

Goblin Assassin

Alignment: Neutral Evil

Nature: Favorite pastimes are tormenting prisoners and scaring senseless other goblins (not necessarily in that order)

Type: Humanoid, Monster

Goblin Assassins are feared even among their own kind. The death of anyone, especially those attacked from behind is viewed as being the work of a goblin assassin. The wrong word, an unintended insult may all result in the death of a goblin. In actual fact, it is rare for a goblin assassin to kill another goblin. Normally when this happens, it is at the instruction of the community's leader. The leader, as well as the assassin makes sure that the reputation of the assassin is exaggerated to help keep other goblins in line. Plus, a goblin assassin is normally shown a lot of respect within a goblin community. Respect that they grow to enjoy.

Goblin Assassin

Skill	Short Sword	Total
	14 + 0	
Defense Adj.	5 (14/5=2)	2
Attack Rank	16 / 2d8	
Damage	1d10	1d0+1d2

Threat: 0
 WR: 1
 TKA: 1d2
 Wounds: 18+1d6

Soul Points: 0
 Power: 13
 React: 14
 Resolve: 18+0

Luck: 0
 Spell Resis: 7
 Relative Size: 0.4

Walking: 2.5
 Charging: 7.5
 Running: 10
 Broad Jump: 2d4
 Flying: -
 Free Weight: -

(Goblin Assassin)

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Armor: Leather

APV: 1d2+1

WR: 1

TPV: 1d2+2

Assassination: 18 + 30

Concealment: 18 + 20

Move Un-noticed: 18 + 20

Assassination

You have to approach from the back. One attempt on a given target. Pick a dice and roll it twice. The low roll = cost in synergy bonus (which has to be under your current level in synergy bonus). The high roll = the chance on a d20 that the attempt will succeed. Still have to hit the opponent. Once you hit your opponent roll the assassination attempt. If you make a successful assassination attempt your target goes to zero wounds (note that it may continue to fight if it has the right skill). If you do not assassinate your target, you still get to roll damage as normal (remember to roll your damage dice twice and apply the greater of the two sets of rolls as damage).

Working with a Goblin Poisoner

If there is a goblin poisoner present (in the group of goblins), then there is a 75% chance that the assassins blade will be coated with poison.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	5	9	7	15	5	6	9
2	9	8	6	9	8	9	7	9
3	7	7	11	6	13	3	6	4
4	4	10	5	4	11	11	9	7
5	11	14	9	11	15	6	8	16
6	4	14	12	8	13	6	11	2

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	19	19	24	22	19	24	23	22
2	20	19	20	20	20	22	20	21
3	22	21	22	21	20	19	22	20
4	22	21	23	23	21	24	19	22
5	23	20	23	22	19	24	23	21
6	22	19	21	19	21	21	24	19

Goblin Bowman

Alignment: Neutral Evil

Nature: "If we shoot em in the legs we cin watch em drag emselves round a bit befur we finish em!"

Type: Humanoid, Monster

Goblins can spend years mastering a bow or crossbow. They never really get very good at it but then there is something to be said for numbers. Plus they keep seeing how effective the weapons are when used against them, so they keep trying to master them.

In any given group of goblin bowman, there will be equal numbers of goblins with bows and crossbows. This is only a rule of thumb you can have as many or as few with either weapon as you want. They find, steal or buy all the missile weapons they have, so it is very reasonable to assume that there is no set number of a given type of weapon.

Out of a full force of Goblins, no more than 30% will have a missile weapon of some type. As can be expected, these troops will tend to hang back and fire what they can at whatever enemy they can see. They will often get carried away and fire into a melee where other goblins stand toe to toe with the enemy (this will not tend to happen if the group of bowman have a leader with them). If this does happen (say a 2 in 6 chance), give a rough 2 in 6 chance of the shot hitting a goblin rather than the enemy (since goblins tend to be small I normally give a base 2 in 6 chance of a goblin being hit when facing a human sized opponent. I add +1 to this if the goblin is facing something smaller than a human and -1 if facing something larger than human).

Goblin Bowman

Threat: 0
 WR: 1
 TKA: 1d2
 Wounds: 12+1d6
 Soul Points: 0
 Power: 13
 React: 8
 Resolve: 6
 Luck: 0
 Spell Resis: 6
 Relative Size: 0.4

	Short Bow	Cross Bow	Long Sword	Total
Skill	8 + 0	12 + 0	10 + 0	
Defense Adj.	n/a	n/a	6 (10/6=1)	1
Attack Rank	24 / 2d12	24/2d12	14/1d8+1d6	
Damage	1d10+1d2	1d12	1d12	1d2+1d12

Armor: Leather

APV: 1d2+1

WR: 1

TPV: 1d2+2

Concealment: 14+0

Move Un-noticed: 14+0

(Goblin Bowman)

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In a typical raiding party, 30% of the goblins will carry and use missiles weapons; either a short bow or crossbow. For each three goblin missile troops, two will use crossbows and one will be a bow.

Goblins are not skilled enough to make bows or crossbows so must trade for them. Although not overly trustworthy, it tends to be easier to trade with goblins than with orcs (and a lot safer than trading with hob-goblins).

Bush Sight

Goblins have Bush Sight (see the write-up on sights in the main reference manual for more information).

Pre - Rolled Wounds

	Attack Rank (24)					(14)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	11	19	9	13	17	8	7	11	1	14	13	15	17	18	14	13	18
2	20	9	11	9	21	14	3	10	2	17	15	18	17	13	15	18	17
3	13	20	10	9	3	11	10	2	3	18	16	14	15	13	17	13	14
4	24	17	12	4	15	6	12	7	4	18	16	14	14	18	15	17	13
5	16	14	21	9	7	7	8	8	5	15	13	14	17	18	13	14	15
6	9	23	12	17	13	5	7	9	6	14	16	14	15	13	15	13	15

Goblin Crony

Alignment: Neutral Evil
 Nature: I see the future
 Type: Humanoid, Monster

Like the Hag, the goblin Crony worships Darkheim. Where the Hag exists to make sure that other goblins do not forget Darkheim, the Crony is considered Darkheim's fist within goblin culture. Each Goblin community will have a single Crony plus his assistant. Like a Hag the Crony's synergy bonus in his worship skill is 48+2d20.

A goblin becomes a Crony by being an assistant to a Crony. When an assistant dies or becomes a Crony, another goblin within the village will feel the calling to worship Darkheim. Even many Goblins feel that this is not a natural calling since only one goblin ever feels the calling and only when there is a need for

a new assistant (even goblins are creeped out by this level of coincidence).

Regardless of how faithful the apprentice is, the apprentice is never blessed by Darkheim until he becomes a Crony. An apprentice becomes a Crony if he has at least 18+50 in his worship skill and his master dies. An apprentice can also become a Crony if he has at least 18+50 in his worship skill and he then receives a call from Darkheim to leave the village to take up a new post as a Crony in another Goblin village. When this call comes, the Crony gains all of Darkheim's blessings.

Remember, when a Crony dies, his apprentice immediately gains Darkheim's blessing, but only if his worship skill is over 18+50. This means that if you put in a Crony with a worship skill of 18+80, it is possible to have an apprentice with a worship skill of 18+50 or more. That apprentice becomes a Crony when the original Crony dies (meaning a group will

have to deal with a second Crony when trying to destroy the village. This change is immediate and complete. It is deity based and there is no period where the Crony has to figure out his new powers. So if this is going to happen you want to have stat sheets for both the apprentice and the Crony showing what favors the apprentice will have.

The other side of the sheet lists the favors granted a Crony that has obtained level 18+50 in his worship skill. The spells are taken from the Darkheim's favors table for Cronies (favors 5 to 8).

Sights

The first favors granted a Crony are Dark Sight and Night Sight. All Goblins have Bush Sight.

Goblin Crony		The Crony has no attacks, but will use his magic to aid other goblins as they fight intruders. A Crony will work alone if he has to but prefers a support role.	Armor: None	Level 50 Worship (example)	Discernment: 8												
Threat:	2+		APV: 0	Awareness: 17	Identify Sound: 14												
WR:	0	WR: 0	Concealment: 12	Move Un-noticed: 15													
TKA:	0	TPV: 0	Detection: 6	Sixth Sense: 8													
Wounds:	15+2d4 (+9*)	(Goblin Crony) No Image Currently Available		Harm Target Spell													
Soul Points:	0			Range 30 feet. 24/2d12 casting speed. Damage is 3d4. May cast four times per day. Save versus spells for no damage. WR and APV does not affect damage taken.													
Power:	13			Summon Allies spell													
React:	10 (4*)			Casting speed is 24/2d12. Will summon 9 Orcs when cast. May cast once per day. Orcs must be listed on wandering monster tables. Will show up in 1d3 +1 combat rounds.													
Resolve:	14 (2*)			Slow Target Spell													
Luck:	0			Range is 30 feet. 24/2d12 casting speed. Target must make a spell resistance stat check or have his melee/ missile attack rank increased to 24/2d12. May cast 3 times per day. Target adds +3 to the spell resistance dice roll. Spell duration is 4d6 combat rounds.													
Spell Resis:	18+0 (10*)			Spell Block Spell													
Relative Size:	0.4			Range is 30 feet. Casting time is 24/2d12. Target must make a spell resistance stat check or suffer +3 penalty to all the character's To-Cast dice rolls. May cast twice per day.													
Walking:	2.5	Pre - Rolled Attack Rank		Pre - Rolled Wounds													
Charging:	7.5																
Running:	10																
Broad Jump:	2d4	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8
Flying:	-	2	3	4	5	6	7	8	9	2	3	4	5	6	7	8	9
Free Weight:	-	3	4	5	6	7	8	9	10	3	4	5	6	7	8	9	10
* The number in brackets is the bonus due to the character's worship skill.		4	5	6	7	8	9	10	11	4	5	6	7	8	9	10	11
		5	6	7	8	9	10	11	12	5	6	7	8	9	10	11	12
		6	7	8	9	10	11	12	13	6	7	8	9	10	11	12	13

Goblin Fighter

Alignment: Neutral Evil

Nature: Nasty little critters that like to gang up on you

Type: Humanoid, Monster

Goblins are short green guys that seldom get past 4 feet and 80 pounds. They are not the bravest creatures around, relying on numbers to overwhelm the enemy. That said, they will often fight to the death. It is felt by many scholars that goblins take a bit of time to realize that those around them are dropping like flies. It should also be noted that there alternate theories as to their willingness to die. The next most popular reason among scholars is that they just get a bit too excited at the thought of killing something. The most popular theory among fighters is that they have the worst "better him than me" attitude of all of Beast's offspring.

Goblins will often send out large "hunting parties". These mobile war bands consist of up to 100 goblins. Of those present, they will have at least 4 trackers. Although the

skill levels of the trackers vary, it is safe to assume that of the trackers present, one will have a skill of at least 18+45 (they can get very good at tracking stuff). In addition to this, 60-80% of the war band will be outfitted with Sword and Shield and 20-30% will carry bows or crossbows.

These raiding parties will sometimes go hundreds of miles from their original village in an attempt to find easy prey. If they do come upon those that are undefended, they will descend upon them in numbers, kill any who might give them trouble and take prisoner any that are unlucky enough to live through the attack. Often a raiding party is created due to religious requirements. Thier intent may be to find sacrifices for one of their dark gods. Or, the raid might be an attempt to garner wealth for the clan.

If a goblin band is very powerful and extremely lucky, they will have one or more support classes present in the raid. The support classes include any goblins that worship a deity, goblin trainers, assassins, hags, poisoners, wolf riders and old cronies. The community's leader determines the composition of a raiding party.

Goblin Fighter

Threat: 0
WR: 1
TKA: 1d2
Wounds: 12+1d6

Soul Points: 0
Power: 13
React: 6
Resolve: 12

Luck: 0
Spell Resis: 6
Relative Size: 0.4

Walking: 2.5
Charging: 7.5
Running: 10
Broad Jump: 2d4
Flying: -
Free Weight: -

	Short Sword	Shield (normal)	Total
Skill	10	10	
Defense Adj.	5 (10/4=2)	4 (10/4=2)	4
Attack Rank	16 / 2d8	n/a	
Damage	1d10		1d10+1d2



Armor: Leather
APV: 1d2+1
WR: 1
TPV: 1d2+2

In a group of 25
Concealment: 14
Move Un-noticed: 14
Tracking: 18 + 17 (best in group)
Tracking: 14 + 0 (next best in the group)

Group Leader

One of the goblins in any group or raiding party will be the leader. For all intents and purposes, the leader will have the same stats as the rest of the unit. The unit will listen to him or her but only because the colonies real boss has told them to.

Bush Sight

All goblins have Bush Sight.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	13	9	11	14	11	9	11	11
2	16	8	10	4	8	6	7	10
3	14	6	9	13	9	9	10	15
4	7	3	11	8	6	8	5	12
5	12	8	6	12	9	10	10	8
6	3	6	5	10	5	9	12	10

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	14	15	13	17	16	13	14	15
2	13	14	17	18	13	14	17	15
3	18	17	13	15	14	18	17	13
4	15	18	16	14	15	15	16	18
5	15	14	17	18	14	15	17	15
6	18	13	18	16	14	18	17	15

Goblin Hag

Alignment: Neutral Evil

Nature: Darkheim is not to be forgotten

Type: Humanoid, Monster

Goblin Hags worship Darkheim. For whatever reason, Darkheim feels it is good that goblins worship a variety of deities. Goblins feel that the reason he does this is because the deity Otthild is the true mother of the goblin race. Whether or not this is true is debated. What is known is that although Darkheim lets goblins worship other deities, he sends the Goblin Hags as a way to say that he is still there and should be remembered when the goblins are called on to play their part in the Armageddon.

The powers granted by Darkheim are always unique to the actual type of worshipper. Goblin females are chosen to become Hags (as goblin males are chosen to become Cronies). The calling takes place when the goblin is young and like the Orcs, the goblin will go into the woods. More often than not, other goblins will not even realize the goblin has had the calling. The goblin disappears one night to never be seen again (lots of goblins go into the woods never to return, so this is not as odd as it sounds). After years of surviving in the woods, the goblin will return to the community and take up her position. The Hag will choose an assistant from among the younger goblin females in the village. The assistant will never become a Goblin Hag; she is there to help the Hag (prepare food, arrange meetings, clean her dwelling). Most Goblins actually feel a sort of pity for an assistant and will often treat her with more respect than the Hag (most goblins just plain fear the hag).

One difference between Orcs that worship Darkheim and Goblin Hags is that a goblin hag may return to a goblin village when another hag is present in the village. This is done when Darkheim feels that his current representative is not doing enough in his name. When a new Hag shows up, there will be a fight. The loser of this fight dies. Normally if the existing hag is killed, her assistant is either killed or sent into exile. If the existing village hag wins, then she becomes much more fanatical in her pursuit to please Darkheim (most hags are smart enough to take a hint).

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Goblin Hag

The Hag has no attacks, but may use her magic to aid other goblins as they fight intruders. A Hag will not work alone except when policing other goblins.

Threat: 1+
 WR: 0
 TKA: 0
 Wounds: 15+1d8 (+4)
 Soul Points: 0
 Power: 13
 React: 16 (10*)
 Resolve: 15 (3*)
 Luck: 0
 Spell Resis: 18+0 (10*)
 Relative Size: 0.4

Armor: None
APV: 0
WR: 0
TPV: 0

Level 50 Worship (example)
 Awareness: 12
 Concealment: 18+5
 Detection: 14

Discernment: 11
 Identify Sound: 12
 Move Un-noticed: 17
 Sixth Sense: 11

Heal Goblin Spell

Range 30 feet. Casting Speed is 24/2d12. Will heal 4d4. May cast five times per day.

Cause Blindness Spell

Range is 30 feet. Casting speed is 24/2d12. Target must make a Spell resistance check at +5 on the dice roll or be blind for 4d6 combat rounds. May cast 2 times a day.

Cause Terror Spell

Range is 40 feet. Casting speed is 24/2d12. Target must make a spell resistance stat check at +4 on the dice or run in terror for 2d6 combat rounds. May cast twice per day.

Bind Spell

Range is 30 feet. Casting speed is 24/2d12. Target must make a spell resistance stat check at +4 on the dice roll or be unable to move or take any action for 3d4 combat rounds. May cast twice per day.

(Goblin Hag)

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Walking: 2.5
 Charging: 7.5
 Running: 10
 Broad Jump: 2d4
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	14	16	10	7	13	15	12
2	12	11	7	16	12	16	13	17
3	10	19	8	4	18	14	9	10
4	9	11	12	10	18	12	15	18
5	7	13	4	15	19	4	8	13
6	11	15	10	9	17	8	5	13

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	23	21	20	18	19	22	18	18
2	17	21	16	16	21	16	20	20
3	16	19	22	23	17	17	20	16
4	19	16	21	20	16	18	18	18
5	18	22	18	19	21	21	17	16
6	19	18	23	19	20	17	18	20

* The number in brackets is the bonus due to the character's worship skill.

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Goblin Leader

Alignment: Neutral Evil

Nature: The smartest most devious goblin in a group

Type: Humanoid, Monster

Goblins are not as large as the orcs they often associate with. They would be completely dominated by their larger brethren if not for their plotting and scheming. Where Orcs believe in one rule, might makes right, goblins live by the rule that having the right friend in the right place at the right time makes life a whole lot easier.

For this reason, a goblin leader is usually the smartest and most cunning goblin in the lot. It is his (or her) job to make sure that the goblins are a valuable asset to any orcs that happen to be nearby. Oddly enough a Goblin Leader has the divine right to lead. Each village has a Goblin Mistress. The Mistress reads the signs and throws the bones to determine whom the next leader will be. The knowledge she gains comes directly from the deity Otthild. It is never questioned and never viewed as wrong. Even goblins are smart enough to know that if the gods were to take to direct a hand in the affairs of the world, the world would be destroyed as the rivalry degenerated into an all out fight between the various deities. So even when the goblin gods won the fight

it would be for nothing since the goblin race would be destroyed in the battle.

Within the goblin's society, any goblins with special abilities or skills are considered a support class; this includes any and all goblins that worship a deity, goblin trainers, assassins, hags, mistresses, poisoners, wolf riders and cronies. These types of goblins will never lead a colony of goblins, but they do support a leader and aid in making the colony stronger.

When a goblin village sends out a raiding party, it is the leader that decides on all aspects of the raiding party, including who will lead it and what support troops to send along with it (please note that these decisions are often made on the advice of the Goblin Mistress). For this reason large raiding parties (100+ goblins) will normally have a fairly reasonable mix of troop types, and can often prove better organized and more of a threat than you would normally expect.

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Goblin Leader

Threat: 0
WR: 1
TKA: 1d2
Wounds: 22+2d6

Soul Points: 0
Power: 13
React: 14
Resolve: 18+0

Luck: 0
Spell Resis: 7
Relative Size: 0.4

Walking: 2.5
Charging: 7.5
Running: 10
Broad Jump: 2d4
Flying: -
Free Weight: -

	Hand Axe	Total
Skill	16 + 0	
Defense Adj.	n/a	
Attack Rank	16 / 2d8	
Damage	1d10	1d0+1d2



Armor: Leather
APV: 1d2+1
WR: 1
TPV: 1d2+2

Awareness: 18 + 15
Discernment: 18 + 20
Guile: 18 + 20
Identify Sound: 18 + 15
Leadership: 18 + 25

Community Size

Goblin communities can get very large, numbering into the thousands. Communities of this size should only ever be located deep in the Keal Mountains. Outside of the Keal Mountains, communities seldom grow larger than a thousand or so goblins.

Communities that live alongside orcs do not tend to grow as large, rarely over 7 or 8 hundred goblins.

Support

Assassins: 1 per 600 goblins
Crony: 1 per 500 goblins (max 1 in a community)
Hag: 1 per 500 goblins (max 1 in a community)
Mistress: 1 per 400 goblins (max 1 in a community)
Poisoners: 1 per 200 goblins
Trainers: 1 per 150 goblins
Wolf Riders: 1 per 25 goblins
Worshippers: 1 per 300 goblins

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	14	6	7	12	11	10	9	13
2	3	9	8	6	15	8	9	12
3	8	13	10	7	13	11	7	5
4	6	12	10	2	8	9	14	7
5	10	8	13	7	7	11	13	6
6	13	6	9	13	8	9	9	10

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	25	28	26	25	29	31	34	34
2	30	24	31	30	30	27	29	32
3	31	30	29	28	31	25	29	30
4	30	29	27	30	26	27	28	25
5	28	24	31	31	29	32	32	28
6	27	30	27	29	26	30	33	32

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Goblin Mistress

Alignment: Neutral Evil
 Nature: I see what others cannot
 Type: Humanoid, Monster

A Goblin Mistress is the community's soothsayer. She is one of the most powerful goblins in any community, reading signs of the future to see what fates lay in store for the community. She reads the stars and throws the bones to determine the leaders best choice of action.

The Mistress is the one that chooses which goblin will lead them. Her choice is the result of signs and portents and is often not revealed during the lifetime of the current leader. Once a leader does die, there is up to a week of mourning (the better liked the leader, the longer the grief period) during which time the mistress will determine who the next leader will be. Her word is final and would never be questioned. To question it would be to seek divine retribution, not something any goblin is willing to risk.

A Mistress is respected but feared in a goblin community. When a sacrifice is needed for one of the many deities the goblins worship, it will be the Mistress that chooses which goblin will fill the need, assuming another more appropriate sacrifice is not found.

The Mistress always worships the goblin Deity Otthild. Otthild is a deity of portents and signs, of luck in battle and of making sure the goblins retain a position of power within the world. Although a village

will only ever have one Mistress, that mistress will always have an apprentice, one that will take her place when the end comes.

If a group attacks a village with a Mistress, treat the leader as if he had a man on the inside. The leader will have knowledge gleaned from the Mistress, as if the group had a goblin in its midst reporting back to the leader. This level of knowledge is only possible with assaults against a goblin community. The protection never extends to a goblin raiding party since neither a Goblin Leader nor a Mistress will ever be part of one. In addition, this level of protection exists, only if the groups target is the leader, the mistress or the village as a whole.

Worship to Otthild

A Mistress will always have at least 48+2d20 levels of synergy bonus in her worship skill. If you wish to role up a new Mistress, you will have to determine what blessings she has from Otthild's Blessings table. The Mistress depicted on the front of this stat sheet has 50 levels in her worship skill (the minimum).

Bush Sight

All goblins have bush sight.

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Goblin Mistress

The Mistress has no attacks, but may use her magic to aid other goblins as they fight intruders.

Threat: 1+
 WR: 0
 TKA: 0
 Wounds: 12+1d6 (+5)
 Soul Points: 0
 Power: 11
 React: 11 (7*)
 Resolve: 18+0 (4*)
 Luck: 0
 Spell Resis: 18+2 (4*)
 Relative Size: 0.4

Armor: None
 APV: 0
 WR: 0
 TPV: 0

Level 50 Worship (example)
 Astrology: 18+18
 Awareness: 18+6
 Discernment: 16
 Sixth Sense: 18+14

For more information on these spell affects, refer to the write up on the Deity Otthild (specifically Otthild's Favors 6, 7 and 8)

Bless Goblins Spell

Affects all goblins within 40 feet of the Mistress. Casting Speed is 24/2d12. All goblins may re-roll their melee or missile attack dice roll. May cast twice each day. Spells duration is 2d6 combat rounds.

Strengthen Goblins Spell

Affects all goblins within 30 feet of the Mistress. Casting speed is 24/2d12. Duration is 3d6 combat rounds. All goblins in the spell's area of effect may roll their damage dice twice and apply the greater of the two sets of rolls as damage to the target. In addition, the goblins add +3 to the damage rolls. May cast twice per day.

Stun Spell

Range is 30 feet. Casting speed is 24/2d12. Target must make Resolve stat check at +5 on the dice or be stunned for the remainder of the current round plus the whole of the next combat round. The mistress may cast the spell 2 times per day.

(Goblin Mistress)

No Image Currently Available

Walking: 2.5

Charging: 7.5

Running: 10

Broad Jump: 2d4

Flying: -

Free Weight: -

* The number in brackets is the bonus due to the character's worship skill.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	20	14	18	11	7	9	8	11
2	22	16	17	9	12	11	15	5
3	7	10	13	22	15	11	14	9
4	8	8	8	9	6	19	9	6
5	12	10	24	6	2	8	11	14
6	8	17	6	13	12	10	7	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	14	18	15	13	13	17	17	17
2	18	17	13	14	13	13	16	14
3	18	14	18	14	15	13	17	15
4	17	16	17	13	17	18	16	17
5	16	17	14	13	13	14	17	13
6	14	15	13	15	13	18	14	15

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Goblin Poisoner

Alignment: Neutral Evil
 Nature: Nasty little critter that likes to watch creatures writhe in agony.
 Type: Humanoid, Monster

Goblins spend their lives in the forest. Most of this time is spent destroying or desecrating what is around them. Over the centuries, a few goblins have taken the time to learn about the plants and animals that exist around them and of how to use them in their pursuit to cause pain to others. These few are known as Goblin Poisoners. They are goblins that know how to extract deadly poisons from the plants and animals they find in the forests and woods. Most of these goblins live in the heart of the mountains, where the goblin clans can number in the thousands. A few, a very few can be found in the lesser clans that lie within the Keal area.

Although it is not always the case, a goblin poisoner will often worship the Goblin Deity Vaughn. When you decide to make use of a goblin poisoner roll percentile. On any result of 70% or less, the goblin worships Vaughn. Roll percentile and refer to the table below to determine the goblins synergy bonus in his worship skill.

d100	Synergy Bonus
01-39	4d4
40-69	4d8
70-89	4d12
90-100	4d20

If the goblin worships Vaughn, then its synergy bonus in the Venomer skill is always considered to be half the goblins synergy bonus in its worship skill (i.e., if the goblin has a worship skill level of 18+45, then its venomer skill level would be 18+22). Once you know the goblins skill level in the Venomer skill, refer to the

table below to see what damage is done by the goblins poisons (check the goblins skill level in the venomer skill with column two of the table below).

If the goblin does not worship Vaughn then roll on the table below to determine the goblins level in the Venomer skill. Once the goblins level is known, you will know the damage potential of the poisons the goblin uses.

d100	Skill Level	Onset Time	Damage Time	Run Time	Damage Roll
01-59	18+10	2d6	1d6	2d6	2d4
60-64	18+20	2d6	1d6	2d6	2d6
65-69	18+30	2d6	1d6	3d6	2d6+2
70-74	18+40	2d4	1d6	3d6	3d6
75-79	18+50	2d4	1d4	4d6	3d6+2
80-84	18+60	1d6	1d4	4d6	4d6
85-89	18+70	1d6	1d4	5d6	4d6+2
90-94	18+80	1d4	1d3	5d6	5d6
95-99	18+90	1d4	1d3	7d7	5d6+2
100	18+100	1d3	1d3	8d6	6d6

As a rule of thumb, you do not want the goblin's skill level in the venomer skill to be higher than the groups highest level weapon or spell skill..

Generally, a tribe's poisoner will work for a tribe's leader. The goblin spends his life learning about and preparing poisons. This means that in any tribe with a poisoner, the leader's blades (and those of his bodyguards) will always benefit from the poisoner's expertise.

The years spent over the vile brews makes the goblin old and weak before his time but gives him knowledge that few can equal. For the goblin it is a fair trade. For if there is a poisoner in the village, then it is through his aid that the leaders stay in power.

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Goblin Poisoner

Threat: 0+
 WR: 0
 TKA: 0
 Wounds: 8+1d4
 Soul Points: 0
 Power: 9
 React: 8
 Resolve: 14
 Luck: 0
 Spell Resis: 4
 Relative Size: 0.3

The only attack and defense a Poisoner has is his poisons. His touch is literally deadly. Even a scratch will poison the target (check his level on the back of the sheet to determine the exact affects his scratch will have). **The Poisoner has 15+0 in this attack form with a Combat Rank of 24/2d12.** The targets defensive adjustments apply. If the Poisoner hits, the target is scratched and it will suffer the affects of the poison.

Armor: none
APV: 0
WR: 0
TPV: 0

Walking: 2.5
 Charging: 7.5
 Running: 10
 Broad Jump: -
 Flying: -
 Free Weight: -

(Goblin Poisoner)
 No Image Currently Available

Venomer: 18+ (see back of sheet)
Herbalist: Will equal Venomer Skill
Animal Husbandry: Will equal Venomer Skill

The poisoner will take eggs from the forest and turn them into poison bombs by hardening their shells and filling them with materials that will burst out and form a cloud when thrown. The cloud will have a radius of 10 feet. Creatures on the edge of the area of affect can make a react or escapist skill check to avoid the cloud. Those that are within the cloud can make a react or escapist skill check to take half damage while they leave the cloud (i.e., they hold their breath and shut their eyes). It takes one round to leave the cloud. Damage takes place on a round to round basis while in the cloud.

The poisoner will try to throw these poison bombs 20 feet. Roll 1d20. If the result is 10 or less the bomb hits the intended target. For each point over 10, the bomb lands 1 foot off target (use a d8 to determine a random direction).

Bush Sight
 Like all goblins, the goblin poisoner has bush sight.

Pre - Rolled Attack Rank		Pre - Rolled Wounds	
	1 2 3 4 5 6 7 8		1 2 3 4 5 6 7 8
1	2 10 21 10 8 13 14 15	1	10 10 12 12 11 9 12 11
2	19 12 4 9 19 12 5 14	2	10 9 0 11 10 12 9 10
3	18 14 18 23 11 15 16 12	3	11 9 12 9 11 11 11 11
4	16 19 11 12 4 15 16 10	4	12 11 10 11 10 9 9 9
5	17 15 8 11 10 21 21 15	5	11 9 12 11 9 9 12 11
6	13 13 17 13 14 12 12 14	6	11 9 11 9 11 12 9 10

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Goblin Trainer

Alignment: Neutral Evil
 Nature: "So, who can my wolves eat today?"
 Type: Humanoid, Monster

Each Goblin Trainer has his own Wolf Pack that he trains and takes care of. These trainers have been breeding their packs for generations, working with other Goblin Trainers to produce huge wolves that are nearly a species of their own. The pack is handed down through the generations. All the members of a Goblin Trainers Family take part in the training and care of the animals. Daughters learn breeding and have become masters of knowing which animal to cross with which animal to get the characteristics they want. Sons learn how to direct a pack, to wield it like a weapon.

Goblin Trainers spend their lives training and learning how to control the animals. This gives them great latitude in what they can get the animals to do. This means that they have a very good chance of being able to direct the animals to a specific target within a group of targets. If this happens, then the entire pack will concentrate its attacks on a single opponent (this can be deadly to say the least). See the front of this page for more information on this.

Trainers control the pack with the use of high-pitched whistles. The Calt and Leonid can actually hear the shrill sound of the whistle. Experience will teach them

what it means (in a very broad sense of the word). The ability to use a whistle to control the wolves allows the Goblin trainer to hide and still issue commands. In actual fact, the trainer will seldom, if ever put himself at risk. The trainer can actually hide up to 150 feet away and direct the attacks of the animals.

Should the trainer be killed and the wolf pack is nearby, they will go into a killing frenzy and will kill anyone they think is responsible for their master's death. This basically means that anyone who was nearby the trainer will die (including any goblins nearby). The wolves have to realize that the trainer is dead, meaning he must die within 30-feet of the pack. If this happens, the wolves get to re-roll any missed hits and get to roll their damage dice twice and apply the greater of the two amounts. This frenzy will last until the pack is destroyed or there is no one left to kill.

The Trainer's skill in Animal Husbandry will determine the size of pack he may command.

Skill Level	Pack Size
18+20	2d4
18+30	2d6
18+40	2d8
18+50	2d10

Only trainer's deep into the Kanit mountain range get close to having skills in the 18+50 range.

Worship Klatou
 All goblin trainers worship the goblin deity Klatou. All

know that it was Klatou that gave the goblins The First Wolf. All goblin wolves are the result of The First Wolf breeding with normal wolves to produce goblin wolves. For more information you should read up on the legend of Klatou.

When you actually assign levels to the worship of Klatou realize that the head of the household will have the highest worship level. Others within the house may just have a very basic level in their worship skill (i.e., 15+0). When you do put a goblin trainer into the campaign, you will have to determine his or her level of worship and roll for the appropriate favours on the Klatou favours table. A trainer's synergy bonus in the workshop skill should be higher than his or her level in Animal Husbandry but should not be too much higher than the highest weapon or spell synergy level possessed by your adventuring group.

Skills:
 Animal Husbandry: 18+80
 Move Un-noticed: 18+15
 Concealment: 18+12
 Bush Craft: 18+13

Hide in bush: Concealment AS: Cost = 2d4) and Bush Craft (AS: Cost = 2d4). Level of concealment = the average between the synergy bonus of Bush Craft and Concealment.

Goblin Trainer

The trainer will direct his wolf pack from up to 150 feet away. This means he will try to hide himself and watch the fight from (relative) safety.
The trainers level will determine the number of wolves in his pack. Being in the Keal area (outside the Kanit mountain range) most trainers will have 2d4 wolves in the wolf pack.

Armor: None
APV: 0
WR: 0
TPV: 0

Threat: 1+
 WR: 0
 TKA: 0
 Wounds: 12+1d3

Soul Points: 0
 Power: 8
 React: 14
 Resolve: 16

(Goblin Trainer)
 No Image Currently Available

Luck: 0
 Spell Resis: 4
 Relative Size: 0.3

Walking: 2.5
 Charging: 7.5
 Running: 10
 Broad Jump: 2d4
 Flying: -
 Free Weight: -

Each time the goblin tries to direct the wolf pack it costs him 1d6 synergy points from his animal husbandry skill. Once he pays this amount he must roll under his base synergy level adding +1 to the dice roll for each animal in the pack (remaining synergy bonus will not negate this penalty).

Each time the pack finishes off a target, the trainer must pay the synergy cost and make the skill check roll or the pack runs wild. If the pack runs wild it will attack whatever is close by. However, it will never attack the trainer and it will always attack a non-goblin before a goblin (so long as it can see a non-goblin).

It costs the Trainer 2d6 points of synergy bonus + 1 round + a base skill check to bring the pack back under control. On the following round, the goblin can try to direct the pack to a specific target once again (in the normal method).

While the pack remains under the trainer's control, it is the trainer that is keeping track of the action. This means that you roll against the trainers React Figure until he loses control of the pack. Once the pack is out of control, use the react figure for the wolves themselves.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	17	12	13	20	14	7	10	3
2	17	11	7	11	16	9	10	15
3	11	8	19	5	11	16	18	13
4	21	7	20	9	11	10	17	5
5	11	14	10	3	17	12	15	13
6	10	5	4	6	18	17	17	19

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	15	15	14	14	14	14	14	15
2	15	15	13	14	14	13	15	13
3	13	13	13	15	15	15	13	14
4	14	13	15	14	14	14	15	15
5	13	15	14	14	14	15	15	15
6	15	15	13	13	14	15	14	15

Goblin Wolf Rider

Alignment: Neutral Evil

Nature: Charge!!!

Type: Humanoid, Monster

Goblin trainers wield a lot of power within a goblin community. These individuals will cull the goblin children that have any type of potential and recruit them into the wolf rider ranks. These children are taught how to ride and fight upon the Goblin Wolves. The goblins learn to be masters at riding the wolves.

Goblin Wolf Riders are fairly common within the Kanit Mountain range. They are not quite as common in the Keal area but as the goblins move into the area so do the Trainers and the Wolf Riders.

In any force of over 25 goblins you have a chance to find one or more Wolf Riders. The goblin that leads the community decides who and what goes on raiding

parties and goblin wolf riders are a powerful and effective force to add to any goblin raid. In a full-blown army you can find one or two large units acting in the capacity of Cavalry units.

Most of the goblin's that ride the great wolves ride young wolves. In a large force you will find some that ride mature wolves and a few that ride the oldest of the goblin wolves. The ones that ride the oldest wolves are masters in riding craft (at least 18+75) and wield the wolves as very potent weapons.

Bush Sight

All goblins have bush sight.

Tracking Skill

One in 10 goblin wolf riders have the tracking skill. If one does have the tracking skill it will be at an 18+15 skill level.

Goblin Wolf Rider

Threat: 1+
WR: 1d2
TKA: 1d4
Wounds: 17+1d6

Soul Points: 0
Power: 13
React: 6
Resolve: 12

Luck: 0
Spell Resis: 5
Relative Size: 0.4

Walking: 2.5
Charging: 7.5
Running: 10
Broad Jump: 2d4
Flying: -
Free Weight: -

	Short Sword	Total		Spear	Total
Skill	14 + 0			18 + 8	
Defense Adj.	5 (14/5=2)	2		n/a	
Attack Rank	16 / 2d8			12/2d6	
Damage	1d10	1d10+1d4		1d10	1d10+1d4

Armor: Leather
APV: 1d2+1
WR: 1d2
TPV: 2d2+1

Animal Husbandry: 18 + 20

Balance: 18 + 20

Riding Craft: 18 + 25

If riding a Young Goblin Wolf.

Double the synergy bonus in all skills if riding a Mature Wolf

Triple the synergy bonus in all skills if riding an Old Wolf

Either the Goblin attacks or the wolf attacks. It the goblin wants to attack as the wolf attacks it costs 1d4 point of synergy bonus in each, the Animal Husbandry, Balance and Riding Craft skills

Spear: Mounted "Lance" Attack (on first charge only)

Pick any dice from d4 to d12.

Roll the dice twice.

The low roll is the synergy cost to perform the attack.

The high roll is the bonus damage the blow will do if the blow hits.

(Goblin Wolf Rider)
(sorry, no image available at this time)

	Attack Rank (16)					(12)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	16	8	9	9	4	3	6	8	1	23	20	19	21	19	23	21	18
2	8	10	5	7	13	7	8	12	2	20	23	19	21	20	18	23	23
3	6	11	6	9	12	5	11	7	3	18	19	23	20	18	20	23	21
4	7	10	11	13	7	10	9	5	4	19	18	22	19	19	23	19	18
5	13	4	9	15	3	7	4	6	5	23	19	23	23	18	23	23	20
6	9	15	13	9	7	12	7	8	6	19	21	21	19	18	19	18	23

Orc

Alignment: Neutral Evil

Nature: They put the Vile in E-Vile

Type: Humanoid, Monster

Orc culture is brutal in the extreme. The death rate among Orc children is so high, that the children are not given names until age 3. It is at that age, that they begin teaching their children to fight. Underfed, they are encouraged to do whatever it takes to survive. If they are caught stealing then they are brutally beaten, not for the act of stealing but for getting caught. Although most orcs never become masters at the weapons they wield, nearly all-adult Orcs are able to wield them with a reasonable level of competence.

Where the Goblins worship a vast array of dieties, most Orcs worship Darkheim, Beast or Demon. They feel confident that the war will not go for the predicted 20,000 years (although they have no real idea just how

long it has actually lasted). The fact that they have not won the war yet does nothing but fuel them to try harder, believing that destiny is on their side. They even believe that Darkheim will raise his son Beast and that the true Mother and Father of their race will fight beside them, at the Armageddon.

The largest Orc settlement has 20,000 Orcs present. Such settlements are rare but do exist in the Kanit mountain range. This range of mountains will actually spawn the vast armies of orcs that will partake in the Armageddon. Orc settlements may easily reach as many as 5000. The harsh truth is that Orcs form the backbone of Darkheim's minions. They are tough, and totally dedicated to the belief that they shell triumph over all the races with souls found in the world. In fact they feel that those with a soul are defective and weak. The fact that a master swords man can take down 30 Orcs before falling to their blades does nothing to dissuade this basic belief.

Orc

Threat: 1
 WR: 1d3
 TKA: 1d6
 Wounds: 20+2d6
 Soul Points: 0
 Power: 20
 React: 6
 Resolve: 14
 Luck: 0
 Spell Resis: 3
 Relative Size: 2.5

	Long Sword	Large Shield	Total	Cross Bow*
Skill	14	12		12
Defense Adj.	6 (14/6=2)	3 (12/3=4)	6	n/a
Attack Rank	14 / 1d8+1d6			24/2d12
Damage	1d12		1d12+1d6	1d6+1d8

In a starting colony / outpost:

1 Orc with Tracking @ 18+7
 1 Orc with Tracking @ 15+0



Armor: Lamellar or Chain*
APV: 1d4+2 1d7+3
WR: 1d3 1d3
TPV: 1d3+1d4+2 1d3+1d7+3

* Crossbow and Chain Armor

Out of a group of four orcs, One will wear Chain Armor and one will weild a Cross Bow. The one that weilds the Cross Bow will not be the one in Chain Armor.

Darksight

All Orcs have Darksight

	Attack Rank (14)					(24)			Pre - Rolled Wounds										
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8			
Walking:	3																		
Charging:	9																		
Running:	15																		
Broad Jump:	2d6+1	1	7	6	6	10	4	15	17	5	1	28	25	26	27	30	23	28	26
Flying:	-	2	3	10	11	9	8	7	15	14	2	31	29	26	30	27	27	28	28
Free Weight:	-	3	6	7	10	11	6	12	14	8	3	27	28	25	28	25	27	28	28
		4	6	9	4	10	7	16	6	3	4	26	26	27	24	26	30	27	29
		5	8	7	4	10	6	8	12	16	5	28	23	30	26	28	26	28	27
		6	12	5	9	7	4	9	10	17	6	27	29	23	26	30	30	31	30

Orc Axe Wielder

Alignment: Neutral Evil

Nature: I live my axe

Type: Humanoid, Monster

Many Orcs love using big nasty weapons, with the weapon of choice being a 2 handed axe. The stats given here are for an orc that could fill the role of a Bodyguard or a Guard. Generally, you will find one in three orcs wielding axes in any group.

Orc Axe Wielder

Threat: 1+
 WR: 1d3
 TKA: 1d6
 Wounds: 25+1d8

Soul Points: 0
 Power: 22
 React: 7
 Resolve: 12

Luck: 0
 Spell Resis: 5
 Relative Size: 2.75

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 2d6
 Flying: -
 Free Weight: -

	2 Handed Axe	Total
Skill	18 + 0	
Defense Adj.	n/a	
Attack Rank	16 / 2d8	
Damage	2d8	1d6+2d8

(Orc Axe Wielder)
 No Image Currently Available

Armor: Lamellar or Chain*
APV: 1d4+2 1d7+3
WR: 1d3 1d3
TPV: 1d3+1d4+2 1d3+1d7+3

* Chain Armor

One in four of these orcs will wear Chain Armor

Darksight

All Orcs have Darksight

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	8	12	10	6	4	12	5
2	6	8	12	10	8	10	6	16
3	5	7	10	7	6	11	10	4
4	3	7	4	13	7	14	10	11
5	5	10	15	4	13	12	11	3
6	8	11	9	8	7	5	10	12

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	29	33	29	32	33	36	34	34
2	36	35	31	31	30	31	31	33
3	31	34	32	36	29	33	34	30
4	32	35	35	29	32	30	35	36
5	35	32	34	33	36	30	34	32
6	30	30	31	36	31	35	35	31

Orc Bodyguard

Alignment: Neutral Evil

Nature: Loyal to the Current Leader, whomever that happens to be at the moment

Type: Humanoid, Monster

In Orc Culture, a bodyguard is there to fight with the leader. Because of this, they tend to be among the toughest orcs found in a community. The bodyguard will not fight for the leader or on the leaders behalf if the leader's position is challenged by another orc. The orcs are the supreme believers that only the mightiest among them have the right to lead. For this reason, an orc leader is often "demoted" when one of his bodyguards gets to feeling that he would be a better leader (translation, the orc thinks he can kill the current leader).

Since Orcs are not the most honorable bunch, a leader is often taken out by underhanded means (its a tough life). This includes poisons and a whole lot of backstabbing. Sometimes a leader will get into a position and hold onto that position for years. Other times, an orcs reign will last mere minutes.

Orc Bodyguard		Long Sword	Large Shield	Total	Cross Bow*	Armor:	Chain*													
Skill	18 + 0	15			16															
Defense Adj.	6 (18/6=3)	3 (15/3=5)	8		n/a	APV:	1d7+3													
Attack Rank	14 / 1d8+1d6				24/2d12	WR:	1d4+1													
Damage	1d12		1d12+1d8+2		1d6+1d8	TPV:	1d4+1d7+4													
Threat:	1+					* Crossbow and Chain Armor														
WR:	1d4+1					Orc Body Guards will always be found with the leader unless carrying out some plan on the leaders behalf (i.e., I will attack them from here, you move to attack them from behind). Orc Bodyguards will normally carry a crossbow in addition to their normal melee weapon.														
TKA:	1d8+2					Darksight														
Wounds:	40+1d10					All Orcs have Darksight														
Soul Points:	0																			
Power:	26																			
React:	10																			
Resolve:	12																			
Luck:	0																			
Spell Resis:	7																			
Relative Size:	3																			
Walking:	3																			
Charging:	9																			
Running:	15																			
Broad Jump:	2d6																			
Flying:	-																			
Free Weight:	-																			
		Attack Rank (14)				(24)				Pre - Rolled Wounds										
			1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	
		1	15	8	8	15	12	12	16	8		1	50	46	44	47	43	50	47	44
		2	11	14	12	3	7	21	13	18		2	50	15	45	45	47	47	45	43
		3	12	13	14	9	13	20	20	11		3	43	49	49	45	43	41	45	46
		4	10	16	14	7	7	13	14	4		4	48	16	50	43	44	48	41	45
		5	11	16	9	9	7	16	14	5		5	50	44	50	42	46	47	42	45
		6	11	8	11	5	5	13	3	9		6	48	49	41	43	45	44	48	47

Orc Guard

Alignment: Neutral Evil

Nature: Will actually do their job... most of the time

Type: Humanoid, Monster

Tougher Orcs work their way up to dominate their brethren. Orcs that show superior prowess in battle and toughness are used by the leader to guard items and areas important to the leader to the colony.

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Orc Guard

Threat: 1+
 WR: 1d4
 TKA: 1d8
 Wounds: 30+1d10

Soul Points: 0
 Power: 24
 React: 8
 Resolve: 10

Luck: 0
 Spell Resis: 5
 Relative Size: 2.75

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 2d6
 Flying: -
 Free Weight: -

	Long Sword	Large Shield	Total	Cross Bow*
Skill	16	14		14
Defense Adj.	6 (16/6=2)	3 (14/3=4)	6	n/a
Attack Rank	14 / 1d8+1d6			24/2d12
Damage	1d12		1d12+1d8+2	1d6+1d8

Armor: Chain*
APV: 1d7+3
WR: 1d4
TPV: 1d4+1d7+3

* Crossbow and Chain Armor

Orc Guards normally carry a crossbow in addition to their long sword and shield.

Darksight

All Orcs have Darksight

(Orc Guard)

No Image Currently Available

	Attack Rank (14)					(24)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	7	12	13	10	7	22	10	7	1	39	39	32	31	31	34	40	37
2	8	7	9	7	5	12	8	2	2	38	39	31	40	38	33	38	32
3	5	5	7	4	9	9	16	18	3	36	36	32	32	38	36	32	38
4	8	10	6	8	10	12	4	5	4	31	33	35	37	37	34	35	35
5	6	8	8	13	10	15	19	20	5	36	40	38	40	34	40	33	32
6	7	9	7	13	4	16	12	9	6	35	40	33	31	39	33	32	34

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Orc Leader

Alignment: Neutral Evil

Nature: The toughest orc in the lot

Type: Humanoid, Monster

Orc Leaders get where they are for a variety of reasons but most come down to being tougher than the Orcs around them. Through intimidation and brute force they lead those around them. An orc leader must accept a challenge from another orc. Not to do so is an instant death wish as all those below him will see him as a coward and will attack. Making a challenge is a very risky business for any orc however. An orc may issue a challenge at any time, and it is not un-usual for a winner of a challenge, being weakened and hurt as a result of the challenge, to be immediately challenged by another orc vying for the position.


When an orc is the leader, he will tend to keep the toughest orcs nearby. Most scholars do not believe this is a case of keeping your enemies close and your friends closer. Most scholars are of the opinion that the reason is more practical. In any real threat to the colony, the leader and his personal bodyguard represent the most substantial threat that can be assembled to deal with intruders. Orcs may not be the brightest bunch, but they do show an amazing amount of cunning and common sense at times.

Orcs spend much of their time fighting each other. They raid each other's camps and communities constantly. They only become a truly great threat when someone or something pulls them together into a single cohesive force. In the past this has been Drakow and Uropa, Demon's children. It is believed among the Orcs that Demon herself will be there at the Armageddon, helping lead the way to the ultimate victory over the world.

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Fold along the dotted line.

Orc Leader		Skill	Axe, 1 Handed	Large Shield	Total	2h Axe	Total	Armor:	Plate Armor
Threat:	2+	Defense Adj.	18 + 10	18+0	6	18+15		APV:	1d8+4
WR:	1d6	Attack Rank	n/a	3 (18/3=6)		n/a		WR:	1d6
TKA:	1d10	Damage	16/ 2d8		2d10	12/2d6		TPV:	1d6+1d8+4
Wounds:	50+1d20					2d8	2d8+1d10		
Soul Points:	0								
Power:	27								
React:	11								
Resolve:	10								
Luck:	0								
Spell Resis:	8								
Relative Size:	23								
Walking:	3								
Charging:	9								
Running:	15								
Broad Jump:	2d6								
Flying:	-								
Free Weight:	-								

This represents average values for an orc leader. Most leaders prefer a single two-handed weapon for its damage potential. The orc leader pictured to the left is wielding a one handed axe.

Two Handed Axe Combat Options
Mighty Blow
 Use any dice between a d4 and a d20. Roll the dice three times. Low roll equals synergy cost. High roll equals the damage bonus is the blow hits. The middle figure equals the chance (rolled on a d20) that the blow will not be deflected (by a weapon that has a deflection combat option).

	Attack Rank (14)					(12)			Pre - Rolled Wounds								
	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
1	5	5	6	8	12	7	12	5	1	55	68	60	53	64	55	53	59
2	11	5	9	9	11	4	5	9	2	70	61	55	55	58	68	63	59
3	4	6	6	9	9	8	9	7	3	67	66	63	70	64	70	51	57
4	7	5	8	7	8	9	10	5	4	68	57	64	60	53	68	56	57
5	12	11	7	9	15	4	8	6	5	52	57	65	57	66	57	60	63
6	9	7	10	7	8	3	4	15	6	51	56	52	59	59	61	59	59

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Orc, Non-Combatant

Alignment: Neutral Evil

Nature: Willing to go down fighting

Type: Humanoid, Monster

In actual fact, every Orc has some basic combat skill. Non-combatants are considered those Orcs that have not yet graduated to an adult standing within their culture, and thus their stats are more of an average since they would include Orcs that have just begun combat training as well as ones that are nearly finished it. Orcs that pass into adulthood do so by trial by fire, at which time they earn the right to wield a real weapon and armor.

Orc culture cherishes armor and weapons. They go out of their way to take them from their fallen enemy. There are rumors that Darkheim himself has taught Orcs deep within the Kanit mountain range the secret of smelting metal and that this is the source of the weapons and armor they carry. In actual fact, the answer to the weapons they carry may be much more mundane. Orc settlements are often built within the mountains, many of which have taken possession of old dwarf-mining cities. Many an Orc prisoner is taken deep into their territory to spend life as a slave, mining the gold and gems that are used by the Orcs in trade for the weapons and armor they crave. Many a businessman has died trying to set up trade with the Orcs but all it takes is one to leave with his life and a pocket full of coin to generate the desire in others to give it a try.

Orc, Non Combatants

Threat: 1+
 WR: 1
 TKA: 1d3
 Wounds: 10+1d10

Soul Points: 0
 Power: 15
 React: 3
 Resolve: 8

Luck: 0
 Spell Resis: 3
 Relative Size: 1.5

Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 2d6-1
 Flying: -
 Free Weight: -



	Club	Total
Skill	10	
Defense Adj.	5 (10/5=2)	2
Attack Rank	16 / 2d8	
Damage	1d6	1d6+1d3

Armor: None
APV: 0
WR: 1
TPV: 1

Orc Non Combatants will fight when they have to but will avoid a fight if possible. The one pictured to the left is playing dress up and is wearing her dad's armor (the beating will start as soon as dad gets home).

Darksight

All Orcs have Darksight

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	10	4	7	10	7	6	7	15
2	7	5	5	11	6	14	9	9
3	6	11	10	7	7	11	6	15
4	9	12	9	11	13	12	5	11
5	8	10	10	8	9	4	7	9
6	4	6	4	4	13	4	9	9

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	11	15	12	14	11	13	14	19
2	19	20	17	16	12	15	16	18
3	17	15	19	18	17	19	18	11
4	20	14	17	16	11	19	16	13
5	14	11	20	13	12	13	19	15
6	16	15	18	20	12	18	20	13