

## BEASTMEN: THE SAVAGE SWORDS OF CHAOS

### BEASTMEN CULTURE

The monstrous humanoids known as beastmen were created by the Zaharans in the centuries before the Empyrean 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 Kemesh and the Ivory Kingdoms. Beastmen mercenaries frequently serve in Kemeshi 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 boy jewelry. They often wear their horn 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.

## 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 armor 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 1 st encumbrance, MV 90', AC 3, and Dmg 1d12.

**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:

1. 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.
2. 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.
3. Starting from a warrior's base damage, add +1 damage for a champion or sub-chieftain and +2 damage for a chieftain.
4. Adjust results by +/-1 point at the Judge's discretion.

| Leader HD |
|-----------|
| ½         |
| 1-1       |
| 1         |
| 1+        |
| 2         |
| 3         |
| 4         |
| 5         |
| 6         |
| 7         |
| 8         |
| 9         |
| 10        |

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.

## 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 9<sup>th</sup> 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 9<sup>th</sup> 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 9<sup>th</sup> level fighter who establishes a wilderness domain would attract 1d4+1x10 0<sup>th</sup> level mercenaries, 1d6 fighters of 1<sup>st</sup> – 3<sup>rd</sup> level, and 1d4+1 x 10 peasant families. Since he has established a chaotic domain, Raknar will attract 1d4+1x10 orc mercenaries, 1d6 orc warriors of 1<sup>st</sup> – 3<sup>rd</sup> level, and 1d4+1 x 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 126<sup>th</sup> – 250<sup>th</sup> 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 x (6 + 4 + 2)] + [1,250 x (3 + 4 + 2)]} from his peasant families and (400 x 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 Clanhold Demographics

| Beastman Race | Avg. No. of Families<br>Per Clanhold | Territory of Clanhold<br>(sq. miles /6-m hexes) | Beastman Families                        |
|---------------|--------------------------------------|-------------------------------------------------|------------------------------------------|
| 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.

## 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 families per 24 mile hex is presented before the slash; the number of families per 6 mile hex is presented after the slash. Some entries indicate a percentage chance; this is chance of one clanhold being present at all. 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 clanholds 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.

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). Consulting the Beastman Clanhold Demographics table, he says 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 Race          | Clear, Grass | Scrub   | Woods   | River   | Swamp    |
|------------------------|--------------|---------|---------|---------|----------|
| <b>Total Clanholds</b> | 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   |
|------------------------|---------|-----------|----------|----------|----------|
| <b>Total Clanholds</b> | 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       |
|-----------------------|--------------|-------------|-------------|-------------|-------------|
| <b>Total Families</b> | 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      |
|-----------------------|-------------|-------------|-------------|-------------|-------------|
| <b>Total Families</b> | 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 1<sup>st</sup> 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*.

| 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   | -    | -     | -         | -       | -    |

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 x 6) for the light infantry; 2,160gp (240 x 9) for the heavy infantry; 960gp (160 x 6) for the bowmen; 1,920gp (160 x 12) for the crossbowmen; and 495gp (33 x 15) for the boar riders, for a total of 5,535gp.

### 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 pass 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.