

# Baker's A ^ Dozen Tribes

CLEVER HUMANOIDS  
for use with your Role-Playing Games



# A (Baker's) Dozen Tribes

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## INTRODUCTION

Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into a mission with little trouble, but it is the spark or the starting point that can be tough.

This supplement, and the other Baker's Dozen supplements, is intended to do just that, supply you with the spark(s) to get you up and going. These Baker's Dozen supplements are not intended to rewrite your whole world; they are only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

### The Basics

OK - So we assume you are the game master and in need of a group of "bad guys" to oppose your players and their characters. We assume you have a world, or at least part of one that you intend to use - enough space that you know where the characters are going to be and they can have adventures. The question is, "What adventures?"

Our thinking here is that what you need for an adventure, or a series of adventures is a villain - a good, old-fashioned bad guy for the heroes to face. OK, perhaps what you need is a not so old-fashioned villain to make your game that much more exciting. With the right villain and knowledge of your game world, the mission ideas should come easy, but just in case, we've thrown a couple ideas to kick start your mental flow.

This supplement is intended to be generic enough to cover just about every game system. Most of the groups in this book should be generic to the rules. Yes, they are geared more for fantasy games, but in many cases, at least the cultures and personalities should be easily morphed into other genres and pretty much any game. As we discussed in length in **Spark of an Idea**, switching genres can be one of the best ways to revitalize ideas.

## GENERAL COMMENTS

First off, this is a generic supplement and therefore has to cover multiple game rules. Because of that, we want to establish some guidelines on exactly what we mean when we're describing the enemy tribes listed here.

We're going to use the term "humanoid". This generic term is intended to let you use these tribes either as orcs, goblins, hobgoblins, kobolds, ogres, trolls, or any other similar style of race. What do we mean by "similar"? Well, we're talking about those relatively low powered races that typically oppose adventurers, or the goals of the "good guys". Now you can interpret "good guys" any way you want, but typically these are the humans, elves and dwarves and their allies.

So are these tribes "evil"? Well, that's up to you. We're going to give you their motivations, and leave the rest up to you. We normally don't classify entire races as evil, but fit this into your game system as you see fit. Oh, and we have notes about that too.

### Physical Characteristics

While we're going to assume that any of these tribes could be used for any humanoid race, there are some tribes that work better for certain things. Sometimes we'll describe a race as "smaller". This means we're probably thinking of kobolds or goblins, and not ogres or trolls, but you might want to use it for a particular group of orcs who are just shorter than the rest of the orcs. The opposite will be true for tribes we refer to as "bigger". These would more likely be ogres and not goblins, but might also be larger than normal cavemen.

We also have something we're going to generically call "elites". An elite is a member of the same race who is genetically different. You caught that right? Same race, genetically different. How? Well, typically this is a small percentage of the population who is simply larger and stronger. In **Legend Quest**, hobgoblins are born to goblins, but are much larger. For decades, various game systems have assumed that the chiefs and their top lieutenants of the tribe were to be treated as though they actually came from another race. You can also assume something along the lines of a super smart member of a primitive race. For some of the tribes, these elites are