

Atlas Games presents a free preview of

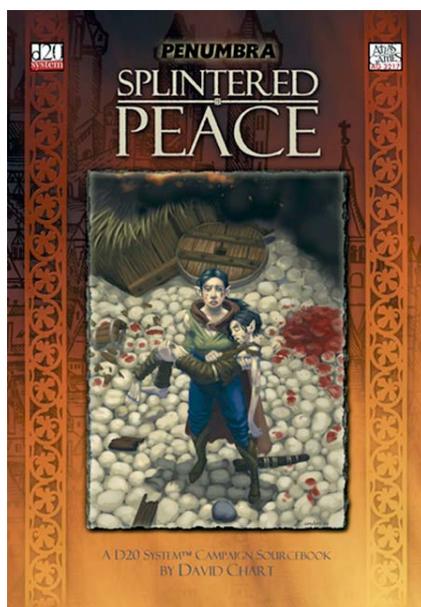
# SPLINTERED PEACE

by David Chart

Re-examine the roles of the fantasy races in this tense and exciting city-based saga that challenges the races, from orcs to elves, to live together in a single city: Marchion. *Splintered Peace* is a unique city sourcebook that doesn't just detail the people and places of Marchion, but the events that will inevitably go on there if your player characters don't intervene. The fate of the city is their hands.

**Not just a city  
sourcebook.**

**Not just a fantasy  
adventure campaign.**



**The complete rules  
and roles you need  
to make the story  
of this city your  
characters's story, too.**

*Splintered Peace* presents **an 11" x 17" map of the city** of Marchion printed on the hardcover book's endpapers, featuring all the important locales of the story; character descriptions for **more than 30 NPCs**, such as the mayor, the town council, prominent citizens and common spokespeople; **20 tribes of orcs** with guidelines for their interactions with your characters and the townspeople of Marchion; a collection of **8 new local gods**, including the Mother of All Orcs; and **10 extra adventure seeds** to use during before, after or during the campaign to make the city a continuing part of your own campaign world.

Contained herein is the complete text of **Chapter Seven: Attitude Rules**.

This is just a sample of the resources *Splintered Peace* gives you to tell the story of Marchion the way that best suits your own campaign.

**COMING IN DECEMBER, 2002 FROM ATLAS GAMES!**

## CHAPTER SEVEN

# ATTITUDE RULES

As events develop in Marchion, it is very important to keep track of the attitudes of the population. The best outcome is if everyone comes to believe that they can live in peace and co-operation with the members of all other races. This chapter provides rules to help the GM determine the mood of the people, and what sort of events might occur.

These rules should be treated as an aid, not a strait-jacket. If there is a particular reason for an event to happen or not happen, rolls can be ignored. The die rolls are for the times when the GM wants the city to evolve in the background.

The level of randomness is deliberately high. However, this creates a risk that the phobias will rise too quickly, with a few unlucky rolls leading to multiple racist incidents early in the adventure. And if the player characters start by leaving the city to deal with the orcs, the situation would be made worse, as the PCs wouldn't be given an opportunity to respond to the incidents. A run of high rolls for racist incidents should be moderated by re-rolls that produce a lower, more reasonable, result, especially when the heroes aren't on the scene.

These concerns only apply in the early stages of the scenario. Once the PCs have had a good chance to reduce tensions, things should play out as they come.

---

## PHOBIAS

There are two measures of racial tension in the city. The first is orcofobia, a measure of the tension between the half-orcs and everyone else. The second is xenophobia, a measure of the tension between each race and all the others. If orcofobia is high and xenophobia is low, the other races might gang up on the half-orcs. If both are high, the various races are too busy fighting amongst themselves to band together.

If the GM needs to know whether a generic NPC is racist, roll a d20, using the current orcofobia or xenophobia value as a DC. If the check is *failed*, the NPC is racist.

In general, the phobias can also be used as penalties to social rolls when characters are trying to be friendly

across racial boundaries. The player characters are subject to penalties due to the attitude of the NPCs that they interact with, but may decide how they feel for themselves.

The two phobias also determine when racist incidents occur in the city. In this case, roll a d20 and add the appropriate phobia as a bonus. If the DC for a particular class of event is exceeded, then an event of that kind occurs.

If the roll was on orcofobia, then either the victims or perpetrators are half-orcs, with an equal chance of either. If the roll was on xenophobia, the races of the victims and perpetrators are decided randomly.

When the characters first arrive in Marchion, xenophobia has a value of 3 and orcofobia a value of 6.

---

## RACIST INCIDENTS

There are several kinds of racist incident, of varying severity (summarized on the Racist Incidents Table). Most of these incidents happen away from the player characters, but not all. The more serious (race riots, for example) come to the attention of anyone within the city at the time. Each racist incident increases racial tension in Marchion.

## RACIAL HARASSMENT

This covers racist insults, one-off exclusion from shops, and non-violent harassment in the street. This happens all the time, and the GM should only roll to see if the player characters are directly affected.

At least once per day per character, roll xenophobia. If the roll exceeds a DC of 20, the character is hassled by members of another race. If the character is a half-orc, also roll orcofobia against a DC of 20 for a possible second incident.

## RACIAL ASSAULT

A member of one race is beaten up, but not killed, by members of another, because of his or her race.

Roll once per day for each phobia. An assault takes place for every five points, or part thereof, by which the roll exceeds a DC of 20. Thus, if the roll is 32, three racial assaults are carried out that day.

After three racial assaults by or on half-orcs, add 1 point to orcophobia. After three assaults involving members of other races, add 1 to xenophobia. This applies even if the attack involving half-orcs was the result of a xenophobia roll.

## SEGREGATION

Many neighborhoods in Marchion are dominated by a single race, but none are inhabited purely by one race. As tensions rise, the dominant groups in some neighborhoods start pressuring members of other races to leave.

Roll on both orcophobia and xenophobia, once per week, against a DC of 25. On a success, one neighborhood starts trying to “cleanse” itself.

If the roll was on orcophobia, it may be a half-orc neighborhood forcing everyone else out, or a mixed neighborhood forcing out all half-orcs. If the roll was on xenophobia, the neighborhood is trying to force out all members of minority races in that area.

This is a slow process, and the characters can try to stop it (see Chapter Nine: Reacting). If it is not stopped, however, add 5 points to xenophobia or orcophobia (as appropriate).

## RACIAL MURDER

Someone is killed because of his or her race. Roll every day for each phobia, as for assaults, against a DC of 30. On a “success,” add 2 points to xenophobia or orcophobia, depending on which roll engendered the murder result.

Racial murders also have the potential of provoking race riots.

## RACE RIOT

Race riots are always triggered by other events; something that happens in play, or a racial murder.

After a racial murder occurs, roll orcophobia if the attack involved half-orcs, or xenophobia if it didn’t, against a DC of 40. If the roll succeeds, a mob of the same race as the murder victim decides to exact vengeance on the members of other races.

This happens fairly quickly, and the vengeance is indiscriminate. If the riot is the result of a xenophobia roll, the rioters attack members of any other race. If it is the result of an orcophobia roll, the rioters concentrate on half-orcs, unless they *are* half-orcs, in which case they attack everyone else. If xenophobia is below 20, or more than 10 points lower than orcophobia, members of other races join in an attack on the half-orcs.

The riot itself should be played out if the player characters are in town; see Chapter Nine. If the player characters are not in town, one person dies and one building is destroyed for every point by which the initial roll exceeds 40, and ten times that number of people are injured or buildings are damaged.

### RACIST INCIDENTS TABLE

Incident	Frequency	DC	Phobias	Result	Impact
Harassment	1/day/PC	20	As applicable to PC	Character harassed	—
Assault	1/day	20	Both, one roll each	One assault per five points by which roll exceeds DC	1 pt per 3 assaults
Segregation	1/week	25	Both, one roll each	One neighborhood starts segregating	5 pts if not stopped
Murder	1/day	30	Both, one roll each	One person is murdered because of her race	2 pts
Riot	Murder or story event	40	As appropriate	Riot	—



## ATTITUDE CHANGES

In addition to increasing as a result of racist incidents, the beginning values of 3 for xenophobia and 6 for orcophobia also increase due to the activities of the influential racists in the city. Changes in trade may increase or decrease the racial tension.

- In every week in which the current trade (see Effects on Trade, page 70) drops, add 1 to both phobias. In every week in which the current trade increases, subtract 1 from both phobias.
- For every week that Olaf (page 17) is active and not discredited, add 1 to orcophobia.
- For every week that Belavin (page 90) is active and not discredited, add 1 to xenophobia.
- Killyanne (page 29) does nothing until a serious incident with an elven victim occurs. A racial assault is enough. After that, add 1 to xenophobia for every week she is active. Serious incidents with elven perpetrators do not affect her.
- Lily (page 31) is a positive influence at first, but once orcophobia or xenophobia reaches 10, or after the first half-orcs are forced from a neighborhood, add 1 to orcophobia for every week she's active. This is not her intention, but is the effect of her efforts to lead the half-orcs in self-defense.
- Martin (page 21) is the most complex of the racists. At first, add 1 point to orcophobia for every week he's active. After the first segregation or racial murder that doesn't involve half-orcs, add 1 to xenophobia as well. Any race riot, even one involving half-orcs, starts increasing xenophobia.

All modifications to the phobias are cumulative.

---

## ATTITUDES TO THE PCS

The different races also have attitudes toward the PCs. This attitude is helpful, friendly, indifferent, unfriendly, or hostile. All races start with a friendly attitude toward them, as they are heroes; this is the attitude of the majority of all members of that race toward the PCs. However, any action on their part that indicates that the characters are opposed to a particular race results in worsening their attitude one



step. An action that shows that the characters support a particular race improves that attitude one step.

All chance-met NPCs have the starting attitude indicated by their race, which can be modified by a Charisma check on the part of the PCs. This affects that NPC, not all of that race in the city. After the PCs leave, the NPC's attitude gradually reverts to that for his race in general unless continually reinforced; trying to raise the attitude of an entire race by interacting with individuals is too arduous a task to contemplate.

As racial tensions increase, any action raising the attitude of one group probably lowers that of another. Actions that can raise attitudes without any corresponding worsening are described later.

---

## ATTITUDE SUMMARY

The table provided at the end of this chapter should help you keep track of the state of the city. Every week of game time, run down the table, noting any modifiers arising from the week's events. Then calculate the current Tension, Attitude, and Trade values for the following week by adding the current week's modifiers to the current week's values.

**Xenophobia:** The current level of general racism; when this and orcophobia reach 0, the PCs have diverted the disaster.

**Orcophobia:** The current level of prejudice against half-orcs.

**Racial Assaults:** The number of racial assaults that week. Three assaults raise the appropriate phobia by 1 point. Assaults, segregation, racial murder, and race riots can be caused either by xenophobia, or by orcophobia; keep track of each separately.

**Segregation:** Note if a neighborhood starts segregating, and note the addition of 5 to either xenophobia or orcophobia if the segregation is completed. The pressure to leave starts at a value of 2, and increases by 2 points per day.

**Racial Murder:** Note the number of racial murders. One murder raises the appropriate phobia 2 points.

**Race Riot:** Note whether a race riot has occurred.

**Olaf Bragnok:** Add 1 to orcophobia until neutralized.

**Belavin Threonath Hashrishi:** Add 1 to xenophobia until neutralized.

**Xillyanne Lëassir:** No effect until a serious event with an elven victim occurs. Afterwards, add 1 to xenophobia until neutralized.

**Lily March:** No effect until xenophobia or orcophobia reaches 10, or half-orcs are forced out of a neighborhood. Afterwards, add 1 to orcophobia until neutralized.

**Martin Deepvill:** Add 1 to orcophobia until neutralized. After a segregation or murder involving no half-orcs, or after any riot, add 1 to xenophobia as well, until neutralized.

**Mayor:** If the mayor speaks for tolerance, subtract 2 from each phobia. If he blames the orcs, subtract 3 from xenophobia and add 1 to orcophobia. If he supports his own race, add 1 to each phobia.

**Council:** If the council supports a tolerant mayor, subtract 1 from each phobia.

**Morfan Brighthair, Sir Kenelm Digby, Phillennemar Destrain, Dernybaksas Hallarantara, Clemaellia Proudfoot, Jurd Shipman:** If they speak against tolerance, add 1 to each phobia. If they speak in favor of it, subtract 1 from each phobia.

**PCs' Actions:** Note any effect that the actions of the PCs have on the phobias. Speaking for tolerance reduces both phobias by 1 to 3 points.

**Martyrdom:** If a Olaf, Belavin, Xillyanne, Lily, or Martin are killed, add 5 to both phobias and check for a riot. Add 1 per martyr to any phobia that increases due to other causes that week.

**Public Works:** Successful completion of a special project halves the phobias.

**Other Events:** Note any other event that increases or decreases phobias, with its effects.

**Reputation with Orcs:** The party's reputation with the orcs, which starts at 5. Make a note if it changes from Warriors to Genocidal.

**Dwarves, Elves, Gnomes, Halflings, Half-Orcs, Humans:** Record the attitude of each race in Marchion to the PCs.

**Current Trade:** Moves closer to Sustainable Trade by 3 points per week. Starts at 65, can't go above 75.

**Sustainable Trade:** Starts at 0; changes if the road to Marchion is guarded.

**Effective Area Patrols:** Each effective patrol stationed along the trade route adds 1 to Sustainable Trade, to a maximum total patrols of 30.

**Effective City Patrols:** Every 4 effective patrols stationed within Marchion subtract 1 from racist incident rolls, to a maximum total patrols of 30.

**Way Stations:** Each way station adds 2 to Sustainable Trade, to a maximum bonus of 30.

**Warring Tribes:** Each orcish tribe attacking other orcs adds 2 to Sustainable Trade.

**Orcish Allies:** While an orcish tribe is allied with the city, Sustainable Trade is set at 75.

**Other Trade Events:** Anything else that has an effect on levels of trade.

**Trade Effect on Phobias:** If Current Trade has dropped since last week, phobias increase by 1. If it has increased, they decrease by 1.



## ATTITUDE SUMMARY TABLE

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

**Tension**

Xenophobia	3
Orcophobia	6

Racial Assaults
Segregation
Racial Murders
Race Riots

Olaf
Belavin
Xillyanne
Lily
Martin

Mayor
Council
Morfan
Sir Kenelm
Phillennemar
Dernybaksas
Clemaellia
Jurd Shipman

PCs' Actions
Martyrdom
Public Works
Other Events

**Attitude Toward PCs**

Reputation with Orcs	5
----------------------	---

Dwarves	Fr
Elves	Fr
Gnomes	Fr
Halflings	Fr
Half-Orcs	Fr
Humans	Fr

**Trade**

Sustainable Trade	0
Current Trade	65

Effective Area Patrols
Effective City Patrols
Way Stations
Warring Tribes
Orcish Allies
Other Trade Events

Trade Effect on Phobias
-------------------------





# SPLINTERED PEACE

## Ordering Information

To get your copy of Splintered Peace, visit your local retailer. These are the "vital statistics" your retailer may need to order the book. (Usually, bookstores need the ISBN and game stores need the Stock Number.)

[www.atlas-games.com](http://www.atlas-games.com)

Atlas Games  
PO Box 131233  
Roseville, MN 55113

[info@atlas-games.com](mailto:info@atlas-games.com)

**Released:** December, 2002

**Stock Number:** AG3217

**ISBN:** 1-58978-027-2

**Price:** \$26.95

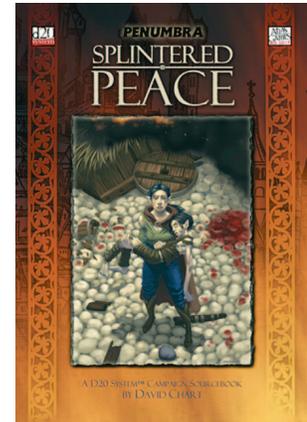
## LEGAL INFORMATION

This free preview is published under the terms of the Open Game License (reproduced below). The text on pages 2 through 6 of this document and the Open Game License below are all Open Game Content. Other text, illustrations, and design elements in this book are not Open Game Content, and may not be reproduced without the publisher's express permission.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at [www.wizards.com](http://www.wizards.com). Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

Penumbra is a trademark of Trident, Inc., d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc., d/b/a Atlas Games.

Copyright © 2002 Trident, Inc., d/b/a Atlas Games.



## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You

must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

*The Village of Briarton* copyright © 2002 Gold Rush Games  
*Akrasia* Copyright 2001, Eden Studios, Inc.

"Attitude Rules," an excerpt from *Splintered Peace*, Copyright 2002, Trident Inc. d/b/a Atlas Games; author David Chart.