

Goblin Camp Reference Guide

0.15

This guide may be freely distributed in
its unaltered form.

Text and layout by Michael Halila
Drawings by Niki

Goblin Camp by Ilkka Halila,
available at <http://www.goblincamp.com>

Table of Contents

Terrain.....	4
Wild plants.....	6
Tier.....	10
Basic constructions.....	11
Traps.....	15
Farming.....	16
Permanent constructions.....	19
Workshops.....	21
Containers.....	53
Equipment.....	57
Food and drink.....	62

Terrain

The map is divided into squares of **terrain**. Terrain types determine how quickly they can be moved across, and what actions may be performed or constructions built there. Generally speaking, all constructions must be built on solid ground.



Grass

"The green earth, say you? That is a mighty matter of legend, though you tread it under the light of day!"

– *J.R.R. Tolkien, The Lord of the Rings*



Stone

An exposed rock face. Stone quarries can only be built on stone, but ditches cannot be dug in it.



Bog

Goblins can gather iron from bogs.



Mud

"No other folk make such a trampling," said Legolas. "It seems their delight to slash and beat down growing things that are not even in their way."

– *J.R.R. Tolkien, The Lord of the Rings*

Grass that is travelled over regularly will turn into mud, which hinders movement.



Water

Water must be crossed by swimming, but is useful for drinking.



Ditch

Ditches slow movement, and if connected to the river, can be filled with water.

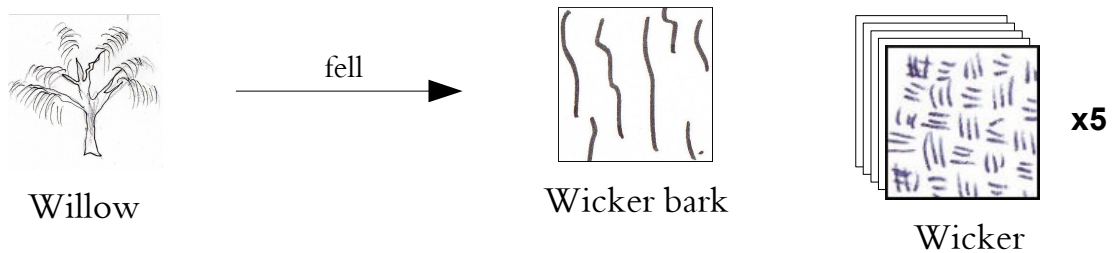
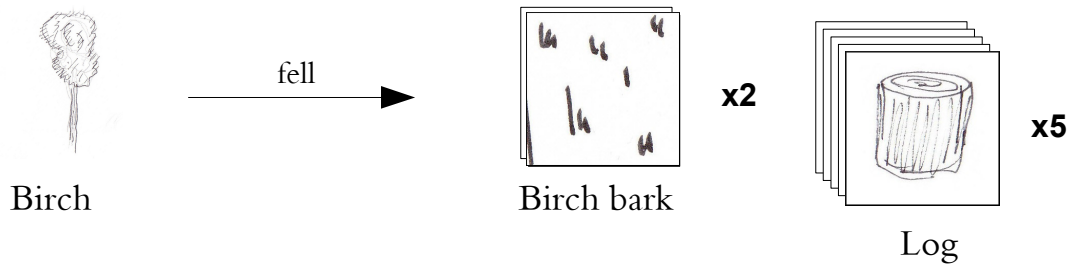
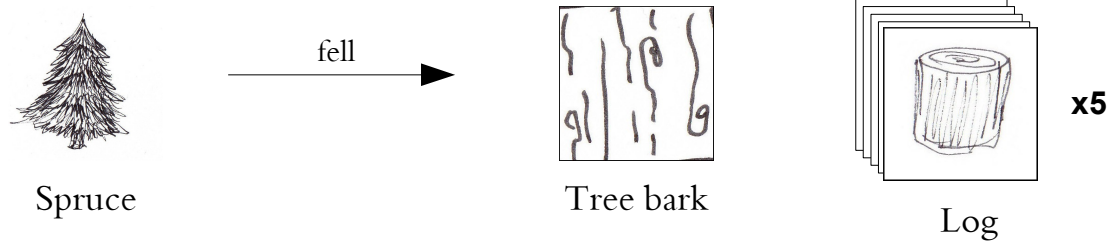
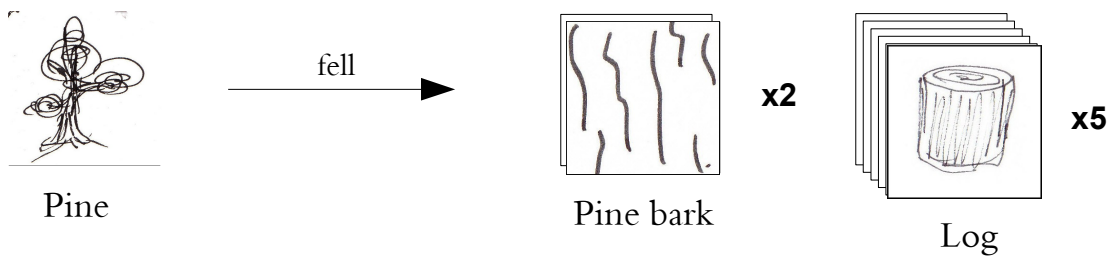


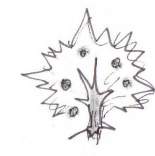
Ice

In winter, water freezes, creating potentially slippery ice.

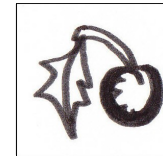
Wild plants

Wild plants are found all over the map. You can order goblins to harvest plants or fell trees from the Orders menu. **Axes** are needed to fell trees. This section lists the plants that produce something when they are harvested or felled.





harvest →



Wild bloodberry bush

Bloodberry



harvest →



Wild blueleaf

Blueleaf boll
[fiber]



harvest →



Wild nightbloom

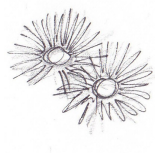
Nightbloom
[fruit]



Dandelion

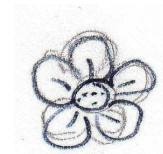


Red poppy



Alpine aster

harvest →



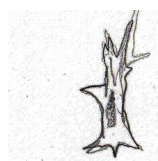
Flower



Blue skullcap



Gorgon plant

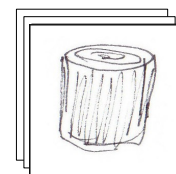


Redhollow



Darkroot

fell →



Log

x3



Chillweed

harvest →



Chillweed seed



Mandrake shrub

harvest →

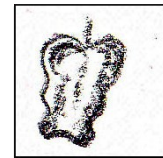


Mandrake root



Lichfruit growth

harvest →



Lichfruit



Wild dreamvine

harvest →



Dreamvine seed

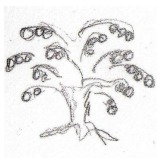


Marshmellow

harvest →

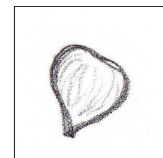


Marshmellow seed



Hognut shrub

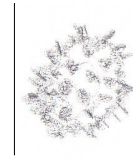
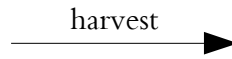
harvest →



Hognut



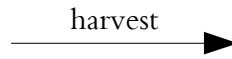
Marubium shrub



Marubium seed



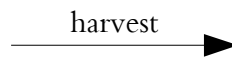
Ghost cabbage growth



Ghost cabbage



Wild radish



Radish
[vegetable]

Tier

Was bist du?

- *Rammstein, Tier*

Your camp's **tier** depends on how large its **population** is, how many **workshops** you have built and how many items you have **produced**. Tier determines both what constructions are available and how powerful the monsters that attack your camp are.

Tier 0 – Clearing

Starting tier.

Tier 1 – Camp

1 farm plot, 1 workshop, production 20, population 20

Tier 2 – Settlement

5 workshops, production 100, population 30

Tier 3 – Outpost

10 workshops, production 500, population 40

Tier 4 – Fort

Production 1000, population 60

Tier 5 – Stronghold

Production 3000, population 100

Tier 6 – Citadel

Production 10000, population 200

Basic constructions

Basic constructions are found under Build – Basics. Your camp's **tier** determines what basic constructions are available to build at any given time.

Tier 0



Stockpile

Used to store items. Only items in stockpiles can be used.



Farm plot

Farming takes place on farm plots.

Tier 1

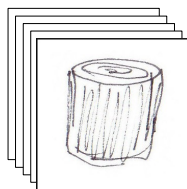


Totem pole

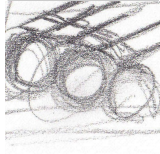
The totem pole marks the center of your camp. Orcs and goblins with nothing else to do will gather around the totem pole.

Components:

Log



x5

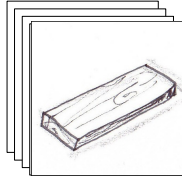


Pontoon bridge

Makes crossing water faster by eliminating the need to swim.

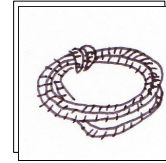
Components:

Plank



x4

Rope



x2

Barrel



x4



Rampart

An earthen breastwork that slows movement.

Components:

Earth



x2

Tier 2

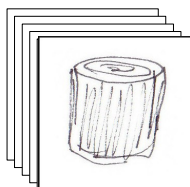


Palisade

A wooden wall, impassable to most monsters.

Components:

Log



x5

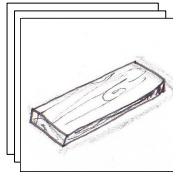


Duckboard

Walkways for easier passage over mud or bogs.

Components:

Plank



x3

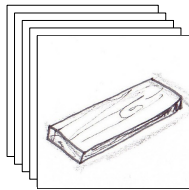


Battlement

A platform that allows firing over walls.

Components:

Plank



x5

Tier 3



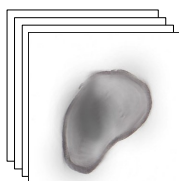
Cobblestone road

The road was stone-paved, a straight path guided the men in their ranks.

- *Beowulf*

Components:

Rough
stone



x4

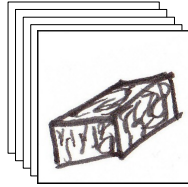


Brick wall

All in all you're just another brick in the wall.
- *Pink Floyd, Another Brick in the Wall pt. 2*

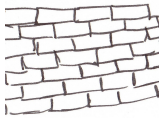
Components:

Brick



x5

Tier 4

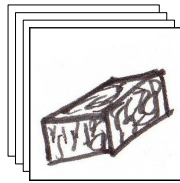


Brick road

A paved road.

Components:

Brick



x4

Tier 5



Stone wall

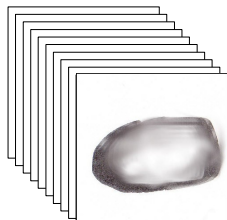
The rain comes pattering out of the sky,
I'm a Wall soldier, I don't know why.

The mist creeps over the hard grey stone,
My girl's in Tungria, I sleep alone.

- *W. H. Auden, Roman Wall Blues*

Components:

Dressed
stone



x10

Traps

If not for his keen auditory organs and lightning steeled reflexes, Grignr would have been groping through the shadowed hell-pits of the Grim Reaper. He had unknowingly stumbled upon an ancient, long forgotten booby trap; a mistake which would have stunted the perusal of longevity of one less agile.

- *Jim Theis, The Eye of Argon*

Tier 1

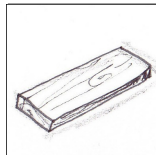


Spiked pit

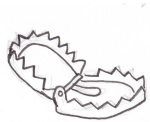
May be built in a ditch. Enemies falling into the pit will take damage from the spikes and be rendered helpless for a while.

Components:

Plank



Tier 3

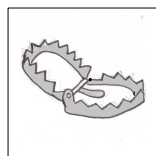


Bear trap

A vicious metal trap.

Components:

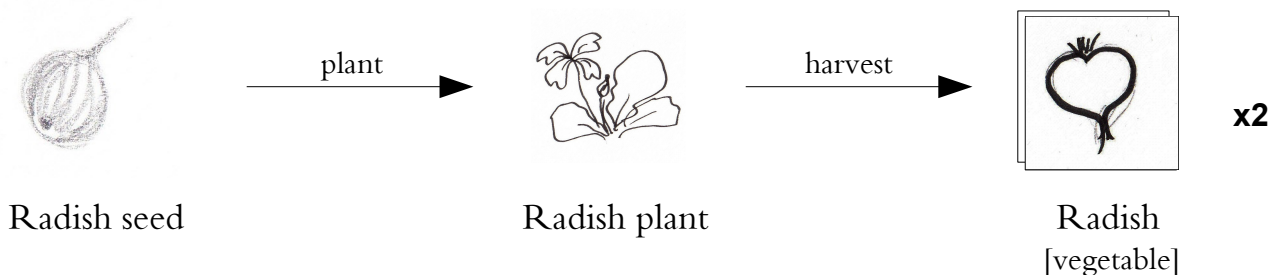
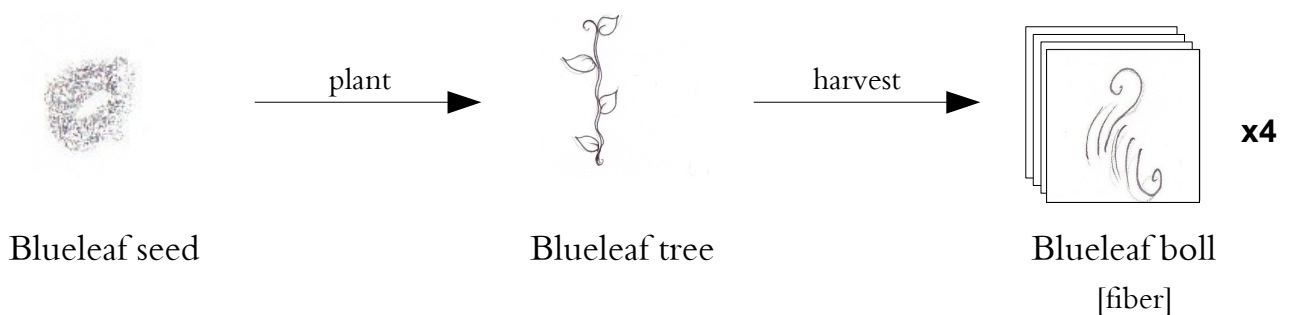
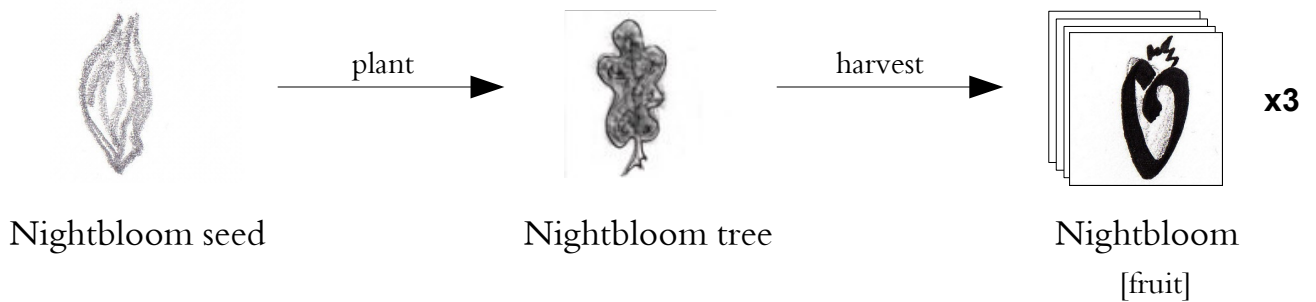
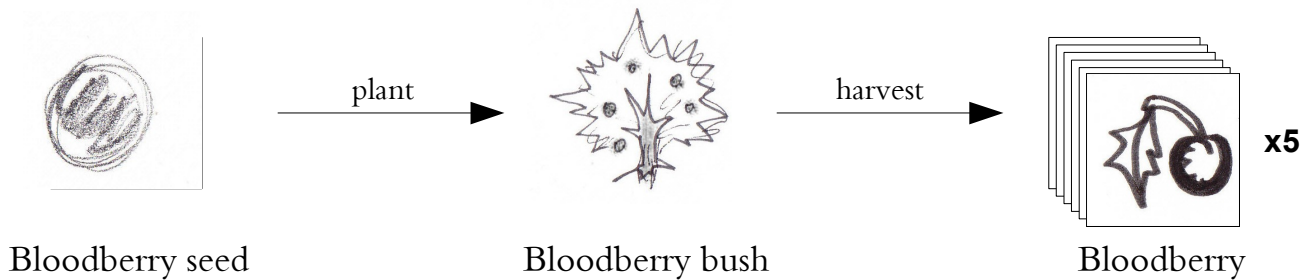
Leghold trap



Farming

Farming is the foundation of a successful camp, as crops are needed to keep your population fed. Farming takes place on **farm plots**. Left-click on the farm plot to open the sidebar, and select the kinds of seeds you want your goblins to plant on the plot. Note that only types of seed that are in your stockpiles can be selected. Planting takes place in the spring, and crops are harvested in the fall.

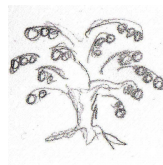
Most agricultural products, like berries and fruits, will leave seeds behind when they are used, but some plants will produce seeds on harvesting.





Hognut seed

plant →



Hognut bush

harvest →



Hognut

x3



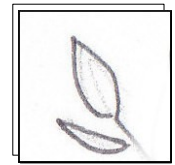
Chillweed seed

plant →



Chillweed bush

harvest →



Chillweed leaf

x2



Chillweed seed

x2



Marshmellow seed

plant →



Marshmellow plant

harvest →



Marshmellow shoot



Marshmellow seed

x2



Dreamvine seed

plant →



Dreamvine plant

harvest →



Dreamvine



Dreamvine seed

x2



Marubium seed

plant →



Marubium plant

harvest →



Marubium

x2



Mandrake seed

plant →



Mandrake

harvest →



Mandrake root



Ghost cabbage seed

plant →



Ghost cabbage plant

harvest →



Ghost cabbage

x2



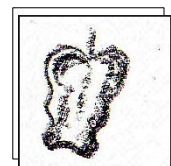
Lichfruit seed

plant →



Lichfruit tree

harvest →



Lichfruit

x2

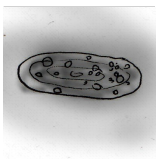


Lichfruit leaf
[fiber]

Permanent constructions

Permanent constructions can be worked to produce items or creatures. Once built, they cannot be dismantled. All permanent constructions spawn monsters; in the case of the spawning pool, the monsters add to the population of your camp.

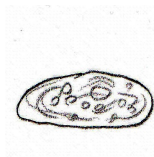
Tier 0



Spawning pool

Dumping filth and corpses in the spawning pool will create more orcs and goblins for your camp, and make the pool grow in size.

Production:



Spawning pool

dump filth
dump corpse

→ population growth

Tier 2



Stone quarry

The cry was addressed to a man three feet taller than Cugel, who had been striking the stone with a pointed maul. "I detect overconfidence!" The forefinger shot forth. "Use great care at this juncture; note how the rock tends to cleave? Strike here a blow of the sixth intensity at the vertical, using a semi-clenched grip; at this point a fourth-intensity blow groin-wise; then employ a quarter-gauge bant-iron to remove the swange."

- Jack Vance, *The Eyes of the Overworld*

Production:



Stone quarry

produce



Rough stone



Clay pit

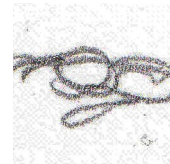
Produces clay, but may spawn monsters.

Production:



Clay pit

produce →



Red clay

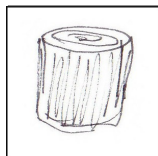


**Charcoal
burning clamp**

Looking down from the hy groud in to the aulders you
cud see in to the chard coal burners fents. Smoak and
steam coming up in the rain from the harts and huts all
huddelt they wer crouching in the wood like girt old
shaggy wet naminals sleaping.

- *Russell Hoban, Riddley Walker*

Production:



Log

produce →



x5

Charcoal

Workshops

The majority of production takes place in **workshops**. Like other constructions, what workshops you can build is determined by the tier of your camp.

Items are created in workshops from **components**. The components required for an item are defined as item categories, not specific items: for example, Flour can be made from any kind of Seed.

Tier 0



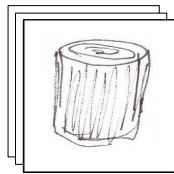
Saw pit

”Nonetheless they will have need of wood,” said Aulë, and he went on with his smith-work.

–*J.R.R. Tolkien, The Silmarillion*

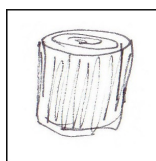
Components:

Log



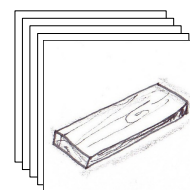
x3

Production:



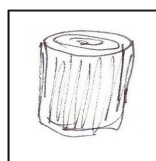
Log

saw pit



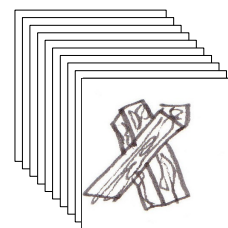
x5

Plank



Log

saw pit



x10

Firewood

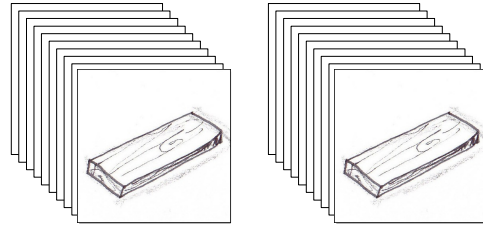


Carpenter

The carpenter creates useful items from planks.

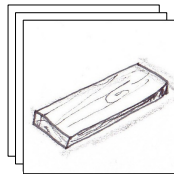
Components:

Plank



x20

Production:



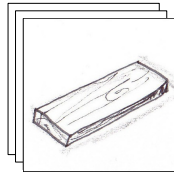
x3

carpenter →



Plank

Wooden door



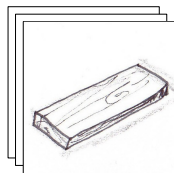
x3

carpenter →



Plank

Wooden bed



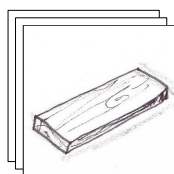
x3

carpenter →



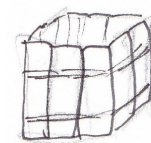
Plank

Wooden barrel



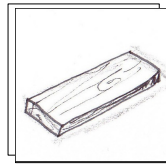
x3

carpenter →



Plank

Crate



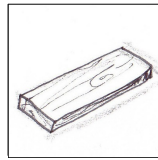
Plank

x2

carpenter →



Wooden bucket



Plank

carpenter →



Wooden club

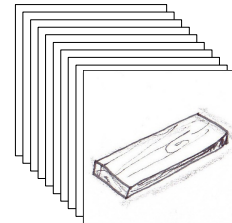
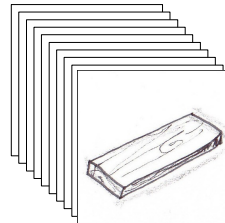


Basket weaver

Now Damon sings, or springes sets for hares,
Or wicker-work for various uses prepares!
- John Milton, *The Death of Damon*

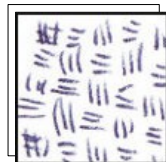
Components:

Plank



x20

Production:



Wicker

x2

basket weaver →



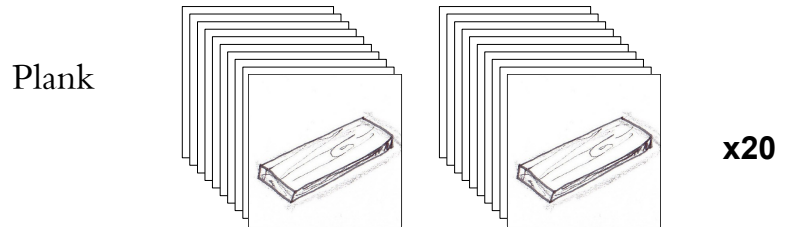
Wicker basket



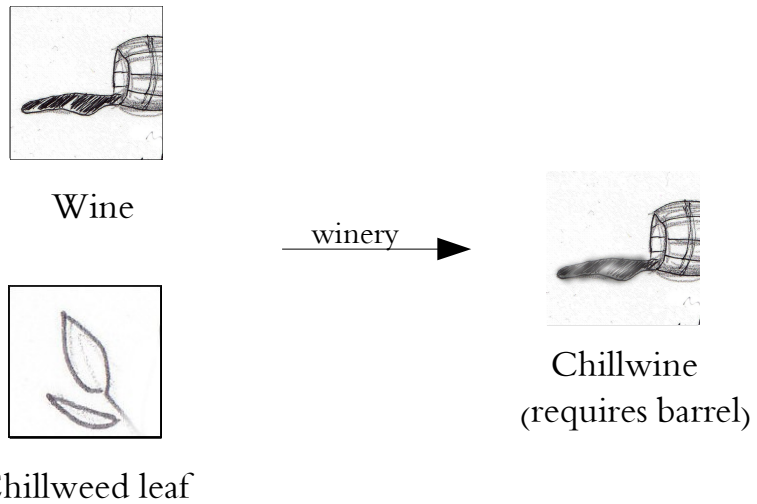
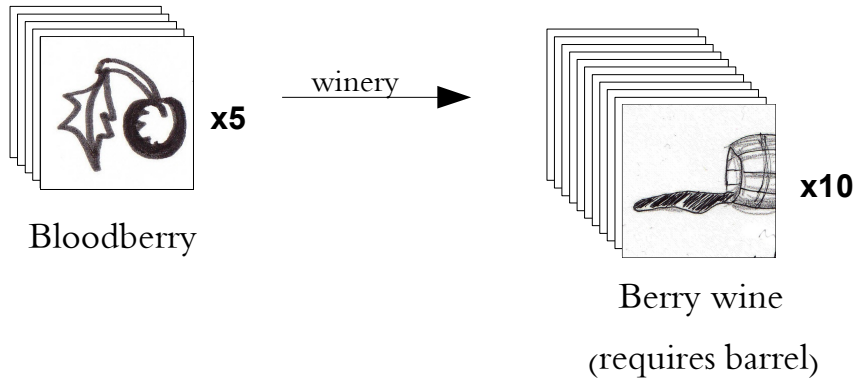
Winery

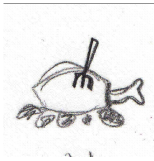
Iram indeed is gone with all its Rose,
 And Jamshyd's Sev'n-ring'd Cup where no one knows;
 But still the Vine her ancient Ruby yields,
 And still a Garden by the Water blows.
 - Edward FitzGerald, *The Rubaiyat of Omar Khayyam*

Components:



Production:



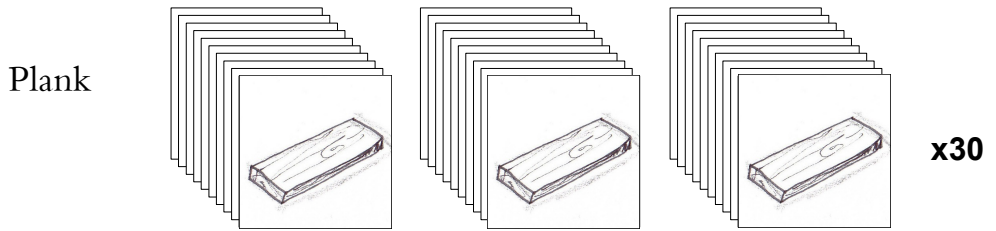


Kitchen

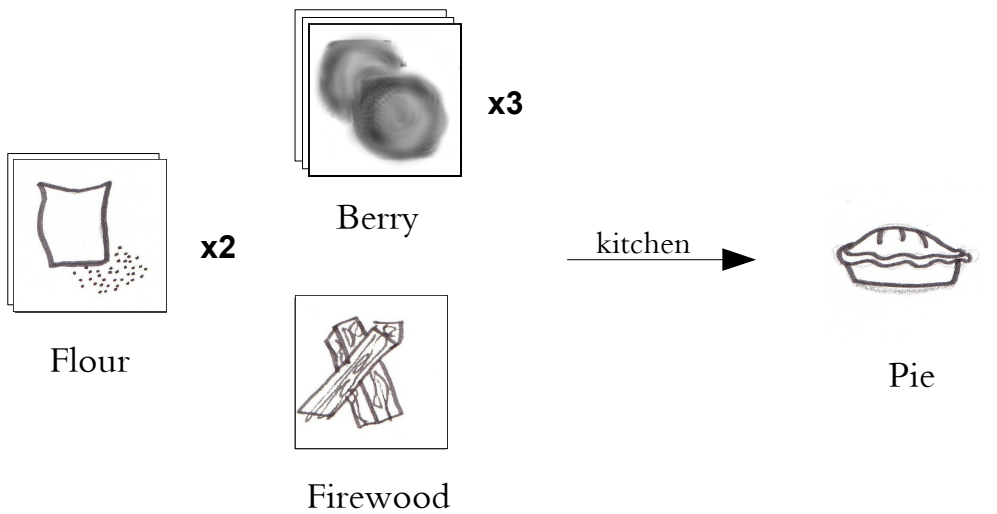
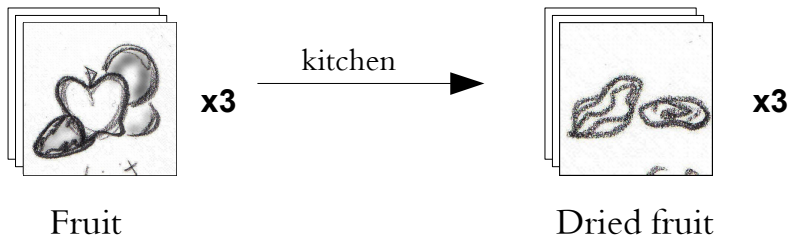
Even in the black of night, the kitchens were never still; there was always someone rolling dough for the morning bread, stirring a kettle with a long wooden spoon, or butchering a hog for Ser Amory's breakfast bacon.

- George R. R. Martin, *A Clash of Kings*

Components:



Production:





Bone



Meat

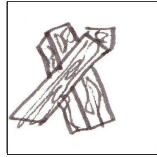
kitchen →



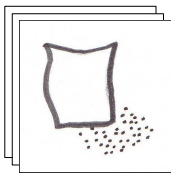
Bone stew



Water



Firewood



Flour

x3



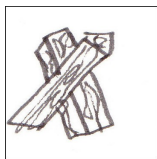
Seed

x2

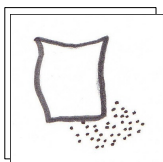
kitchen →



Bread



Firewood



Flour

x2

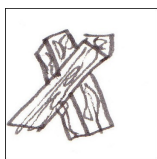


Meat

kitchen →



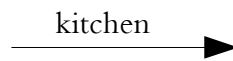
Meat pie



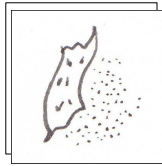
Firewood



Meat

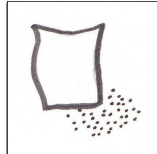


Jerked meat



Powdered bark

x2



Flour



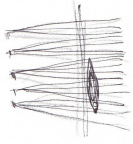
Bark bread



Water



Firewood



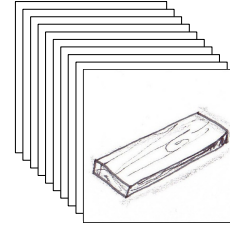
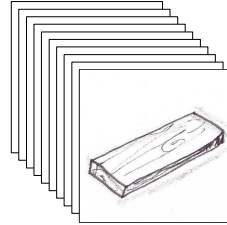
Weaver

"Yes, Portunus, the weaver," cried the widow, in a loud voice, a hint of menace in her eye. "And who, I should like to know, does not love Portunus, the weaver?"

- *Hope Mirrlees, Lud-in-the-Mist*

Components:

Plank



x20

Production:



x2

weaver



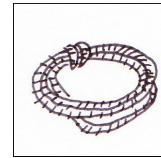
Fiber

Cloth



x2

weaver



Fiber

Rope



x2

weaver



Cloth

Cloth sack



x5

weaver



Cloth

Padded jack

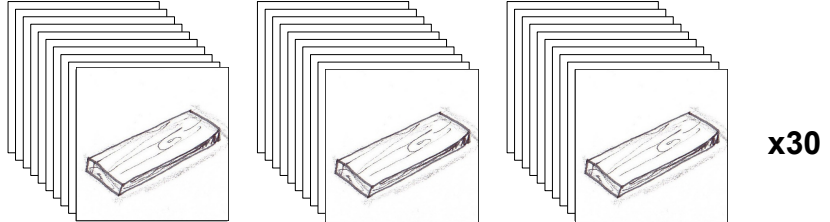


Bone carver

Carves bones into items.

Components:

Plank



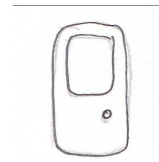
Production:



Bone

x3

bone
carver →



Bone door



Bone

x3

bone
carver →



Bone bed



Bone

bone
carver →



Bone dagger



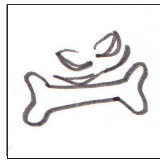
Bone

x5

bone
carver →

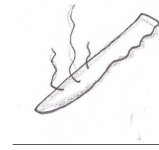


Bone statue



Bone

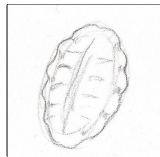
bone
carver →



Poisoned
dagger



Poison



Chitin

bone
carver →



Chitin plate



Bone

x2

bone
carver →



Bone plate



Bone

bone
carver →



Bone hilt



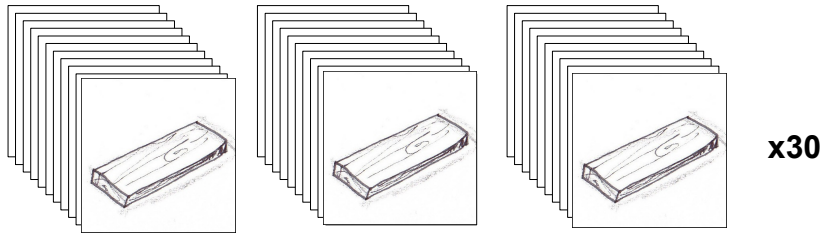
Butcher

Beyond the Keep, in the fields where the early wheat lay withered now on the turned black soil, long rows of wooden racks had been set up over snaky mounds of wood, and most of the population of the Keep could be seen, butchering the carcasses of the herds as they thawed.

- *Barbara Hambly, The Mother of Winter*

Components:

Plank



Production:



Corpse

butcher →



Meat

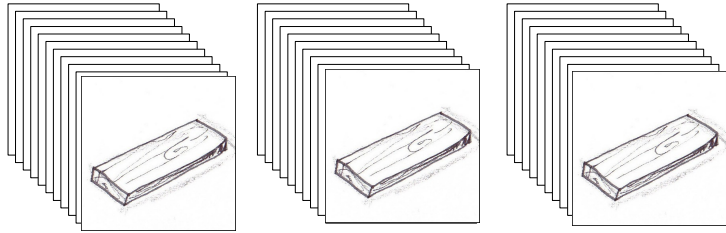


Stone mason

”They carved hills as hunters carve beast-flesh.
Wild Men think they are stone for food.”
- J.R.R. Tolkien, *The Lord of the Rings*

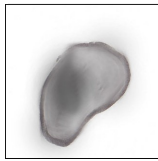
Components:

Plank

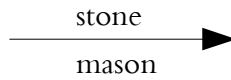


x30

Production:



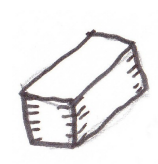
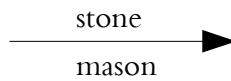
Rough stone



Sharpened stone



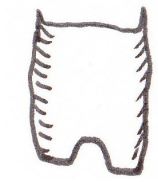
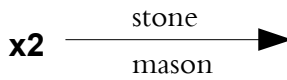
Rough stone



Stone block



Rough stone



Stone statue



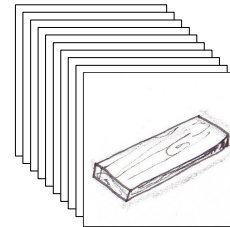
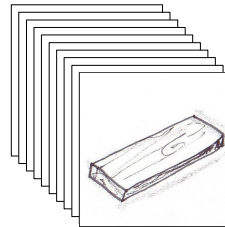
Weapon crafter

Her bitter blade was an ell in length, straight and square-pointed as such a sword's should be. Man-edge and woman-edge ould part a hair to within a span of the guard, which was of thick silver with a carven head at either end. Her grip was onyx bound with silver bands, two spans long and terminated with an opal. Art had been lavished upon her; but it is the function of art to render attractive and significant those things that without it would not be so, and so art had nothing to give her.

- *Gene Wolfe, Shadow and Claw*

Components:

Plank

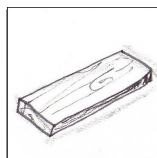


x20

Production:

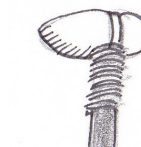


Rough stone



Plank

weapon
crafter →



Stone maul

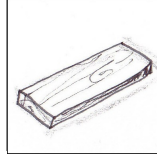


Sharpened stone

weapon
crafter →



Stone axe



Plank

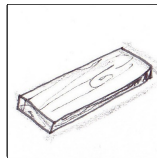


Sharpened stone

weapon
crafter →



Stone spear



Plank

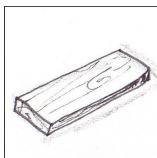


Metal spearhead

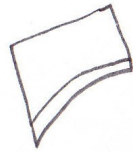
weapon
crafter →



Iron spear

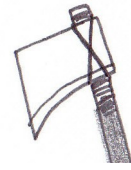


Plank

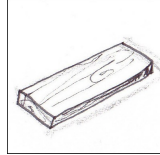


Axe head

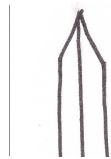
weapon crafter →



Iron axe

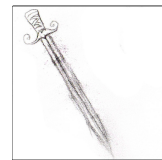


Plank



Blade

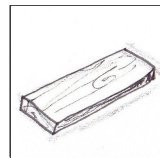
weapon crafter →



Iron sword

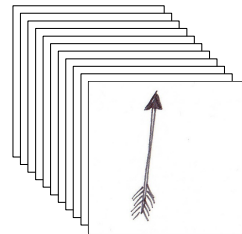


Hilt



Plank

weapon crafter →



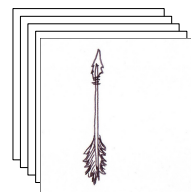
x10

Wooden arrow



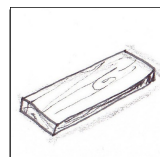
Sharpened stone

weapon crafter →



x5

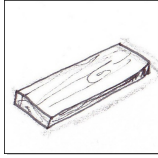
Stone-tipped arrow



Plank



Bone



Plank

weapon crafter

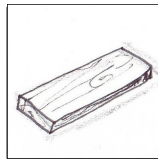


x5

Bone arrow

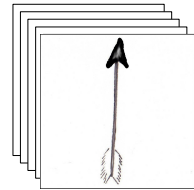


Metal arrow head



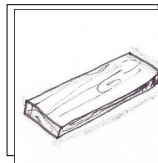
Plank

weapon crafter



x5

Iron arrow

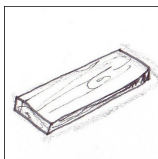


x2

weapon crafter



Wooden bow



Plank

weapon crafter



Wooden hilt



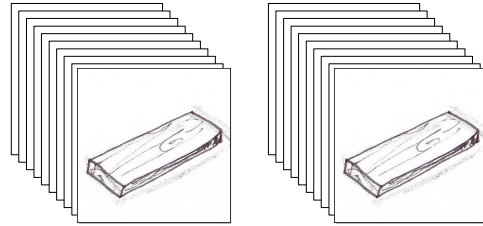
Leather crafter

But before that star appeared the young adventurer found the cottage he sought; for, flapping above its doorway, he saw the sign of huge brown hide with outlandish letters in gilt which proclaimed the dweller below to be a worker in leather.

- Lord Dunsany, *The King of Elfland's Daughter*

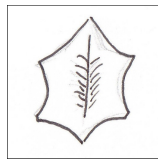
Components:

Plank

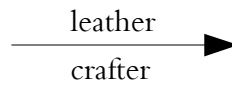


x20

Production:



Leather



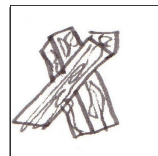
Quiver



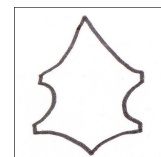
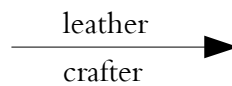
Water



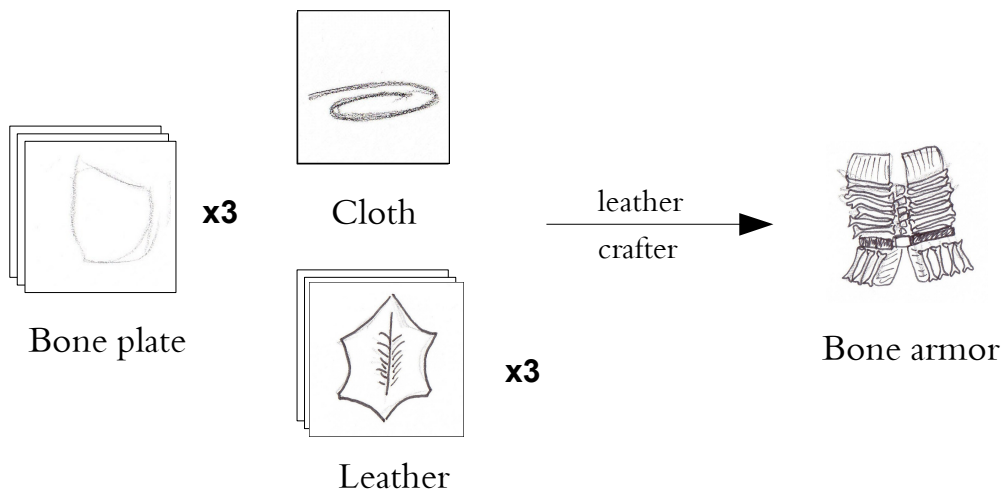
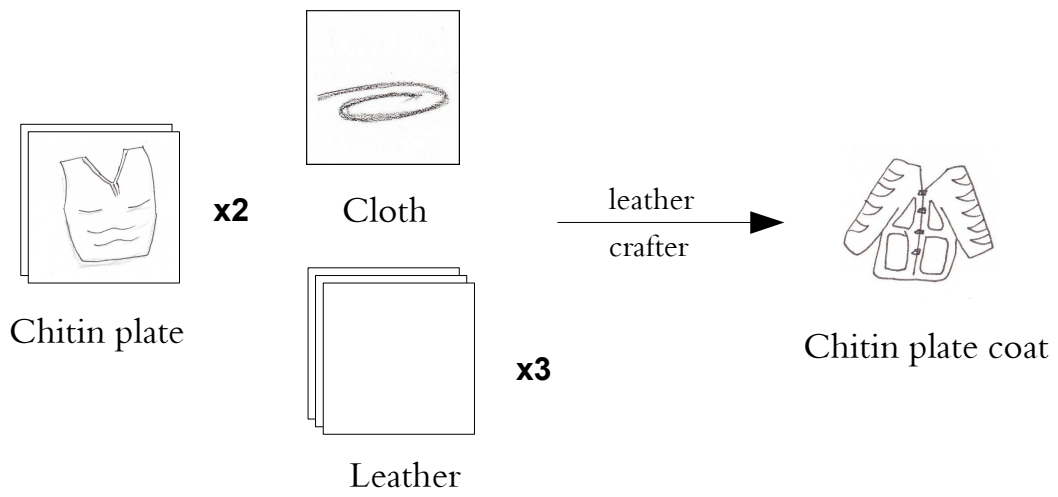
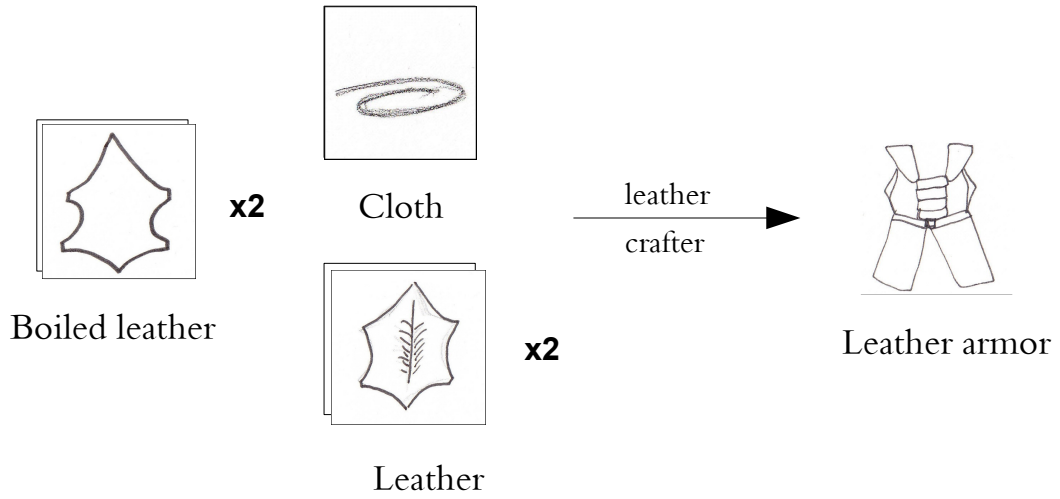
Leather

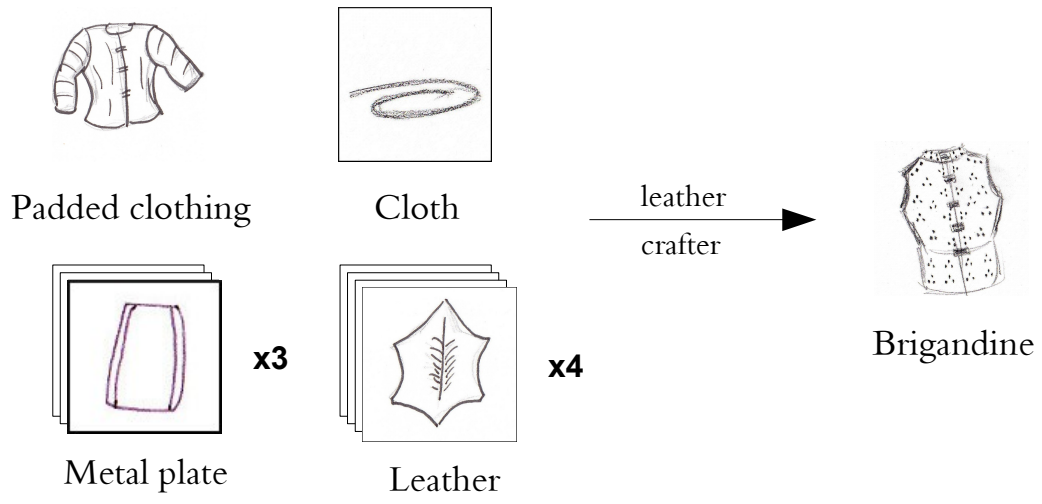


Firewood



Boiled leather







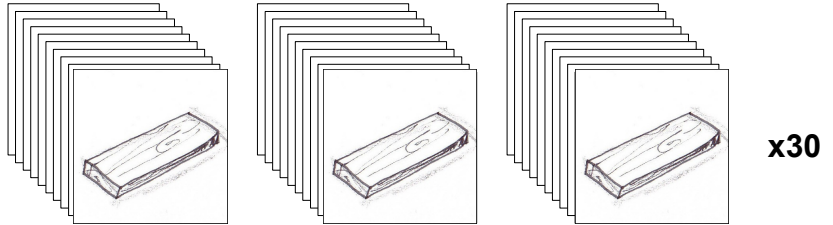
Tanner

The most pungent districts are those of the fish merchants, the linen makers, the butchers and, worst of all, the tanners.

- *Joseph and Frances Gies, Life in a Medieval City*

Components:

Plank

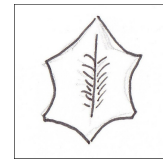


Production:

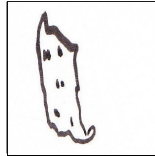


Hide

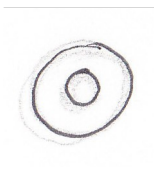
tanner



Leather



Bark



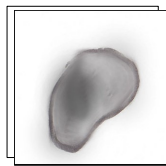
Mill

The great chimney rose up before them; and as they drew near the old village across the Water, through rows of new mean houses along each side of the road, they saw the new mill in all its frowning and dirty ugliness: a great brick building straddling the stream, which fouled it with a steaming and stinking outflow.

-J.R.R. Tolkien, *The Lord of the Rings*

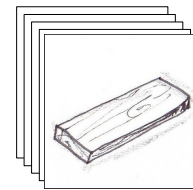
Components:

Rough
stone



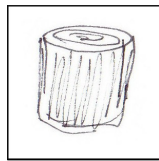
x2

Plank



x5

Log

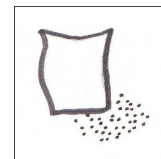


Production:



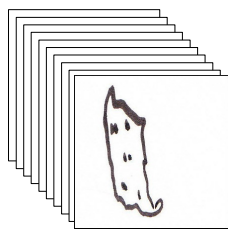
x10

mill



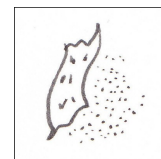
Seed

Flour
(requires sack)



x10

mill



Bark

Powdered bark
(requires sack)



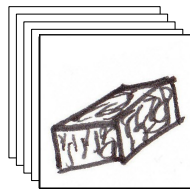
Bloomery

The furnaces of early times were not adequate to allow contact with carbon for a long time at a very high temperature, as in a modern blast furnace into which hot air is forced, so that little absorption of carbon with the formation of iron carbide took place, and the product was a spongy mass of iron mixed with slag.

- *Hilda Davidson, The Sword in Anglo-Saxon England*

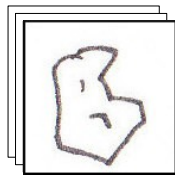
Components:

Brick



x5

Production:



x3

Metal ore

bloomery



Impure metal



x4

Charcoal



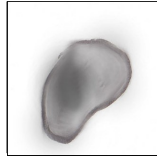
Blacksmith

"I have no royal blood," ground Conan. "I am a barbarian and the son of a blacksmith."

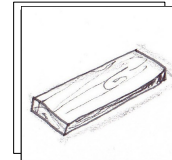
- Robert E. Howard, *The Hour of the Dragon*

Components:

Rough
stone

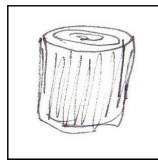


Plank

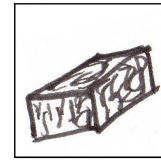


x2

Log



Brick

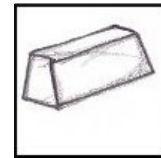


Production:



Impure metal

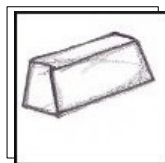
blacksmith



Metal bar



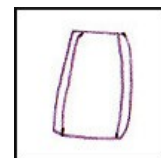
Charcoal



Metal bar

x2

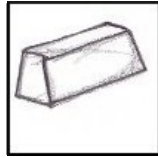
blacksmith



Iron plate



Charcoal



Metal bar

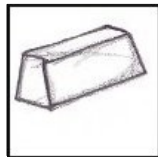
blacksmith →



Iron rings

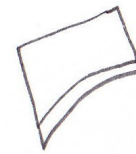


Charcoal



Metal bar

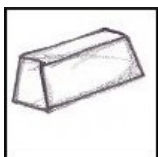
blacksmith →



Iron axe head



Charcoal



Metal bar

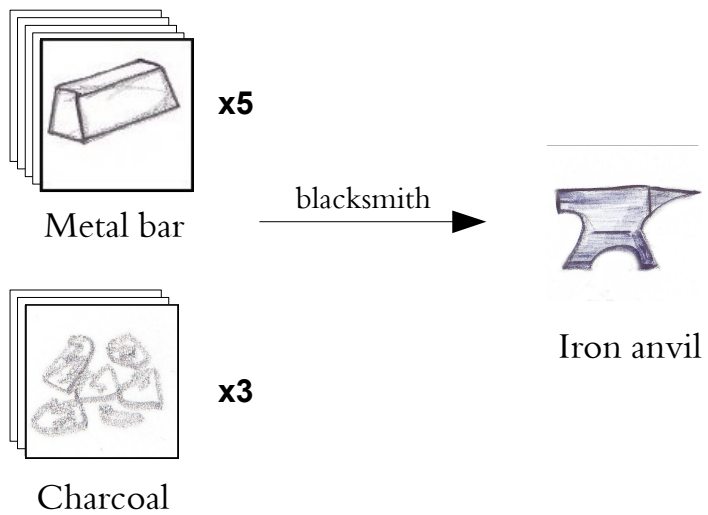
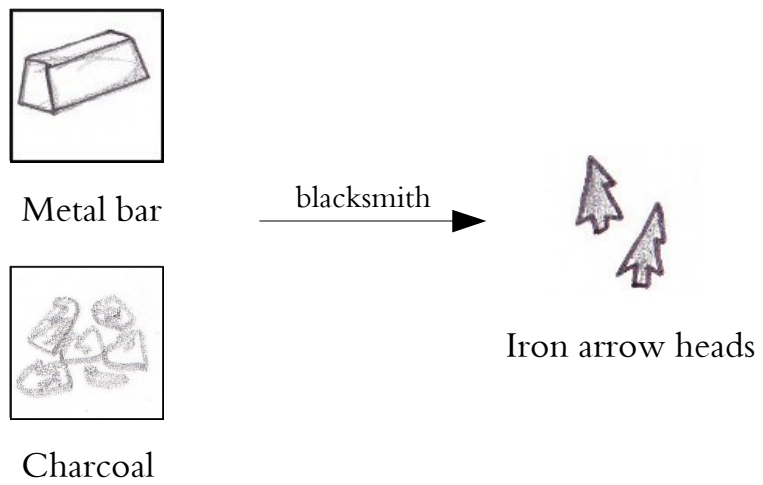
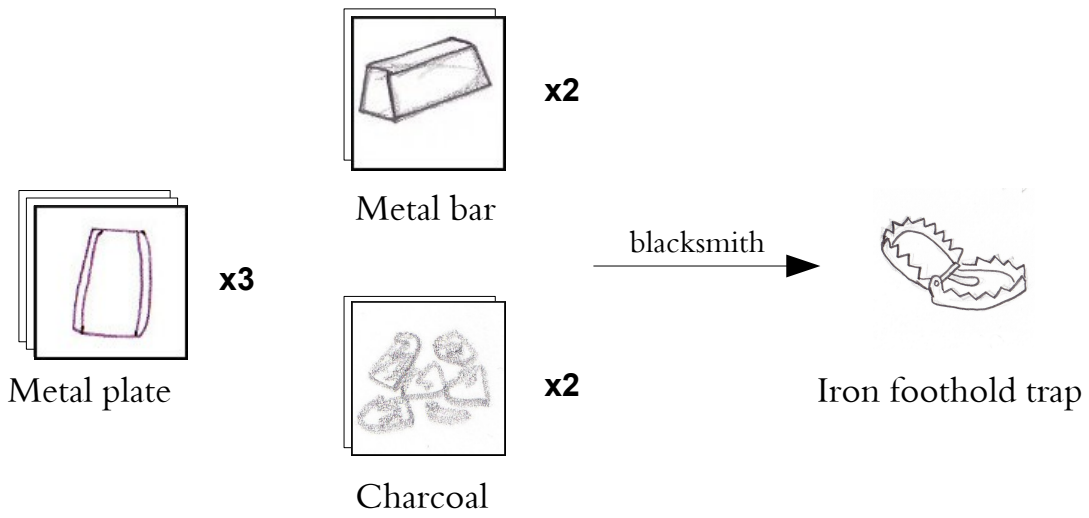
blacksmith →

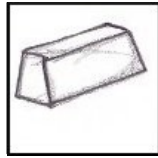


Iron spearhead

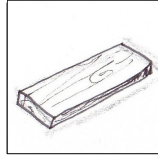


Charcoal





Metal bar



Plank

blacksmith →



Shovel

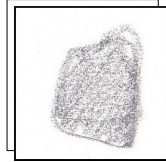


Clay kiln

Produces bricks.

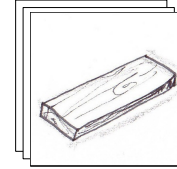
Components:

Clay



x2

Plank



x3

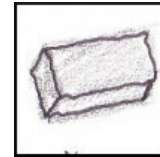
Production:



x3

Clay

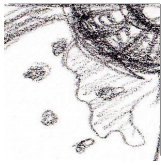
clay kiln



Red brick



Charcoal

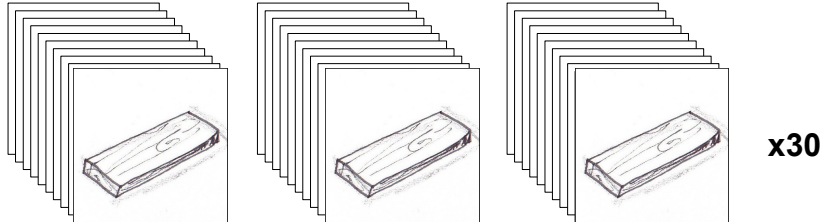


Oil press

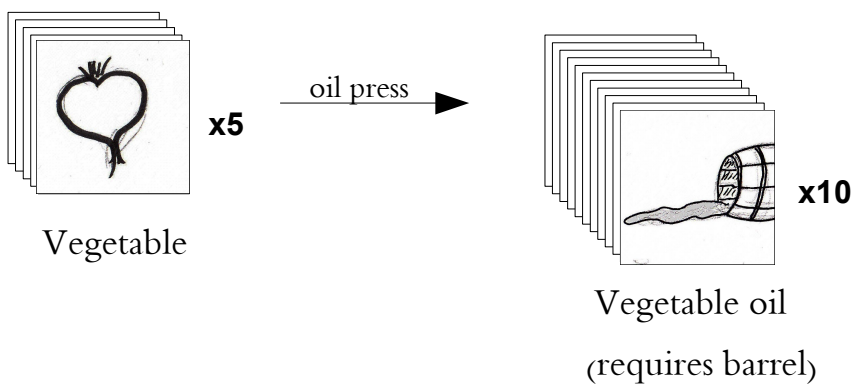
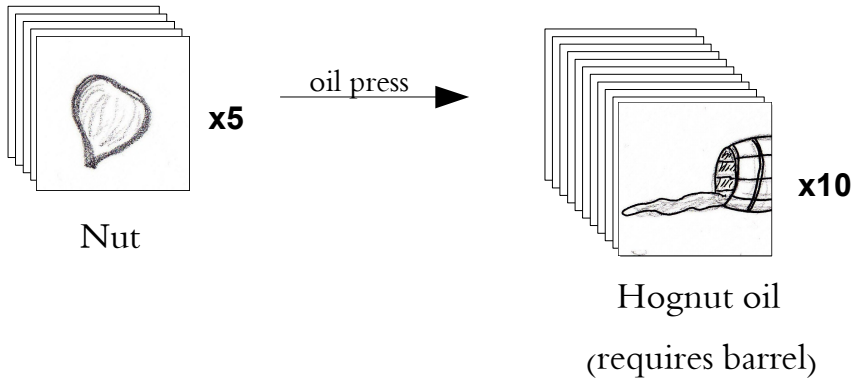
Produces oil from nuts and vegetables.

Components:

Plank



Production:





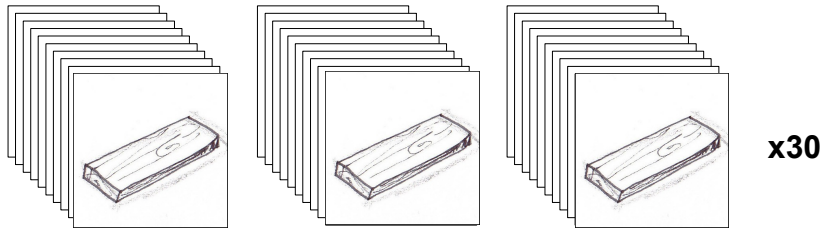
Alchemist

Light from the scattered, slit-like windows dimly revealed the chests lining the walls and the dried herbs and desiccated birds, small mammals, and reptiles hanging from the ceiling, suggesting an apothecary's shop.

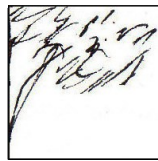
- Fritz Leiber, *The Howling Tower*

Components:

Plank



Production:

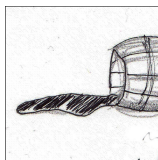


Branch

→ alchemist →



Poison antidote



Wine

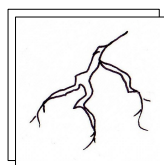


Shoot

x2 → alchemist →



Healing tonic



Root

x2 → alchemist →



Poison



Armorsmith

And I thought a time, and the Maid with me; and afterward we gat that stump upon which I had leant, and had this to be for an anvil; and we found then smooth stones of different sizes, and these to be for hammers; and we wrought all that day, with restings, upon the armour; and surely, we beat it into a very good shape, from the inward, and the broken parts we beat smooth, so that they should not wound, and in the end to have mine armour fit to go upon me.

- *William Hope Hodgson, The Night Land*

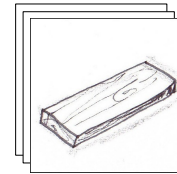
Components:

Rough
stone



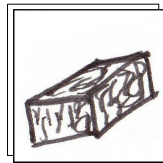
x2

Plank



x3

Brick

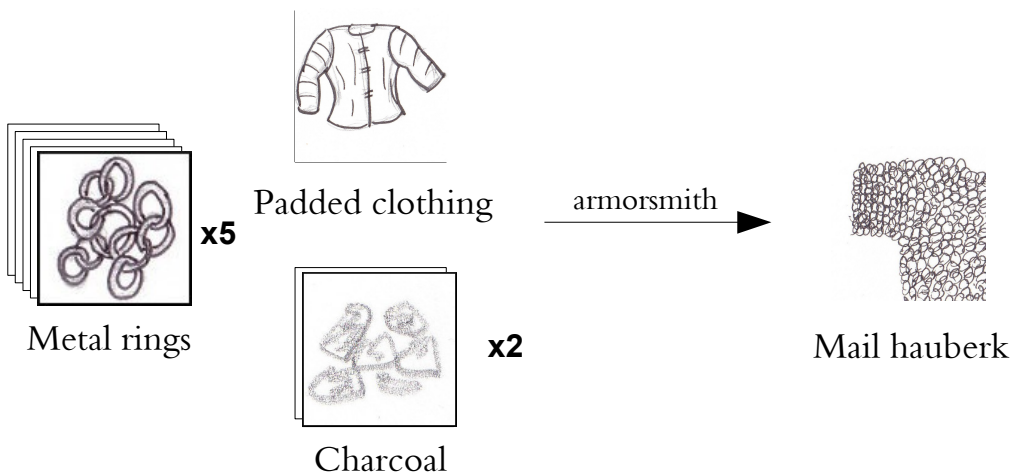


x2

Anvil

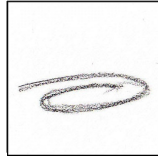


Production:





Padded clothing



Cloth



Metal rings



Leather

armorsmith →

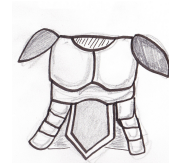
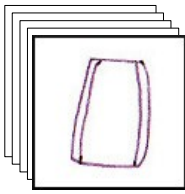


Plate armor



Metal plate

x5



Charcoal

x3



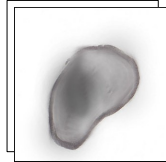
Weaponsmith

Other races, mostly dwarves and surface elves, also took pride in their crafted weapons. Fine swords and mighty hammers hung over mantles as showpieces, always with a bard nearby to spout the accompanying legend that most often began "In the days of yore..."

- R.A. Salvatore, *Homeland*

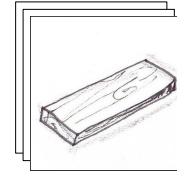
Components:

Rough stone



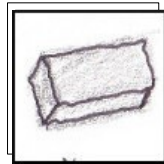
x2

Plank



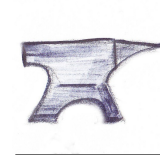
x3

Brick

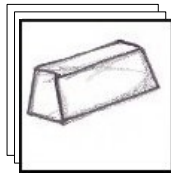


x2

Anvil



Production:



x3

Metal bar

weaponsmith →

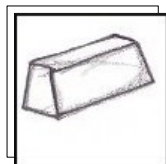


Iron war hammer



x2

Charcoal



x2

Metal bar

weaponsmith →



Iron sword blade

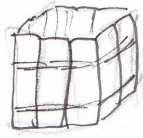


x2

Charcoal

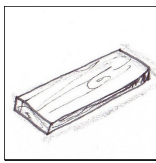
Containers

Each square in a stockpile can only hold one item. You can produce **containers**, which allow several items to be stored in one square. Each item will only fit in one type of container.



Crate

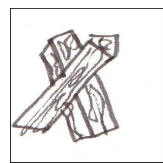
Plank



Wicker



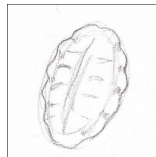
Firewood



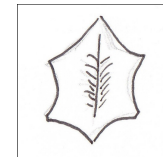
Bone



Chitin fragment



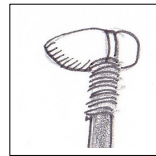
Leather



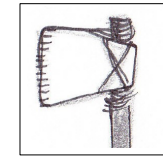
Wooden club



Stone maul



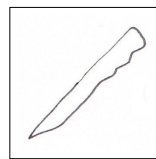
Stone axe



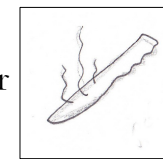
Stone spear



Bone dagger



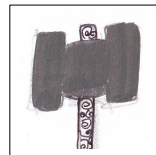
Poisoned dagger



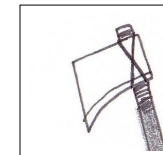
Iron spear



Iron war hammer



Iron axe



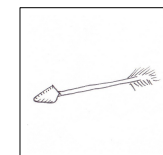
Iron sword



Wooden arrow



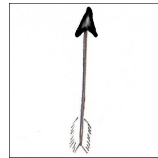
Stone-tipped arrow



Bone
arrow



Iron
arrow



Wooden
bow



Quiver



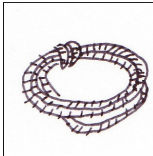
Blueleaf
boll



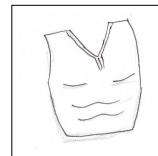
Cloth



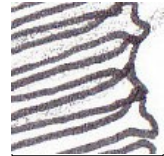
Rope



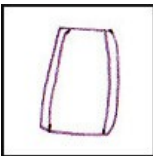
Chitin
plate



Bone
plate



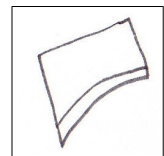
Iron
plate



Iron
rings



Iron axe
head



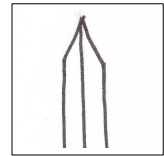
Iron
spearhead



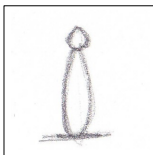
Iron
arrow heads



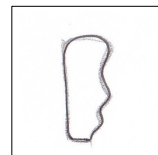
Iron sword
blade



Wooden
hilt



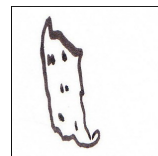
Bone hilt



Shovel



Bark



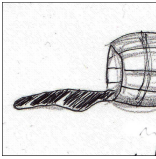
Lichfruit
leaf



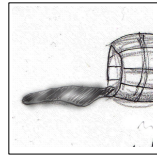


Barrel

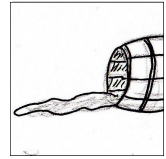
Berry
wine



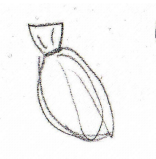
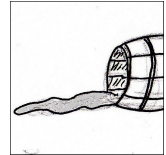
Chillwine



Hognut oil



Vegetable
oil



Sack

There was a Young person of Crete,
Whose toilette was far from complete;
She dressed in a sack,
Spickle-speckled with black,
That ombliferous person of Crete.

- *Edward Lear, Book of Nonsense*

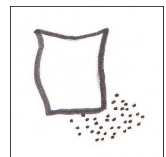
Wood
charcoal



Seed



Flour



Chillweed
leaf



Mandrake
root



Marubium





Basket

His Majesty Elessar Elfstone is a farsighted Man, he never puts all his eggs in one basket.

- Kirill Yeskov, *The Last Ringbearer*

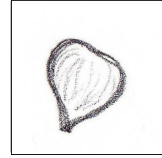
Bloodberry



Nightbloom



Hognut



Lichfruit



Radish



Ghost cabbage



Equipment

Equip your orc squads with weapons and armour through the **Squads** menu. When squads **rearm** or **re-equip armor**, they will automatically select the best available equipment of the chosen type. Goblins will automatically equip tools to carry out jobs.

The number after **Effects** is the percentage chance an attacked enemy will acquire the status effect.

Blunt weapons



Wooden club

Damage: 1d10+3
Cooldown: 25
Effects: Concussion (20%)



Stone maul

Damage: 1d15+10
Cooldown: 25
Effects: Concussion (33%)



Iron war hammer

Damage: 1d20+15
Cooldown: 35
Effects: Concussion (50%)

Piercing weapons



Bone dagger

Damage: 1d10+7
Cooldown: 25
Effects: Bleeding (10%)



Poisoned dagger

Damage: 1d10+7
Cooldown: 25
Effects: Bleeding (10%)
Poison (50%)



Stone spear

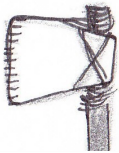
Damage: 1d15+10
Cooldown: 25
Effects: Bleeding (10%)



Iron spear

Damage: 1d30+10
Cooldown: 25
Effects: Bleeding (25%)

Slashing weapons



Stone axe

Damage: 2d15+9
Cooldown: 35
Effects: Bleeding (33%)



Iron axe

Damage: 2d15+15
Cooldown: 35
Effects: Bleeding (50%)



Iron sword

Damage: 3d15+15
Cooldown: 35
Effects: Bleeding (50%)

Ranged weapons



Wooden bow

Damage: -
Cooldown: 50
Effects: -

Ammunition



Wooden arrow

Damage: 1d10+10
Cooldown: 25
Effects: Bleeding (20%)



Bone arrow

Damage: 1d15+10
Cooldown: 25
Effects: Bleeding (20%)



**Stone-tipped
arrow**

Damage: 1d20+10
Cooldown: 25
Effects: Bleeding (25%)



Iron arrow

Damage: 1d25+10
Cooldown: 25
Effects: Bleeding (40%)

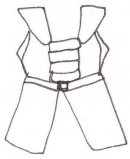
Padded clothing



Padded jack

Physical resistance: 5
Bulk: -

Light armor



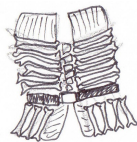
Leather armor

Physical resistance: 10
Bulk: 2



Chitin plate coat

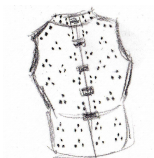
Physical resistance: 15
Bulk: 2



Bone armor

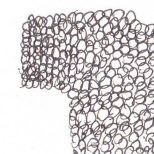
Physical resistance: 15
Bulk: 3

Medium armor



Brigandine

Physical resistance: 20
Bulk: 4



Mail hauberk

Physical resistance: 25
Bulk: 4

Heavy armor



Plate armor

Physical resistance: 40
Bulk: 6

Food and drink

The population of your camp needs **food and drink** to survive. If they have nothing else to drink, orcs and goblins will drink water from the river. Nutrition is the number of months an orc will survive on one item of this foodstuff.

Food



Bloodberry

Category: Berry
Nutrition: 2.5
Decay speed: 5



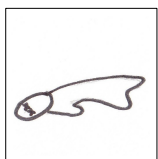
Nightbloom

Category: Fruit
Nutrition: 2.0
Decay speed: 6



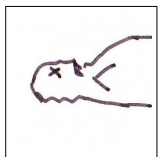
Dried fruit

Category: Fruit
Nutrition: 2.0
Decay speed: 15



Corpse

Category: Corpse, Food
Nutrition: 4.5
Decay speed: 3



Large corpse

Category: Corpse, Food
Nutrition: 5.0
Decay speed: 3



Huge corpse

Category: Corpse, Food
Nutrition: 6.0
Decay speed: 3



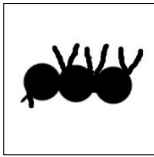
Body part

Category: Corpse, Food
Nutrition: 2.0
Decay speed: 2



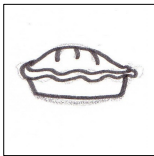
Small corpse

Category: Corpse, Food
Nutrition: 2.0
Decay speed: 3



Arthropod corpse

Category: Corpse, Food
Nutrition: 3.5
Decay speed: 4



Pie

Category: Prepared food
Nutrition: 10.0
Decay speed: 12



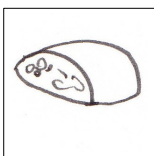
Meat

Category: Meat
Nutrition: 6.0
Decay speed: 5



Jerked meat

Category: Prepared food
Nutrition: 5.0
Decay speed: 18



Bark bread

Category: Prepared food
Nutrition: 3.0
Decay speed: 12



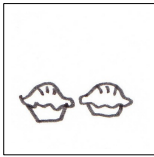
Bone stew

Category: Prepared food
Nutrition: 11.0
Decay speed: 8



Bread

Category:	Prepared food
Nutrition:	6.0
Decay speed:	12



Meat pie

Category:	Prepared food
Nutrition:	11.0
Decay speed:	12



Chillweed leaf

Category:	Leaf
Nutrition:	1.0
Decay speed:	9
Effects:	Removes Sluggish



Hognut

Category:	Nut
Nutrition:	2.5
Decay speed:	12



Lichfruit

Category:	Fruit
Nutrition:	3.0
Decay speed:	6



Ghost cabbage

Category:	Vegetable
Nutrition:	3.0
Decay speed:	6



Radish

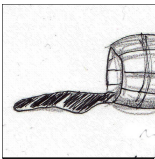
Category:	Vegetable
Nutrition:	2.5
Decay speed:	6

Drink



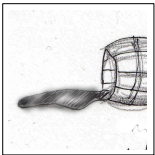
Water

Category: Water
Nutrition: 5.0



Berry wine

Category: Wine
Nutrition: 6.0
Effects: Invigorated (75%)
Drunk (5%)
Sluggish (5%)



Chillwine

Category: Tincture
Nutrition: 7.0
Effects: Invigorated (75%)
Drunk (5%)
Removes Drowsy