stationed here, where they watch the passes and control the heights from a series of 120 forts.

In order to create defense-in-depth, the border forts are constructed in three ranks, usually with a second rank 24 to 36 miles behind the first rank, and a third rank the same distance further to the rear. The interior forts are typically larger than the frontline forts, but less numerous. A ratio of 3:2:1 is common, with three front-rank forts, two second-rank forts, and one third-rank fort.

As the front-rank forts of the *Magerum Menotürum* are too thinly spaced to maintain a watch along the entire border, the Aurans have constructed a string of watchtowers at intervals of approximately one mile between them. Where a naturally defensible perimeter exists, such as a river bank, the front-rank forts and watchtowers have been constructed to take advantage of this terrain. Where no such natural border exists, an artificial perimeter has been constructed, typically a wooden palisade or earthen rampart with a ditch. It is these long stretches of palisade, tower, and fort, often extending for dozens of miles, which give the Unbroken Line its name.

THE FORTS

With characteristic Auran orderliness and regularity, the front-rank forts of the *Magerum Menotürum* follow a standardized template. The typical front-rank fort is a square or rectangular compound about 5 acres in size, constructed on a high hill or mound, with 15' embattled curtain walls, 30' tall mural towers at each corner, and 20' tall gatehouses in at least two of the curtain walls. The walls enclose a series of interior structures, always including a headquarters building, commander's palace, two granaries, two stable-barracks, and four barracks, and sometimes a hospital, chapterhouse, and/or bathhouse as well. The curtain walls are built with local stone, but are usually rendered and white-washed to gleam in the sun. The interior structures are usually rendered and white-washed stone, but smaller or more out-of-the-way forts may have interior buildings of plastered wattlework or wood.

The interior forts are far less uniform than those at the front, as many of them were constructed decades or even centuries prior, under different conditions and for different purposes. Some forts, such as the mighty Türos Orn in Southern Argollë, are thought to pre-date the founding of Aura itself.

Each of the border forts is intended to garrison a cohort of troops, consisting of two companies of cavalry (120 horse) and four companies of infantry (480 troops), with the capacity to temporarily hold more troops if needed. However, two years ago most of the soldiers of the southeastern border were re-deployed to fight against the Skysos, far to the west. This has left many of the southeastern border forts with only around 100 troops each.

A detailed look at one such fort, Türos Tem, can be found in *AXI: The Sinister Stone of Sakkara*, an introductory adventure for ACKS.

THE WATCHTOWERS

A typical Auran watchtower is 20' square and 30' tall, with 2.5' thick stone walls plastered white. Entrance is by means of a ladder up to a doorway into the second story, which serves as a lounge for the crew.

Interior ladders lead to the first (ground) story, which is a storage room, and the third story, which is the duty station. The third story is topped with a pyramidal low-pitched roof of oak shingles with a wide overhang that covers an external walkway encircling the third story of the tower.

During normal circumstances, each watchtower will be manned by 1d2-1 composite bowmen, 1d2-1 veteran heavy infantry, and 1d3 heavy infantry from the Auran Army. Watchtowers in more dangerous locations, or on alert, will be manned by up to 1d6 composite bowmen, 1d6 veteran heavy infantry, and 2d4 heavy infantry. Garrisons tend to be cautious if approached, for bandits and brigands often pose as adventurers, but if trust is established they will happily provide information and supplies to adventurers fighting chaos on the Empire's behalf.

Composite Bowman: MV 120', AC 2 or 3 (leather armor & shield), HD 1-1, hp 4 each, #AT 1 (bow or sword), D 1d6, Save NM, ML 0, AL L

Veteran Heavy Infantry: Fighter 1; MV 60', AC 6 (banded mail & shield), HD 1, hp 5 each, #AT 1 (spear or sword), D 1d6+1, Save F1, ML +1, AL L

Heavy Infantry: MV 60', AC 6 (banded mail & shield), HD 1-1, hp 4 each, #AT 1 (spear or sword), D 1d6, Save NM, ML 0, AL L

Approximately one-third of the watchtowers are built for cavalry, and have a 60' x 15' wooden stable, suitable for up to 12 horses, annexed to the first story of the tower. These watchtowers will be manned by 1d2-1 veteran cataphract cavalry, 1d2-1 cataphract cavalry, and 2d2 horse archers. Reinforced cavalry towers will be manned by 1d2 veteran cataphract cavalry, 1d2 cataphract cavalry, and 2d6+1 horse archers.

Veteran Cataphracts: Fighter 1; MV 180', AC 7 (plate armor & shield), HD 1, hp 5 each, #AT 1 (lance, sword, or composite bow), D 1d10+1 or 1d6+1, Save F1, ML +3, AL L

Cataphracts: MV 180', AC 7 (plate armor & shield), HD 1-1, hp 4 each, #AT 1 (lance, sword, or composite bow), D 1d10 or 1d6, Save NM, ML +2, AL L

Horse Archers: MV 240', AC 3 or 2 (leather armor & shield), HD 1-1, hp 4 each, #AT 1 (scimitar or composite bow), D 1d6, Save NM, ML +1, AL L

A typical watchtower will be provisioned for one month for twelve men. A typical daily ration for Auran soldiers is 2lbs grain (1.7cp), 8oz smoked pork (2.1cp), 1.5oz lentils (0.1cp), 1.5oz olive oil (2cp), 1.5oz salt (0.8cp), and 1oz cheese (0.4cp), costing 7.1cp and weighing 2lbs 13.5oz total. A typical watchtower will therefore hold 3d6+2 bushels of grain (5sp, 4 st each), 1d2 barrels of smoked pork (5gp, 8 st each), 1d2-1 bags of lentils (5sp, 4 st each), 1d3 pints of olive oil (22cp, 1 st per 15 bottles), 1d8 salt bricks (7sp, 3/6 st each), and 1d8 cheese wheels (3sp, 2/6st each). Cavalry watchtowers will also be provisioned with 4d6+2 x 10 bales of hay (115sp, 3 st each). A typical cavalry horse eats 20lbs of hay per day.

The watchtowers are positioned such that each tower along the Line can see the next tower. If the vagaries of terrain make this impossible, then the Aurans will construct additional towers in between, or heighten the towers with flag poles, or rely on signal fires. As a result of this configuration, reinforcements from the nearby towers can arrive quickly - cavalry in 1d4+4 minutes and infantry in 1d6+6 minutes.

