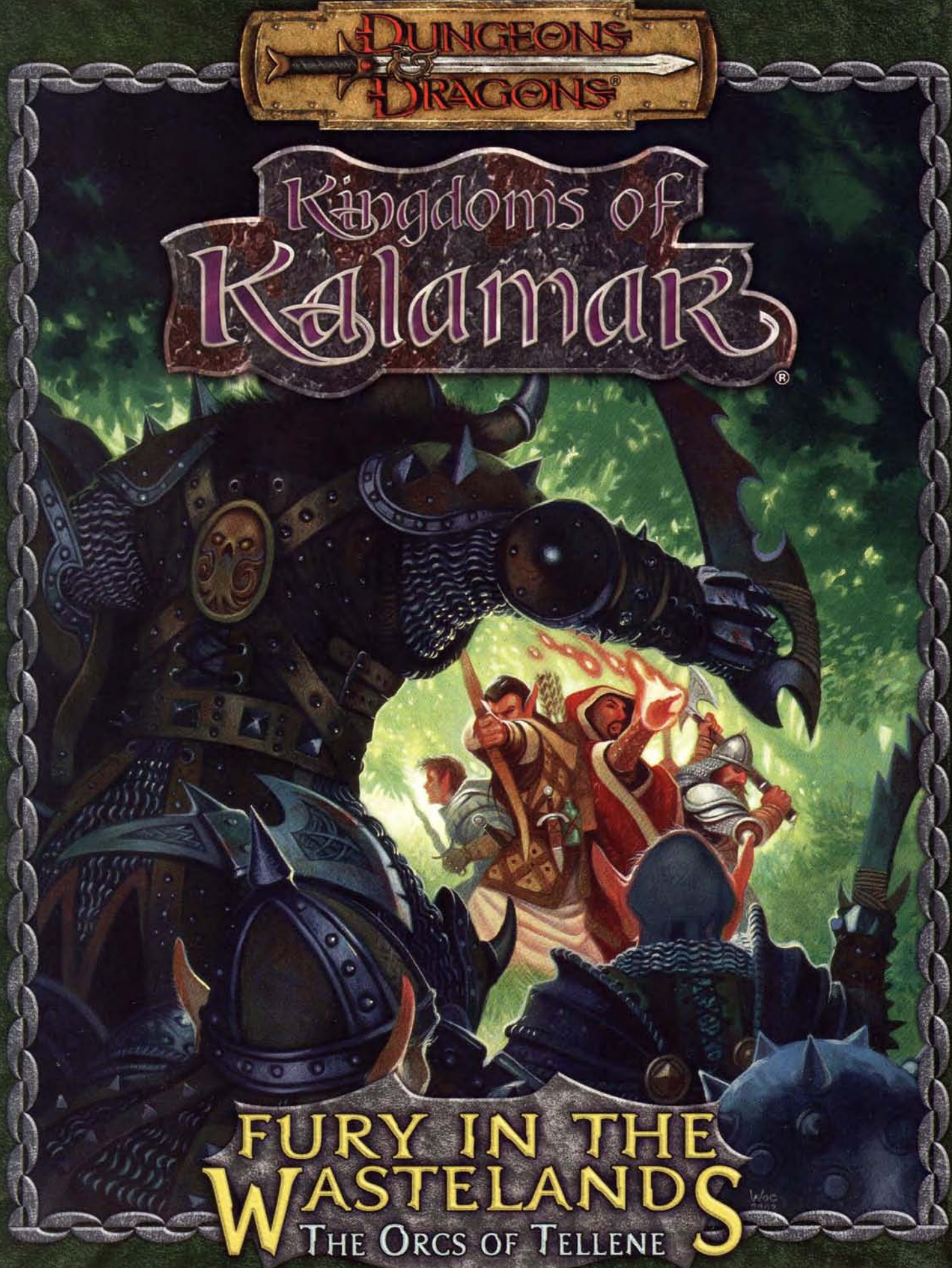


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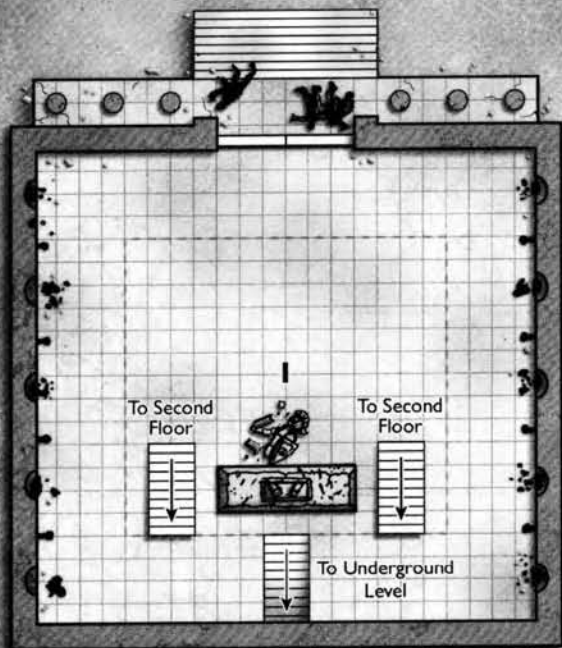
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FURY IN THE
WASTELANDS
THE ORCS OF TELLENE

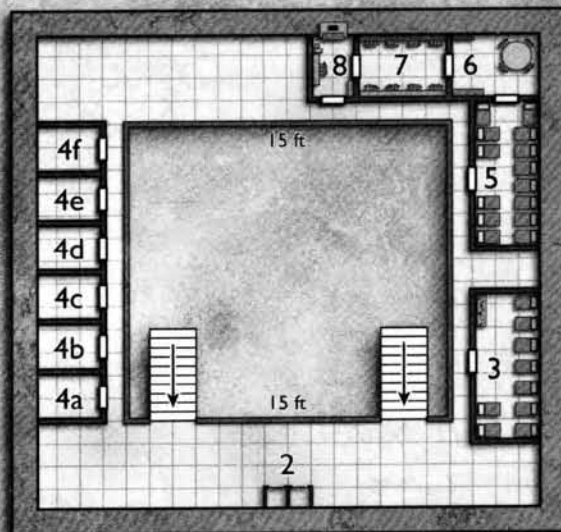


LOST TEMPLE OF THE VALIANT

Ground Floor



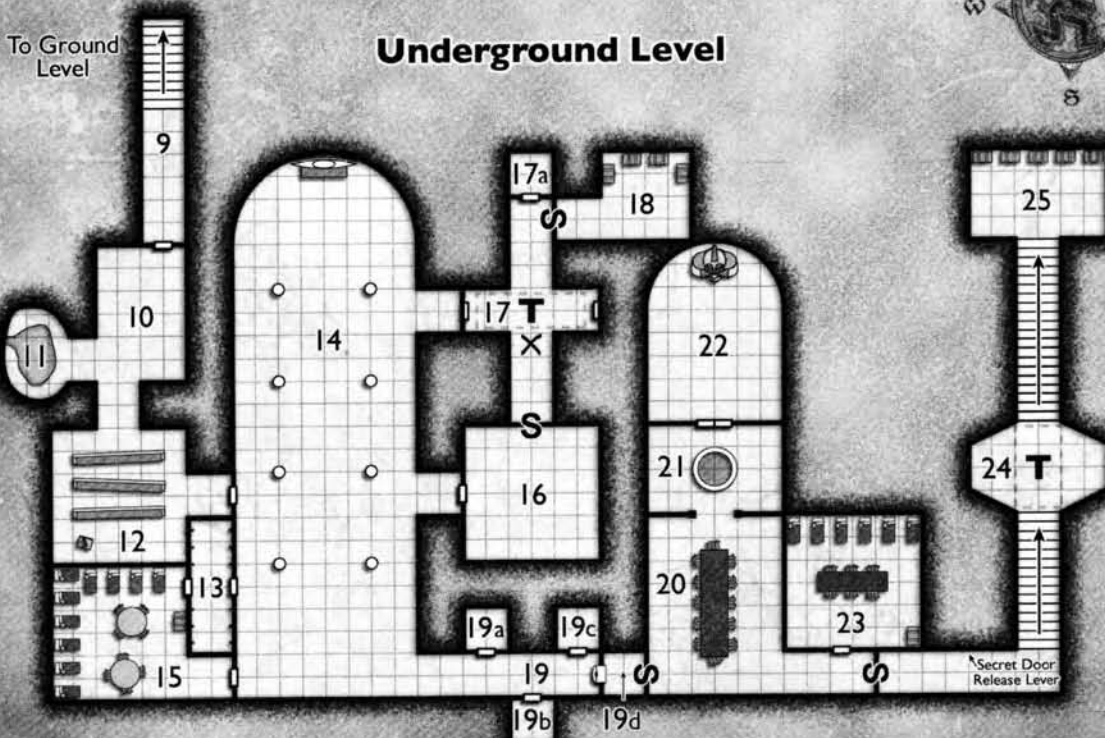
Second Floor



1 Square = 5 feet



Underground Level



FURY IN THE WASTELANDS

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PUBLISHER'S NOTE:

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INTRODUCTION

There are few places in Tellene where spitting in disgust does not follow an utterance of the word 'orc'. The mindset of the major, civilized races is so ingrained with loathing and contempt for these barbaric raiders that they are universally hated. Tales of their wanton destruction, rapacious nature, and complete disregard for any life, even that of their own kind, has earned them a bad reputation. But is it totally deserved? For many centuries orc warbands have attacked settlements, raided caravans, and looted temples, but what drives them to perform such acts and why haven't they become civilized in a manner similar to hobgoblins?

Contained within this sourcebook for the *KINGDOMS OF KALAMAR* setting is the truth about orcs, presented in an unbiased style. The orcs' history, culture, mindset, core religious beliefs, and methods of warfare are examined in detail. Even their guttural language is detailed for the first time.

Orcs have been present in *Dungeons and Dragons*® since the game was invented back in the 70's and most DMs, the author included, have a tendency to treat them as simple savages bent on looting and raping without mercy. But there is more to any race than the stereotype we first picture after reading the *Monster Manual* description. Orcs are no more 'simple' savages than dwarves are 'simple' miners lusting after gold.

This book will not match everyone's image of orcs, but that is fine. Role-playing is not about being told by game companies what your campaign should contain and how its races should act. If you do not like something within these pages, then change it to suit your vision.

Notes: The terms 'civilized' and 'major races' are used throughout this book and refer to members of the races of humans, elves, dwarves, gnomes, halflings, half-orcs who follow their human parentage, and hobgoblins. Throughout the book many terms are given in the orc language and their English translation is typically given only once, when the word is first encountered. The author feels that the use of orc language, where appropriate, creates a better atmosphere during reading and all translations can be found in the glossary.

WHAT THIS BOOK CONTAINS

As a sourcebook, this book is designed for both players and DMs alike. Players will find a wealth of information for playing full-blooded orc characters, with new feats, prestige classes, spells, and magic items for their characters to wield and enough information to give them as much depth as any of the standard races. DMs can use the same information to move orcs up the ladder from 'experience point fodder' to major threat, giving players a chance to learn the truth about these long neglected creatures through role-playing.

ORGANIZATION

THE LEGEND OF THE ORCS (CHAPTER 1):

Chapter one contains the legendary history of the orcs from the *Codex of Dooms* and provides insight into the motivations of the orc race.

THE FIVE ORC SPECIES (CHAPTER 2):

Chapter two details the five different species of orc found on Tellene from a physiological and psychological viewpoint.

ORC SOCIAL STRUCTURE (CHAPTER 3):

Chapter three explains the orc social structure, how the various castes work together, and the process of how a tribe is governed.

ORC CULTURE (CHAPTER 4):

Chapter four goes into great depth on orc culture, covering everything from their cycle of life and habitats through to diet and language.

WARFARE (CHAPTER 5):

Chapter five is dedicated to warfare and covers weapons and armor, organizational structure and orc military tactics.

RELIGION (CHAPTER 6):

Chapter six expands on the orc religion, detailing their gods' tenets and their most important ceremonies. It includes details on the orc views of many of the evil gods and new rules, including a new prestige class.

MISCONCEPTIONS (CHAPTER 7):

Chapter seven looks at misconceptions of orcs and the truth behind some of the more common beliefs.

MAJOR TRIBES OF TELLENE (CHAPTER 8):

Chapter eight lists the major tribes on Tellene, their location, strength, and current events affecting them.

SAMPLE ORC PERSONALITIES (CHAPTER 9):

Chapter nine gives DMs ten orc personalities, from powerful tribal ruler down to lowly slave, for use in his campaign as allies or adversaries.

MAKING AND PLAYING AN ORC PC (CHAPTER 10):

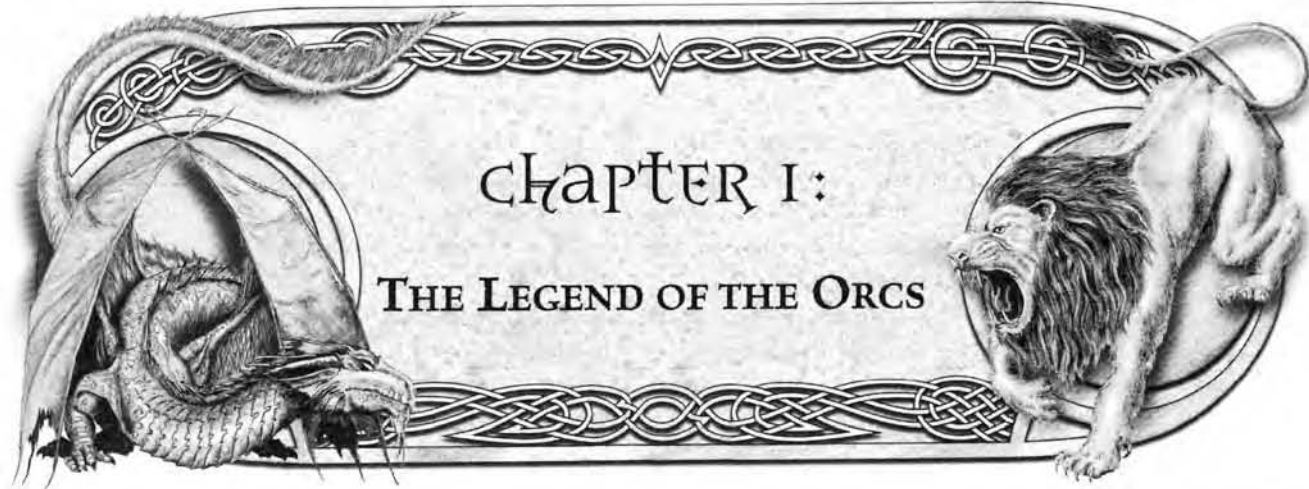
Chapter ten explains everything you wanted to know about playing an orc, including new prestige classes and feats, as well as templates for the sub-breeds.

ADVENTURE HOOKS AND IDEAS (CHAPTER 11):

Chapter eleven presents a dozen adventure hooks dealing with Orcs. It includes ideas for a traditional party fighting orcs as well as for a party of orc PCs.

APPENDICES:

The three appendices contain a glossary of orc words and their translations, a compiled reference of all the rule information presented throughout the book, and three full adventures.



"They are a natural part of the world. As the benevolent gods created man, and then the other species, so the gods of darkness created orcs. Fortunately light will always conquer darkness and the orcs pose little threat to mankind." – Roshnyr Karkyn, wizard-scholar of Dijishy.

THE CREATION

The beginning of the orc race is shrouded in times so distant that even the elves and dwarves have no true memory of their creation. The orcs themselves care nothing for their past and do not dwell on the matter, for too much evil dwells in their hearts and their strongest desire is only to rule the future. Yet, there are some scholars from the major races who actively debate their history and the reasoning behind their creation.

The following text is an excerpt from an ancient work often referred to by scholars as the *Codex of Dooms*, for it is said to tell of foul things that have already happened and that are yet to come. None have ever seen a complete copy of the tome, but fragments have been discovered in many ruins across the world and in many tongues.

In several of these works the power known henceforth as 'Darkness' is often written as 'Evil' or 'Chaos' and the power of 'Light' as 'Good' or 'Law'. Few know which translation to accept as the most accurate, and the following work uses the oldest form.

'In the beginning of days, in ages before the world had been formed, there existed only Darkness. So deep was it and so impenetrable that none could know of its limits and the universe was a place of Darkness. Yet the Darkness was not completely in control, for another power, oft called Light by the fair folk to follow its cause in later ages, came forth from none know where and challenged Darkness for dominance of the universe.

'Long and fierce was their battle and many damages were wrought upon the universe. Sparks from their clashes of arms still burn long in the sky, though Men now call them Stars and have long forgot their true origin. Despite the ferocity of their fighting the battle could not be finished and an uneasy truce fell across the universe. Darkness and Light would rule equally, each having a half to do with as they wished.

'The Gods, those lesser powers of Darkness and Light, set about to build the world to their taste.

'The powers of Light created deep forests that knew no middle, mountains that could touch the very sky itself, and seas so wide and deep that even gods quaked at their edge with fear. The powers of Darkness created twisted parodies of these: dark and fell woods where no light could shine, deep canyons that no light could penetrate, and marshes so dark and vile that no life could exist there lest it perish before a breath was drawn.

'The Gods saw the world before them, and they saw that it was good. But the eldest child of Darkness, known to Men as The Creator of Strife, had created nothing of worth, and grew jealous. For every nightingale or deer of beauty that the forces of Light brought forth, He created a carrion bird or fell eater of flesh as its equal and opposite. But the forces of Light had created three Races, and The Creator of Strife had no answer. It was this that riled The Creator of Strife to terrible anger.

'First amongst the Races were the Elves; creatures of the verdant forests that endured as did the trees, into ages unknown. They were of great beauty and would oft be called Fair Folk or Fey by Men in later days when they walked the land together in harmony. The Creator of Strife grew angry at their beauty, so, in forests deep and dark that no light could ever reach did The Creator of Strife spend an age creating His own children in the same manner as Elves.

'From trees bent with age and blackened through ill thought He crafted His children. From living wood they would be given life, carved to fit His view of perfection, and they would rule the world in His name. Yet it was not to be, for the children, though pleasing to His eye, were flawed. Fixed to the earth by great roots were they and they could not travel fast across the surface of the world. An enemy with but one leg could outrun them and The Creator of Strife destroyed his children in anger and His rage shook the world so hard that many of the Races thought it would break apart and end all life.

'Second upon the world came the Race known as Dwarves. Short in stature, large of muscle, and proud of heart, they lived deep within the earth. Skilled were they in the arts of extracting precious minerals through the flesh of the world and in working metals to form items of exquisite beauty. And lo! did The Creator of Strife desire

Chapter 1: The Legend of the Orcs

such creatures for Himself and in the darkest pits of the world, where light is afraid to go, did The Creator of Strife set about creating Dwarves in His own image.

'Yet it was not to be, for like the Elves before, the new Dwarves were flawed. Though strong of flesh and lacking of compassion, for crafted from living stone were they, they were inflexible, and as warriors could be out-guessed by an enemy of childlike brain. And so The Creator of Strife destroyed his work and His rage shook the sky so hard that many of the sparks came to the world and caused great fires.

'Third amongst the Races was Man. Versatile was he, capable of great acts, both good and evil, and of inquisitive mind. He was destined to rule the world and make war amongst himself, for troubled by dark thoughts was Man. Seeing the power that the new Race would wield, The Creator of Strife retreated to his fell swamps and, copying the powers of Light, did craft them from clay so black that demons would look away with fright. In Man's image did he create his new race that would conquer Tellene.

'And yet it was not to be. For The Creator of Strife desired creatures of the greatest evil that would show no mercy to any beast. And yet the dark clay was soft and it softened the hearts of His new creatures, and made them pity. The Creator of Strife howled with such torment and hatred of all life that the Sun went black and took an age to reappear through the gloom.

'And in the ages that followed The Creator of Strife, His mind twisted by rage, hatred and jealousy, did cry out in frustration as each of His creations fell to ruin by flaws not possessed by the other Races.

'At last did The Creator of Strife learn what would make his Race great. For many ages, beyond the count of Men, He had tried to emulate each of the races in turn, but The Creator of Strife knew now that he must combine their strengths and remove their collective weakness. Long did He toil in the fiery pits of Tellene and much destruction of the world was wrought in His name to make His children.

'From the Elves, firstborn of Light, did he take their general form, which all other races emulated, and like the Elves did he make His new creature strong with the bow and skilled with the sword. But unlike the Elf the new race had no love of trees and would burn them and rip them out wherever he found them, so vile was his heart.

'From the Dwarves, second born of Light, did he take their strength and constitution, for they were of the toughest stone at birth. But unlike the Dwarves the new race did not love the earth and tunnel beneath it. Deep were the gouges they carved into its flesh to reach precious things. Deep in the earth they would dwell, for the Light pained them.

'From Men, the last Race of Light, did The Creator of Strife take their speed, their versatility, and their ability to perform great works of evil. Men breed fast, but The Creator of Strife made his new race breed faster than any other did and limitless seemed their numbers.

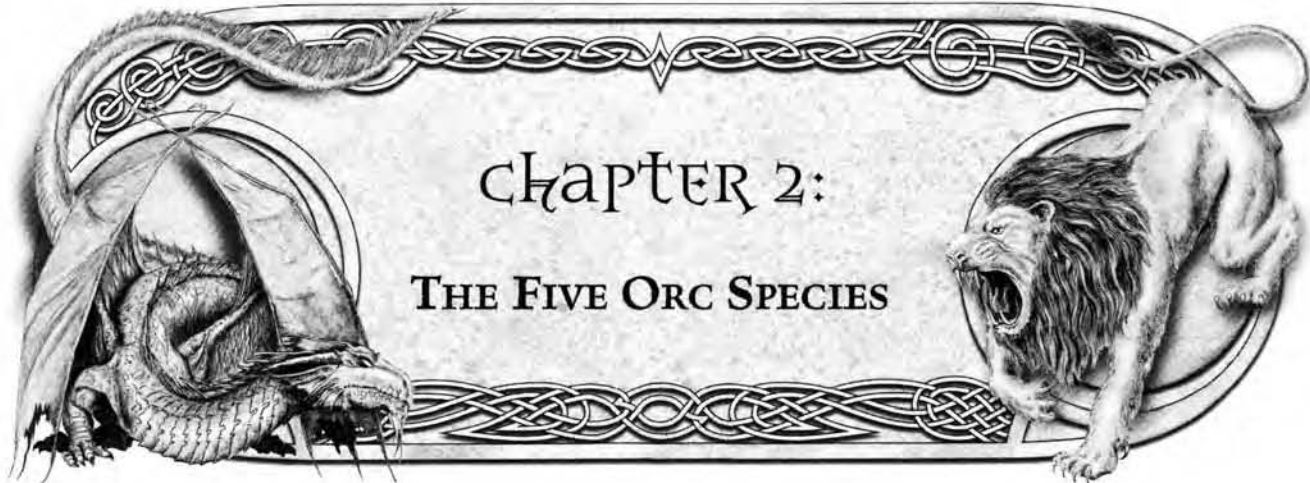
'And set upon the world was the new race, known in the tongue of Darkness as Orc, which means 'The Dark Race' and feared would they be for eternity. And with His race complete and seeing that it was perfect in His vision The Creator of Strife laughed so terrible a laugh that even today it can be heard in the howl of the North Wind.'

The Codex of Dooms may not be a work of provable veracity. Many learned scholars believe it was written at a very recent

date as a means of giving the authors' foes a history and meaning. The supposed great powers of Light and Darkness exist in no known mythology or religion on Tellene and the text fails to mention the Creator even once. None, however, doubt that the orcs possess many of the abilities listed in the Codex and that they share certain features of the other races. The tale may also have been written to explain why the orcs detest the other races with such vehemence, making it a work of propaganda.

The first elven records date back over ten millennia and tell of how the ancient forest of Lendelwood was attacked and burned. The assailants were a previously unknown race that crawled from the earth like maggots or beetles and showed no thought of peaceful contact. Few orcs survived the elf counter-attacks, for they were low in numbers at that early stage, but those that did spoke only an unknown guttural tongue to their captors. All the elves could make any sense of was the word "uk", or "uc" in their own tongue, which to their ears sounded like "orc", a suitable term given that in elven it meant "fell being".

Whatever their method of creation, the orcs are now as much a part of the world as any of the other races, and over the millennia since they first appeared new types have arisen, resulting in a number of sub-breeds of differing ability.



"Why must we try to shape orcs in our own image? There are many races of man, but there is only one type of orc. Drunken travelers, bad light, and poor knowledge of other humanoid has created many myths about orc breeds. Knowledge will shine through this curtain of falsehood to prove me right" – Roshnyr Karkyn, wizard-scholar of Dijishy.

ANATOMY OF THE BREEDS

Contrary to popular belief orcs are not 'just orcs'. Millennia of natural evolution and magical tinkering by dark wizards and clerics have seen them evolve at an extremely fast rate to suit the climates in which they dwell. Below are the five major breeds, or sub-breeds if you prefer, of orc, listed by their standard name in Merchant's Tongue, along with their more specific name and orcish equivalent in parenthesis. Many of the sub-breeds share the physiological and psychological traits of the common orcs, and only the differences are noted below.

The orcish name for their own race is *ukâk*, which roughly translates as 'dark being,' although it is often shortened to *uk* (meaning 'dark'). The word 'orc' was originally an elven term for 'fell being' and was taken from the orcs' own language, but has come into standard parlance in the Merchant's Tongue.

Non-Standard Breeds

This sourcebook presents several non-standard orc sub-breeds for players to encounter in the course of adventures (or to play). These are sub-breeds in the same way that drow are a sub-breed of elf.

Both the racial traits for player character orcs and the *Monster Manual* style entries are presented here in sidebars like this.

The usual text that accompanies such beasts is presented here and in the core sections on culture, warfare, and religion.

COMMON ORCS (UKÂK)

"Barbaric, evil, cunning, and always ready for a fight. What's not to love?" – Rythok, Fhokki Brother in Blood

Physiology

'Common orcs' is a term that has little true meaning, for even these monsters have a wide variety of coloring and no two look exactly the same. Orcs of this breed are the most common of the fell race and their numbers are uncountable, for they dwell in places remote to other races.

The average orc stands shorter than an average human, perhaps reaching five-and-a-half feet maximum. Their natural stooping and bow-legged posture reduces their height by as much as a foot compared to an upright posture and gives them an ape-like appearance at a distance. Their muscle structure is denser than most humans, granting them a strength that exceeds that of any of the other major races. Their bones are also denser, to support the increased muscle growth, and orcs tend to weigh more than humans of similar height and build.

Their facial features have strong animal characteristics. Orc skin tones range from green-gray through yellow and yellow-green, to a ruddy complexion. They have low foreheads, protruding eyebrow ridges, jutting lower jaws, and small, sharp teeth that are well suited to their carnivorous dietary requirements. Their ears are pointed like those of elven folk, but are not as keen, rating alongside humans and halflings for the most part. Their minimum hearing range is lower and better suited for hearing vibrations deep within Tellene where they commonly dwell.

An orc's eyes are ill-suited to prolonged surface life and are extremely sensitive to sunlight, which causes them great discomfort rather than any actual lasting damage. Deep within the bowels of Tellene, even without any form of illumination, orcs can see clearly, although only in black and white in a manner similar to dwarves. Much of this has to do with their

pupils being red, giving them vision at the lower range of normal human vision.

Vocal faculties are present, but their almost animalistic construction means that high notes are impossible for them to reach and many possess deep, guttural voices. Orcs do possess body hair but only on their heads and around the genital area. For the most part it is thin and hangs in lank threads. Black is the predominant color, but observers have noticed shades of brown.

Orc females share many characteristics with males, but tend to be at least six inches shorter and weigh only 80% as much. Like other mammalian females they possess breasts and, as with other humanoids, only two of them. Orc males do not consider breasts erotic. Neither do orc females as they are not erogenous zones; their use is solely for feeding orc runts.

Although orcs do breed with humans to produce half-orcs (known as *guruk-vna*, which translates as 'weak-blooded orc') it is never a matter of love. The act is violent and unwanted, for any human (or non-orc in general) willing to sleep with an orc has passed beyond the realm of sanity, for there is nothing even remotely approaching compassion in these creatures. To sire such a child is seen as an honor in many tribes, for it has caused pain and suffering. The vast majority of half-orc children take after their human parent and remain in civilization; few join the ranks of their fathers. This raises one interesting fact -- half-orcs are typically only born from the mating of a male orc and a human female.

Psychology

The psychology of an orc is only describable as evil personified. No act of terror, violence or debauchery is too low for an orc to perform.

Orcs are inherently greedy and always desire more than they already possess. The Creator of Strife ingrained in them upon their creation that the world was rightfully theirs, but that in order to claim it they must conquer it, for the other races were greedy and would not hand them their birthright easily. Thus, territory is seen as a measure of status amongst the tribes as it shows that they are closer to fulfilling their deity's goal.

The same mentality covers material possessions, for all should belong to the orcs, since the other races took it from them. Owning things is not a sign of wealth in the traditional sense, but a sign of power and military strength, for to have taken them must have required combat (orcs do trade, but that is covered later in the book and rarely gains them much wealth). An orc wielding a magical weapon did not purchase it from a wizard; he generally fought its owner (or looted it from a fallen body that someone else killed) for the right of possession. To an orc, the act of wielding the weapon is a clear sign that he is powerful and should be feared.

Although orcs may ally themselves with rival goblinoids and evil humanoids, it is never for long. All other races are inferior in orc eyes and any alliance is often at the expense of their ally, weakening him so that the orcs may finish the job later. Even

Common Orcs

COMMON ORC RACIAL TRAITS

- +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma. Orcs are physically strong, but lack advanced cognitive abilities, have low willpower, and are unsociable creatures.
- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.
- Orc base speed 30 feet.
- Darkvision. Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Orcs can function without any light at all, and often do so in their unlit lairs.
- Light Sensitive. Orcs are sensitive to sunlight and spells such as *daylight*; they suffer a -1 attack penalty in such light.
- Favored Class: Barbarian. Orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).
- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

powerful allies such as giants are merely tools for tribal chieftains to use and then relieve themselves of in the proven manner (i.e. murder).

Violence is seen as the only way to achieve anything. The orcs have a saying that is ingrained into them from birth; *gughā nagn urār nukug na urār* (which translates literally as 'live long do the great (or strong), quick death to the not strong (i.e. weak)'). Violence is therefore a means to an end: survival. Women, children, and the elderly are as much targets for orc violence as are armored warriors and mercy is given only when the victim is worth more alive than dead. Mercy and pity are not just strange concepts; they are totally alien. No words for such terms exist in the orc's own tongue and orcs are incapable, for the greater part, of showing such emotions.

However, cowardice also runs deep in orc veins. For all their reputation as fearsome raiders they will only attack when numbers or the situation are in their favor, preferably at least three-to-one. Orcs are also experts at ambushes and night raids, preferring to use every advantage they have. No low-ranking orc fears to run when faced with a superior opponent and there is very little retribution from colleagues. At higher ranks showing fear in front of lesser orcs could lead to a challenge for position and wise leaders kill any that witness their act of cowardice. Honor is not highly regarded amongst the orc race. Regardless of breed, female orcs may wail to alert guards but never defend themselves from attackers, choosing instead to flee or cower together for safety.

The orcs love of intimidation comes from their particular belief system. Over the ages they have become highly proficient at coercing others into revealing information. Although orcs rarely use technology to torment victims, cracked knuckles and flexed muscles due wonders for orc tormenters. Orc

culture teaches its members that to torment a rival proves that the orc has power over him. His screams are praise for the orc's skill and his body twisting in agony is a dance in honor of the tormenter's right to rule over him.

Beauty in any form is despised by orcs, especially if it has been created by elves. There is no word in the orc language for 'beauty' and they do not understand the concept of finding an object appealing because of its visage rather than its material value. Orcs will deliberately go out of their way, assuming the risk is minimal to destroy works of art, landscaped gardens, and even people or animals.

BLACK ORCS (URÁR UKÂK)

"It is hard to imagine that anything so vile and so evil could be made worse, but such is the power of magic." – Balan, Kalamaran wizard and adventurer

Physiology

Standing six feet high and weighing an average of 250 pounds with skin the color of ebony, the black orc, or great orc, is worthy of its name. With rippling muscles and a stare that lacks any friendly emotions, the black orcs sit at the top of the breeds and brook no equals.

Taking the best of orc and human blood, black orcs fear nothing and make fearsome opponents. They do not reproduce sexually, as do common orcs, but are spawned through magic (see the *Cycle of Life* Section in Chapter 4 for more details), their

Black Orcs

- +4 Strength, +2 Constitution, -2 Wisdom, -4 Charisma. Black orcs are stronger than their kin and are much harder, but lack all social graces outside of violence and often cannot resist violent acts.
- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.
- Orc base speed 30 feet.
- Darkvision. Black orcs can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Black orcs can function without any light at all, and often do so in their unlit lairs.
- Endurance. Black orcs can run for days without need for rest and possess a +4 bonus on saves involving endurance. This bonus stacks with that of the Endurance feat.
- Sunlight Resistant: Black orcs are of tougher material than other orcs and do not suffer the -1 penalty when in sunlight or under the effects of a *daylight* spell.
- Poison and Disease Resistance: Black orcs commonly eat and drink from sources that would poison a human. They are also of unnatural origin and are immune to all natural poisons and diseases. Saves against supernatural toxins and diseases, such as mummy rot or lycanthropy, receive a +4 Fortitude bonus.
- Favored Class: Fighter. Black orcs are capable of learning complex melee maneuvers and are more disciplined combatants (see PHB page 56 for multi-classing and favored classes).
- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the intelligence to learn extra languages.



A brown orc, common orc, black orc, gray orc and white orc prepare for a raid.

numbers are always fewer and they are becoming something of a rarity and a valued asset.

Like all orcs they are possessed of great physical strength, but they also have a hardiness and stamina to rival that of dwarves. Their enhanced stamina and in-bred tolerance of even the brightest sunlight allows them to run continuously for many days at a constant speed of 6 miles an hour without need for rest. Few other races can match this awesome display of endurance.

As a result of their unnatural creation, first at the hands of The Creator of Strife, and secondly through their unique method of 'birth', black orcs are immune to all diseases and poisons commonly found on Tellene. Magical venoms and disease (such as mummy rot or lycanthropy) still affect them as they would any other race, although they are more resistant to them.

Black orcs are blessed with intellect as high as any of the major civilized races, though they are much surlier than the other orc sub-breeds. Annoy one and he will tear you limb from limb, but with enough intelligence to keep you alive while he is doing so. Such intellect, combined with their natural psychological makeup, makes them fearsome opponents more than capable of matching human generals for ingenuity on the field of battle.

Black orcs are only found in the male sex and are sterile. No reason is known for this strange phenomenon, but it is likely that the magic that spawns them has this undesirable side effect.

Psychology

Black orcs do not like taking orders and deeply resent any being powerful enough to force them to do so. Naturally, they also have a healthy respect (some may say fear) for anything so powerful. Even these orcs possess an element of the cowardly trait found in all members of their race and fear facing up to a stronger opponent.

Because of their unique way of "breeding," black orcs do not create entire tribes of black orc stock. When found in orc tribes they are always in positions of leadership, whether it be as chieftain, tribal champion, or leader of a warband. Most take over a tribe by combat and few are toppled by non-black orcs. A small few have founded tribes by splitting off from a larger tribe with followers, but a black orc with such force of personality is an oddity indeed.

Fearsome tempers reside in the hearts of these beasts and subordinates who fail to follow orders can expect a quick, if somewhat messy, death. This temper gives them strength of purpose in combat and such is their dedication to their cause that none has ever been taken alive.

Of all the sub-breeds, the black orcs are the most violent and cruel. Torment of prisoners is seen as a right and black orcs often hold impromptu competitions to see who can cause a captive the most torment for the longest time before it dies. A captive in such a situation may last for many days in agonizing pain before the sweet embrace of death claims him.

"Many a fool has overlooked the orcs when delving beneath the surface. What they lack in strength they more than make up for in numbers." – Balan, Kalamaran wizard and adventurer

Physiology

Millennia ago certain tribes of orcs entered the deep earth and settled there permanently, preferring to war against the underground dwelling races rather than against the multitudinous surface folk. As the ages past so their bodies changed to suit their new environment.

Gray orcs, or deep orcs as they should be called, differ in physique from common orcs, being slightly shorter and lacking much of the muscle mass typical of their race as a whole. Even so, they still possess a higher strength than most other major races. Few have any form of body hair and their skin is clammy to the touch.

Constant clambering over rocky terrain and avoiding chasms has given them greater agility and a lighter frame. Gray orcs weigh roughly 30% less than a human of similar build and rarely reach much over four-and-a-half feet in height. Such is their build that many explorers refer to them as goblins rather than orcs, and the two races do bear many similarities.

Dwelling deep within the earth away from the glare of the sun has had two side effects. First, their skin has a light gray, and in some cases white, tone instead of the darker shades common of their kinfolk. Second, their eyesight has evolved to give them an edge over their natural prey in the depths and they can see roughly twice as far as a standard orc in complete darkness.

Gray Orcs

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom, -4 Charisma. Gray orcs lack some of the orcish strength but are more nimble. However, they are slow of thought and are extremely crude, even by orc standards.
- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.
- Orc base speed 30 feet.
- Darkvision: Gray orcs spend much of their lives underground and can see in the dark up to 120 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Gray orcs can function without any light at all, and often do so in their unlit lairs.
- Light Sensitive. Gray orcs are more sensitive to sunlight and spells such as *daylight* than their kinfolk and suffer a -2 attack penalty in such light.
- Favored Class: Barbarian. Gray orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).
- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

Their lighter skin and more sensitive eyes have made them more averse to sunlight. In extreme cases the skin has been known to blister upon exposure to the sun and temporary blindness is a problem if they visit the surface world.

Psychology

Mind flayers, who use the orcs as warriors in their own private wars against their racial enemies, control many tribes of gray orcs. The orcs benefit because they can keep much of the treasure they take on raids and remain free from the feeding habits of the illithids, so long as the flow of captives continues. A result of this subservience is that gray orcs have become dependent on strong leadership. When such qualities are lacking they are easily confused and morale is low when not led by a mind flayer or strong willed orc (of any breed).

The aggression of these orcs is focused on the races that inhabit underground realms, such as the durvalk (stone dwarves), the drow (dark elves), the mythar (deep gnomes), and all manner of goblinoids. They war almost constantly against these creatures and commit acts as brutal as any of their surface dwelling cousins. Raids against dwarves, elves, and humans are rare, as the gray orcs detest sunlight more than any other sub-breed.

Whereas other breeds of orcs may make alliances with goblinoids, gray orcs never make such bonds. Their masters need a constant supply of food and slaves, and forming an alliance, no matter how temporary, removes a valuable source.

The gray orc world is one limited by the range of their vision, which is just over one hundred feet. Beyond this, the world may as well not exist. As a result, those few gray orcs that have visited the surface world suffer from acute agoraphobia (fear of open spaces). The surface world seems limitless to their minds and leaves them feeling extremely vulnerable.

BROWN ORCS (CHAGUN UKÂK)

"In the desert, the line between man and beast is impossible to distinguish. That is what makes the brown orcs so dangerous." – Saryf, Dejj ranger of Thygasha

Physiology

The brown orcs dwell exclusively in the desert realms of Tellene and make war on desert nomads, caravans, and the isolated cities and farming communities found around oases.

The physical differences between desert orcs and the main sub-breed are slight. They have a lighter frame, being roughly 10% lighter than a human of equivalent size, but what they lack in muscle is balanced by fatty reserves used to store moisture. This layer is situated just below the skin and often gives them a warty look as the fat expands and contracts with water gain and loss. Through this extra fat, and by learning special breathing techniques, the desert orcs can survive without water, even in the deepest deserts, for twice as long as members of other races can.

Brown Orcs

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Brown orcs are not as strong as common orcs but possess remarkable stamina. As with common orcs they lack advanced cognitive abilities and willpower, and are unsociable creatures.
- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.
- Orc base speed 30 feet.
- Light Sensitive. Orcs are sensitive to sunlight and spells such as *daylight*; they suffer a -1 attack penalty in such light.
- Low Light Vision. White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.
- Desert Survival: Brown orcs are well equipped for survival in harsh desert conditions and can last twice as long without water than normal.
- Favored Class: Barbarian. Brown orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).
- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

Their deep brown skin is strongly weathered by the sun and wind. Extreme cases seem almost black to a casual glance and only their build prevents other orcs confusing them with the more powerful black orc.

Unlike other sub-breeds, the desert orcs live above ground for a large part of their lives, but have yet to become tolerant to the harsh glare of the sun. Most tribes dwell on the edges of the deserts, in the high mountains that mark their borders, and raid into the desert communities when the chance arises. The clear night skies of the desert have enabled them to evolve low-light vision rather than the darkvision of the common orcs and their lairs tend to have low levels of illumination from candles and torches.

Psychology

Smaller in numbers than all but the white orc, the desert orcs are no less aggressive, territorial, or evil than their larger numbered cousins. Given the harsh climates in which they dwell, they generally fight not for material wealth, but for food, water, and salt, all of which are vital for their survival. Caravans have been found looted of all water and food, but with gems, jewelry and coin untouched.

Brown orc territory is valued for the number of controllable water sources that it contains. "Precious" minerals, such as iron and copper, are of lesser importance than being able to provide for the tribes' survival needs. Most often these take the form of oases, but fresh springs in neighboring foothills are equally cherished. Permanent surface settlements are often located at these points, but any area that contains both water and subter-

ranean living space is the most valued. Entire tribes have been decimated over such prizes.

The brown orcs preferred method of torment is to leave an enemy in the deep desert with no water and then trail him as he tries to reach civilization before he dies. A strange system of honor governs this barbarity and no retribution is taken out on a victim that manages to reach safety or a water source. Missile fire and the sheer weight of numbers discourage interference from desert nomads or caravans.

WHITE ORCS (NUKUGH UKÂK)

"I had mistaken the snow orc for a bear of some kind, but a bite from its scimitar open my eyes, quite literally." - Rurik, Dwarven fighter of Norr Bharr

Physiology

Although many orcs dwell in mountains, only the snow orcs make their permanent residences above the tree line. They are the most rare of the orc breeds, being only a few thousand in number across the whole of Tellene, and rarely venture out of the high mountain ranges they call home.

Like their desert dwelling relatives they have a lower physical strength than the other sub-breeds. To compensate they possess thick layers of sub-dermal fat and pale body hair, often referred to as fur by those few that have seen them. Even with less muscle, they are extremely bulky and weigh as much as 50% more than a human of similar height and build. They have low hung bodies, more so than other sub-breeds, and often drag their knuckles through the snow as they walk.

Their hair covers almost their entire body and helps to trap air, which is warmed by the body heat of the orc and helps protect him against the cold wind that howls through the mountains.

Living in the snow and ice has not dimmed the orcs hatred of the sun, which during the day shines brightly, reflecting off the ice and snow of their homelands. Although they suffer no worse than other varieties of orcs, they shun daylight hours more so and rarely leave the darkness of their caves during the hours of daylight.

Although intolerant to sunlight, they cannot see in pitch-blackness and have adapted to low light vision. Their eyes take in small amounts of light reflected by the snow and ice and enhance it. This gives them excellent nocturnal vision on clear nights at the expense of a reduced field of vision (roughly a maximum of 60 degrees under such conditions).

Psychology

White orcs are very rarely seen by folk other than trappers and rangers, given that they rarely leave the higher parts of mountains, even to raid. Most often they raid against orcs and other goblinoids living on the lower slopes but are not above raiding the foothills when times are hard. Isolated settlements

White Orcs

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. White orcs are not as strong as common orcs but possess remarkable stamina. As with common orcs they lack advanced cognitive abilities, have poor willpower, and are unsociable creatures.

- Medium-sized. As Medium-sized humanoid, orcs have no special size-related bonuses or penalties.

- Orc base speed 30 feet.

- Light Sensitive. Orcs are sensitive to sunlight and spells such as *daylight* and suffer a -1 attack penalty in such light.

- Low Light Vision. White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a light source.

- Natural Armor: The fatty layers and thick fur of white orcs give them a +1 natural Armor Class.

- Favored Class: Barbarian. White orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).

- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

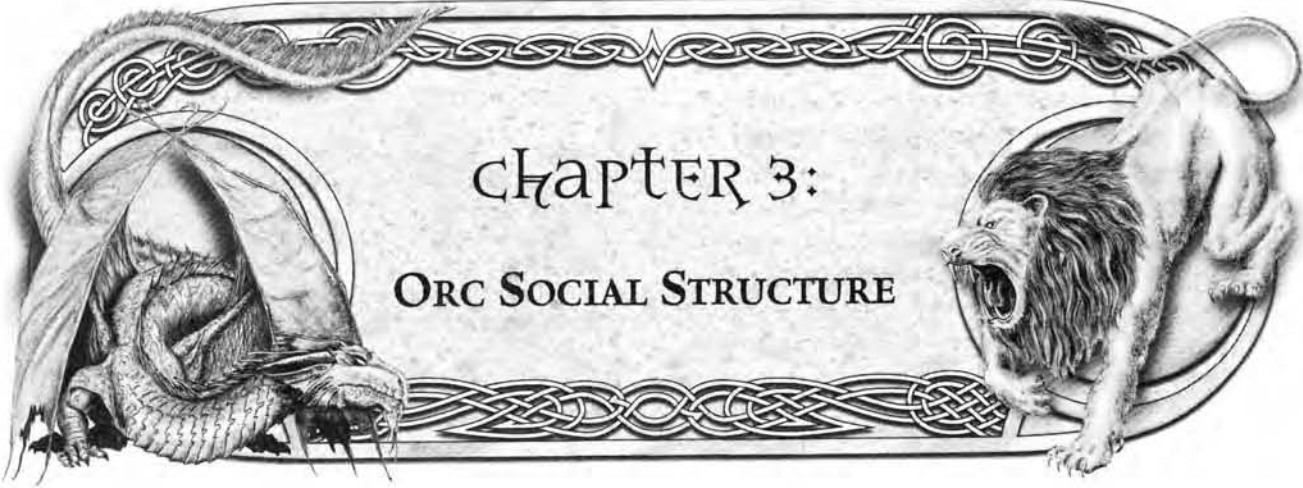
in these areas have been known to vanish to the last animal during hard winters.

Although white orcs know of fire, there are fewer trees in the highest peaks, and fire is a luxury more than a comfort. They are happy with campfire sized conflagrations, but larger fires cause a strange reaction. On the one hand they are attracted by the heat, and yet on the other the sheer size of the fire drives terror into their hearts. The result is a bizarre dance-like effect, in which the orcs first move closer to the source of the heat and then hurriedly retreat from it to a safe distance.

The lack of readily available fire has also forced them to adopt varied torment techniques. With heated implements not being available, they have adopted to using the natural climate as a weapon of torment. Victims are taken naked into an exposed area of mountain and left to face the elements. In many areas, frostbite can set in within a few hours and is extremely painful. Such methods lead to a higher percentage of deaths amongst victims; as hypothermia begins to overtake the victims, drifting snow may cover them. The orcs typically find these lost prisoners months later when the spring thaw arrives. When thawed, the flesh is still palatable and, in times of bountiful hunting, the orcs deliberately leave carcasses to freeze as a method of preserving food for lean times.

CHAPTER 3:

ORC SOCIAL STRUCTURE



"Orc social structure, if such words can even be uttered in the same sentence, consist of savage fights for leadership, with no ruler remaining in power for more than a few months before he is murdered by a rival. Such chaos as ensues has always kept the orcs second to man, who elects his officials fairly or has them appointed by the gods." – Roshnyr Karkyn, wizard-scholar of Dijishy.

SOCIAL STRUCTURE

Orc society is well defined but simultaneously very fluid. Members of one stratum can rise and drop through the strata based on their cunning, skill, and survival instincts. Orcs do not have very clearly labeled strata. There is no difference in uniform, language or living conditions for the most part. Orcs know their place simply because someone bigger has told them where they belong. A firm will and strong arm can see that situation reversed in an instant.

In any orc tribe the various strata constitute very similar percentages, varying by only a few percent. Amongst the males, the rulers comprise less than 1%, warriors a massive 45%, the religious caste 5%, the worker caste 20%, and slaves 30%. In times of war the number of warriors can rise as high as 80% as slaves and certain members of the worker caste are armed and pushed into battle. Females and children normally equal around 150% of total male orc numbers, but this figure includes slaves, and thus can be misleading. There are generally twice as many females as there are children.

This structure is fairly constant across all sub-breeds. The ruler within gray orc society tends to be replaced by a mind flayer, though some tribes still maintain a figurehead orc leader.

Many have questioned how orc tribes manage to remain coherent bodies, given their lack of distinct laws and formalized governmental structure. For the most part, the abused lower ranking orcs are too afraid to take any action against their abuser for they are generally stronger and smarter and would win any contest of arms. A more detailed look is included in the section on Government.

Those That Rule

At the pinnacle of orcish society are the 'chieftains', though contrary to popular belief there is always more than one leader in any orc tribe numbering over a few hundred individuals.

The highest rank is that of *garak* or 'high chief' and each tribe possesses but a single member of this rank. Normally the most powerful and aggressive member of the tribe holds this position and has killed a sizeable number of opponents to claim his right to rule. The title, like all those within orc society, is not hereditary but is earned through the *Ugru'grugh* or 'Trial of Rulership' (see Religion for more information on this ritual combat).

The *garak* is responsible for the welfare of the entire tribe and, although he has a council of warlords, he may make decisions without their approval. However, he must be careful when doing so for any failure on his part is seen as a sign of weakness and his inability to rule.

New Skill: Knowledge (Orcs)

KNOWLEDGE (ORCS) (INT; TRAINED ONLY)

You have studied the ways of the orcs.

Check: Possession of this skill gives a good working knowledge of orc society, including their culture, social structure, religious beliefs, and military tactics.

KNOWLEDGE	DC
Identify social caste	10
Identify tribe	20
Identify dominant deity	25
Recall specific cultural quirk	25 to 30

Retry: No. A failed check represents that you do not know the information.

Special: Specific information on a given tribe's unique cultural aspects can only be learned through encounters with members of that tribe (i.e. just because a character knows that orcs generally torment prisoners, it does not mean he knows that the Broken Fang tribe always cut their hands off first).

Chapter 3: Orc Social Structure

The major spoils of war are his to take and do with as he pleases. A wise *garak* will take enough to satisfy his immediate lust (and protect himself if defensive magicks have been stolen) and then divide the remainder amongst his lieutenants and champions. Generally earning their favor can help support his position in times of challenge.

Under the *garak* are the *ugokh* or "war chieftains." Each *ugokh* rules what can loosely be called a clan, although the orc term for their area of power, *agran*, literally means 'brothers in war'. These are the warband leaders, those who command the armies on the ground and are the highest ranked orc that actually takes part in any fighting. As well as the current *garak*'s prime supporters, they are also his biggest rivals, for each has proven himself in many combats, and has his entire warband to support him should a challenge for leadership be deemed necessary.

It may seem that unless the tribe is at war the *garak* and his *ugokh* have little to do. With a tribe numbering thousands, or even tens of thousands, the leaders have their work cut out organizing raids, alliances, and logistics on a daily basis. Delegating is seen as weakness and inability to rule and leaders try to take an active role in the affairs of the tribe at all times. What little recreation they have is consumed with mating or counting their treasure.

Those That Fight

The common warriors, known as *okogn* or 'blood spillers' amongst the orcs, form the bulk of orc society. Each has been trained from birth to fight the enemies of his tribe and they revel in the chance to prove themselves in combat.

Within this strata are several ranks, each of varying power and responsibility.

New Feat: Battle Scars

BATTLE SCARS [GENERAL; FIGHTER BONUS]

You wear scars earned in combat like a hero does medals. To survive such wounds requires great courage in the face of the enemy, a handy addition when bullying others.

Prerequisite: The character must have been reduced below 0 hit points and lived to tell the tale.

Benefit: The character may add +4 to his Intimidation checks with other orcs as long as his scars are visible.

The highest rank is that of *anúk*, which other races translate as 'captain', although to the orcs it means 'leader of many'. Beneath them are the *lanun*, or 'subordinate leaders', which humans call 'lieutenants'. Lastly come the *oghor* ('lowest leaders'), referred to as 'sergeants' by the major races. These leaders are covered in more detail in the section on Warfare in Chapter 5.

The *okogn* of all ranks tie themselves informally to a given *ugokh* and in return for loyalty and hard fighting they expect to be fed on flesh, given spoils and slaves, and the chance to see combat as much as possible. In theory an orc may switch his allegiance at will, but most fear retribution from their masters and prefer to remain where they are.

Those with any sort of rank tend to be more loyal as the social superiors who have noticed their skill, bravery, savagery, and ability to lead others have granted them their position. Of course, these same superiors that raised them from the ranks are also quite prepared to kill them if they grow too big for their



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Typical Okogn

Medium-sized Humanoid (Orc)
1st Level Warrior
Hit Dice: 1d8 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +3 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d6+2; javelin 1d6+2; or shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity

Saves: Fort +2, Ref +0, Will -1

Abilities: Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Languages: Orcish

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

boots. Such middle ranks tread a thin line of watching those above them for a sign of weakness and those below them for signs of envy.

Within the entire social stratum it is expected that those beneath you in station will follow your orders, although in reality orcs in different *agnan* rarely listen to officers from other units, even when violence is threatened. Carrying out any threats does get the required results, but it also gets the officer reported to the soldier's own superiors. Fights between different *agnan* can become extremely brutal over the slightest provocation. When orcs are bored they fight; when orcs are aggravated they fight; when orcs have no members of the sentient races to fight they war against each other, whether it be inter- or intra-tribal in nature.

There are three primary types of soldiers within orc society. The bulk of the troops follow the warrior class and whilst proficient with weapons and capable of handling themselves in a fight, they are little better than a trained levy, learning few special combat maneuvers and receiving minimal training. The orc word for a warrior is *okogn*, the same as for the social stratum.

A few, mainly of those tribes that live in remote areas, choose to follow the barbarian or ranger classes. Barbarians are still soldiers but generally achieve higher ranks, as they have learned to channel their anger and hatred more effectively. Though still lacking in specialized tactics, they make up for this with their enhanced speed, channeled aggression, and keen sense of where their opponents are during melee. The orcs call such warriors *nanar*, which translates roughly as 'angry one'. Many officers and rulers have trained in this way of life.

Rangers, or as the orcs prefer *ka'ago'ghugh* ('one who fights with two blades'), do not follow the same ideals as those rangers of other races. They do not protect the wilds, but are instead employed as elite scouts, capable of surviving in the wilderness

for many weeks unaided. They are known for being skilled in the orc double-axe (*ka'kha'an* or 'axe with two heads'). Their skill with Wilderness Lore is a useful asset for locating suitable forested areas for tearing down and using for industrial purposes.

A rare class amongst all but the black orcs is that of the fighter. Although lacking in some of the special abilities of the ranger and barbarian classes, they are well versed with multiple weapon types and armors and, especially at mid to high levels, possess a frightening variety of highly specialized maneuvers. Fighters are not given any special title within orc society. Generally to reach fighter status requires training in techniques not used by common *okogn*. To achieve this, the orcs force non-orc prisoners of suitable skill to instruct them in their techniques and methods of warfare.

When not fighting foes the warriors spend roughly 20% of their time in training, which involves the use of real weapons for melee 'practice', or hunting for food, for the average tribe needs large quantities of food every day. To orcs there is little difference between hunting and raiding for their preferred food is the flesh of human, halflings or elves. The other 80% is spent performing menial tasks such as felling forests, mining, or carrying heavy loads of materials for the crafters.

Those That Pray

Technically ranking below the *okogn* are the *aanugh* (literally 'those that wield magic'), a generic term covering adepts, clerics, sorcerers, and, more rarely, shamans. Although only adepts and clerics actually pray for their spells, all spell casters are lumped together as their power is hard to differentiate for the average orc.

Typical Oghor

Medium-sized Humanoid (Orc)
3rd Level Barbarian
Hit Dice: 3d12+3 (21 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +6 melee; or javelin or shortbow +3 missile

Damage: Orc scimitar 1d6+3; javelin 1d6+3; or shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity, rage (1/day), uncanny dodge, fast movement

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 16, Dex 10, Con 13, Int 9, Wis 10, Cha 8

Skills: Climb +3, Intuit Direction +3, Jump +3, Listen +4, Spot +3, Wilderness Lore +5

Feats: Power Attack, Cleave

Languages: Orcish

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

The *aanugh* are often kept as advisors on non-military matters and are always present when treaties with other tribes or non-orcs are being negotiated. They are said to hold great wisdom and know things beyond the understanding of the common orc. *Okogn* who make the mistake of trying to order them about or bully them often find themselves on the receiving end of magical retaliation, regardless of the social situation.

Common belief has it that orc spellcasters are only adepts, lacking as they do the ability to train full clerics. Sadly this is only true in smaller tribes (generally those consisting of fewer than 500 members). Larger tribes are more organized and often support a full temple hierarchy to one or more of their dark gods.

At low levels adepts and clerics are expected to go into battle with the troops to learn the art of fighting. Their magic is also used to protect the troops, drive off and harm opponents, and to heal important personnel. The lucky few that survive this short period are then reassigned to a temple or shrine to begin their religious service proper.

Temple service consists of chanting alongside the senior priests, guarding the temple treasury from predacious rivals, serving the priests as cooks and personal valets, and making sure there are enough sacrifices in the holding cells for the next festival or ceremony. The only perk associated with the post is that the temple is, supposedly, sworn to protect you from other members of the tribe as long as you serve faithfully. Often this is not the case, for there are many who wish to join the hallowed ranks of the priesthood and as with all levels of society violence is always an option for promotion.

The highest-ranking priests serve on the ruling tribal council and are politically powerful. Even the hardest and toughest *ugokh* refrains from open violence against them, protected as

Typical Black Orc Lanun

Medium-sized Monstrous Humanoid
5th Level Fighter
Hit Dice: 5d10+15 (42 hp)
Initiative: +2 (+2 Dex)
Speed: 20 ft.
AC: 19 (+1 Dexterity, +8 full plate)
Attacks: Scimitar +10; or javelin or shortbow +7 missile
Damage: Damage: Scimitar 1d6+6; javelin 1d6+4; orc shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.; poison and disease resistance, sunlight resistance
Saves: Fort +7, Ref +3, Will +0
Abilities: Str 19, Dex 14, Con 16, Int 12, Wis 8, Cha 10
Skills: Climb +6, Intimidation +6, Jump +6, Listen +0, Spot +3
Feats: Cleave, Endurance, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)
Languages: Orc and Merchant's Tongue
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil

Typical Lanun

Medium-sized Humanoid (Orc)
5th Level Barbarian
Hit Dice: 5d12+10 (35 hp)
Initiative: +1 (Dex)
Speed: 30 ft.
AC: 16 (+1 Dexterity, +5 chainmail)
Attacks: Greataxe +8; or javelin or shortbow +6 missile
Damage: Damage: Greataxe 1d12+4; javelin 1d6+3; orc shortbow 1d6
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.; light sensitivity, rage (2/day), uncanny dodge, fast movement
Saves: Fort +6, Ref +2, Will +1
Abilities: Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10
Skills: Climb +5, Hide +1, Intimidation +7, Intuit Direction +5, Jump +5, Listen +6, Spot +4, Wilderness Lore +6
Feats: Cleave, Endurance, Power Attack
Languages: Orcish and Merchant's Tongue
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil

they are by the power of their god. A wise leader will listen carefully to their words. A wise leader will also keep one ear tuned to the words not said, for priests often try to use the tribe to serve their deity's own aims, regardless of how they conflict with those of the tribe.

Adepts are seen as second-rate priests, those without the true calling and dedication to become a full cleric. Most of their duties are with raiding parties or serving in the temple in secondary roles, carrying braziers, beating worshippers who fail in their duties, or cleaning up after a ceremony.

Sorcerers are rare within orc society but are not unknown. Being possessed of arcane power is both a boon and a bane. As a benefit, it gives them access to magicks not found amongst the ranks of the adepts and clerics and puts the fear of The Creator of Strife into lesser orcs who have no comprehension of the intricacies of magic. On the downside, higher members of the social strata see sorcerers as dangerous rivals for their position (regardless of their physical prowess) and few survive long unless they dedicate themselves totally to their *garak* or *ugokh*. For this reason they are often perceived as weak willed and sniveling by members of the other goblinoid races.

There are true shamans, rather than adepts with a similar methodology, in orc society, though only amongst the non-common orcs. Of these, the white orcs maintain the largest number. Though all shamans, regardless of their power, are treated with less respect than clerics and adepts, they are not as alien to orcs as sorcerers, but represent an older system of understanding the world. The clerics now despise the shamans for refusing to worship the gods directly and in some lairs witch-hunts are organized to root them out and bring them to 'justice.' If a shaman can escape the witch-hunts long enough, he can acquire a loyal personal following. Usually, such actions

Typical Anûk

Medium-sized Humanoid (Orc)

7th Level Barbarian

Hit Dice: 7d12+21 (66 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 17 (+7 half-plate)

Attacks: Greataxe +11/+6 melee; or javelin or shortbow +8/+3 missile

Damage: Damage: Greataxe 1d12+4; javelin 1d6+3; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity, rage (3/day), uncanny dodge, fast movement

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 12

Skills: Climb +5, Intimidation +11, Intuit Direction +7, Jump +5, Listen +9, Spot +5, Wilderness Lore +8

Feats: Cleave, Power Attack, Weapon Focus (greataxe)

Languages: Orc and Merchant's Tongue

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

cause friction within a tribe and result in a physical split, with one faction, generally the smallest, leaving to found a new tribe.

True wizards are unknown within orc society, needing as they do proper schooling to wield the magicks of that class. Lacking any sense, or care, of history, the orcs also lack bards. Any orc

who started singing or telling stories of the past would receive a very swift beating and sentencing to a brutal death. Orcs have no need for such things.

Orc spellcasters of the correct type can have familiars, but they tend to be carrion birds or vermin for the most part and the orc must use his personal power to protect the creature from hungry tribe members. Unless the spell caster can demonstrate his right to own a familiar through magical or physical prowess, there is no crime in an orc eating one. Orc shamans rarely choose totems that are not combative in some way, preferring the likes of bear, bobcat, and wolf to the more passive deer, hare and horse.

Those That Work

In many civilized societies, the workers make up the bulk of the population. Whether they are farmers or guild sponsored silk weavers, they are accorded certain rights and privileges under the laws of the kingdom. Within orc society such creatures are little better than slaves, and the majority are actually former slaves who have earned a degree of respect (a very small degree) from their superiors. Indeed, the orc word for a general member of this caste, *gnugn'huk*, translates as 'risen slave.'

Armorsmiths, weaponsmiths, and bowyers are all craftsmen, in the loosest sense of the word, which reside in this social stratum, as are coopers, wainwrights, and jewelers. Orcs value



c. Cleveland '02

Four unusual orc classes (the cleric, sorcerer, ranger and rogue) have an uneasy working relationship.

Chapter 3: Orc Social Structure

martial crafts higher than any others and keep as many specialists as they can capture. Lesser crafts, whilst useful to the larger tribes, are frequently scorned and are usually neglected.

Working in cramped and often interminably hot conditions deep within the ground, the crafters toil for ten to twelve hours a day at their appointed tasks with one break for a meal if they are lucky. Quality is not their watchword; quantity is, for there are thousands of orcs in the average tribe that need weapons and armor to replace those lost in combat. All craftsmen, regardless of trade, are given a quota to fulfill and those that fail are handed over to the taskmasters for punishment.

For the most part the members of this caste are prisoners from the sentient races, forced to work under penalty of death. Orcs make up barely 25% within even the largest tribes as they lack the intelligence to learn skilled crafts, such as armoring, and no formal system of training exists for these arts.

Taskmasters, known as *nughuk* (literally 'beater of risen slaves'), are appointed to ensure that the craftsmen work to the best of their ability. Appointees to this post are either too old or wounded to be full *okogn*, or are craftsorcs who have proven they are better suited to supervisory roles. Only the meanest orcs can achieve this status and their uniform is comprised of studded leather armor and barbed whips, which they seem to use as often as possible.

Workers that want recreation time are not being worked hard enough and extra shifts are arranged to keep them occupied. Orc workshops are run twenty-four hours a day to keep up with

New Feat: Selectively Bred

SELECTIVELY BRED [GENERAL]

Years of selective breeding, either through the machinations of an evil wizard or cleric, or through simple orc eugenics, have produced a tougher, more dominant strain of orc, almost as strong as the mighty black orcs.

Prerequisite: Strength 15+, Constitution 15+, and Intelligence 12+. Orc blood. May only be taken at 1st level, excluding black orc characters.

Benefit: The character gains Endurance as a racial feat and gains a +2 racial bonus to saving throws against fear effects. In addition, he no longer suffers any adverse affects for being in sunlight.

Drawback: As a paragon of orchish might, the character is expected to excel in all virtues, including leading from the front in battle.

demand and when not working the grateful craftsorcs are sleeping or eating.

All orcs within this caste count as members of the expert class, generally of low to mid level.

Those That Serve

Slaves (*ugug*; generally translated as 'vermin') are a vital part of orc society, even though they have no rights or privileges. Without slaves the common *okogn* would be forced to do all of the physical labor, a task they do not enjoy for it takes them away from combat.



Typical Aanugh Adept

Medium-sized Humanoid (Orc)

3rd Level Adept

Hit Dice: 3d6 (10 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 leather armor)

Attacks: Orc scimitar +3 melee; javelin or shortbow +1 missile

Damage: Orc scimitar 1d6+2; javelin 1d6+2; shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 15, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Skills: Alchemy +4, Concentration +4, Hide +2, Knowledge (Arcana) +2, Knowledge (Religion) +5, Spellcraft +3

Feats: Brew Potion, Combat Casting

Spells: (0-level) *cure minor wounds, detect magic, guidance*; (1st-level) *burning hands, cause fear, obscuring mist*

Languages: Orcish and Merchant's Tongue

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Ugug come in three types, none of which is shown any preferential treatment by the *nughuk*. First there are the orcs of the same tribe who fail to meet the minimum standard to become warriors, clerics or crafters of any sort. Labeled as runts, they are put to work ripping down trees, mining, carrying heavy loads, or emptying latrines.

The second variety is comprised of orcs that have been captured from rival tribes in raids. Once their will to resist has been soundly thrashed from them they are given the same duties as any other slave. For captured orcs there is some hope of salvation. Hard work, an eagerness to please, and a violent streak that proves untamable by the *nughuk* may give the orc a chance to rise into the ranks to the warrior stratum (if he survives).

Finally, there are humanoids from other races, captured on raids or bought from slave traders in return for military assistance. These wretched souls have a foul life ahead of them, for they must not only work in unbearable conditions but also live in the same squalid conditions as their orc masters. Those showing some skill in a useful craft may see themselves elevated to the *gnugn'huk* class, though non-orcs will always be treated with suspicion and punished hard for any minor infraction.

An *ugug* is expected to work sixteen hours a day, with only two stops for food if his master takes a shine to him. Thin gruel, raw, dried meat of unknown origin, stale coarse bread and watered down alcohol are his staple foods until the day he dies or rises into a higher stratum.

When the entire tribe goes to war or the lair is attacked, the *ugug* are armed with the poorest quality weapons available and sent in front to absorb as much damage as possible. A lucky few

survive and perform well enough to attract the attention of social superiors, who may promote them to the *okogn* stratum.

When the *okogn* are not in training or hunting they are expected to work as common slaves and receive no better treatment than those who permanently reside in this class. Such is the lot of an orc.

Most *ugug* are sometimes low-level warriors or experts in non-useful crafts or professions. The vast majority belong to the commoner class.

Those That Breed

With the exception of the black orcs, all species of orc reproduce in a manner similar to that of other sentient races on Tellene. The females of the species, although greater in number than the males, have no rights or privileges within orc society and lead a wretched life. Suitable only for breeding purposes, they are forbidden from holding any form of office or from having a profession, and yet they are valued, albeit as one would value a nice scabbard or new boots.

The blood of a tribe comes from having enough females with which to breed. Within a human generation or two the fast breeding rates have produced enough runts for the tribe to regain much of its former strength. For this reason, when a lair is attacked, the orcs sometimes smuggle the females out through secret tunnels and move them to other lairs. Even if the female population becomes severely depleted, all may not

Typical Aanugh Cleric

Medium-sized Humanoid (Orc)

3rd Level Cleric of Garg

Hit Dice: 3d8+10 (23 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 17 (+1 Dexterity, +2 large shield, +4 chain shirt)

Attacks: Orc scimitar +5 melee

Damage: Orc scimitar 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity; rebuke undead; spontaneous casting

Saves: Fort +5, Ref +2, Will +5

Abilities: Str 15, Dex 12, Con 14, Int 12, Wis 15, Cha 8

Skills: Concentration +6, Diplomacy +2, Heal +4, Knowledge (Arcana) +3, Knowledge (Religion) +5, Spellcraft +4

Feats: Combat Casting, Martial Weapon Proficiency (orc scimitar), Power Attack, Weapon Focus (orc scimitar)

Domains: Strength and War

Spells: (0-level) *detect magic, detect poison, guidance, resistance*; (1st level) *cause fear, divine favor, magic weapon, sanctuary*; (2nd-level) *bull's strength, death knell, endurance*

Languages: Orcish and Merchant's Tongue

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

be lost. A tribe can generally afford to lose up to 60% of its females and still return to prior numbers within several years.

Females have their own hierarchy and those that breed with the rulers sneer at those that breed with the *okogn*, who in turn look down on the *aanugh's* females, and so on. The highest ranking females are allowed to cover themselves, albeit barely, while the rest must go naked. Within any orc harem the strongest female rules the nest and generally receives the best food, though she has to fight for it. As she ages, so she will be challenged for her position. Such fights are rarely deadly and in many cases simply demonstrate that having a majority of the females support you is enough to win the title.

The orc name for most females is *ran'gugh*, which translates as 'runt bearer'.

Government

Orcs, for all their barbaric nature, do have a defined society, if a somewhat violent and oppressive one. Individuals know their place and work selfishly for their own ends, but in general, this means they strive to complete their assigned tasks to avoid beatings, torment, or death. Thus, the corresponding result is that most work benefits the greater tribe.

At the head of each tribe is the *garak*, or tribal ruler, and his aides, the *ugokh*, or warband leaders. Collectively they are the spokesorcs for the entire tribe and form the nearest thing the orcs have to a government. In many respects the orcs form a meritocracy, where rulers earn posts based on their skills, although in this case it is purely skill as a warrior that counts. *Ugokh* located in areas remote from the central lair, and therefore beyond the sight of the *garak*, have a greater degree of autonomy than those who reside in the same lair as the *garak*. Of course, such *ugokh* must still watch their backs, for a wise *garak* will have spies in all camps.

The highest-ranking *aanugh* from each religion that a specific tribe follows is given a position as an aide, though each *garak* has preferences to which deities' clerics are in his favor. Diplomatic talk between tribes or humanoid allies is left to the *aanugh*. The entire gathering of tribal rulers is known as the *nunug'raag* (or 'voices of action').

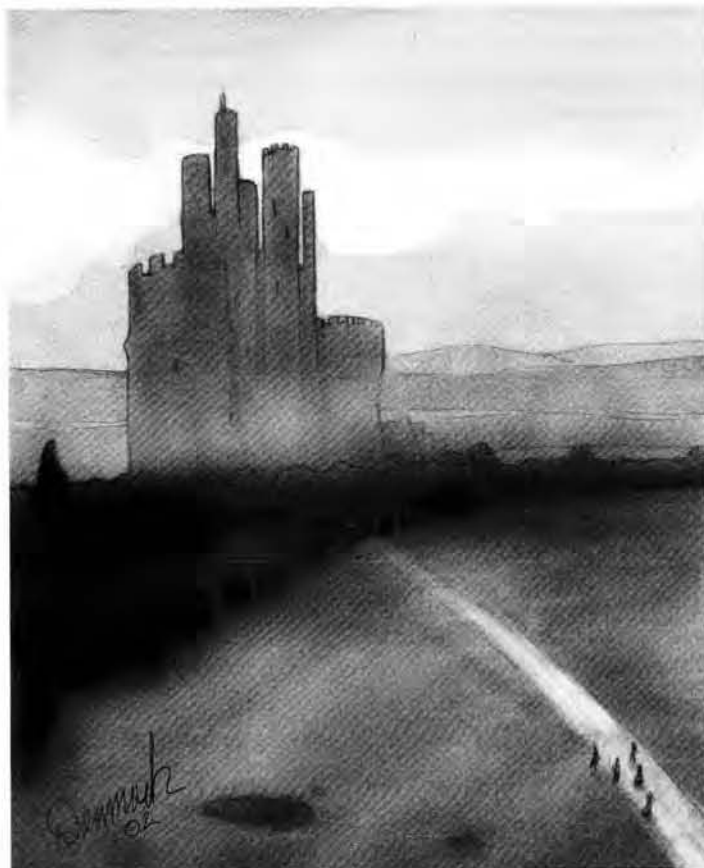
The *nunug'raag* gathers on the first night that Veshemo enters its new moon phase, in a chamber deep within the orcs' lairs. Even those orcs that choose to live above ground still use caves situated close to the settlement, for all orcs were born beneath the ground and remember this heritage. Only the members of the *nunug'raag* and their bodyguards are allowed anywhere near the council chamber, known as the *aagkhakh* ('room of thoughts'). The *aagkhakh* is protected by traps as well as by orc soldiers and there is generally at least one secret door, known only to the *garak* and his

most trusted bodyguards, for escape purposes. Religious protocol demands that no treachery take place within the chamber, being ground consecrated to *Bolg*, The Creator of Strife and head of the orc pantheon. In practice, meetings are rife with political rather than physical treachery such as poisoning or backstabbing.

The *aagkhakh* always contains a throne, either carved from stone or crafted from wood, upon which the *garak* sits during meetings. Other members of the *nunug'raag* sit on small rocks, often covered with furs or skins for comfort, in a semi-circle in front of him, with those in favor nearest to the *garak's* position. Protocol states that the head cleric of the favored religion sits to his right and the head of the main *agran* to his left, though this is not always followed.

Meetings are disorderly affairs, with orcs shouting and cursing at each other for many hours. The *garak* has only the authority he can force onto others through his will and a weak ruler soon finds himself shouted down or challenged for his position. Business tends to be concerned with what supplies the tribe has remaining, where it can gather more, what alliances to make or break to further the tribe's goals, and which settlements or caravan routes to raid in the coming month.

Every thirteen to fifteen years (the time varies according to the position of the three moons, the wishes of the major tribes, and the wars in which the orcs are currently involved), the *garak*



No matter how securely humans build their walled cities, orcs lurk nearby...

of the ruling tribes in an area will gather for a grand council meeting. Attending the meeting, known as the *urár nunug'yaag* (or 'great voices of action'), are the tribal *garak* and the highest-ranking cleric from each of the orc deities, regardless of from which tribe he hails.

Given the nature of orc politics and its tribal-centric viewpoint, each tribe tries to have as many members on the council as it can, resorting to assassination as the time for the next gathering draws close. Each member may bring a maximum of 100 guards to protect him, as the meetings take place in the *aagkhakh* of a different tribe each time, drawn by lots at the previous conclave. Murder and assassination at the actual meeting is considered an act of open warfare, and is considered a serious insult. Such "grudge wars" must end with the elimination of one of the tribes.

The aim of the council is to coordinate orc activities in the area and to further the aims of their deities. Aside from much shouting, cursing, threatening, and refusing to listen, little is actually achieved that furthers these aims. Many see it as a chance to boast of their tribe's exploits and how they alone should rule the orc nation. Others use it as a chance to size up a rival tribe's strengths and weaknesses, probably planning to shatter any alliances they have and weaken them.

One of the few things that the members agree upon is in which geographic areas to concentrate their military might. Although every tribe has its own enemies that it would like to see destroyed, the orcs as a whole have a strong racial hatred for dwarves and elves. A chance to capture a dwarven city or to burn an entire elven forest to the ground is seen as too good an opportunity to miss. Promises of military support are made (and forgotten if it later proves politically expedient) during the gathering.

Most often these meetings are not that beneficial to the individual tribes or the orcs as a race. They are part of the 'strong rule the weak' mentality that pervades orc culture and it gives the members an opportunity to test the hierarchy for signs of weakness.

CHAOTIC EVIL GOVERNMENTS?

This section is not intended as a debate on the value of the alignment system, but to explain how orcs, deemed to be

New Feat: Former Slave

FORMER SLAVE [GENERAL]

Originally from a minor tribe that was subsumed by a rival tribe, the character spent his youth as a slave before proving himself to his new masters and being granted his freedom.

Prerequisite: Orc blood. May only be taken at 1st level.

Benefit: +2 circumstance bonus to Bluff, Sense Motive, and Diplomacy when dealing with orc social superiors.

chaotic evil by nature, can have rulers and traditions within their society.

The *Player's Handbook* describes the alignment of chaotic evil as doing 'whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable.' All are sentiments that perfectly sum up the average orc. As individuals orcs are paragons of the alignment, possessing all of the traits in abundance and happily living their lives by these tenets. But can a chaotic evil society truly exist and do orcs possess one?

Once again the *Player's Handbook* has something to say on this matter. It states that 'chaotic evil people can only be made to work together by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.' Again, orcs follow this creed almost to the letter.

Orcs firmly support the belief that violence is an answer to most problems. To advance in position you must prove that you are better able to serve in that post than your current superior, usually by way of force. Simply going up to someone and smashing his skull open would indeed give you the right to take his position, but within a few hours it is very likely that the same thing would occur again, only with you as the victim. Luckily, the orcs' natural cowardice and fear of failure and retribution protect a tribe from carrying out this disastrous chain of perpetual violence. Additionally, the *aanugh* long ago invented the Trial of Rulership, which has firm guidelines on who can make a challenge and when. The orcs continue to follow this rule simply because it has always been the rule (from the perspective of any orc now living). Most never even think to question the Trial of Rulership.

Orcs do have tribal governments, lead by the most able warriors who have achieved their position through strength of arms. The government does make decisions that affect the entire tribe. An individual orc is free to openly question their judgment or leave the tribe whenever he wishes. An orc's innate cowardice, however, keeps such activity to a minimum. Should he question his leaders he is likely to be cut down where he stands for the insult; if he tries to leave the tribe he knows that no one will provide for him or protect him from other creatures.

New Feat: Physically Intimidating

PHYSICALLY INTIMIDATING [GENERAL; FIGHTER BONUS]

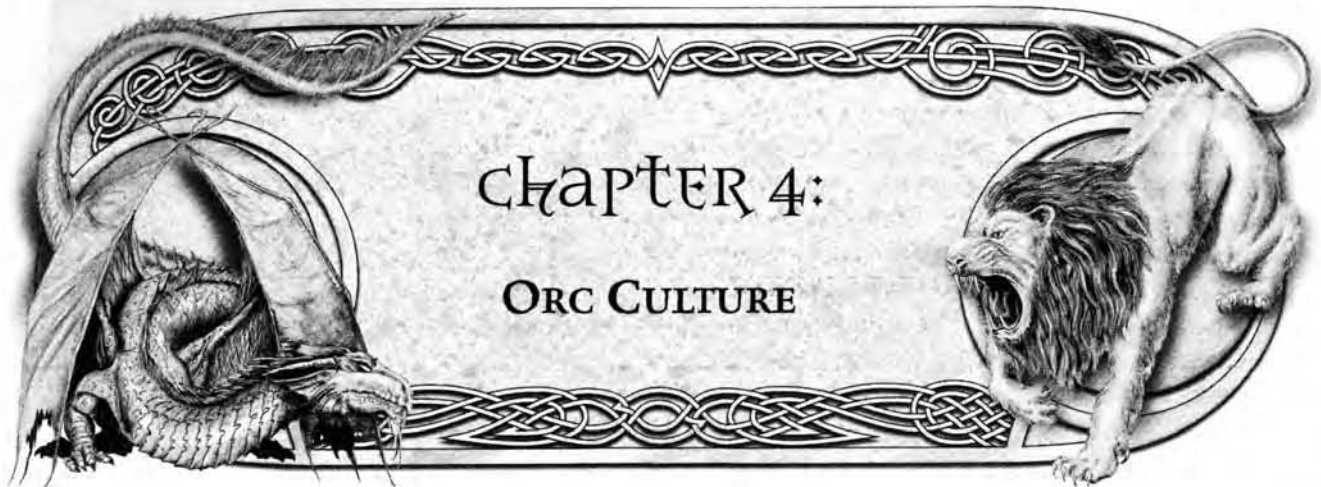
You easily replace a lack of personality with powerful muscles and a willingness to crack a few skulls. Fear of physical harm is a great motivator for the weak.

Prerequisite: Str 13+

Benefit: The character may choose to use his Strength modifier in place of his Charisma modifier on Intimidation checks.

Normal: Without this feat, the character must use his Charisma modifier on Intimidation checks.

Special: This feat is available to all races.



"Culture, the appreciation of art, the formation of languages, and the raising of great civilizations is limited to only a few species. The orcs do not number amongst them. No savage race can hope to ever achieve anything more than a simple state of barbarity. Anything the orcs produce is merely copied, and poorly at that." – Roshnyr Karkyn, wizard-scholar of Dijishy

CULTURE

Culture is not necessarily defined as works of art or literature, but by how a race lives. Thus, orcs have a culture in the same manner as any other sentient race. This section covers the main areas of orc life outside of government, religion, and the military.

Cycle of Life

No matter what scholars believe about the origins of orcs they are a race with two sexes. The act of reproduction is not one of love for orcs, but one of necessity. Only the need to improve his status through generating numerous offspring is in an orc's mind (if anything at all is) when he mates.

Once a female orc has conceived she will carry her litter for approximately six months. Birthing is no less painful than for humans but certainly lasts longer, for an average litter will comprise of three to five runts measuring roughly 12 inches and weighing five to six pounds apiece. At birth all orcs are capable of clear sight, lack any hair, and are completely helpless. Hygiene is rarely a consideration and runts are born in the harems the females call home.

The placenta, or afterbirth, is eaten after the child is born and is a source of high-protein meat for the deprived females. Normally the orc who has just delivered the litter is too weak to fight off other females and only rarely will she manage to devour it herself.

For the first year the runts will take nourishment from her milk, a thick gray substance that contains copious amounts of

fat. This rich diet provides them with the energy necessary to develop muscles for walking. Solid food becomes part of their diet when they reach their first birthday. Parental instincts are weak in orcs and the runts are fed by whichever female happens to be available at the time.

Food is always at a premium in any orc tribe and once the warriors have been fed the remains are distributed amongst the other castes with no particular bias. Females are always fed separately from the runts in order to prevent the females from stealing all the food. Runts are expected to fight for their food, even at this early age, and the social caste begins to impose itself in miniature. The strongest will eat more and therefore will grow stronger; the weak will either die or be malnourished.

Heritage has no place in orc society and the offspring of the *garak* are treated no better or worse than those of the lowliest *ugug*. However, offspring of higher castes are likely to be better equipped genetically to fend for themselves at an early age and stamp their authority on their rivals. Orcs do not suffer from inbreeding and given their large numbers it is almost impossible to tell who is related to whom. Orc males have no instinctive knowledge of who their parents are and will mate with whomever is available.

Runts remain in the harems in this manner until they reach the age of six or seven, when they are sorted. There is no formal system for selecting the caste of an orc; those that look strong are likely to be trained as *okogn*, the next strongest generally become crafters or *ugug*; the cleverest become *aanugh*; and the rest will be added to the pantry for later consumption. Roughly 25% of all runts are deemed to be beyond hope and are eaten. Newborn runts are only eaten in times of tribal starvation, though the harem guards must make sure that the females do not try to sate their appetites on too many offspring.

Training in the arts of warfare is intensive and lasts for six years. Real weapons are used and anywhere from 10 to 25% of runts chosen to be *okogn* die in training. There is no deliberate policy of culling, but orcs firmly believe that using mock weapons teaches poor habits. A few wounds harden the body

and mind for later life. *Aanugh* are assigned to various temples by means of an auction. Priests bid on the runts with food, treasure, or promises of aid to the tribe as a whole and competition for gifted runts is fierce. Long-standing rivalries between temples have arisen from auctions in the past. New recruits are expected to pay back their cost with hard work and unswerving loyalty. For the first few years they are used as slave labor by the temples and taught nothing of value. Only if they show the spark of wisdom are they allowed to start formal training.

Craftsorcs start as apprentices (actually little more than slaves who perform most of the fetching, carrying, and cleaning up around the workshops) and are only taught a trade after several years of servitude. *Ugug* begin work immediately but are generally restricted to light duties until they are ten years old. Females are kept in the harem, where they will spend the rest of their lives.

Orcs of both sexes reach full sexual maturity around nine or ten years old, when they are considered adults. They reach full height and weight for their species at age twelve.

If an orc is not killed in combat or through the depravations of his fellow orcs, he can expect to live for anywhere up to 40 years. Elderly orcs are not valued for their wisdom and an orc

who becomes too infirm soon dies of starvation or is killed off. Only those with enough personal charisma or power to force followers to care for them will ever reach much beyond this age. Orcs fight a day-to-day battle for survival and wisdom, even magical wisdom, is no substitute for an orc that cannot fend off his rivals looking to advance their own positions.

Within orc society there is but one breed that differs from the norm, the feared black orcs.

BLACK ORCS

From their creation at the hands of The Creator of Strife, black orcs were never a natural part of Tellene's cycle of life and death. They truly were created from the wood, stone, and clay of the world in mockery of the Elves, Dwarves, and Men that inhabited the world. They did not evolve naturally, nor do they reproduce. Likewise, as unnatural creatures, they do not suffer from the ravages of disease or the effects of poisons, neither do they die of old age. Were it not for the fact that black orcs live and breathe, they might be considered constructs.

So how do orcs manage to create a sub-specie of elite warriors and rulers?

The Discordant One passed to his earthly disciples the knowledge of orc creation, gifting the most powerful of orc *aanugh* (specifically those with clerical powers) a foul and ancient ritual through which they can reproduce the race. Few ever reach the dizzying heights needed to learn the spell and orcs are therefore extremely protective of those that can enact it. A tribe rarely leaves an established lair because of the effects of the spell.

Once the rite has been enacted the birthing pool begins to function, and the slime that forms its basis bubbles and churns without outside intervention. Each month one or more black orcs are created in the slime and dragged out by orc *ugug*. Non-orcs are never allowed to witness the birth of a new black orc. The orcs refer to their spawning pools or chambers as *kughagrun*, a name that translates literally as 'dark place'. By itself the term is fairly innocuous.

The creatures that emerge are fully formed adult black orcs, capable of walking, talking, thinking (as much as any orc does) and fighting straight from birth. Most tribes have one *kughagrun* hidden within the depths of a lair, but the larger tribes may have as many as three or four, each spawning as often as three times per month. Once an orc is dragged out of the slime that nurtured him the protective embryonic caul that covers his body is pulled off and he is taken to be fitted with armor and weapons and set to work defending the tribe.

To spawn a new orc the *kughagrun* must be 'fed' with a sentient victim (any race will suffice). Over the next month the dark magic that empowers the spell twists and transmutes the victim into an orc. There is no semblance of the former self and no possible return. Even the most powerful of *wish* spells would be useless in changing a black orc back to its former form.



A Black Orc creation.

New Spell: Create Black Orc

CREATE BLACK ORC

Conjuration

Level: Clr 6

Components: V, S, M

Casting Time: One week

Range: Special

Effect: Creates a spawning pool

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This ancient and foul spell is necessary for the creation of black orcs. Cast deep within the bowels of the earth, it creates a pool of primeval slime, from which fully-grown black orcs are spawned.

When cast, the spell transforms an area of some 400 square feet into slime. A total of one orc per month may be brought forth from the pool, per point of permanent Constitution the casting cleric expends, to a maximum of five points. This loss can never be recovered, even through *greater restoration* or *wish* spells. The caster must make the decision at the time of casting and cannot change his mind later.

In order to fuel the creation process, sentient beings must be sacrificed at the rate of one per orc to be spawned. No sacrifice means no new spawn. No spell can counter its effects on a victim and only a *wish* can reduce its magical power.

The material component is the blood of twenty sentient living beings, who must be sacrificed as part of the casting.

The exact race sacrificed has no additional effect. That said, orcs have deduced that certain pools seem to 'prefer' one species over another. This has led to a form of eugenics program, with orcs spawned from that specific pool being of hardier stock than their 'siblings'. Roughly one pool in fifty has this power and it will only accept sacrifices of one race (for example, dwarves).

In this manner even the largest tribes can gain no more than a few hundred warriors per year, even by sacrificing kobolds, goblins, and other populous but lesser sentient beings. It is simply impossible to gain that many captives. However, assuming that at least one *kughagrun* survives intact a few hundred orcs can replenish their black orc population to full strength within a human generation (roughly twenty years).

The power of the spell is so great that few spells can hope to destroy a pool once it has spawned an orc. Each use of a *wish* spell will reduce the number of orcs a given *kughagrun* can spawn each month by one. When the final (fifth) spell is cast, the pool becomes an inert mass of goo with no conjuring powers. Natural daylight (not the spell *daylight*) striking a *kughagrun* will cause it to dry instantly, but orcs build these womb chambers deep underground where the sun can never reach.

Many adventurers have encountered such chambers but, as they lack religious decoration and have *ugug* workers in them, they are often labeled as latrines, for such is their appearance

and smell. Many of the *kughagrun* the orcs use today have been in existence for thousands of years.

The unnatural origin of the black orcs has many strange side effects. Their near total immunity to disease and poison aside, black orcs live unnatural lives. Age has no effect on them mentally or physically. In fact, from the moment a black orc is spawned the aging process ceases entirely. Fortunately, the black orc lifestyle does not lend itself to immortality.

HALF-ORCS

The Creator of Strife had plans for the orcs even from the beginning and the part of their being that was modeled on humans allows them to breed successfully with human females. The slow breeding nature of elves and dwarves, and to some extent even that of halflings and gnomes, was useless to The Creator of Strife, who desired his race to multiply quickly in order to gain dominance. As such, orc compatibility with these races has never been documented, though that does not stop unwanted sexual relations between orcs and other humanoid females taking place.

Although orcs are sexually compatible with humans, the child produced is neither one race nor the other, but will always be a creature known as a half-orc. The orc term for these cross-breeds, *guruk-vra*, translates literally as 'weak-blooded orc', a phrase that is also greatly insulting when used to denote a standard orc. Half-orcs can be of either sex, but the orc trait is always present, though not always to the same degree. A few can pass as fully human and may not even know of their heritage, while others more resemble orcs than humans. Interestingly, an orc that breeds with a female half-orc still produces a half-orc child, not a "three-quarters orc." Orc attempts to introduce new orcs into their species through this method have failed repeatedly.

By far the vast majority of half-orcs take after their human mother and remain in human society. They try to live as any normal human child but society often shuns such creatures, whether because of hatred for all things orcish or because the child looks different. Half-orcs tend to grow up as loners and leave civilization for a life in the wilds.

The half-orc mental outlook is much closer to the human perspective. While they are much stronger than the average human, they have full control over their tempers and violent side. Likewise, nature or works of beauty do not provoke their anger any more than it does in an average human. One interesting side effect is that half-orcs retain their father's darkvision and their orc blood allows them to use orc-only magic items.

Half-orcs that seek out an orc tribe are in for a rough ride. Orcs view such creatures with great suspicion and often use them as *ugug*, unless they possess a useful trade. Certain tribes are more enlightened and see a strategic use for these bastard children. Most cities tolerate half-orcs and a few even welcome them as they would any other race. Half-orcs can be used to infiltrate merchants' guilds, temples and armies and report

useful information back to their tribe without the risk of alerting local authorities. Such orcs will never rise high in the tribal social system, but will be honored and treated well by their superiors.

Although generally fathered by orc males to human females, cases do exist where orc females have birthed half-orcs. Most often this is through perverse orc experiments using herbal concoctions to make the male comply, for it is hard to make a sane man aroused when presented with a naked female orc, even when death is the other option. In a few cases evil humans have volunteered for such duties and some temples to dark deities actively encourage such acts.

HABITAT

"Any creature that lives in a cave is, by my learned definition, a savage." – Roshnyr Karkyn, wizard-scholar of Dijishy.

By far the majority of orcs live in caves systems frequently called lairs, although the orc word, *gorag*, literally means 'place of safety'. Particular attention shall be placed on both these caverns and the surface settlements preferred by the common orcs, who often have to raid away from their mountainous homes.

When orcs first move into an area they start by sending out scouting parties, looking for signs of habitation, both by the civilized races and by other humanoids, mineral wealth, and ready sources of food. Caves, valleys, and any area with rough terrain receive special treatment

and large numbers of orcs may be involved in sweeping these areas. The initial aim is not to confront, but to gather detailed intelligence on potential foes.

Once targets have been located, the tribal council meets to discuss strategy. Small or isolated lairs of rival humanoids are attacked by droves of *ugug* militia, pushed onwards by heavily armed and armored *okogn* units. The main aim is conquest and taking prisoners is of secondary importance during the early phase of a re-settlement. When a lair is secured, the orcs use it as an advance base for further operations in the area.

This process continues until a space large enough to support the entire tribe has been annexed, or at least as much of it as is necessary. A border is established and marked by the skulls of the former occupants. Rangers have learned that the fresher the skulls, the more recently the tribe arrived and the more disorganized it is. Although there is never a safe time to enter orc territory, it is better to gather information before the orcs can organize patrols and set up perimeter traps.

The rulers of the tribe will only relocate once a large area has been secured and patrols are in place to guarantee their safety. At this point the crafters, senior *aanugh* and harems are moved into suitable lairs along with the tribe's supply of arms and food. The *garak* normally resides in a lair located as near to the center of the territory as possible, so as to surround himself with troops.



A female orc takes a fancy to this young male half-orc.

New Prestige Class: Tunnel Rat

Rogues are not terribly common in orc society, there being very little to steal from one's comrades. Those that follow roguish professions tend to be utilized as scouts, diplomatic aides to *aanugh* visiting other tribes, and assassins. That said, most tribes maintain a small elite force of orcs that are brought forth when a gnome, dwarf, or deep halfling subterranean community is being raided. These short-lived few are known as tunnel rats and their job is both dirty and dangerous.

Most races that dwell underground make use of traps to protect themselves, especially the dwarves, who are renowned for their cunning use of stone-based traps. A military force wandering blindly down a corridor, even with darkvision, is likely to meet a messy end. Tunnel rats perform a vital role during any assault; they move ahead of the main force, checking for traps, secret doors, and ambush points, reporting their presence back to the commanders before attempting to neutralize any threats. Unlike normal rogues, the tunnel rat is highly specialized in the field of trap detection and removal, forgoing training in more social rogue skills in the process.

When tunnel rats are in short supply, unarmed and poorly trained *ugug* are pushed forward, setting off traps and entering into ambushes without warning, but few tribes prefer this method as it negates any stealthy incursion and wastes valuable resources.

Orcs are not the most gregarious race at best and, given their shorter than normal life span, tunnel rats rarely mix well with other orcs of their tribe, preferring the company of their tunnel rat comrades, who share their morbid outlook on life, or living a solitary existence until their unique talents are required. Experienced rats are strangely calm and their almost blank stare is capable of unnerving battle-hardened *okogn*, junior status rats by comparison are bags of nerves and often have many nervous habits.

The orc name for a tunnel rat, *unaagn*, translates as "walking corpse," a reference to their tendency to drop dead from ambush or trap.

Hit Die: d6

Requirements:

To qualify as a tunnel rat, a character must fulfill all the following criteria.

Skills: Climb 5 ranks, Disable Device 8 ranks, Move Silently 8 ranks, Search 8 ranks and Spot 8 ranks.

Feats: Lightning Reflexes.

Special: Tunnel rat applicants must be literate in Dwarven, Gnome, or Merchant's Tongue.

Class Skills

The tunnel rat class skills are Balance (Dex), Climb (Str), Craft (trap making) (Int), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 6 + Int modifier

Class Features

All the following are class features of the tunnel rat prestige class.

Weapon and Armor Proficiencies: A tunnel rat is proficient with all simple weapons. In addition, he is proficient with light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Traps: At 1st level, the tunnel rat learns the trap ability if he does not already possess it from a previous class (see the rogue in Chapter 3 of the Player's Handbook).

Uncanny Dodge: Beginning at 1st level, the constant danger of being caught in a trap or ambush hones the rat's reflexes to super-orc heights. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed by trap or surprise attacks, although he loses it if immobilized. At 5th level, the rat gains a further increase to his survival instinct with regards to traps, gaining a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This rises to +2 at 7th level and increases to +3 at 9th level.

Improved Trap Detection: Starting at 2nd level, the tunnel rat gains a +1 bonus to his Search roll when he actively searches for traps. Additional +1 bonuses are gained at 4th, 6th, 8th, and 10th levels.

Blind Luck (Ex): Starting at 3rd level, the tunnel rat gains a preternatural danger sense that allows him to avoid trouble. He may re-roll one die roll relating to traps, whether it be a Search or Disable Device skill check, a Reflex save, or even the damage inflicted on him. He may choose the better of the results to keep. At 6th and 9th levels the character can use the powers more frequently, but may still only affect any given roll only once.

Eerily Calm (Ex): At 3rd level the rat gains complete control over his natural instinct to panic under pressure. He may take 10 on any Disable Device check so long as he is not personally being attacked in melee, though he may still do so when under missile fire. He maintains his Dexterity bonus to his AC whilst doing so.

Detect Secret Doors (Ex): At 4th level the tunnel rats gains the ability to detect secret doors similar to that of an elf. This is not a supernatural power, but represents a trained eye, used to spotting the telltale signs, such as footprints in the dust, scratches on the floor, and so on. When passing within five feet of a secret or concealed door the tunnel rat receives an automatic Search roll. He cannot take 10 on this roll.

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Traps, uncanny dodge (Dex bonus to AC)
2	+1	+0	+3	+0	Improved trap detection +1
3	+1	+1	+3	+1	Blind luck 1/day, eerily calm
4	+2	+1	+4	+1	Detect secret doors; improved trap detection +2
5	+2	+1	+4	+1	Uncanny dodge (+1 against traps)
6	+3	+2	+5	+2	Improved trap detection +3, blind luck 2/day
7	+3	+2	+5	+2	Uncanny dodge (+2 against traps)
8	+4	+2	+6	+2	Improved trap detection +4
9	+4	+3	+6	+3	Blind luck 3/day; uncanny dodge (+3 against traps)
10	+5	+3	+7	+3	Improved trap detection +5



An orc tunnel rat performs important and slealthy services for his tribe.

Cavern Lairs

Orc caverns tend to be natural in origin even though orcs are excellent miners second only to dwarves in their rate of digging. The logistics of mining are too great for most orcs to cope with, being as they are of lesser intellect than other races. Expanding caverns to make enough room for the tribe is more important than little details like straight walls and ninety-degree corners in rooms. Even then, excavated passages and chambers tend to have a natural feel to them. Former mines make good initial lairs but generally need expanding to create rooms along the shafts.

Most tribes have multiple lairs as few cavern systems are big enough to hold the thousands of orcs that make up the average tribe. If the tribe dwells in a mountain range lairs may be situated hundreds of miles apart, connected by subterranean passageways or by surface routes through narrow passes and treacherous terrain.

Inside a typical lair there are normally two or three levels connected by stairs, either carved or natural, or step inclinations. Doors are generally not present save in the lower areas

and dried skins hang from most openings to serve as a way of keeping unwanted attention out and the smell in. The width of corridors varies depending on the type of cave system used, and ranges from five feet in unused mines up to thirty feet in natural caverns.

Every orc lair has multiple entrances dotted throughout the countryside, making it easy for the warriors to assemble quickly outside of the lair. Deep pits, falling logs, and crude arrow and spear traps dot the countryside in all directions for many leagues to ward off intruders. The traps are crude affairs, lacking complex mechanisms or activation systems, but are quick to build even for unskilled orcs. The traps are checked by patrols every few days and captured bodies are brought back for the larder or the spawning chambers. Orc patrols are as likely to fall prey to these defenses as are potential intruders.

Every entrance is a series of guarded chambers that can be concealed with movable boulders and vegetation. Minor entranceways are guarded by a *kaugna*, which, as described in the Warfare section later, comprises of one *oghor* (sergeant) and ten *okogn*. The largest entrances, commonly known as 'gates', host a unit known as an *urárugna*, which comprises one *lanun* (lieutenant), two *oghor*, and twenty *okogn*. In permanent charge of every gate and its

associated minor entrances is a special form of *anúk* (captain), known as an *akhanúk* ('door captain'). This is a trusted post and the *akhanúk* has the important job of holding any entrances against assault for as long as he can in order to give the tribe time to assemble.

No fires warm these entrance chambers for the orcs have no wish to draw attention to their homes. From their vantage points the sentries can see anyone who approaches. It is the sentries' responsibility to decide whether to alert the tribe or to let the travelers pass by unmolested.

After the guard rooms, the next chambers encountered are often those of a portion of the *okogn*, consisting of little more than an open chamber covered with furs and skins for sleeping upon. Orcs do not take much pride in personal comfort or cleanliness and the rooms tend to be littered with bones, broken pots, and even excrement, though there are crude lavatory facilities within a lair. Officers in command of these units have private chambers close by but they are just as untidy and ill kept. Weapons and armor are kept with their owners and there are no central armories to speak of within any lair.

Any intruder making it past the initial guardians now finds himself in the lair proper. It can be a confusing web of tunnels spread across multiple levels, none of which are lit for any significant expanse. Light from cooking fires or ceremonial torches cast flickering shadows over walls and ceilings, but the darkness can be overwhelming, punctuated by unseen calls and shouts from orcs within its gloom. Given the lack of natural light, the orcs have a big advantage when defending their lairs. Lanterns and torches may only illuminate a small area but they can be seen from many times that distance, giving the defenders a chance to set an ambush or arm a trap.

Most traps within a lair are simple holes in the ground covered by a thin false floor or trip wires that delay rather than harm. Unless a tribe has access to skilled trapsmiths, the average adventurer has little to fear other than the inhabitants themselves.

In the central part of the lair, often on the middle level, are the living quarters for the *gnugn'huk* and the *ugug*. Even more Spartan than the chambers of the *okogn*, having sleeping furs is considered a luxury. The workshops of the *gnugn'huk* can be found within a short walk of their quarters, although they are manned twenty-four hours a day. Smaller guardrooms housing a *kaugna* of warriors are located nearby to keep an eye on the workers and slaves.

Surrounding these central chambers are kitchens (a term used to describe any room with a fire pit and natural vents to the surface), storerooms for dried meats and alcohol, and open areas where the *okogn* can practice. The storerooms tend to have doors, normally stolen from nearby settlements, and the keys are held by specially appointed *gnugn'huk*. Stealing food is a serious offense, as the stronger orcs and leaders will not share with lesser creatures (and have some understanding that the entire tribe needs food to stay strong). The constant temperature of a lair means that even fresh meat can be kept for a reasonable length of time before it spoils, not that rotten meat would stop an orc from eating it.

As one heads further in, the system descends to the lower level. Situated here are the temples and the clerics' quarters, which, depending on the power each individual wields, can be decorated with religious items from other races' temples that are suitably re-marked to honor the orc gods. Each god has his own 'temple district' and the clerics live in rooms that stand nearby. Within a large tribe there may be as many as five different temple districts and the corridors that form the boundaries are decorated with the cult's symbol. This is partly a guide for orcs trying to find the right area and partly as a warning to followers of rival temples to stay clear.

Temple warriors (*nukokogn*; 'god warrior') take residence in the chambers that lead to this area, ready to defend it with their lives. Unlike normal warriors, these elite soldiers are excused from manual labor unless it benefits their god and live and eat away from the main body of *okogn*. They share the same military structure as the rest of the tribes' warriors, and though they

New Feat: Improved Movement

IMPROVED MOVEMENT [GENERAL]

Your character has spent time living in difficult terrain, and he is accustomed to moving over it with ease.

Benefit: The character uses the movement penalties shown below in place of the standard penalties. This chart replaces that listed on page 143 of the Players' Handbook for that character.

CONDITION	PENALTY
Obstruction - moderate	normal
Obstruction - heavy	x 3/4
Surface - bad	x 3/4
Surface - very bad	x 1/2
Poor visibility	x 3/4

Normal: The character suffers the effects of reduced movement as shown on page 143 of the Players' Handbook.

technically answer to the *garak*, they rarely perform any action unless their high priest has sanctioned it.

Near the rear of the cavern system beyond the temple districts are the chambers for the rulers. Most orcs share a single room, but the higher leaders have two or three rooms to themselves. By comparison these rooms are luxurious; stolen tapestries hang on the walls, statues looted from temples stand in corners, and gold and silver knick-knacks are placed in niches along the walls. Surrounding these chambers are the quarters of the rulers' bodyguards; trusted and loyal unto death, the bodyguards are an ever-present sight in this part of a lair and an *ugna* (a unit of two to five warriors) of them always accompanies a ruler if he leaves his quarters for any reason.

In the deepest part of the lair, protected by squads of elite *okogn* and simple orc traps, are the spawning chambers; the true heart of any orc lair. Dank, reeking of decay and corruption, and always unlit, these chambers are amongst the best guarded in the lair and the guards are ready to throw their lives away to defend them. Many *garak* have secret passageways installed, the location of which is known only to themselves, their bodyguards, and the most trusted *ugokh*. Such passages lead deep into the mountains for many miles before finally emerging near another lair of the tribe.

The upper levels contain holding areas for prisoners and are located in an area where there is usually only one entrance (and therefore exit), which passes through the caverns where the *okogn* dwell, making escape a suicidal venture. Prisoners are usually thrown into a deep pit covered with a movable metal grille in which several dozen other prisoners 'live'. Here, surrounded by foul water, rats, and their own bodily wastes, they are left to their own devices. Little food is provided and disease is rife. Torment facilities are always located close by and the screams of victims echo through the cell area; a psychological torment for those who know that their turn is soon.

Most natural caverns have at least one room in which water can be found, either in the form of a pool or, more commonly, by a running spring or underground river. Fresh water can be retrieved from here and stored in barrels for later consumption. The orcs can also dispose of bodily waste here (not that many orcs are that hygienic).

Harems can be found on all levels, catering to the rulers and the *okogn*. Females of any humanoid species reside within these chambers and are kept chained to prevent escape. Dark and dank, there are few luxuries within the harems and the life of a concubine is one of permanent disgust for themselves and their foul abusers (see *Harems* for more details).

Unless a tribe is very small, it will never put all of its eggs in one basket. Treasuries, major temples, spawning chambers, harems, and prisoners will be scattered through the tribes' lairs, making it hard to eradicate a tribe with one surgical strike. A coordinated attack against every orc lair within a tribe in order to completely eradicate it would be next to impossible to pull off, given the orcs' tenacity in defending their lairs and their tendency to build multiple escape exits to remote areas of the wilderness.

Surface Lairs

Orc houses come in many forms. Those built by common orcs are generally single room, crudely constructed wooden affairs with space for sleeping and cooking for as many as twenty inhabitants (a *kaugna* worth of soldiers). As is typical of this race, refuse of all sorts is left where it falls until it decays or someone or something eats it. Furs and skins provide the standard floor covering. The houses of the *garak*, *ugokh* and the *aanugh* have separate rooms for sleeping, eating, and living, all of which are decorated in a manner similar to those in a subterranean lair.

The orc sub-breeds use techniques more suited to their natural environment. White orcs use snow and ice to form a primitive igloo. These are often little more than mounds of snow that have been scooped out to provide space within. Easy to construct in a short space of time, they provide shelter from rain and snow, insulate the inhabitant from the cold, and are camouflaged. True igloos, those of crafted blocks of ice, are known in white orc society, but are reserved for permanent encampments away from a suitable subterranean lair. Collections of igloos are often surrounded by ice walls to form forts, with the entrance being a hole cut in the wall and blocked by a large boulder.

The natural terrain of the brown orc lacks vegetation and hide tents crafted from skins and furs and supported with wooden poles are preferred. The shape varies depending on the skill of the tent maker, but the vast majority are square or cone-shaped (similar to tepees). When time and terrain permit, the brown orcs dig a pit beneath their tent to increase the living space available. This is not from a desire for comfort, but in order to cram

as many orcs into as few tents as possible. Camouflage is provided by the hides, which are dyed to resemble sand. Encampments intended to be occupied for more than a few days are surrounded with a thick wall of uprooted thorn bushes to ward off nomads and natural predators.

Living solely beneath the ground, gray orcs do not construct any surface camps. When operating away from a lair they will locate an easily defendable tunnel or side chamber to make camp. Where possible traps are set, as the underworld realm is host to a plethora of predators, both sentient and non-sentient. Should they be forced to the surface they will find a nearby cave to shelter in during the day, even if this slows their marching to a crawl.

Surface villages follow a slightly different layout to underground lairs, generally being circular in design and protected by a simple ditch and earth bank topped with a wooden palisade. Desert orcs rarely bother with the outer defenses as even minor sandstorms can fill even a ten-foot deep ditch in a matter of hours. It may be expected that the *okogn* would live in the outermost huts, but in fact these belong to the *ugug*. Any attacking force is going to have to butcher its way through hundreds of *ugug* before reaching the vital areas. Scattered throughout the outer ring are houses for warriors, who act as perimeter guards and stop the *ugug* from trying to escape.

The second circle houses the quarters of the bulk of the *okogn*, and their huts are sturdier and provide better protection from the elements than those of the lower social castes. Larger tribes, those with the available orcpower and resources, join the huts together with a second palisade to form a second line of defense against possible attackers. Wooden gates open into this inner compound.

Within the third circle are the workshops and quarters for the *gnugn'huk*. Workshops that house furnaces or forges are made from mud brick or stone to prevent fire from destroying the encampment. Storehouses are also located in this part of the village and are fitted with sturdy doors, some traded for and some looted, with strong locks. As with the outer circle, small groups of *okogn* are housed here to guard the workers and the materials.

The fourth circle comprises of more *okogn* dwellings and the huts of junior officers. It acts as a last line of defense before the core of the village is reached. It may have a palisade linking the buildings to form a third compound area.

In the center are the houses for the tribal rulers and the *aanugh*, as well as the temples and treasuries. These buildings are always constructed from stone for added protection and normally have a network of passages beneath them. These tunnels lead to each other and to the surrounding wilderness, allowing the rulers and their guards a chance to escape a major assault. All of the buildings in the central area will have doors with locks and often have multiple rooms; one is set aside as a common room, one for sleeping, one or more for bodyguards, and so on.

New Prestige Class: Runner

Runners are a vital link in inter-tribal communications and can carry messages over long distances. Senior members of the tribe use them to relay information and battle orders, both within the confines of the tribe's territory and on the field of battle.

Their lot is not an easy one for often rivals within a tribe, the hostile forces of nature, natural predators, rival tribes, and other humanoids will attempt to intercept a runner to capture important intelligence regarding the tribe's activities. Candidates must have good stamina for long distance running, the ability to sprint past enemies, and be capable of surviving in combat situations long enough to get their message home.

Orders are rarely given to orcs in writing, simply because most recipients cannot read. Instead, all orders are given verbally and a runner swears only to reveal its contents to the intended recipient, preferring to face death rather than betray a trust. Given the orcs' cowardly nature, many break under even minor torment and so false information is sent during times of war to confuse enemy forces that happen to waylay a runner.

Whether it is transporting information across rugged mountains or through the corpse-choked tunnels of a dwarven city under siege, the runner can always find a job amongst the tribes.

Hit die: d6

Requirements:

To qualify to become a runner, a character must fulfill all the following criteria.

Skills: Climb 8 ranks, Escape Artist 4 ranks, Intuit Direction 8 ranks, Swim 4 ranks, and Wilderness Lore 8 ranks

Feats: Dodge, Mobility, Run

Special: Fort save +4 or higher

Class Skills

The runner class skills are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features for the runner prestige class. None of the class's special features function if the runner is wearing medium or heavy armor or is burdened with any load above light encumbrance. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Weapon and Armor

Proficiency: Runners are proficient with only simple weapons. They are only proficient with light armor but may wield shields.

Tight Turn (Ex): The first trick the runner learns is how to corner at speed. The 1st level runner can turn through corners of 90 degrees or less at any speed, but each 90-degree turn uses up five feet of his movement allowance for the

round. The runner may turn through as many corners in a single round as he has levels in this prestige class. If further corners impede his progress he must stop, exactly as if performing a standard run action. This ability can be used in conjunction with any of the later class abilities, such as ceiling running.

Uncanny Dodge (Ex): At 2nd level the runner gains the ability to react to danger faster than reason would allow, retaining his Dexterity bonus to AC even if caught flat-footed. At 5th level the runner can no longer be flanked, regardless of how powerful her opponents are in comparison. This power is otherwise identical to that of rogues (see the rogue in Chapter 3 of the Player's Handbook).

Greased Lightning (Ex): By 3rd level the runner has built up his sprinting potential through prolonged and arduous training regimes. He may run at six times his normal speed instead of the standard four times. If he makes a running jump, increase the distance or height he clears by one-half, but not past the maximum.

Improved Movement (Ex): The character gains the Improved Movement feat at 3rd level if he does not possess it already.

Vertical Movement (Su): The ability to move up sheer surfaces has saved many a runner's life. Starting at 4th level the runner gains the bizarre ability to move up walls as if he were running along a flat floor. The runner must start his movement at least ten feet away from the surface he wishes to scale and at 90-degrees the perpendicular (so he is running straight at the wall).

The maximum height a runner can reach is equal to 20 feet times his level in the prestige class, and must be achieved in one round. Should the round end before the runner has reached the top, or should he misjudge the distance to the top and reach his maximum height before the wall ends, he falls, taking normal damage (he may attempt a Tumble skill check as normal).

Horizontal Movement (Su): The runner learns how to make use of his speed to move along vertical surfaces but parallel to the ground at 6th level. In order to travel in this manner the runner needs at least a 10-foot run parallel to the surface, and may only move along it for a maximum of one-half of his maximum speed before he has to resume running on the floor again.

How far the character moves and his standard running limit determine the maximum height that can be achieved. For every five feet of horizontal distance covered the runner may gain or lose five feet of height (but remember, he must begin on the floor before he uses more than one-half his maximum movement!).

All of the movement must be in a straight line and completed in a single round. At 8th level, the runner gains the ability to move along walls whilst turning corners of 90 degrees or less. Although of limited use in avoiding enemies, it can be very handy when there is a trap or some form of ooze covering the floor ahead.

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Tight turn
2	+1	+0	+3	+0	Uncanny dodge (Dex bonus to AC)
3	+1	+1	+3	+1	Greased lightning, improved movement
4	+2	+1	+4	+1	Vertical movement
5	+2	+1	+4	+1	Uncanny dodge (can't be flanked)
6	+3	+2	+5	+2	Horizontal movement
7	+3	+2	+5	+2	Improved endurance
8	+4	+2	+6	+2	Horizontal movement (90-degree angle)
9	+4	+3	+6	+3	
10	+5	+3	+7	+3	Ceiling movement

Example: Ugrot has a maximum speed of 60 feet and wishes to avoid a pit trap in the floor ahead of him. He must use the first ten feet gaining speed, may then travel for 30 feet maximum along the wall, and must use his remaining movement allowance traveling on the floor. He remains at the default height, five feet above the floor.

The maximum height that Ugrot could achieve is a mere 15 feet. Since he may only spend one-half his movement horizontal, he can move 15 feet along the wall and 15 feet up, before reversing his vertical movement and landing safely on the floor at a run.

Improved Endurance: The character gains the Improved Endurance feat at 7th level if he does not possess it already.

Ceiling Movement (Su): At the pinnacle of his power, the runner can defy gravity, gaining the ability to crawl along ceilings at 10th level. There are two different methods for reaching the ceiling. In both cases, all movement must be completed within one round or the runner falls from whatever height he has currently reached.

Why two methods? The first is best used in larger areas where the character can gain the necessary run-up distance directly towards a wall. The second method is designed for use in corridors and is better viewed as a corkscrew-style run, where the character goes up one wall, along the ceiling, and down the other wall whilst simultaneously moving along the corridor.

The first method involves using the same mechanics as vertical running, in that the runner charges the wall head on and then proceeds to run up its surface. When the runner reaches the height

of the ceiling he may crawl along the ceiling (hanging upside down) to a maximum of one-half of his total movement allowance for the round before he must head down the wall again to the floor.

Example: Ugrot now has a maximum speed of 210 feet per round. He is in a room measuring 100 feet in length with a 30 feet high ceiling and the route ahead of him is blocked by hostile goblins. Since he is standing ten feet inside the room he turns his back on the goblins and sprints toward the wall. His movement breaks down as 10 feet gaining speed, 30 feet up the wall, 100 feet along the ceiling, and 30 feet back down the wall, still leaving him with 40 feet of movement this round to outrun the befuddled goblins.

The second method is more of a slow climb, where the runner starts his movement in a similar fashion to horizontal running. After the obligatory ten feet to gain pace, the runner begins to crawl towards the ceiling horizontally, gaining five feet of height for every five feet of length he travels. When he reaches the ceiling he may proceed to move along it as with the first method.

Example: Using the same room as in the previous example, Ugrot decides to run both along and up the wall. He spends his first ten feet acquiring launch speed and hits the wall running. To reach the ceiling he must travel a total of 30 feet in length (enough to gain the 30 feet he needs). He has used a total of 40 feet so far and may spend up to 100 feet on the ceiling before beginning his descent.



Orc runners serve as messengers between command posts.

Harems are located around the village at liberal intervals and are always guarded. Any black orc spawning chambers are always located in a nearby cave system, for the dark magicks that empower such rooms will not work above the surface, where the light of the sun may reach them. Such caves are well hidden, well protected by elite soldiers loyal to the *ganak* rather than any *aanugh*, and littered with false turns and traps.

Villages do not have any sanitation systems such as sewers and the inhabitants use pits, which are filled in afterward, or use a nearby stream. Most settlements are built with water running through the center or alongside as this also forms a natural defense. However, it is good practice (i.e. you will live longer) not to empty one's bowels upstream of the central area!

Recreation

Recreational activities, though not usually attributed to orcs, are as vital a part of life as to any other species. Passive forms of relaxation and recreation, such as music recitals, painting, or writing, are unknown, but there are a number of orc sports and games used to while away free hours, the most popular two are detailed below. Other games include climbing, jumping and swimming practice, as well as martial training. Orcs lack the patience necessary to learn even

crude board games and certainly have no will to invent any of their own.

GLADIATORS

Because it appeals to orcish bloodlust and appetite for destruction, the most popular sporting events are the gladiatorial games. Combatants tend to be either trained warriors looking to make a name for themselves in the tribe or hapless prisoners, often with little knowledge of fighting, thrown in for the entertainment value. Contests between humanoids and wild beasts are as common as those between two humanoids.

In recent centuries, a class of 'professional' *ugug* gladiators (*ugug'okn*; 'slave fighters') has evolved, much to the chagrin of prominent figures in the warrior caste, who see training *ugug* to fight as a dangerous pastime. Most perish within one or two fights, but those that survive can become extremely popular with rulers and senior *aanugh*, who shower them with gifts, better food, and even supply them with females to help pass the time. Survivors of twenty battles are offered the chance to leave the *ugug* caste and accept a position as an *okogn*; not all choose to do so, for orcs that have lost money betting on them, or those with a jealous streak, are often tempted to get revenge in the true orc style, a knife in the back.

Of all the *ugug'okn* currently alive, the most famous is Nurdan "Flathill," a deep halfling captured many years back by the Broken Fang tribe and who, to date, has survived thirty-six combats.

Formal contests do exist, sponsored by the *garak* or *aanugh* with rewards for the victors, but generally each *ugokh* allows his warriors to host only informal events, to keep them appeased. No matter the host, all combats are to the death, though *ugokh* prefer their men to fight against prisoners to avoid unnecessary attrition.

Although cowardly by nature, orcs do love fighting more than most other activities. Orc gladiators, unlike those of the other races, are not motivated by fame, power, or wealth, but by staying alive for one more day. The natural orc tendency to flee is more than balanced by the fate that awaits those who refuse to fight for others' entertainment. Death in the arena can be extremely swift, but a skilled tormentor can drag out pain and suffering for days or even weeks. This fate is far less desirable to the cowardly orc.

STICKS

The innocuous sounding title actually hides a fairly brutal 'sport,' where two contestants take it in turns to beat each other with a large stick until one of them

loses consciousness. Hardly a sport that needed inventing, the game has two simple purposes; to harden warriors without maiming them for life, and to establish a group pecking order.

The rules are fairly simple: two contestants are picked at random to square off, armed only with six foot pieces of wood and naked save for loincloths. One is chosen to start the contest and he smacks his opponent as hard as he can across the head or shoulders. Assuming the opponent is capable, he may then return the blow. This continues until someone passes out, giving a first and second place in the pecking order. Once recovered, the victor then fights another opponent chosen at random. If the new foe wins, then he takes first place and everyone else moves down a position. The simple orc mind assumes that anyone who can beat an opponent who has already won a contest must logically be capable of beating anyone else who has already lost to that orc. When the first victor wins a second contest, the loser and the current second place are pitted against each other to determine who holds which position. A victory for the second place orc means that the third place is challenged, and so on until the current loser wins a bout and secures himself a place or reaches the bottom of the pile. This process is repeated until the order is firmly established in every orc's mind.



The high-spirited orc sport known as sticks.

Normally the pecking order only applies to members of the same *kaugna* (a squad of ten orcs) as it becomes increasingly unwieldy with larger numbers and most orcs do not care what happens in other *kaugna* anyway. Once an order has been established, it changes only when someone wishes to try his luck and move up a rank or a new member joins the squad. The sport, however, is typically used for fun once an order is set.

The orc name for the sport is *nognogagh*, which best translates as 'stick combat'.

DIET

"Flesh is all an orc sees in another race. An easy meal. Without a proper diet they will never achieve the perfection of man and will remain firmly rooted amongst the animals." – Roshnyr Karkyn, wizard-scholar of Dijishy

In one word: meat. Orcs are carnivorous, being unable to digest most plant matter and passing it straight through their system.

Orc physiology, although based on that of other humanoids, is different in many ways. First, orcs need very little in the way of vitamins to survive. What vitamins they do require can be acquired by eating the flesh, marrow, and organs, especially the liver, of animals or sentient beings. Humans on all meat diets are likely to develop severe problems such as cirrhosis of the liver later in life. Few medical studies of orcs have been undertaken, so it is unknown if they suffer from this complaint, but it may help to explain their short life span. They also need to feed only once every few days, though their love of meat prompts them to eat as often as possible. The body of one goblin could keep an orc in fighting form for many weeks if he controlled his ravenous appetite.

Orcs prefer fatty meats over other sorts. Nutritionally this makes better sense, as fatty meats provide more energy than lean meats, although they are lower in iron. Cooked meat is easier for the body to break down and quickly releases more of its energy. Even orcs understand this basic principal, so they cook their meat when possible. However, that does not stop them from eating raw meat when they can get hold of it, for they are always hungry for flesh.

Orcs eating cooked meats prefer those that have been roasted to the point of being only slightly cooked (very rare in human terms) or in a stew in which the marrow, bones and organs have been added. Boiled down to a thick paste, orcs relish this meal for its taste as well as its nutritional value. For trail rations, orcs generally eat strips of raw, tough meat that has been left to dry in the air. Preservative methods such as smoking or salting are unknown to the orcs.

There are many words for meat in the orc language, but the most frequently encountered are *rura'kôg* ('fatty flesh', generally reserved for halflings and domesticated livestock), *lur'kôg*

('tough flesh', used to describe dwarves, gnomes, and carnivorous animals), *ral'kôg* ('sweet flesh', which describes humans and elves) and *uror'kôg* ('small flesh', which generally covers any form of avian, fish, or rodent).

In addition to meat, orcs eat stale, gray bread they call *agno'kôg* ('rock flesh', so named because of its color and consistency). Made in the standard way that other races make bread, it is used to supplement the meat diet of orcs, act as a reserve when meat is in short supply, and is used to keep warriors on their feet on long journeys. This is one of the few non-meat dishes that orcs actually seem to enjoy and can digest properly.

Due to different climates, food is not always as plentiful for all of the sub-breeds. The brown orcs hunt antelope, desert hares and rats, camels, lizards, and, of course, caravans to acquire their meat. For this reason, tribes of these orcs tend to be smaller than those of common orcs and members must frequently resort to devouring the flesh of *ugug* in order to survive. Non-orc slaves are fed on the fruits that grow around oases and what few crops they can grow in the limited fertile area oases provide.

The frozen homes of the white orcs present even sparser pickings, but they have learned to adapt. Wild deer, goats, and sheep inhabit the lower slopes, and raiding parties are constantly alert for suitable prey. As noted above, the white orcs freeze excess meat for lean spells. When times are particularly hard, raiding parties will actively search for bear and wolf dens.

The vast majority of surface-dwelling food sources, such as domestic animals, are unknown to the gray orcs. A few tribes acquire such foods through trade, but their main fare is fungus, insects, fish, and a variety of slimes and oozes that inhabit the subterranean depths. The flesh of goblins, drow elves, mythar, and durvalk is particularly valued, especially as their mind flayer overlords provide only limited numbers of these races for the purpose of consumption.

Alcoholic drink flows freely in orc settlements, but generally only if they have managed to steal any on a raid. Beer, wine, or spirits are all the same to an orc, giving no thought for taste, alcoholic content or abstract concepts such as vintage.

Orcs do brew their own drink, which they call *khukrân* (translated loosely as 'blood fire'). The brew is made from grain, often flavored with left over meat scraps, and has an alcohol content approaching 80%. Certain herbs and fungi, known only to the few orcs skilled enough to brew the drink, are added, and these contain minor antiseptic properties. The drink is only ever produced in small quantities, maybe a few dozen gallons a year (to be shared between several thousand orcs), and drunk mainly by the rulers, senior officers and the *aanugh* in religious ceremonies. Orc medicinal tonic (see *Medicine*) is a watered down variety of the brew carried by scouting parties.

When alcohol is not available, orcs drink water from whatever source they can find. Fresh water can easily be found in most cavern systems or from streams running through mountains or hills. Even brackish water is potable to orcs and a small amount of algae is deemed to be nothing more than a

nuisance when it passes out the bowels later in the day. An orc can survive on two to three pints of water a day in normal conditions, rising to five pints in desert conditions.

Clothing

Most members of the civilized races that encounter orcs only see them in armor and what clothing they may wear, if any, when not fighting never really enters their minds. Like any sentient race, orcs do wear clothes. Most are either stolen or hurriedly produced by the weavers and tend to be functional rather than an artistic statement of fashion.

The preferred material is wool, which is plentiful from goats or sheep rustled by raiding parties. After being spun it is woven into tunics, breeches and loincloths and dyed with the extract of berries and fruits. Greens and browns, often called 'natural' colors, are preferred although *aanugh* and *nukokogn* wear the color of their god as a political statement of loyalty. The only form of footwear worn by most orcs is the heavy boots that go with their armor. Orcs are a hardy race and rarely wear cloaks or overcoats when out in the wilds. A few may loot them from fallen foes, but are more likely to use them as bedding than as clothing. Likewise, headgear other than war helmets is a rarity amongst the breeds.

Members of the *gnugn'huk* caste working in armories or smithies often wear heavy leather aprons to protect them from the heat of forges and from hot sparks and embers. *Ugug* tend to wear only loincloths, as they work in cramped and sweaty environments. All but the highest ranking females are kept naked, even those of other species.

Rarer, more precious materials such as silk can be found from raided caravans or settlements, but orcs do not craft garments from them, seeing no inherent value in clothes fashioned from such material.

Animal skins are worn to denote rank. Wolf skins and bear skins are the most common, but the skin of any animal that the officer has killed can be worn. The more dangerous the animal, the more prestigious it is to wear its skin, so rank can often be distinguished by the type of skin worn. Lower ranks wearing such trophies had best be able to prove their worth in combat for they are likely to be challenged over their right to wear them.

Desert orcs have taken to copying the clothing of the local human nomads and wear full-length gowns to protect them from the glare of the burning sun. Often stained black, they are worn over armor to reduce the chance of it heating and burning the wearer. Cloth strips cover the mouth and nose to stop sand entering and to reduce water lost through breathing.

The body hair of the snow orcs does not prevent them from wearing clothes. Richer materials such as silk, no matter what their value may be, are disdained in favor of fur and leather. Extravagantly colored clothing is a liability when worn against a white background and hues more in keeping with the local terrain are preferred. When the natural color of the clothing

differs it is dyed to blend in better. Fur boots are highly prized and blood is often spilt when an orc refuses to hand over his boots to a superior.

The natural tendency of the black orc is to wear dark clothing, preferably dyed with blood rather than vegetable extract. Hard wearing leather jerkins reinforced with metal plates are worn when armor is not needed and the addition of spikes on the shoulders or elbows is not uncommon, allowing the wearer some degree of offense even when unarmed.

Gray orcs live in a stable environment, where the temperature and humidity are fairly constant. Precipitation is unknown, save nearer the surface where rainfall may cause water to drip from cracks in the ceilings. Fashion awareness has never been an orc trait and the gray orcs are content with simple cloth garments colored with fungi extracts. Pale colors are the most common given the materials they have at hand.

Tattoos

Many orcs commonly possess body scars and tattoos that they display proudly as trophies. Those not caused in battle are most commonly tribal markings, denoting not just a specific tribe, but also rank within society. There are also marking for criminals and specific roles within a tribe.

Tribal markings are crude representations of the tribe's symbol and few are identical to any degree. Because tribal symbols are painted onto armor and shields, tribal tattoos that do not need to be readily available are located on both upper arms. This makes them known to others of the tribe when armor displaying such motifs has been removed, such as when in a lair or when identifying stripped corpses on a battlefield. A few tribes display their tribal markings more openly, such as the Black Hand, who dye their hands black to denote their tribe.

Rank markings are worn more predominantly. Although members of the same lair may recognize each other by sight and know their fellows' ranks, members of other lairs within the tribe may not. Such markings are always worn on the right cheek and consist of a number of diagonal lines, running from the ear to the corner of the mouth. Each line is the width of an orc finger. When a helmet that would cover these markings is worn, the orc paints his rank tattoo onto his helmet for quick identification in battle.

Criminal markings are given to those who have committed crimes of cowardice or who have shown pity to an enemy and are always placed on the face so they can be seen clearly. Such scars are simply a series of linked circles, forming a chain effect. They are placed on the forehead, usually with a heated implement that sears the flesh, although knife cuts can be made. Ash is then added to aid scarring. Such scars are permanent and the orc in question must carry his shame openly. To add further insult, they are forbidden to wear any head covering that would conceal their scar. A slow and painful death awaits those who transgress this law.

Profession is readily denoted by an orc's rank and his accoutrements. No *ugug* is going to wear the markings of a captain and carry a sword. Likewise, no *aanugh* would be seen wearing an apron and a smith's hammer. However, certain professions like to make themselves easily identifiable. *Aanugh* tattoo their deity's holy symbol on their right cheek, showing a permanent allegiance to their faith and *ka'ago'ghugh* wear inverted 'V' shapes.

War paint is a special category and there are no preset markings common amongst the tribes or breeds. One orc may simply cover his face in blood, whilst another may paint a series of "tiger stripes" across his face. There is no formality or ritual associated with applying war paint. Each orc can take as little or as long as he desires and many allow colleagues to paint them. This forms a limited bond between the orcs, although poor results often end in fights.

Orcs create tattoos by pricking the skin with a needle that has been dipped into a colored "ink." An orc's skin tone can vary greatly and there is no set color scheme used to denote rank or tribe (save for the Black Hand). For example, an orc with a ruddy complexion will naturally shy away from orange and red dyes, perhaps going for yellow or white so that his markings stand out. The "ink" is made from powdered minerals or crushed plant extracts mixed with a little water to form a paste. Limestone is a favorite material to use because it produces a white paste and white is a color that stands out well on most orc skin. Yellow can be achieved from using sulfur, various shades of green from using vegetable matter, and so forth. The paste is also used for temporary markings, such as war paint.

MEDICINE AND HEALTHCARE

"Medicine and healthcare are signs of a caring society, one that sees value in nurturing its sick back to health. Orcs kill their wounded and eat their flesh. There is no place for the weak in their society."

— *Roshnyr Karkyn, wizard-scholar of Dijishy*

Medicine and healthcare are two words that one would not expect to exist in the Orc tongue, and yet they brew very effective herbal remedies. Non-magical healthcare is crude at best and magical healing is rare because their mentality does not allow for the weak to survive. A wounded warrior who is too weak to continue fighting and would require too many resources to keep alive is put to death.

After a battle, orcs will dress the wounds of comrades, but only if they are minor and easily survivable. Time and resources are not wasted on the dying. Field dressings tend to be simple strips torn from the clothing of fallen enemies and are rarely sterile, not that this matters as orc physiology makes them immune to most diseases. Many *okogn* take the opportunity to rub mud into their wounds before bandaging them in order to encourage scarring. That said, orcs do use two forms of healing

New Alchemical Mixtures

ITEM	DC TO MAKE	MARKET PRICE PER MIXTURE
Ghunûk	20	30 gp
Kharûn	20	20 gp

Ghunûk

In game terms, the salve cures 1d6 hit points on a particular wound and counts as non-magical healing. An Alchemy check (DC 20) is required to create a single dose and takes one day. A pot found on an orc will contain 1d4 applications.

Kharûn

The tonic can only remove subdual damage gained through exertion rather than through starvation, dehydration or environmental damage. A dose immediately heals 1d10 hit points. An Alchemy check (DC 20) creates a single dose and takes one day. A pot found on an orc will contain 1d3 mouthfuls.

remedy when it is necessary and in fact are rather proficient at their creation.

The first is a salve known as *ghunûk* ('wound biter'), which is applied by rubbing it into open wounds. Thick, gray and foul smelling, *aanugh* or non-orc alchemists brew the ointment from a variety of mushrooms and herbs. The salve produces rapid healing in a manner similar to magic potions and, in similar vein, produces no major scarring. Rarely issued to common soldiers, it is reserved for those of at least *lanun* rank simply because it is wasted on common *okogn*, who are readily replaceable with new recruits. Non-orcs that have used it report a terrible, but thankfully brief, stinging in and around the wound after the substance is applied. This may account for its unusual name in the orc language.

The second herbal remedy is a strong, bitter tasting tonic drink used to restore vigor. Called *kharûn* ('mouth fire'), it is produced in a manner similar to *ghunûk* but is strained through leaves and only the liquid retained. Scouts needing to run a great distance in a short time are equipped with several vials' worth. Being a tonic, it is taken orally and takes effect almost instantly. Its name is again based on the effect it has when swallowed and is much like drinking homemade spirits.

Gray and brown orcs are also quite proficient with a variety of fungi and herbs that possess medicinal purposes. These are often brewed in poultices, bound into open wounds, or chewed.

RELATIONS WITH OTHER RACES

"Even amongst their own kind, orcs have no friends. No race will work with them willingly, for orcs only seek to enslave and destroy. The higher races, of which man is top, have learned to co-operate and what squabbles there are reflect the attitudes of children fighting over toys and are soon forgotten." – Roshnyr Karkyn, wizard-scholar of Dijishy

The orcs' relationships with the other races separate their culture from all others. While humans, dwarves, elves and the others may war with each other and with themselves, they are also willing to enter into dialogue and discuss problems openly and face to face. Orcs merely war. Inter-species or inter-tribal makes little difference, as long as they increase their territory and material assets. Neither do orcs have friends, only enemies or puppet allies.

This section details the main enemies of the orcs, reasons for the enmity, and the methods of warfare employed when the two races meet in battle. Peaceful negotiations are covered in the following section on *Trade*.

DWARVES

Sharing the top of orcs' list of enemies (with elves) are the dwarves. For millennia the two races have openly warred against each other, both above and below ground. The main cause is actually territory, for dwarves and orcs both prefer to make their homes beneath the surface and space is at a premium. Whereas orcs prefer natural caverns and dwarves tunnel and craft cities out of the stone, they do have a tendency to collide at some point, generally with disastrous results. Even in the last few centuries almost a dozen dwarven mine-cities have fallen to orcs, who have poured through the tunnels to slaughter the inhabitants.

Dwarves are also renowned for their love of gold and gems, and the orcs belief that all possessions are theirs has led to further aggravation. A dwarf mine that can be taken with minimal damage is a boon to any tribe. Prisoners already know the general layout and where the best ore is and orc *ugug* can be used to bolster the number of diggers, thus increasing the tribes' wealth.

Dwarven warriors are trained in tunnel fighting techniques, wear metal armor, are renowned for their bravery, and show orcs no mercy, but they are also smaller in number and orcs spawn at a much faster rate than dwarves breed. Whereas dwarves fight valiantly, orcs are happy to sacrifice wave after wave of warriors, especially poorly trained *ugug* militia. No warrior can remain in peak fighting form for long in an extended melee, and by the time the main orc force arrives, the defenders are already weakened.

Dwarven cities also tend to contain cunning traps and rather than expend their own troops orcs have instigated a policy of using prisoners as walking trap detectors. Dwarven honor writhes at such a use of prisoners. In return, orcs captured by dwarves can expect no mercy but a swift death.

The fact that orcs find dwarf meat a handy trail ration has not helped the matter, either. Like most civilized races, dwarves do not eat the flesh of sentient races; that another race would actively seek to do so is an abhorrent idea and many blood oaths have been sworn by dwarves after finding their friends and family members with chunks of flesh missing. No cordial relations exist between the two species, nor are they ever likely. Dwarves are tough opponents for orcs and carry a racial hatred that has endured the ages.

Orcs refer to dwarves as *agnogum*, which means 'stone men'.

ELVES

The eldest of the races, elves have inhabited Tellene for countless centuries. For most of that time they have known of the orcs and have warred against them, though for different reasons than the dwarves. Stereotypically, elves dwell in forests and value items of beauty over those of material wealth. Stereotypically, orcs tear down forests or burn them and destroy works of beauty, seeing no inherent value in them. It is the first difference that most often leads to war.

Elf and orc warfare is different than that of orc warfare with the other races. First, elves rarely venture underground in numbers, giving the orcs an advantage on home territory. That said, the elves know their forest homes as well as orcs do their lairs, and they often contain many secret paths along which soldiers can move undetected. Although orcs prefer to fight in skirmish patterns rather than in rigid troop formations, they find movement through the forests difficult and can easily become disoriented or separated from colleagues. Such lost orcs are easy targets.

Orc shortbows are designed for close range support and mass firing; elven longbows are crafted for range and accuracy. In open warfare, the orcs suffer heavy casualties even after reaching their foes, as elves are proficient fighters in close quarter fighting. Elves also make use of cavalry, which orcs detest. Mounted on fast horses, skilled elven archers can ride and fire and orcs prefer to flee from such opponents rather than suffer needless losses.

Elven prisoners are tormented for long periods, with orcs delighting in the act. As with dwarves, orc prisoners in elven hands meet a swift death with no hope of compassion or mercy.

Elves have no record of the orcs' origins, and their first memories are of the orcs spilling forth from mountain retreats to burn forests. Elves have long memories and do not easily forgive.

Half-elves are viewed and treated as full elves, there being little discernible difference between the two to the average

orc. Orcs refer to elves and half-elves as *ghogûm*, which means 'tree men'.

HUMANS

Humans represent the greatest threat to the orcs, covering as they do most of the surface realm with their influence. Humans are fast breeders compared to the other races, versatile, adaptive, and possess the ability to be as violent and destructive as the orc race. However, they are not always at odds with each other.

Most orc raids target humans, given their abundance. They take livestock as well as prisoners (for food and/or slavery), money and goods. Most orc tactics in warfare are designed to cope with the various types of troops humans use, such as heavy infantry, pikemen, archers, and so forth. Whilst orcs raid yearly into human territory, their armies meet only rarely on the open battlefield. When they

do, it is because the orcs chose to do so, for they can always flee to their holes for safety if outnumbered. Every few decades, a tribe will grow too large for its existing lairs and, if unable to find or capture suitable ones, faces starvation on a disastrous level; even humans are not an unlimited resource. When this happens the orcs pour forth in a massive invasion, which humans send large armies to meet. The resulting carnage brings the size of the tribe back to a manageable level and there is always plenty of food left on the battlefield to be retrieved by survivors or to return to later when the enemy has withdrawn. Orcs prefer humans as their targets for these attacks as invading dwarven mines or elven forests is closer to a siege than a battle, with territory being fought for inch by inch over several years, or even decades in extreme cases.

Given the orcs' territorial beliefs, it is perhaps strange that orcs do not yet seek to capture and hold human-occupied territory. No orc force has ever taken up permanent residence in territories conquered by military might, perhaps because most human states have allies that can be called upon or because the spawning chambers would be too remote, none can say. But for now, humans remain a target of raids rather than conquest.

Human *ugug* are a prized commodity. They are versatile enough to be given a variety of tasks, are used to working for masters (a somewhat slanted view of the serf class), and can even breed at a suitable rate to keep the next generation of slaves on hand. That said, humans are also more rebellious than other races and more than one tribe has had to put down human *ugug* revolts with excessive force.

The common language of mankind, Merchant's Tongue, is also fairly easy for orcs to learn and is convenient for any interaction between the species, for humans do trade with certain tribes (see *Trade* for expanded details).

Orcs refer to humans as *kukanagn*, which translates loosely as 'many faces'. Etymologists of the orc language have concluded (incorrectly)



Chapter 4: Orc Culture

that the word indicates the various breeds of man that inhabit Tellene and also that humans are a cultural enigma, for some will deal openly with orcs while others seek to destroy them. To orcs, the word simply reflects the large number of humans in the world. They have no specific words for the various subtypes of mankind.

OTHER MAJOR RACES

Gnome settlements are not as valuable to orcs as those of dwarves. Gnomes are not great miners, although they do make wonderful works of jewelry from gems and precious metals, and they also prefer to live in hills rather than mountains. Whilst small in stature and lacking large standing armies, gnomes use a variety of alchemical weapons to defend their homes, especially firebombs and gas weapons, and orcs have yet to develop an effective counter-measure. Gnome prisoners are valued because of their alchemical skills and are most often put to work brewing healing slaves and tonics.

Orcs know little of halflings as a race and have a tendency to view them as merely short humans or as children. They are tenacious fighters and their skill with missile weapons, especially thrown ones, combined with their natural ability to move silently and remain unseen, has seen many small orc forces ambushed and destroyed by halflings troops. About the only

clear fact that orcs understand about halflings is that their flesh has a sweet taste and has plenty of fat.

Hobgoblins are something of an enigma to orcs. Though goblinoid in nature, and therefore distantly related in many aspects, the hobgoblins expanded from mountain lairs and mere raiding to build cities in the manner of the other races. Many minor tribes that held territory within hobgoblin lands have been forced to submit to their will and now work as mercenaries, to be expended as the hobgoblins desire. Numbers are kept manageable by frequent use of orc warriors on raids that spare the lives of hobgoblins. The larger orc tribes treat hobgoblins as any other race: a target for raids.

As of yet, no pitched battles between the races have been recently fought, but with the hobgoblins' use of siege weapons and their flexibility for fighting in close formations or skirmish lines, it is likely that any orc victory would be a Pyrrhic one at best.



c. Cleveland '02

Orcs name the various species as *urorgûm* ('small men'; for halflings); *urornogûm* ('small stone men'; for gnomes); and *anagûm* ('ugly men'; for hobgoblins).

THE NON-CIVILIZED RACES

Orcs deal with many humanoid races on a regular basis, most of them being as evil as they. Alliances with the various goblinoid races are commonplace, though generally only for purposes of large raids against well-defended targets and never as full-time affairs. A strong band of goblins (*ga'uk*; 'bad orcs') or bugbears (*nangûm*; 'hairy men') make useful allies, but the orcs detest sharing any booty earned and are too cowardly to attack their allies until they have been sufficiently weakened. Goblins are easier prey and are most often preferred alive for sacrifice into the spawning pits, but bugbears are larger and more aggressive than orcs, though thankfully fewer in number. War between the races is frequent given the orcs' territorial nature and the fact that most goblinoid races live underground.

Kobolds (*ghukonug*; 'clever lizards') are only encountered in any great numbers by the gray orcs and they are viewed in a manner similar to goblins.

Gnolls (*naagh'gûm*; 'dog men') are a common menace in Tellene, but orcs do not value their company. Gnoll society is based on physical dominance in a manner similar to that of the orcs, and few orcs can stand toe-to-toe with a gnoll of similar experience and hope to win. The flesh of orcs is also palatable to gnolls. Minor tribes are often coerced into working with gnolls for little reward and larger tribes simply ignore them unless the gnolls encroach on their territory.

Giants present a special problem to orcs. They are physically impressive and many species possess innate magical abilities, but they are also more clever than orcs and dislike being used as pawns in petty raids. Several colonies of giants and orcs have actually combined to form a complete society, but the giants are the rulers and the orcs viewed as little more than slaves, soldiers, or peacekeepers to keep slaves in line.

Stone giants make use of orcs as slave labor for mining minerals and building their huge castles and fortresses. Hill giants, being of lower intelligence, see orcs as handy puppets for bringing them food without risk to themselves, and fire giants use orcs as soldiers and expendable labor. Orcs make excellent slaves, and whilst they will hate their masters with every breath, they are too cowardly to revolt openly. For this reason, all giants are referred to as *urârgurukh* ('great masters').

A lone giant entering an orc tribe's territory will be watched closely. It may be that the giant is simply passing through, in which case prudence dictates that it should be left in peace. Should it settle permanently the orcs approach, cautiously, and try to determine its motives. A single giant may agree to work for the orcs when it chooses to do so in return for a goodly portion of any goods taken, or it may decide to set itself up as the dominant force in the area if the tribe is weak. Fighting a giant,

even a solitary one, is no easy task and requires a great expenditure of available orcpower.

Of all the giantkin, only ogres (*aanaagrugr*; 'stupid brute') have an innate value. Orcs have been able to 'domesticate' them for use as troops, but given their appetites, few tribes can afford to maintain many as permanent staff. Their low intelligence has proven itself as a valuable asset, and ogres ask for little more than food and a chance to fight. This same asset makes them ill-suited for ambushes or plans that require any degree of forethought and planning.

More exotic races, such as illithids, beholders, and even aboleths, place no value on working with orcs. If there is to be a relationship, then the orcs are subservient. Occasionally, a solitary member of one of these species may choose to ally itself with a tribe, but only because it is expedient to do so. Such assets are extremely prized and are never expended recklessly. The creature can expect to lead a fairly comfortable life and will gain protection from any predators (such as rivals from the same species).

Few tribes encounter lizardmen, or similar humanoids, and any relationship would vary with the needs and demands of the tribes in question.

TRADE AND TRIBUTE

"Theft, looting, and pillaging are all orcs know of trade. What race would openly trade with an orc? What can they possibly have to offer the advanced races of Tellene?" — Roshnyr Karkyn, wizard-scholar of Dijishy.

As hard as it may be to imagine, orcs do carry out peaceful trade with other races. *Garak* of even the largest tribes understand that they can often get resources they need without resorting to warfare. This is a delicate balancing act, for the *ugokh* may view this as a sign of weakness on his part and a softening of heritage. Unless supplies can be gained at minimal loss of face, are vital to the survival of the tribe, and result in little material loss, the *Garak* may well find his position in jeopardy.

The most common export is actually mineral wealth, usually unrefined ores. Orcs may be proficient miners, but they lack the resources and know-how for smelting metals and purifying the ore to weapons grade (the only grade of interest to them). Tin, copper, iron, silver, and gold in unrefined form are traded for more immediate resources such as meat (generally not of sentient race origin) and alcohol, although nefarious merchants will sell human-made weapons and armor. Even slaves change hands with a frightening degree of regularity. Wood is rarely sold to orcs, but if they have managed to raid forests unmolested they may have wood to export.

Most often the trade is conducted through middlemen; no tribe allows trade to come to its front door. Human merchants,

Chapter 4: Orc Culture

for few other civilized races will soil their hands with orc goods, operating in the cities bring goods via caravan or river barge to a meeting post, most often a simple wooden fort that acts as a trading post along known merchant routes. The orcs load *ugug* down with the ores and march them down from their mountains to the same post. Normally the two never meet, and deliveries and collections are staggered to avoid unnecessary trouble. Humans of evil alignment or half-orcs loyal to the tribe man nearly all of the trading posts, though a few are neutrally inclined humans who charge more for their services.

Cargoes are left in warehouses and guarded until the collection is due. Humans leaving cargoes station their own troops to stop the orcs pilfering anything, and vice versa, though the orcs use half orcs or evil mercenaries. The trade may be a unifying factor, but trust has no place in such transactions.

When a new route is being opened, the orcs will either send down a trusted *aanugh* to barter on their behalf or use half-orc agents. Once a deal has been arranged, there is a fine line to tread if prices must increase. Any hint of cheating may result in increased orc raids or a cessation of shipments altogether. If the orcs are found wanting, the merchants close down the trade and, if the reward is high enough, turn the trading post staff over to the local authorities.

In return for dealing with orcs, the merchants receive the raw ore, which

is always a valuable commodity in cities, and also protection for their caravans. Tribes dealing with merchants will avoid attacking their caravans so long as clear symbols are being displayed and no attack against an orc of that tribe is initiated. Should another merchant decide to copy these designs to protect his own cargoes, the orcs punish both parties equally when they discover the fraud.

Trade with races other than humans is sporadic and mainly involves the bartering of slaves, weapons, armor and meat in return for military support. Such deals are fraught with treachery, as both sides try to gain something for nothing, and violence between members of the trading parties is common and often fatal. Exact quantities and the value they fetch vary from encounter to encounter, based on the need and strength of both parties.

Income can also be gathered through tribute. The preferred targets for this extortion are rival tribes and nearby goblinoid or humanoid colonies. Rather than crush them outright, the orcs offer to spare their lives in return for monthly tribute. Such tribute can be in any usable form, though once again tools of war, food and slaves are the preferred goods. This spares the orcs

from losing members of their own tribe and leaves a buffer for attacking foes to battle through first. Military service is not an unusual demand in times of crisis or when the



tribe is planning a big campaign and companies of goblins and bugbears can sometimes be seen accompanying *okogn* on their raids.

Orcs that demand tribute do not politely negotiate terms. A large force, at least four times larger than the victim can hope to fight off, arrives in their territory and starts making demands with promises of retribution if the tribute is not ready in time. Often the demands are excessive, being as high as 60% of the total 'income' of the victim, or totally unreasonable, such as asking a band of goblins to supply twenty casks of elven wine. Failure to pay the full amount when demanded is taken as an act of open treachery, for no *garak* can afford to be seen as lenient (if he was capable of such an act in the first place). Retribution is swift and brutal.

Settlements from the civilized races are sometimes targeted but almost always refuse to pay. If they can bluff the orcs into thinking they are not worth the fight, then they will be left in peace, otherwise raids occur within a month and the orcs take everything they can carry or herd.

All of the orc breeds conduct some sort of trade. Brown orcs trade with some caravans that pass close to their oasis lairs, gray orcs trade almost exclusively with drow elves that have surface contacts, and white orcs deal with trappers and frontier outposts on the edge of their territory.

CALENDAR

"Where is this line of questioning going, sir? To imply that the orcs have a calendar is sheer nonsense. I am one of the most learned authorities on orcs and I will state, for the record, that the orc calendar runs along the lines of 'painful light, darkness'. What more do they need to know?"

— *Roshnyr Karkyn, wizard-scholar of Dijishy.*

Whereas the sentient races use a calendar of thirteen months, orcs refer only to four seasons. The seasons are *Raagog* ('planning of raids'), *Garok* ('fighting'), *Okaor* ('gathering of food') and *Uror* ('small food'). More importantly, the orc calendar begins in early autumn, not spring, as is the case with most other races. The exact starting dates of these seasons do not occur on the same day year after year. Instead, the *nunug'raag* of each tribe meets to decide the most opportune time to begin the season, taking into account the severity of losses the previous year, the current status of the tribe, and what neighboring tribes are doing.

During *Raagog*, the tribes plan their raids for the following year, sending out scouting parties to find suitable targets. Newly spawned orcs are trained during these months and the *okogn* re-arms itself. Many domesticated animals have been fattened up for the winter and the scouts take notice of which farms possess the fattest beasts and richest harvests.

Once the orcs gather and correlate the intelligence, they descend onto civilization during the months of *Garok* like a

TABLE 4-1: ORC CALENDAR

SEASON	MONTHS
Raagog	Arid, Reaping, Harvest
Garok	Frosting, Snowfall, Famine, Renewal
Okaor	Sowing, Mustering, Declarations
Uror	Mid-season Harvest, Replanting, Siege-hold

swarm of locusts, attacking settlements and taking cattle and sheep back to their lair, as well as sentient food. Raiding parties may be away for many weeks at a time. Throughout mid-winter, the sun is weak and the conditions harsh, something the orcs relish. Human cavalry is hard to maneuver effectively in snow and most armies have been disbanded until the spring, leaving only militias to defend against orc depravations.

Okaor is a time to begin raiding caravans and settlements for slaves. Raids during this time are more selective as useful goods are the only concern. War parties perform many hit-and-run tactics and are rarely in the field for more than two weeks at a time as armies from the sentient races are re-forming for the summer months.

Uror is the time of famine for orcs and their stores are the most depleted during this time. During the long summer months the sun shines brightly for long hours, the armies of the sentient races are on alert and keen-eyed shepherds watch livestock. A war party operating during this time will need all its wits to avoid becoming prey for military units of one of the other races, and only in desperate times will they execute more than a handful of snatch-and-grab raids.

The orc seasons roughly equate to the calendar of the other races as shown on Table 4-1: Orc Calendar.

The orcs have no individual words for 'week', 'month' or even 'year', nor do they label the individual days of the week as is common with other races. Instead, everything is referred to in term of days (*ka'ugr*; or 'two parts') and normally in the future sense. Any sense of past is lost on the orcs and events that have taken place are soon forgotten. Even defeats are rarely referred to in the past tense, being spoken of as a number of days until revenge is taken. For example, a human might say "we were defeated ten days ago at Balmont Bridge" whereas orcs speak of "the defeat at Balmont Bridge will be avenged in ten days", or sometimes "...before the second moon is next full."

The orc day is broken down into two distinct periods, known as *aaron* ('burning'; or day), so named because of the glare of the sun, and *akhur* ('brightening'; or night), named for the pale light of the moons that fill the night sky. Likewise, times of the day are spoken of loosely and generally reference the position of the sun or the three moons. Phrases along the lines of "meet us when the sun is in the western sky" or "we raid when the sun first touches the land" are used instead of hours of the clock.

New Skill: Orc Battle Tongue

SPEAK LANGUAGE: ORC BATTLE TONGUE

Battle Tongue is not so much a complete language but an addition to the standard orcish vocabulary that consists of short grunts, growls, and hisses for directing troops in battle. Non-orcish characters wishing to learn it must first be fluent in the standard orc language. If trying to understand orcs during the heat of combat (such as determining what an orc commander is shouting at his men), the listener must make an Intelligence check (DC 15) to understand what is being said.

Orcs use no name other than *aaron* ('burning') for the sun that shines upon Tellene, though they despise it for its brightness and the burning it causes them. The moons are watched by the orcs, not through religious reverence or a fascination with their beauty, but for optimum raiding conditions when the moons are waning toward the new moon phase. A handful of ceremonies and events are often tied to the moons as well, some religious and some secular. They refer to the triple moons as *aagno'ghaagn* ('red orb' their name for Diadolai), *akh'ghaagn* ('bright orb'; their name for Pelsefond) and *urár'ghaagn* ('great orb' their name for Veshemo).

LANGUAGE

"The orcs have no true language. Just as certain birds can mimic sounds so orcs have learned the same. A few grunts here and there do not constitute a true language." – Roshnyr Karkyn, wizard-scholar of Dijishy.

The orc language, known simply as Orc or Orcish, has been spoken on Tellene for many thousands of years. Scholars have argued that the language cannot be truly natural, for a race so diverse in breeds and scattered as they are across the whole of the world would have seen corruption in its language as local dialects rose. The orc language is natural and has evolved over time to its current form. It is not a complex language to learn, with only a handful of letters, no verb endings, one sex and no true tenses to master.

SPOKEN

The orc language uses the hobgoblin alphabet, but over time has only made extensive use of a handful of letters and sounds. The most common sounds are the nineteen listed on Table 4-2: Common Orc Sounds. Certain letters have different pronunciations than those in other languages and are explained in Table 4-3: Orcish Pronunciations.

Like the hobgoblin language, all words in orcish are considered to be masculine (even the word for females). Unlike hobgoblin, there are no caste languages, just one common

TABLE 4-2: COMMON ORC SOUNDS

'	'a	á	â	b	g
gh	gn	k	kh	l	
	n	o	ô	pr	
	r	u	û	vr	

dialect, even between different species of orc. Specific word-endings for plurals are absent, so the words for 'orc' and 'orcs' are pronounced identically; only the context allows for any differentiation in plurality. Vowels may be placed together within a word, but in almost all cases the first vowel is an 'a'.

These points are primarily of interest to scholars; orcs rarely dwell on the structure and syntax of their own language and are taught speech as a matter of course rather than as a part of any schooling.

The language, although not difficult for non-orcs to learn and master, is harsh on the vocal cords and prolonged speaking of the language can leave a speaker hoarse for many days. Orcs naturally do not suffer from this problem and the language suits their vocal cord evolution and prominent dental arrangement.

Given some of the strange sounds, a few sample words and pronunciations are given below as an example of how the words sound when spoken by an orc. Many races pronounce the words slightly differently, using some of their own letter sounds because they are more comfortable to pronounce. Some sample pronunciations are shown in Table 4-4: Sample Orcish Words.

BATTLE TONGUE

In combat, orders are not given in the full orc tongue. Instead, the orcs have developed a shortened form of language known as Battle Tongue (*Ugnag*; "war speak"), which consists of abbreviated words, growls, grunts, and hisses.

Restricted to the *okogn*, the language has little syntax and orders are kept deliberately simple, being along the lines of "attack left" or "he's mine". More complex instructions (e.g. "move over the ridge on the left, fire two volleys of arrows into their flank, and then charge") remain rooted in the standard

Orcs and Literacy

Travelers should note that the language is never written by orcs, the vast majority of whom are illiterate anyway, and that other sentient races tend to use their own letters. With many of the languages of Tellene using different letters, this has caused the orc tongue to be written (and indeed pronounced) in many different variations.

Regardless of their class, all orcs are deemed to be illiterate unless they spend two skill points learning Literacy. Since orcs do not write their language, the skill is useless unless the character speaks at least one other language.

TABLE 4-3: ORCISH PRONUNCIATIONS

SOUND	PRONUNCIATION
'	not a true letter, but instead forces a quieter echo of the previous letter.
a	pronounced 'a', as in 'bar'.
á	'a', as in 'apple'.
â	as the letter 'ay', as in 'day'
gh	a flat 'g', pronounced 'guh'.
gn	Pronounced 'gun'.
kh	hard 'ck' sound, as in 'lock'
o	Pronounced as in 'hot', at the start of a word. Within a word can be 'oh', as in 'toe', or the same as a starting 'O'.
ô	As the letter, like in 'zero'.
u	Pronounced 'er' at the start of a word. Generally a short 'uh', as in 'nun', when within a word
û	Long 'o' as in 'noon'.

TABLE 4-4: SAMPLE ORCISH WORDS

WORD	PRONUNCIATION	WORD	PRONUNCIATION
Lanun	LA-nun	Ugna	ERG-na
Okogn	o-KO-gun	Ukák	erk-ACHE
Anûk	AN-nook	Kaugna	kar-ERG-na
Ugokh	erg-OCK	Ghûn	GUH-hoon
Urár	er-RAHR	Ghunûk	guh-UN-ook

language and are generally given at the start of a battle before the noise makes issuing them all but impossible. Drums are used to issue orders for large-scale troop movements once battle has commenced, with Battle Tongue being restricted to small units.

No full vocabulary of the language exists and many *ugokh* teach their own version, making it a diverse tongue even amongst members of the same tribe. Non-orcs may believe they have become fairly proficient at understanding the language, but will often find themselves at a loss if they encounter warriors of a different warband.

NUMBERS

Numbering combines two concepts; that of simple numerical basis, such as 'one' or 'ten' and also slightly more abstract terms of military units. Orcs only have numbers from one to ten. There is no concept of units, tens, hundreds and so on that the other major races use with regularity and unless an orc has had much contact with other races he lacks any concept of them. If an orc needs a number larger than ten he refers to it in military units.

For example, while an orc may say 'there were eight cavalry troops', if there were one hundred present the words would be 'there were four *uráruigna* worth of cavalry', a number roughly equal to one hundred. Far from giving an exact count, any orc roughly knows what four *uráruigna* worth of warriors looks like and no further explanation is necessary. The same system applies to other objects, such as sides of beef, barrels of ale, or

TABLE 4-5: ORC NUMBERS

NUMBER	WORD
1	ra'
2	ka'
3	kho'
4	kak'
5	rû'
6	khokh'
7	raak'
8	gho'
9	ogn'
10	rûr'

swords being produced in the workshops. Such a system leads to numerical inaccuracies but is close enough for orcs to overlook the odd item being too few or too many. Such details are not worthy of their time.

Numbers are always placed before the word to which they relate. Thus, ten slaves would be pronounced *rûr'ugug*. This system may sound perfectly adequate, but falls down on certain

words that actually change meaning completely when a numerical value is added. As an example, by itself the word *kha* simply means 'axe' or 'axe head' but becomes *ka'kha*, meaning 'axe with two heads, when the number 'two' is added. The word also means 'two axes' (and 'axes with two heads' given the lack of plural suffixes) and only context can help solve the issue.

The orc words for the numbers one through ten are given in Table 4-5: Orc Numbers.



CHAPTER 5:

WARFARE

"Ah, warfare! Yes, orcs do know how to fight, but do they fight well? Hardly! The armies of this land drill for months to perfect their art, they are noble in the face of death, and remain disciplined against the hardest foes. Orcs fight like animals, clawing and scratching and running at the first sign of real danger." – Roshnyr Karkyn, wizard-scholar of Dijishy

WARFARE

At the center of every orc's heart is a desire to fight and to conquer other races. It was placed in their hearts on their creation and the fire burns just as brightly today as it did back then. The orcs are masters of certain types of warfare and desire to become the best at them all. However, before discussing their tactics and organization, let us first look at the equipment they use to wage war.

Weapons and Armor

The standard orc weapon is not, as many would believe, the greataxe. Large weapons are unwieldy in tight confines such as a cave network or forest, prevent the use of a shield, are expensive to produce, and if used incorrectly can endanger those fighting beside you. The standard orc weapon of war is the orc scimitar or *uraak* (literally 'curved blade'). Lightweight, wielded in one-hand, and deadly, the orcs prefer this weapon to all others when engaged in melee.

These weapons are forged in the standard orc style. Molten metal is poured straight into molds and then an edge is hammered onto them when they have cooled. Sharpening is simply a matter of running the blade along a rotating stone wheel, which accounts for the chips and scratches common on even new blades. Regardless of their crude manufacture, the semi-serrated blades have a tendency to tear flesh rather than cut, leaving vicious wounds on their opponents.

The orc greataxe (*urarkha*, meaning 'great axe') and the oghor double axe (*ka'kha*, meaning 'axe with two heads') are the weapon of choice for those of higher rank, mainly the oghor and

above, or for rangers. Constructed in a similar manner to the *uraak*, these fearsome weapons can be used to smash through most forms of armor and even through shields. Officers wielding them have little regard for the safety of their own warriors that may be within the arc of their swing. Although rarely used by common okogn because of the unique style needed to wield it effectively, the double-axe remains a cultural weapon and orc warriors of all types learn proficiency in its use.

For missile combat the orcs use either a javelin (*gnunognog*, meaning 'throwing stick') or the orc shortbow (*nognoglut*, meaning 'stick launcher'). The javelin is little more than a reasonably straight branch cut to size and fitted with a crudely molded metal head. Capable of ranges in excess of 200 feet, the javelin is used to soften up targets before a charge.

The *nognoglut* is used by skirmishers and ugug forced into battle and massed ranks of archers are capable of firing volley after volley with this simple weapon. Constructed from animal horn or flexible wood, the bow is built as a single piece and is

New Weapon: Orc Scimitar

MARTIAL WEAPONS - MELEE

WEAPON	COST	DMG	CRIT	WT	TYPE
Medium-size Orc scimitar	10 gp	1d6	19-20/x2	4 lb.	Slashing

New Weapons: Orc Javelin and Shortbow

SIMPLE WEAPONS - RANGED

WEAPON	COST	DMG	CRIT	RNG	WT	TYPE
Medium-size Orc javelin	5 sp	1d6	x2	20 ft.	3 lb.	Piercing

MARTIAL WEAPONS - RANGED

WEAPON	COST	DMG	CRIT	RNG	WT	TYPE
Medium-size Orc shortbow	20 gp	1d6	x2	40 ft.	3 lb.	Piercing

COMMON ORC WEAPONS AND ARMOR

SIMPLE WEAPONS - RANGED

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc javelin (gnunognog)	5 sp	1d6	x2	20 ft.	3 lb.	Piercing

MARTIAL WEAPONS - MELEE

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc scimitar (uraak)	10 gp	1d6	19-20/x2	--	4 lb.	Slashing
LARGE						
Orc greataxe (urárkha)	16 gp	1d12	x2	--	24 lb.	Slashing

MARTIAL WEAPONS - RANGED

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc shortbow (nognoglut)	20 gp	1d6	x2	40 ft.	3 lb.	Piercing

EXOTIC WEAPONS - MELEE

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc bow blade	10 gp	1d4	x2	--	.5 lb.	Slashing
Orc shield blade	10 gp	1d6	x2	--	.5 lb.	Slashing
LARGE						
Oghor double axe (ka'kha)	40 gp	1d8/1d8	x2	--	30 lb.	Slashing
Orc double bow blade	20 gp	1d4/1d4	x2	--	1 lb.	Slashing

ARMOR TYPE	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	SPEED (30 FT.)	SPEED (20 FT.)	WEIGHT
LIGHT ARMOR								
Orc leather (khu'ugug)	7 gp	+2	+4	0	20%	30 ft.	20 ft.	15 lb.
Orc studded (khu'okogn)	15 gp	+3	+3	-1	30%	30 ft.	20 ft.	20 lb.
MEDIUM ARMOR								
Orc scale (khu'oghor)	60 gp	+4	+2	-5	40%	20 ft.	15 ft.	40 lb.
Orc chain (khu'lanun)	165 gp	+5	+1	-6	50%	20 ft.	15 ft.	50 lb.
SHIELDS								
Runt shield (gha'ugug)	4 gp	+1	--	-2	15%	--	--	6 lb.
Battle shield (gha'okogn)	8 gp	+2	--	-3	25%	--	--	12 lb.

never found in composite form. The string is fashioned from animal or humanoid sinew and tied around the top and bottom of the bow. Not as powerful as its human equivalent, it can still fire arrows as far as 400 feet. The arrows themselves are smaller versions of the javelin, although some tribes make the heads so that they detach in the wound, making surgery necessary to remove the arrowhead. Many orcs have recently begun adapting their bows to take a short sword blade along the upper curve, turning the bow into a primitive slashing weapon as well as a missile weapon. *Ka'ago'ghugh* (rangers) have been seen to use two blades, one fitted to either side of the handgrip.

The most common form of armor for the rank-and-file warriors is leather, which is easily crafted from animal skins, or studded leather, having had metal plates sewn into the leather to cover vital areas. Designed to be light and afford minimal protection, both types are easy enough for orc crafters to make in their crude workshops.

True metal armor is reserved for officers and is of poor construction. Most *oghor* wear scale mail, but those of *lanun* rank or above prefer chainmail. Unless they have captured artisans from the civilized races, most tribes must loot battle-

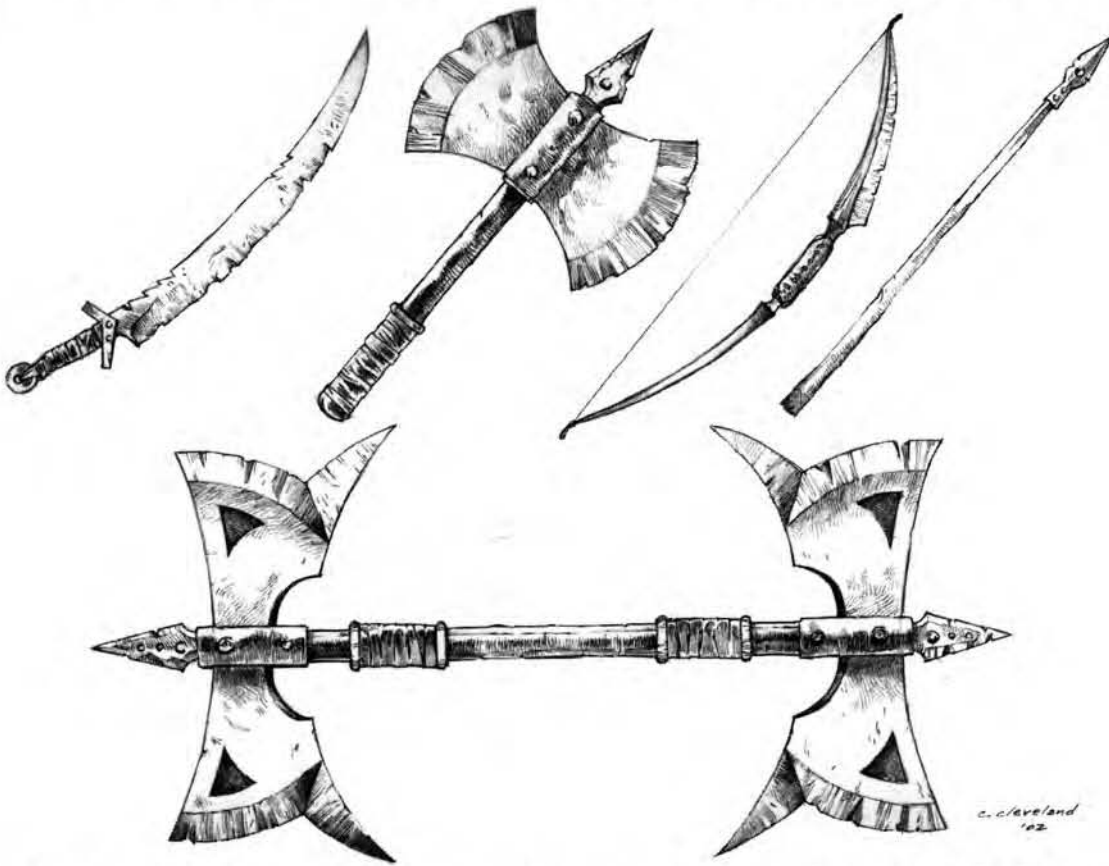
**New Weapons:
Orc Bow and Shield Blades**

EXOTIC WEAPONS - MELEE

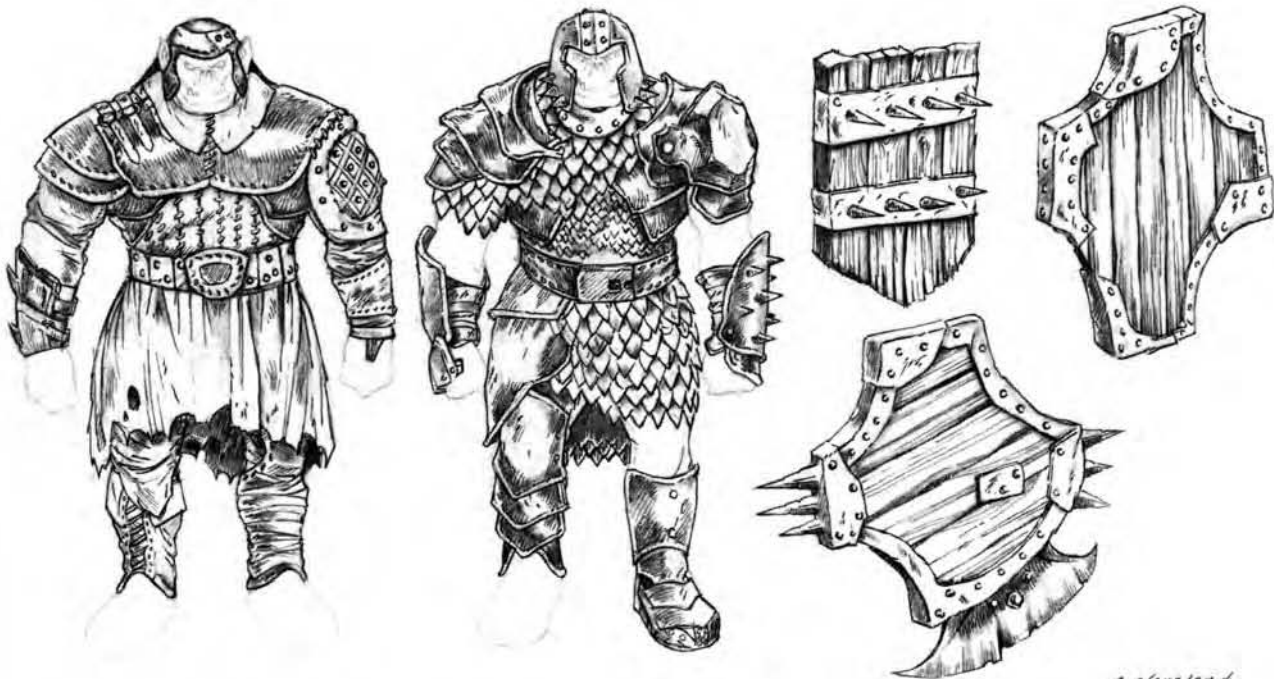
WEAPON	COST	DMG	CRIT	WT	TYPE
Medium-size					
Orc bow blade	10 gp	1d4	x2	.5 lb.	Slashing
Orc shield blade	10 gp	1d6	x2	.5 lb.	Slashing
Large					
Double bow blade	20 gp	1d4/1d4	x2	1 lb.	Slashing

Any bow can be fitted with orc bow blades. When attached, they allow the wielder to use their bow as a melee weapon, doing damage as described above. Opponents provoke attacks of opportunity as if the character using bow blades was equipped with a melee weapon. Up to two bow blades can be attached to any bow. A bow with two bow blades can be used as a double weapon.

Shield blade: This orcish devised weapon turns your shield into a martial slashing weapon that deals 1d6 points of damage (crit x2) regardless of shield size. See page 106 of the Player's Handbook for more information on shield bash attacks.



Shown above from left to right: the orc scimitar (uraak), orc greataxe (urárkha), orc shortbow (nognoglut) fitted with an orc bowblade and an orc javelin (gnunognog). Below them is shown the vicious oghor double axe (ka'kha).



(Shown from left to right) Orc studded armor (khu'okogn) and scale armor (khu'oghor) shown as it is typically worn. At right is the runt shield (gha'ugug — with spikes), and two battle shields (gha'okogn — one with added spikes and orc shield blade).

New Feat: Improved Forced March**IMPROVED FORCED MARCH [GENERAL]**

Certain orcs' ability to run for as much as three days without rest is legendary.

Prerequisite: Orc Blood, Endurance, Fort save +5 or higher.

Benefit: When making forced march rolls, the DC starts at 5 and increases by one for every two hours. This feat replaces the Endurance feat bonus in this instance only and its bonuses are non-cumulative.

Normal: Without this feat, the character receives only the +4 forced march bonus from his Endurance feat.

fields for this armor, for only some orcs have knowledge of its construction. Many black orcs will not fight unless they are given metal armor, considering themselves above the chattel status of the common soldiery, and black orc officers prefer to wear half-plate looted from fallen foes and re-shaped to fit.

Lastly in the standard arsenal are shields, which most orcs wield as a matter of course. Slaves forced to fight are given simple small wooden shields, as the orcs can always find enough trees to cut down for their crafters. Officers prefer large shields and generally ones reinforced with metal. Black orcs, and those of proven use on the battlefield (generally *oghor* status or above), wield shields adorned with blades, which can be used to slice opponents, or spikes for impaling.

Brown orcs prefer lighter armor, though still metal where possible, because of the heating effect of the desert sun. The extra weight also increases the risk of dehydration through extra exertion. Gray orcs tend to wear leather or hide armor because it has less effect on their mobility, only donning metal armor when raiding. Metal armor presents an altogether different problem to the white orcs; it drains body heat unless well padded. There is also the danger that exposed skin may stick to the cold metal. For this reason, the white orcs tend to wear their armor underneath furs or cloaks.

Organization

As stated elsewhere, the *okogn*, the full-time tribal warriors, and their officers form the backbone of the orc armies. Lacking the complete military structure of an army from one of the civilized races, the orcs nevertheless do possess a structural system that functions adequately for their needs.

The smallest unit of orcs is the *ugna* (literally 'gang') and consists of two to five orc warriors. The *ugna* is never used in combat by itself and is simply a way of breaking down fighting units for patrol and watch purposes in the confines of a lair. Within orc settlements members of an *ugna* remain together, sharing living quarters and work duties.

The lowest military rank, the *oghor* (equivalent to a sergeant in human armies) controls a *kaugna* (literally means 'double gang' but is often translated as 'half squad'), which at full strength is comprised of two full *ugna*, or ten warriors. The *oghor*

is responsible for maintaining discipline within the unit and may choose to punish those that fail him as he sees fit. The *kaugna* is the smallest group within an orc army that is actually fielded against a foe and serves most often for raiding lone settlements or as a patrol within known territory.

The next unit up the chain is the *urárugna* ('great gang') or squad as the civilized races call it. The *urárugna* is led by a *lanun* (lieutenant) and consists of exactly two *kaugna*, giving it a combat strength of twenty *okogn* and two *oghor*, as well as the commanding officer. Often used as the minimum strength for a reconnaissance party, the *urárugna* can be a powerful force when led by an experienced officer, especially in ambush situations.

The fourth unit, and the standard raiding party for any decent size settlement, is the *ranagran* ('small brotherhood' or 'band'), led by an *anúk* ('captain'). The *ranagran* is a versatile unit, normally made up, at full strength, of 100 *okogn*, ten *oghor*, five *lanun*, and the commander. This is the equivalent of five full *urárugna*. In reality, the unit tends to run between 30 and 100 warriors, with one *oghor* per ten warriors and one *lanun* per twenty. In a strong tribe, the unit is comprised of two missile-heavy *urárugna* and three of heavy infantry.

An *agran* (translated as 'warband'), is the largest unit within a tribe, and can be as much as fifty percent of the entire tribe in strength. In the largest tribes there are many *agran*, in some cases as many as twenty. Each is controlled by an *ugokh* and they are political and as well as military units. The unit comprises of anywhere between one and ten *ranagran*, with all the warriors and officers that that entails. At full strength this represents over 1,100 orcs and is generally only used in massive battles and wars or in defense of the tribe.

The *garak* is in control of the entire tribe, but he controls no units directly, leaving this to his *ugokh* and their subordinate officers. At any time, the *garak* may assume control of any unit

New Spell: Armor Piercing Missile**ARMOR PIERCING MISSILE**

Enchantment

Level: Clr 3, Sor 3/Spl 3/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Area: 1 missile per two levels

Duration: 1 round per level

Saving Throw: No

Spell Resistance: No

Missiles enchanted with this spell ignore the armor of one target, whether natural or artificial. To damage a foe, the missile must hit with a successful ranged touch attack. The missile must be enchanted before it is fired.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

of which he is within earshot and few are likely to refuse an order issued by him directly.

Wolves and dire wolves are used not as cavalry, for orcs are generally too large to ride such beasts, but in a similar manner to war dogs in human armies. Orcs maintain no cavalry, for horses are seen only as food, and prized food at that. Occasionally, a tribe may ally itself with worgs or winter wolves, but as these beasts are intelligent, they are not trusted. Snow orcs may form permanent alliances with winter wolves and rumors abound that particularly vicious winter wolves rule certain tribes. Ogres are utilized by some tribes as hired muscle, but often prove uncontrollable in battle and can cause as much harm as help.

Orc armies lack any organized supply chain. All warriors are expected to be able to survive in the wilds for an extended length of time, scavenging food and water where and when they can. Often operating hundreds of miles from their nearest lair, orc raiders are versatile and well adapted to living rough. A large orc force moving through an area can leave it barren for years as the hundreds of warriors feed themselves on the march.

Tactics and Strategy

Orc tactics and strategies are, by their definition at least, very versatile, though some may say 'primitive' or 'ill-defined'. Rarely fighting in set piece battles, orcs prefer to attack when their enemies are least prepared and ambushes are favored above other tactics. Most orc attacks are hit-and-run affairs, generally starting a few hours before true nightfall and involving as many orcs as is deemed necessary to complete the task. Unless they are raiding a single homestead, the minimum force is usually a *ranagnan*.

In the heat of battle it is vital that orders be relayed quickly and accurately. Many civilized races use trumpets or flags, but orcs prefer drums. Orc military drums vary in size, but most are three or four feet across and made from wooden frames covered with taut leather or skin. All are configured to give a deep, booming bass sound that suits the lower range of orc hearing and can, in the right circumstances, put fear into the hearts of the enemy. Most orc military drumming is kept short and simple, with commands such as 'attack right' or 'charge' being sounded out in a series of beats and pauses. Drummers normally hold the status of *oghor*, as they must be reliable in the face of attack and able to defend their position so they can continue to send orders.

Orc units do not use battle standards of any sort to differentiate units, although each tribe and *agnan* does possess a standard. All orcs know their comrades by sight, but if separated, will join whatever unit is closest. Likewise, there is no standard uniform to tell ranks apart as they use tattoos to this end, though officers usually wear specific types of animal hides and many paint their faces with herbal extracts or clays before a battle to give them a more ferocious visage.

Orcs do take prisoners, but only at the end of a battle. Those who try to surrender during the heat of combat are struck down, regardless of whether they are armed or not. Even high-ranking enemies, who would be worth a fortune in ransom, are cut down and left behind. When the fighting is over, the orcs, if victorious, take any prisoners back to their lairs for slavery, food, or sacrifice to their dark gods.

SIEGES

When attacking a walled settlement, a few scouts are sent forth before dusk to reconnoiter the surrounding territory and gather information on the number and types of defenses in

New Spell: Heart Seeker Missile

HEART SEEKER MISSILE

Enchantment

Level: Clr 4, Sor 4/Spl 4/Wiz 4

Components: V, M

Casting Time: 1 action

Range: Touch

Area: 1 missile per three levels

Duration: 1 round per level

Saving Throw: No

Spell Resistance: No

Although called heart seeker, the missile has no special attraction to the heart; it targets any vital organ. The spell causes any missile weapon that successfully strikes a target to inflict double damage. For critical hits, it adds one to the critical multiplier (i.e. a x2 multiplier would become x3). The spell must be cast before the missile is fired.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

New Spell: Pain Missile

PAIN MISSILE

Enchantment

Level: Clr 3, Sor 3/Spl 3/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Area: 1 missile per level

Duration: 1 round per level

Saving Throw: Special

Spell Resistance: Yes

Pain missile must be cast onto a missile before it is fired. Striking a target requires a standard ranged attack roll, but the attack does no damage. Instead, the victim must make a Fortitude save (standard DC for caster's spells) in order to perform any action other than lying on the ground writhing in agony. This save must be made every round the target wishes to take an action. If the save is successful, the target may act normally.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

New Spell: Rallying Cry

RALLYING CRY

Enchantment (Charm) [Mind-Affecting]

Level: Clr 2, Wiz/Sor/Spl 3

Components: V

Casting Time: 1 action

Range: 60-ft. radius burst

Area: All orcs within range

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Orcs' morale is generally low and they are prone to fleeing the battlefield when the tide turns against them. To stem this, the *aanugh* came up with a new spell, rallying cry. In order to function, the spellcaster must have succeeded at a Will save (DC10) to avoid running when others have failed and must issue forth the rallying cry personally. All orcs within the area of effect may immediately make a second Will save (DC10) with a morale bonus equal to half of the spellcaster's Will save modifier (round down). Whether successful or not, an individual orc may only answer one rallying cry per day. For more information on morale modifiers, see the Morale Table (Variant) featured on the Kingdoms of Kalamar DM's Shield.

place. They report back to their command area shortly after dusk, for many of the civilized races change guards around this time, and the leaders of the army then meet to plan the attack.

If the orcs are attacking any form of settlement with a palisade or wall, they typically first launch a diversionary force of at least two *uráruña* against part of the outer defenses. Often attacking against superior numbers, these brave few are known as *ghûn* ('already dead'). Their goal is to lure defenders away from their designated posts, allowing the remaining forces to enter virtually unopposed. Should the target be something larger, such as a town, with stone walls and towers, then multiple *ghûn* attacks are launched around the perimeter.

Being chosen to take part in the *ghûn* assault is often a death sentence, as the name implies. Those that merely survive are returned to their standard unit afterward. However, if the *ghûn* actually manages to drive past its foes and make in-roads into the settlement, then the survivors may be offered "dead-man's shoes" promotions within the tribe. Only the strongest, most brutal orcs can hope to make the *ghûn* a promotional tool.

Most attacks begin with missile fire from beyond the range of human vision at night. Volley after volley of arrows and javelins are rained down into the defenders' positions before infantry charges the walls. Orcs are poor climbers and use ladders or grappling hooks unless the walls are low or undefended. As the infantry approaches the walls, other missile troops open fire, hoping that the defenders have raised their heads above cover to fire at the attacking infantry.

Once defenders have been called away from other areas, the remaining orcs attack in silence, at least until they have entered the compound. If the defenses can be breached by the

main force, the defenders will find themselves assaulted from two fronts.

Orcs lack the skill and patience to build and wield siege engines of any sort save for battering rams. Although prisoners may have useful knowledge of the construction and firing of such devices, most tribes live in mountainous areas and moving such engines of war is time consuming and prone to any number of accidents. Battering rams are generally felled trees shaved of the largest branches and carried into battle by a *ghûn* of orcs. More complex rams, for large battles in which the orcs expect to be in the wilds for many weeks, may involve wheeled versions with covers to protect the *ghûn* from missile fire and boiling pitch.

AMBUSHES

Given their cowardly nature, orcs have become masters of ambushing foes. Inside their own territory they possess a distinct advantage, having an intimate knowledge of the local terrain and being able to melt back into their lairs if pursued. Naturally, given their nocturnal lifestyle, orcs prefer to lay ambushes at night, or at worst, the hours of dawn or dusk when the sun is still low in the sky.

When laying ambushes, orcs prefer to use two distinct attacking forces. The first force comprises of missile troops hiding amongst rocks or vegetation on one side of the trail along which the intended victims will travel. The second force of warriors hides on the other side of the road, further into any cover so as to remain unseen for as long as possible.

An orc ambush is a coordinated effort and no one moves or fires until the senior officer gives the word. Patience is not a renowned trait in orcs, but unless they strongly outnumber their opponent, their cowardly nature overwhelms their urge to fight. When the intended victims are level with the last ambusher, the order to fire is given, generally in the form of a horn blast or a cry in Battle Tongue. Archers fire volleys of arrows into the defenders, aiming for officers, cavalry troops and obvious spellcasters first. Although lacking full wizards, they know how to recognize them and understand the potential threat they pose. Archers have standing orders to target spellcasters whenever possible. Even if they cause no harm they will suppress the target and give him pause for thought before he raises his head above cover or starts casting in the open.

Long centuries of experience have taught the orcs that generally the defenders will take one of two actions. A reckless or brave band will charge the missile troops and open their backs to the remaining orc force on the other side of the road. Once the missile troops are firmly locked in combat the remaining orcs will advance and attack from the rear, trapping the victims between the two forces. Alternatively, the defenders will panic and run away, straight into the orcs waiting on the other side of the road. Those that remain on the road are sandwiched between advancing orcs and are cut down where they stand.

The size of the ambushing force varies with the size of their intended victims, but generally 50% will suffice if the orcs choose a good ambush point and are well led, although outnum-

bering the opponent by at least two-to-one is preferred given the skill of the average *okogn*. It is too easy for one overeager orc to ruin the entire plan by firing or charging too soon.

Those who have survived orc ambushes have reported on its frenzied and chaotic nature. As men panic and look for the archers that initiated the attack, more orcs charge from concealment into their unguarded rears. Once the trap is sprung, every orc fights as an individual, making it difficult to disrupt their tactics.

The gray orcs are limited in the terrain they can use for ambushes, and have become very proficient at picking suitable spots. These include narrow passageways with side tunnels or chambers and where the terrain forces defenders to break rank (such as over an uneven floor). Intruders in white orc territory may find themselves buried beneath an avalanche caused by a few rolled boulders.

Brown orcs ambush from behind dunes or rock outcroppings. If flat, the open desert is no place in which to spring an ambush so the brown orcs tend to set ambushes on the edge of such deserts, where there are often foothills. A few tribes have been experimenting with digging shallow pits and covering them with hides, but such attacks require time to prepare and are easily foiled if the enemy changes its course.

PITCHED BATTLES

Certain human commanders like to meet their rivals first, agree on niceties like surrender terms and prisoner exchanges in advance, and then look for optimal terrain. Others refuse to attack rival commanders with missile fire, seeing it as unsporting. Orcs rarely turn up to a battle and face their opponents openly, will never parley unless the enemy wishes to surrender to them or they think some advantage is to be gained and orcs preferentially target command positions if given the opportunity.

If forced to fight in an open battle, the orcs will size up their opponents. Special attention is paid to obvious spellcasters, cavalry, missile troops and siege engines. Assuming the force is considered small enough to attack safely, the preferred tactic is to try to swarm their opponents with sheer weight of numbers, using flanking attacks, shock troops, and volley after volley of concentrated missile fire to weaken key locations long the enemy's defensive line. Should the force look too strong, the orcs use hit-and-run tactics or feint retreat trying to draw units away into pre-planned ambush zones.

Many civilized races fight with massed ranks of missile and polearm equipped troops, against which the orcs use counter-missile fire to try to break up the formations before launching infantry assaults. Although orcs may start a battle in rough lines, they will not maintain them for long. Once the order to attack is given the army moves forward at whatever pace the individual *okogn* can maintain, heading straight into the heart of the enemy formation.

The one foe that orcs detest over all others is cavalry. Horses may be part of the diet of orcs, but cavalry soldiers can outrun them, outmaneuver them, and have the weight of a well-trained

New Magic Item: Enchanted Standard

While orcs do not wield unit standards into battle, tribes do possess a tribal standard, generally a piece of hide or skin measuring five feet to a side and emblazoned with their tribe's emblem, carried on crudely crafted poles. Such items are carried into battle only when the majority of the tribe is involved, and are protected by fanatic troops of 3rd level or higher.

The standard places all orcs of that tribe under the effects of a *bless* spell for as long as they are within sight of it. Should the standard ever be captured, the bonus becomes a penalty of equal value and the orcs must immediately make a Will save (DC 13) or flee the field in panic.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *bless*; *Market Price:* 10,000 gp

beast of burden behind their charges. Even the toughest orc is likely to flee before a cavalry charge of well-armored knights and would think twice before engaging enemy skirmish cavalry. To fight such foes, the orcs will try to maneuver themselves onto favorable ground, such as high rocks or heavy woods, and attack with missile fire.

DEFENDING LAIRS

Orcs have been defending their lairs since they were created and certain tactics have developed over the centuries. The first line of defense is the gate guards; their task it is to hold off opponents while sounding the alarm to alert others in the lair. Sound travels remarkably well underground, and alarm horns can be heard even in the deepest depths, although internal guard posts repeat the alarm in a relay system.

It is likely that the gate guards will be overwhelmed before reinforcements can arrive, but until such time that all seems hopeless they defend their charge. They do so first with missile fire, then hand-to-hand fighting when the enemy breaches the outer gates. Arriving reinforcements charge headlong into the fray with little regard for the safety of their colleagues already engaged in melee.

Opponents entering the main lair find themselves in a twisting maze of corridors, stairs and ramps with little to no illumination to guide their way. Hostile orcs lurk behind doorways, around corners, and move around the stairs and ramps with cunning ease to position themselves on an invader's rear or flank. Invaders must be on constant alert for surprise attacks, especially if they lack any form of darkvision.

One tactic used time and time again against non-darkvision equipped races is to watch for the telltale approach of light before launching a missile barrage. Lanterns and torches may shed only about 30 feet of light in any direction, but their glow can be seen many times further away, giving positions away long before the lantern bearer can see any opponents.

Traps are not common in orc lairs, and those that exist tend to be very simplistic, such as trip wires to cause opponents to stumble, falling blocks that need manual release, and maybe a few simple spear or arrow traps. Covered pits are quite popular with

many tribes and orcs also use them as lavatories, so falling in can present a high risk of disease as well as the painful fall itself.

Unless a foe has made rapid progress, he is likely to encounter *aanugh* long before he nears the temples. When in the lair, low-level spells such as *obscuring mist*, *ghost sound*, *dancing lights*, and even *mage hand* can be of immense value in distracting and misleading foes. *Aanugh* cast defensive spells on themselves before others giving them a chance to cast semi-offensive spells like *bull's strength* on the officers or to launch volleys of *magic missile* or *burning hands* spells down corridors.

An orc tribe that sees a hopeless battle will evacuate as many senior personnel as possible through well-guarded secret tunnels that lead deeper into the mountain ranges or to the lairs of neighboring *agran*. Any *ugug* working in the spawning chambers are slaughtered and their corpses are thrown in for good measure. As many other *ugug* as possible are taken away for sacrifice in other lairs to rebuild numbers.

Surface lairs lack the obvious defensive bonuses of dark tunnels, numerous passageways, and hidden traps that subterranean lairs provide, but the orcs have learned to defend their homes well. The outer wall will be manned by the *okogn* while troops moving outward from the main military barracks arm the *ugug*. Once the *ugug* are armed they are shepherded into the melee to aid the warriors already locked in combat.

If the attackers prove too strong, the *okogn* can retreat to the second palisade, leaving the *ugug* to cover their backs. By the time any attackers have waded through the ill-disciplined *ugug*, the second line of defense is prepared, and volleys of arrows and javelins are fired into the killing ground between the palisades, *ugug* presence notwithstanding. Settlements with a second line of palisade can repeat this process.

The final battle zone is the central area of the settlement, and if attackers have gotten this far, the defenders know that they must hold out long enough for the rulers to escape through secret tunnels. Orc officers happily strike down those of lesser rank trying to save their own skins first. One advantage that surface settlements have over caves is that the spawning chamber remains totally separate and is unlikely to be located easily. Those that do find it will assume that it is a latrine. After all, the old adage "don't mess on your doorstep" holds true for most races and occasionally orcs as well.

NAVAL UNITS

No tribe has yet adapted to life on the water and formed a full navy, but those tribes with access to navigable rivers or the coast are beginning to see the value in watercraft. Boats allow the orcs to raid up and down the coast, flee to the relative safety of the water if they meet strong resistance, and to raid merchant ships and passenger ferries with impunity. That said, orcs are lousy sailors and all orc boats are muscle-powered.

A typical orc boat is a simple hollowed-out tree trunk used as very primitive canoe, or sometimes even a mere log to which half-submerged orcs can cling while drifting across river or toward prey. Certain tribes, however, have created more

New Magic Item: Orc Arrows

There are three magical arrows and javelins used by orcs; armor piercing, heart seekers, and pain. All make use of the new spells of the same names and act exactly as per those entries. If made as arrows they break after one use; javelins lose their magical ability after one use. Costs are per missile.

Armor Piercing: Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *armor piercing missile*; Market Price: 750 gp

Heart Seeker: Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *heart seeker missile*; Market Price: 1,400 gp

Pain: Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, *pain missile*; Market Price: 325 gp

advanced watercraft. These appear as longships; low in the water and built for speed over comfort or cargo capacity. Constructed from wooden planks and covered with pitch to aid seaworthiness, the vessels are commonly designed by non-orcs with knowledge of naval architecture and assembled by *ugug* and any carpenters the tribe possesses. The orcs refer to all boats as *onor*, which means 'floating tree', obviously a name coined to describe their primitive vessels.

Generally holding a crew of forty-two, the longboats can maintain a steady speed of 2-3 knots for long periods of time. Along each side are simple wooden seats for the rowers; twenty to a side, with shield rests on the outside of the vessel to help protect them from enemy missile fire. One orc operates each oar and his weapons and armor are stored under his seat, which doubles as a pillow at night. The central area along the keel stores food, water and any treasure looted and is exposed to the elements. A steering rudder on the starboard side guides the vessel. A single orc of good physical build operates the rudder. The captain, normally of at least *oghon* status, sets the rhythm with a drummer and a whip to ensure his rowers maintain a steady speed.

The vessels are only used to ferry troops and never engage enemy ships on open water unless they are lightly defended merchantmen without escort. Most other vessels have higher sides than orc longships, making boarding difficult as orcs prefer to fight in armor even at sea, and warships carry catapults and ballistae capable of destroying orc vessels at great range.

Navigation by the stars is a skill unknown to orcs and no tribe has ever captured more than a few non-orcs with the requisite knowledge. Thus, orc vessels keep within sight of land and spend the night in sheltered coves or pulled on to remote beaches. Rumors circulate in certain city ports that the hobgoblins of Ul-Karg are training orcs in navigation techniques; a dangerous event if true, for the orcs could prove to be a dangerous menace on the seas of Tellene, one area so far saved from their deprivations.

Only common and black orcs have experimented with naval warfare. Gray orcs use boats and rafts to cross underground rivers and lakes, but have no need of true warships.



CHAPTER 6: RELIGION

"You say that orcs have a religion? Religion requires rules, obedience, and humility. Orcs may sacrifice innocent souls to appease their dark gods, but no sir, they do not have a religion!" – Roshnyr Karkyn, wizard-scholar of Dijishy.

RELIGION

The barbaric manner in which orcs lead their lives, at least compared to members of the civilized races, may seem to preclude them from possessing anything close to an organized religion. In fact, orcs revere a small pantheon of deities and enact a large number of rituals and ceremonies on a regular basis. Although their rituals may seem savage to the civilized races, they are a vital part of orc society.

The Pantheon

The Creator of Strife (*Bolg*; literally 'Discordant One'), who the orcs see as a creator figure, heads their pantheon, at least for common orcs. Orc mythology tells that *Bolg* had two children, *Bugdush* (literally 'Hate') and *Grarg* (literally 'Boiling Blood'), who hold differing views on the future of their father's creations. Common belief has it that *Bolg* lives deep within the bowels of Tellene, in a dark recess unknowable to any race and protected by creatures of total evil, similar to demons and devils.

Bugdush, the orc name for The Emperor of Scorn, believes that the orcs are destined to be the only race on Tellene and that their natural superiority means the extermination of all other races. He feeds the fire of racial supremacy and hatred for all non-orc races, passing the doctrine of hatred and bigotry through his clerics.

Grarg, who is Battle Rager to other races, holds a slightly different view. Like his brother, he is of the opinion that the orcs are destined to conquer all of Tellene. However, *Grarg* believes that individuals on the field of battle will accomplish the conquest. His clerics teach of courage and rage in the face of all who would defy orcish will.

In order to further their own beliefs, *Bolg's* children each sired a sole child. *Bugdush* fathered the terrifying god *Hilg* (literally 'Night Screams' who is known more commonly among other races as the Prince of Terror), who is followed by the fanatical clerics that swear to destroy all other races in his father's name. *Grarg* sired *Grurg* (literally 'Defiler of the Weak' and another name for The Vicelord), a child who reveled in destroying the will of the weak and openly displaying his domination both physically and mentally. *Grurg* teaches the orcs that defiling others against their will proves orcish strength over the weaker races and creates new generations of orc-blooded beings that will further the goals of the orcs. *Grurg* is very popular among the lower classes, as many of his other teachings involve eating and drinking to excess, as well as wanton lust and acting on impulse, all very natural behaviors for orcs.

Another deity in the orc pantheon is *Vagar* (literally 'Drainer of Life' although he is known as Locust Lord to others), who they treat as an outsider. Of unknown parentage and origin, *Vagar* is worshiped when times are hard and food in short supply, for the orcs believe that he takes the food for himself and that only through abasement to him will he spare them nourishment. Several other cousins of *Bugdush* and *Grarg* exist, primarily the other chaotic neutral, neutral evil and chaotic evil deities of Tellene. Rival gods also made their way into the orcish legends. These include most of the remaining gods, but in particular they hate *Risk* (*Prarbag*, literally "Fortune"), The Founder (*Vrudash*, literally "Wall Maker"), The Pure One (*Vrodash*, literally "Harmony"), The Peacemaker (*Varbag*, literally "Serenity") and Raconteur (*Valg*, literally "Storyteller"). *Vrudash* and *Vrodash* appear most often as brothers working to thwart the orcs.

Although all orcs recognize *Bolg* as their master, his children *Bugdush* and *Grarg* fight amongst themselves for their secondary reverence, and the orc tribes of Tellene are split, with roughly half promoting one of the brothers as dominant (and therefore correct in his doctrines) over the other. *Aanugh* of the rival

factions within any given tribe often come to blows over doctrine and small religious civil wars have seen dominance change from one to the other on multiple occasions throughout orc history.

Hilg and Grurg, like their fathers, vary in strength from tribe to tribe, usually related to which of their father's is most respected. Orcs place the dominant son, either *Bugdush* or *Grarg*, in the position of second importance under *Bolg*, and the rest of deities fall in order of their strength in the tribe. Typically, *Vagar* and the others are only fringe members of the pantheon.

Of course, orc religious allegiances are flexible at best, and often much more fickle. Religious dominance of a tribe can change rapidly with a change of the seasons, a victory or defeat in a major battle, or any major current event. All of the faiths wage a constant battle for dominance, and victory is often little more than a brief stint at the top.

Religious Beliefs

The orc gods are of course aspects of deities worshiped by the other races, but with an orcish slant. Religious ranks, holy symbols, favored colors, and so on fall within the range of typical, but key beliefs differ slightly. *Bolg* is simply another name for The Creator of Strife and the differences between a human cleric and an orc cleric are few when it comes to theological practices. Both hate the fortunate and sacrifice lucky creature frequently. The foremost difference is that orcs believe that their gods have chosen them above the other races, which are at best inferior parishioners.

RACIAL SUPERIORITY

All orcs are raised with the knowledge that they and they alone are destined to rule Tellene. Whence the first instruction came none know, but from birth it is ingrained into them by the *aanugh* that it is their appointed birthright and one which the other races seek to deny them. Pragmatic, orcs understand that there are races that are stronger (such as giants), more intelligent (such as mind flayers) and more aggressive (ogres for one) than they are. Such races are considerably weaker in terms of numbers and this is where true orc strength rests. *Bolg* blessed the orcs with the ability to reproduce at rates far in excess of the other major races, and whilst a giant may easily slay a hundred orcs, there will always be a hundred more to step into their shoes and continue the fight.

One of the main beliefs common to all orcs is the Time of Chaos prophecy, known to orcs as *Ukaagnag* ('the Wild Times'). This will, the *aanugh* preach, be the signal that the time has come for the orcs to rise up out of the pits of the world and force the 'lesser' races to accept their fate as *orc ugug*. Storms will rage across Tellene, the sun will be extinguished and no more will orcs fear its burning wrath on their skin. The former major



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New Magic Item: Horn of Grarg

Carved from the bones of a fell beast, such as a troll or giant, this standard size signal horn is crudely engraved with scenes of violence and death. Sacred to *Grarg*, the deity of berserk fury, the horn instills frenzy into all orcs that hear its deep, booming call.

When blown, all *orc okogn* within 50 feet automatically rage, with the sole exception of the horn blower. This is identical to the 1st level barbarian class ability in every respect except that the rage lasts for 5 rounds. (This rage counts against the daily count for a barbarian character.) The horn can be blown as many times per day as the owner wishes, but any given orc can be affected but once in a 24-hour period.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *bull's strength*, *endurance*; **Market Price:** 29,000 gp

races will lose their greatest ally and the orcs will reach their destiny and reign supreme.

Exactly what the future of the other races will be after this event occurs is a contentious point between rival religions. *Bolg* teaches only that the storms will come if the orcs are faithful, he does not preach about the events to follow.

Those devoted to *Bugdush* plan to exterminate all members of the other races. Devoted in their core belief that orcs are the superior race on Tellene, none will be spared their vengeance. All those that for so long kept the orcs from achieving their greatness would be punished. Slaves may be useful tools, but there will always be orc slaves available. Living beings of any race can breed, breeding increases numbers, numbers are a threat to orc dominance, and this they cannot tolerate. Hilg, the god of terror, normally worshiped by others in his guise as the Prince of Terror, is the tool of his father's hatred, feeding the

fires of fear in the orcs' enemies and paralyzing them into inaction so that the orcs may obliterate them.

Devotees of *Bugdush's* brother *Grarg* argue differently. Whilst holding true to orc superiority, they prefer to eliminate their foes in battle. If their opponents will not fight, they can be enslaved and made to fight in the arenas or used as breeders (whereas *Bugdush* promotes mindless slaughter of all, even females and ones that could make interesting combatants). They interpret the prophecy differently and firmly believe that the orcs are to dominate the other races through complete annihilation of all their warriors, leaving the helpless and meek to do with as the orcs will. Bring them to heel, and they are tools to be used for whatever tasks the orcs desire; orcish desire is, of course, embodied by *Grarg's* son *Grurg*.

This rivalry has split the orcs into two camps since time began and it is not a matter they are likely to resolve any time soon.

AFTERLIFE

The Afterlife, in whatever form clerics of the numerous deities explain it to their supporters, is viewed by many races as a reward for a life well spent. After toiling in the physical realm following a god's tenets, the soul lives eternally in paradise. Death, in most faiths, promises a rebirth in an alternate form.

Orcs retain no such belief system. To an orc, life is a constant struggle against the numerous races that would hold them back from claiming what is rightfully theirs. Life is violent, often short, and there is nothing to look forward to afterward. Few, including *aanugh*, even dwell on such philosophical matters as souls and heavenly rewards, and most cannot comprehend the thought.

When an orc dies there is no ceremony of farewell or remembrance. The corpse is stripped of all useful possessions, which are claimed by whomever has the strength to maintain hold of them. Further, unless times are plentiful and food is in great supply, the body is eaten where it fell before the inevitable scavengers steal it. Even the corpses of *garak* and *aanugh* receive no special treatment after death.

Important Ceremonies

Within the orc religious calendar there are a surprising number of ceremonies and rituals that are performed with regularity. Attendance is hardly compulsory, but temple warriors have been known to drag orcs into temples to take part in their rituals. A few

temples offer free food to attendees to increase the turnout. Numbers mean strength to orcs, and if a temple can show it has several hundred 'loyal' supporters, its clerics have more chance of whispering their desires straight into the *garak's* ears rather than through go-betweens. Such ceremonies are also used to cement alliances within a tribe, with the ruling *aanugh* carefully watching who attends and who stays away.

Many tribes have their own unique rituals and only the most common amongst all of the tribes are detailed here.

UGRU'GRUGH (TRIAL OF RULERSHIP)

Often there is a change of leadership in a tribe, either through natural attrition (i.e., the *garak* dies) or through challenge to his position by a rival. In theory, only an *ugokh* has the necessary personal strength and power to make such a challenge, but surprises happen. The ritual, in lesser forms, is also used for warriors wishing to take over the position of the officer. The appropriate rank should be substituted where applicable.

A would-be successor typically does not simply challenge the *garak* and then take his place, nor does he murder him and expect to be accepted as the new tribal leader. In order for the Trial to begin, the challenger must make his intention known to



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New Prestige Class: Berserker

Many orcs are barbarians and therefore possess the ability to focus their aggression to rage, but only a select few are chosen to become true berserkers, those the orcs call *no'Grarg* ('Spawn of *Grarg*') after their violent god of battle.

True berserkers often lead short but glorious lives, for unlike normal orcs, they are not innate cowards. They devote their lives to fighting from the front of any combat, dedicating the foes they kill as sacrifices to please *Grarg*. Whether charging a wall of spears, leaping over fortifications or hurling oneself over shields into the heart of an enemy formation, the berserker knows no fear and scorns those that hesitate to follow him.

Famed for their suicidal bravery, most carry many scars, souvenirs from earlier encounters over years as frontline warriors. Their belief in their own ability prohibits them from wearing any restrictive armor, and it is not unusual for them to enter battle naked, wearing only war paint, and foaming at the mouth after working themselves into frenzy.

Tribes without temples to *Grarg* are still likely to have berserkers in their ranks, for although joining the prestige class is a calling, it does not require the intervention of an *aanugh*.

Hit Die: d12

Requirements:

To qualify to become a berserker, a character must fulfill all the following criteria.

Base Attack Bonus: +8

Skills: Intimidate 6 ranks, Jump 10 ranks

Feats: Battle Hardened, Endurance, Instantaneous Rage

Special: Must have the Rage ability

Class Skills

The berserker class skills are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features for the berserker prestige class.

Weapon and Armor Proficiency: Berserkers are proficient with all simple and martial weapons. They are proficient only with light armor, but with all shields. Berserkers may only wear light armor and carry loads of light encumbrance or lower. Any violation of either restriction negates all of the abilities of this prestige class until the matter is rectified. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Battle Scream: At first level, the berserker learns to focus part of his rage into a fearsome shout. Enemies within 50 feet that hear the scream must make Will saves

(DC 15) or suffer a -1 morale penalty to all attack and damage rolls during the combat. The effect ends only when the berserker that issued the scream is killed or flees. The effects stack with other battle screams that have been issued by other berserkers, but each berserker may only issue one such scream per combat. A berserker can use his battle scream a number of times per day equal to 1 + his Constitution modifier. At 5th level the berserker gains the Improved Battle Scream, which increases the penalty to -2. No creature can suffer a morale penalty greater than -6, regardless of the number of berserkers.

Additional Rage: Starting at first level, the berserker understands how to channel his rage into a fighting frenzy. This power is identical to the barbarian ability (see the barbarian in Chapter 3 of the Player's Handbook). The number of times a berserker can rage per day increases at 4th, 7th and at 10th. Characters who already possess this ability from previous classes may add the abilities together to determine the total number of times they may rage in a single day.

Damage Reduction (Su): At 2nd level, the berserker receives a blessing from *Grarg* and can reduce the amount of damage received from any attack by two points. Damage can only be reduced to a minimum of zero (you cannot gain hit points back through this ability!). This increases to four points at 6th level and to six points at 10th level. This damage reduction stacks with the barbarian's damage reduction ability, if applicable.

Mighty Leap: Leaping may not be an ability commonly associated with berserkers, but it enables *Spawn* to leap over walls into enemy camps and over shield walls into the heart of troop formations. Gained at 3rd level, the berserker may double the distance of any jump he makes and may ignore the maximum distance limits. The character generates attacks of opportunity as normal whilst in flight.

***Grarg's* Blessing (Ex):** Fear is an emotion unknown to berserkers that reach 2nd level. The character becomes immune to all forms of fear and automatically passes any Will save to resist such effects.

Stamina of *Grarg* (Su): *Grarg* is a god of battle and berserkers, those who fight until they are literally hacked apart. In order to aid his chosen warriors, *Grarg* blesses them with a temporary increase in their Constitution scores, equal to 1d4+1 for each berserker. The power can be used as many times per day as the character has points of Constitution bonus (at his normal ability value), with a minimum of once per day. The power lasts for a number of rounds equal to 3 + his standard Wisdom bonus (minimum of one). These effects stack with the Constitution increase gain from using Rage.

For every two points of Constitution gained the character gains a +1 bonus to Fortitude saves, an additional 1 hit point per level, and

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+2	Battle scream, rage 1/day
2	+2	+3	+0	+3	Damage reduction 2/-. <i>Grarg's</i> blessing
3	+3	+3	+1	+3	Mighty leap
4	+4	+4	+1	+4	Stamina of <i>Grarg</i> , rage 2/day
5	+5	+4	+1	+4	Improved battle scream, greater rage
6	+6	+5	+2	+5	Damage reduction 4/-
7	+7	+5	+2	+5	Leaping attack, rage 3/day
8	+8	+6	+2	+6	Strength of <i>Grarg</i>
9	+9	+6	+3	+6	Exceptional rage (no fatigue loss from raging)
10	+10	+7	+3	+7	Damage reduction 6/-. rage 4/day

+1 to all Constitution-based skill checks. These additional hit points are treated as standard hit points and are removed first when damage is taken.

Greater Rage: At 5th level the character increases the attribute gains from his rage ability to six points rather than the standard four.

Leaping Attack: Beginning at 7th level, the berserker can initiate a jump and make attacks against foes whilst in mid-air. The berserker may make an attack at any point during the jump after takeoff and before landing. Characters with multiple attacks may actually make multiple attacks during the jump (unlike the standard rules) unless the jump only covers a distance of five feet or less. The attacks must be made after the character has left the ground and before he lands, but may be made at any point along his route. The attacks themselves do not generate any attacks of opportunity, but the movement involved in the act of jumping does.

Strength of Garg (Su): *Garg* is a god of battle and berserkers, those who fight until they are literally hacked apart. In order to aid his chosen warriors, *Garg* blesses them with a temporary increase in their Strength scores, equal to 1d4+1 for each berserker. The power can be used as many times per day as the character has points of Strength bonus (at his normal ability

value), with a minimum of once per day, and is similar to the divine spell bull's strength. The attribute boost lasts for a number of rounds equal to 3 + his standard Wisdom bonus (minimum of one).

The character gains a +1 bonus to his melee attack, damage, and Strength-based skill checks for every two points of Strength gained.

Exceptional Rage: At 9th level the character increases the morale bonus on Will saves from +2 to +4. The berserker no longer suffers from fatigue after raging once he gains this ability.

Masters of the Wild - Brief Notes on Prestige Classes

Although the Spawn of Garg presented in this sourcebook and Frenzied Berserker from Masters of the Wild possess many similarities, they remain separate prestige classes.

The Frenzied Berserker is a devotee of the raw aggression of Garg, almost incapable of controlling himself in a fight, whereas the Spawn is more akin to a Templar and retains a larger degree of self-control.

Gruumsh, the standard D&D orc deity, has no direct place in Kalamar, but may be treated as an avatar of Bolg (The Creator of Strife).

the *garak* and the rest of the *nunug'raag* publicly by speaking out at a gathering and voicing his desire to vie for leadership.

A few simple rules do apply:

- Only a soldier may challenge for leadership [others are not fit to rule].
- Only an *ugokh* may challenge for the title of *garak* [only one used to leading many may become chief].
- No member of the *aanugh* may challenge or be challenged by an orc who is not of the *aanugh* himself [warriors and clerics are not allowed to exchange roles].

The ritual must take place at the next storm or new moon (whichever occurs first – any precipitation or foul weather or any full moon works) and may be attended by any orc of the *okogn*, *aanugh*, or ruling class. If the tribe lacks a ceremonial chamber large enough to hold the crowd the ritual is performed outside, with the area protected by a cordon of *okogn*. Both parties are armed with whatever armor and weapons they possess, or can borrow or steal, and the current *garak* has usually kept magic armor and weapons from war booty for his own protection.

Combat may only begin when the high priest of *Bolg* bangs a sacred drum three times: twice for *Bolg* and once for the other gods combined. This is to awaken the gods and inform them of the challenge. As soon as the signal is given combat begins and only ends when one party is dead. A weak leader serves no purpose and a challenger may plot treachery if he loses and is allowed to live.

During the fight, the spectators chant and cheer for whichever party they support, the *aanugh* bang drums, chimes and other horrific sounding instruments whilst chanting to the gods for a strong victor, regardless of who it is. Meanwhile,

prisoners are sacrificed every time blood is drawn on either opponent. Their flesh is used to feed the tribe's animals (often wolves or worgs), if they have any.

Once a winner has been declared, the ritual is over and the victor takes on the mantle of the loser's post. Obviously, whoever wins can be immediately challenged again since the *ugru'grugh* itself is a public gathering. But note that the new leader will have at least one and likely several days to heal before the next storm or full moon.

There are exceptions to these rules, especially when a non-orc attempts to take over control of an orc tribe. A strong enough or dangerous creature could probably assume control merely by killing the ruling *garak*. Some orcs prefer to skip the ceremony as well, though this is very uncommon. If a *garak* (orc or non-orc) has assumed control without participating in the *ugru'grugh*, any and all challengers may choose to ignore the ceremony as well until the usurping *garak* is removed.

KAKAAGR (LETTING OF BLOOD)

The *kakaagr* marks the beginning of the season of *Garok*, the fighting season corresponding to Tellene's winter months. The ceremony marks the official start of the season and the day that orc warbands are sent out to gather treasure, food and prisoners.

Officially beginning with the first snowfall, the *aanugh* of *Bolg* gather the entire *okogn* in the main temple, or outside if the temple is too small. Only those whose duties are permanently within the lair, such as gate guards or the religious warriors that guard the clerics, are exempt. All wear their armor and carry their weapons, for as soon as the ceremony has ended they will leave the lair.

The ceremony begins by the banging of many drums to awaken both The Creator of Strife and his children. The assembled *okogn* chant toward the earth to lend strength to the

rhythm of the drums and to let the gods hear their voices. They scream insults at the heavens, to scare the stars, the sun, the moons and the other gods. This can continue for many hours and travelers who hear such commotion flee for their lives, knowing that the orcs will soon be coming in droves.

When the high priest is satisfied that the gods are awake and listening, the last reserves of food from the tribes' stores are brought forth and distributed amongst the warriors, starting with those of highest rank. As with all things in orc society, this sets a pecking order and rival *ugokh* learn their place within the hierarchy through this simple act. When the last of the food has been eaten, the high priest addresses the throng, telling them that without their bravery the tribe will starve, without their prisoners the tribe will diminish in size, and without the spilling of their blood the gods will be angry. In practice, there is plenty of food for the *garak* and the *aanugh*, but this is of little concern to the average *okogn*. In fact, the average *okogn* could not care less about the tribe; the average orc cares only to satisfy his personal appetites for food, blood, women, and so on.

The *garak* then addresses the warriors, telling them in general what items are required and which enemies are to be crushed. He extols them to bring glory to the tribe, to remember their merciless gods, and to bring dominance over other life forms. Over the next few hours, the *ugokh* then brief their individual agran members on specific details, and so orders filter down to the lowliest *ugna* within the tribe.

To conclude the ritual, the *aanugh* beat their drums in a noisy, disturbing fashion, and the orcs begin to head silently down from their lair into the surrounding countryside to begin their hunts. The season of war has officially begun.

GRA'AGHA (FEAST OF THE FALLEN)

For most tribes, the Feast of the Fallen occurs two or three times a year, and almost always during the season of *Garok*, as the ceremony only takes place after battles where the body count has been high. Quite simply, the Feast is a harvest of dead bodies, both orc and non-orc, for storing away for later consumption.

After any battle where the orcs are victorious there is a serious risk that the *okogn* will descend onto the bodies of the fallen and consume their flesh until their stomachs are full. Only scraps would be left for the remainder tribe. Small skirmishes are not going to provide enough food to feed many, and orcs on extended duty away from the lair take the chance to stock up on rations. Realizing that the carnage of large battles provides a perfect opportunity to stock the dwindling larder, the *aanugh* devised the Feast as a way of controlling food distribution and amassing more glory for their deity.

Once the battle is over and the enemy totally routed, the officers marshal together their *okogn*. Small parties are dispatched across the field of battle to start collecting bodies, stripping them of their weapons and armor for the *ugug* to retrieve later. The bodies are heaped into piles and counted

(best guess anyway), with roughly 80% being set aside for the tribe. The remainder of the corpses are then given to the victorious troops to feast on before the march home.

Upon returning to the tribe with their prize, the orcs distribute the food to various kitchens in a lair to be cooked for immediate consumption or dried for later. Every Feast, the temples manage to smuggle several dozen bodies away from the pile and hold ceremonies to praise their particular god for the tribe's victory. Free food is handed out to any attendee, and numbers can swell beyond the capacity of the temple. Such shows of power both impress and frighten the tribe's leaders.

GHOKHAAGR (JOINING OF BLOOD)

Tribes are dynamic entities, and smaller tribes are often amalgamated into stronger ones by force as well as by necessity. When such an event takes place, a festival known as *ghokhaagr* is held. There are two parts to the ceremony; the first is held at the principal lair of the smaller tribe and the second part at the lair of the dominant tribe. For convenience to the reader, the side that is being absorbed is called the "lesser tribe" and the other the "dominant tribe."

As with any conquest in orc society there must be a challenge and, even if the tribes have agreed peacefully to merge, there can be only one *garak*. Once the lesser tribe has acknowledged that it must merge a *ugru'grugh* must take place between the two *garak*, assuming both are alive. It is traditional that the chieftain of the lesser tribe either puts up token resistance or merely stands there and lets himself be killed. Should the *garak* of the lesser tribe already be dead, as may happen with conquest, a substitute is chosen. To prevent further loss of useful warriors, an *ugug* is dressed for the role. On the rare occasion that the lesser tribe's *garak* actually puts up a fight and wins, he is declared leader of both tribes, though his tribe has still lost the battle and is absorbed.

The most common solution when handling *anuk* is to let them remain in charge of their own troops under the new tribe's banner. This prevents any desertion from the amalgamated warriors that may not wish to serve a new commander.

All the females from the lesser tribe are then escorted to the dominant tribe's lairs and placed into suitable harems. Once this transaction is complete, the second part of the ritual begins.

With the blessings of both sets of *aanugh*, the new tribe launches a raid against a chosen foe, utilizing warriors from both tribes. The sole purpose is for warriors to fight and spill blood together to form a common bond. Any prisoners that are taken are killed and eaten at a feast to cement the new relationship.

When two tribes join there will always be a crossover of *aanugh* and nearly always it will be a high priest in the lesser tribe that loses his position to a rival from the dominant tribe. He may either accept a lower position and swear loyalty to his new superior or invoke the *ugru'grugh* and fight for position. Either way, the matter is resolved. In cases where the high

priest of the smaller tribe is more powerful, the dominant tribe's high priest is killed for failing to be of suitable status for the tribe.

GUNOR'VAGAR (FEEDING THE DRAINER OF LIFE)

Famine is a constant danger for orcs, given their propensity for eating as often as they can and the size of most tribes. Lacking cultivated crops and domesticated animals, they must hunt continually and meat is not always available in the wild in sufficient quantities. When famine strikes, orcs turn to *Vagar*, a deity outside of their regular pantheon whose name is never spoken outside of this one ceremony.

The *aanugh* of the tribe form a joint council, and one member of each deity's priesthood is chosen, normally the most senior, to act as a living embodiment of his god. Armed with appropriate weapons the clerics approach the *garak* and demand that sacrifices be made to please them. If the *garak* believes the situation is serious enough, he gives his consent and the slaughter begins.

The first victims are the runts; a new generation of orcs is useless if there is no food for them. Each temple is assigned a percentage of the current runts based on its power within the tribe and the runts are sacrificed over the altar, their blood flowing into the earth to strengthen the gods in their coming battle. Sometimes, the sacrifice of the next generation is enough to meet the tribe's needs; otherwise non-orc *ugug* with no useful skills are taken.

Once the *garak* is satisfied that the tribe has enough food to last until the next hunting season, the gods' representatives appoint a minor *aanugh* from one of the religions to act as *Vagar*, dress him in rags, and arm him with a dagger. In a brutal display of violence, the figure is slain and eaten to show that the orc pantheon tolerates no interference from outsiders.

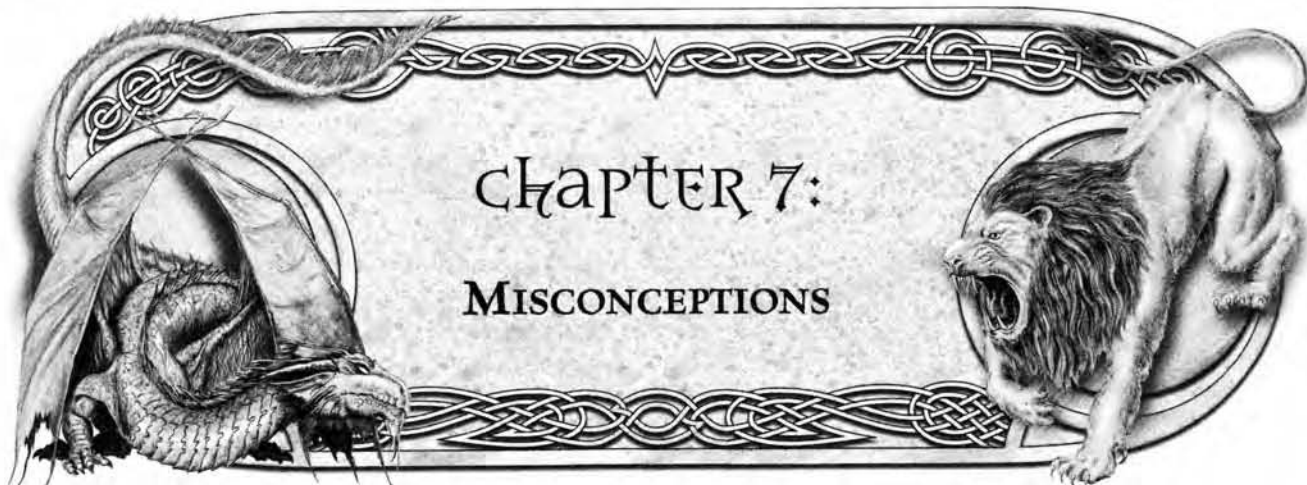
Occasionally, the *garak* misjudges the

gravity of the situation and food is still scarce, even after the sacrificing of hundreds of runts and *ugug*. The representatives, acting as their gods, show their displeasure at his inability to lead and turn on him, sacrificing him to appease the gods. This is a rare instance where the Trial of Rulership is not followed; typically the *ugokh* fight amongst themselves to determine the next *garak*.

If, after all the sacrifices have taken place, food is still scarce, the *aanugh* order the *ugokh* to muster their entire military strength, bypassing the newly appointed *garak* entirely, who then pour forth into civilized lands to capture as much food as possible. This is a daring gamble for large numbers of orcs are away from the lair, leaving it vulnerable should it be attacked. Many of the civilized races have learned to read the signs of an approaching orc famine and muster their armies to meet the assault.

For the orcs, the situation is win-win. They may gather enough food to see the orcs through the famine or there will be enough casualties that the remaining food meets the tribe's needs.





"Roshnyr Karkyn is a dithering old fart that has never seen an orc. I've read his works and I've fought orcs since my first days as a soldier. To listen to his rants is to invite death. Know your foe. Feel what he feels. Then you'll know his weaknesses." – Evar P'Kato of the 2nd Guard Legion

MISCONCEPTIONS

Given the violent and cruel nature of orcs, few detailed anthropological studies of their species have been made. What information does exist is mainly based on the word of adventuring parties that have entered orc lairs. Such data is biased at best and totally misleading at worst. This chapter details common misconceptions of the orc race, as believed by almost all members of the sentient races, and the truths behind them.

Sunlight

Everyone claims to know that orcs fear sunlight and are weakened by it, for as a subterranean race they are unused to its glare, similar to drow elves and deep gnomes. Common myth also states that so long as the sun is shining, you will be safe from orcs. Sadly, both statements are, for the most part, incorrect.

Orcs are a product of Darkness and the evil powers that it bore. Their heart holds no joy, mercy or pity, and such concepts are as alien to them as snow to a Zazahni. The sun is a representation of the powers of Light and its servants, the good deities. It is true that orcs dwell underground, partly because of their heritage but mainly because of the effect the sun has on them.

The sun has long been viewed as a symbol of purity and an enemy of darkness. Orcs in sunlight are not burned as are vampires, but are weakened by its glare. A strange lethargy washes over them when exposed to sunlight, especially when trying to perform tasks of physical exertion, such as combat or running for long distances and, being of cowardly nature, orcs prefer to avoid it whenever possible. Only the black orcs have proven immune to this effect, though they do not revel being outdoors for long periods. Orcs that are constantly exposed to

New Feat: Sunlight Tolerance

SUNLIGHT TOLERANCE [GENERAL]

The orc, through prolonged exposure, has grown accustomed to operating in full daylight.

Prerequisite: The character must be susceptible to sunlight.

Benefit: The character suffers no adverse affects in sunlight or similar levels of lighting.

Normal: Normally, the character suffers a -1 attack penalty when in sunlight or within the effects of a *daylight* spell.

sunlight can overcome this tiredness, although this is rare, and less than 1% of non-black orcs have proven resilient enough.

When commanded by a strong leader orcs will venture forth in daylight amid much grumbling and whining. Given enough motivation (whippings and beatings are common motivational techniques) they will even fight for short periods, although their hearts are not truly in the combat and they will seek shelter as soon as the melee is finished. An orc force moving across the country will travel in daylight as well as at night if pushed, but when resting will always seek shelter underground. Scouts are usually deployed to locate suitable shelter ahead of time.

SPELLCASTERS

"Orcs are savages! They can't wield refined magic in the manner of our great wizards. Their gods are impotent, leaving them with shamans and witchdoctors that dabble on the fringes of true power. Their simple minds cannot grasp the true concept of magical power."
– Roshnyr Karkyn, wizard-scholar of Dijishy

For centuries, since Roshnyr made his bold and sweeping statement, the belief has remained that the orcs are weak when it comes to spellcasters. True, they are a savage and barbaric race, but they are also capable of wielding magic in several varieties. Socially, all are grouped under the term

New Magic Item: Potion of Troll Blood

Without doubt one of the most dangerous potions brewed by the *aanugh*, this thick, foul-smelling (and tasting) brew is distilled from troll blood and gives regenerative powers to the drinker, but not without risk. When quaffed, the potion grants regenerative power equal to one hit point per round for the next ten minutes. The power works even after death, unless the body is burned or soaked in acid; dismemberment does not inhibit regeneration.

The potion is not without a side effect however; drinkers often go into a frenzy that makes them a danger to friend and foe alike. When the potion is imbibed, the drinker must make a Fortitude save (DC 15) or immediately enter a blood rage similar in nature to that of a barbarian. While the unlucky soul gains the extra Strength and Constitution, he also suffers from the inability to tell friend from foe and must attack the nearest creature, continuing to do so until it is killed, whereupon the berserk drinker moves to the next nearest target. If multiple targets are within the same range, determine randomly. Only his death or time lapse of ten minutes can stop this frenzy.

Caster Level: 13th; *Prerequisites:* Brew Potion, regenerate;
Market Price: 5,325 gp

aanugh, and most speakers of the orc language translate this to mean an adept.

The most common practitioners encountered are indeed adepts; orcs who lack the ruthlessness required to become full clerics and that are often placed in combat units to bolster its offensive and defensive options. Like clerics, adepts pray for

their spells, but receive only a limited variety. Most settle on a few offensive spells to aid their comrades and then concentrate on protecting themselves. Few orcs understand magic and the adepts can easily convince their comrades that the gods know best. Adepts in military units try to look as nondescript as possible to avoid attracting unwanted attention from foes.

Clerics of the orc pantheon receive the same range of spells as similar clerics from other races. Nevertheless, orc clerics are rarely encountered outside of military units smaller than a full agran, and then only in ones and twos. Orc religious society is governed by only a small handful of clerics and even the largest tribe boasts no more than a few dozen, often from competing religions. Most clerics are fanatics in combat, openly displaying symbols of their deity and wielding their power with impunity, confident that their deity (and spells and armor) will protect them from harm.

Lastly are the sorcerers, those few *aanugh* who, through a freak of spawning possess dragon-blood. Treated with a mixture of suspicion and envy, they are kept close to the tribal leaders where their unusual powers can be kept in check. Sorcerers possess the most unusual mixture of spells in orc society and are capable of launching powerful offensive magic at opponents, as well as a wide range of defensive spells to protect themselves, their colleagues and the lair in general. Few tribes contain more than a small handful of these spellcasters; unless the entire tribe has mustered, leaders never endanger their sorcerers by placing them in non-command military units.

As with any spellcaster, orcs can create magic items, from simple potions up to items of wondrous power, though the quality is much lower than those the major races produce. Most stick to brewing potions and inscribing scrolls as these are of benefit to the tribe and take few resources; wands with offensive capabilities are the next most popular. Although capable of crafting rings, armor and weapons, few choose to do so as the quality is lacking; stealing them from slain foes is much more in an orc's nature. No adventurers have yet reported finding a magical orc scimitar or orc double-axe.

Breeds

To most folk of Tellene, an orc is an orc. They may come in different shapes and sizes, as do all races, but their green-skin and distinctive looks are unmistakable. After all, "if it looks like an orc and acts like an orc then it is an orc." Few truly recognize the various sub-breeds and misidentification is commonplace, with gray orcs being mistaken for derro or goblins, brown orcs for hobgoblins, and white orcs as either white ape or some primitive form of humanoid not yet classified. Adventuring parties tend to stick to the same geographic areas and even merchants do not travel the whole world, so information from other countries where different sub-breeds dwell is sketchy



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Chapter 7: Misconceptions

and often seen as nothing more than local myth describing an imaginary bogeyman.

Such mistakes can cost lives. Goblins and hobgoblins may all be of the goblinoid family, but orcs are at best very distant cousins. Even so, scholars frequently mislabel orcs as goblinoid, despite the fact that orcish motivational instincts and cultural identity is entirely different to that of the various goblinoids. All races have unique strengths and weaknesses and failing to understand them can be costly, especially in battle. Hobgoblins become particularly irate when labeled as orcs, as hobgoblins view orcs as little more than animals, while they see themselves as Tellene's most civilized race.

Religious Leaders

It is commonly believed that within an orc tribe, the warriors rule and the clerics serve. Much of the misconception stems from the ubiquitous orc raiding party, which generally carries a member of the *aanugh* in a servile position. These *aanugh* are often low-level adepts or clerics in training and are indeed treated poorly, acting as they do within the unit as second-rate soldiers with little showy magic to aid their comrades.

Within the higher echelons of orc society, the tables turn, and charismatic religious leaders (by orc standards) pose a serious threat to a *garak*'s control of the tribe, especially if he has a weaker personality. For the most part, the tribes maintain the ancient law that warriors lead and clerics tend the masses and whip orcs into frenzy as the *garak* demands. However, a powerful high priest can have a following more loyal to him than the *garak*, who, in reality, is nothing more than a self-elected despot.

Friction between warriors and *aanugh* at higher levels can literally split a tribe. Tribal rules may preclude an *aanugh* from ruling a tribe through the Trial of Rulership, but there is nothing stopping him from forcibly taking control through a coup, and it has happened more than once. Although respected and given a generous portion of captured wealth, many ranking spellcasters are

DM's Note: Orc Sub-Breeds

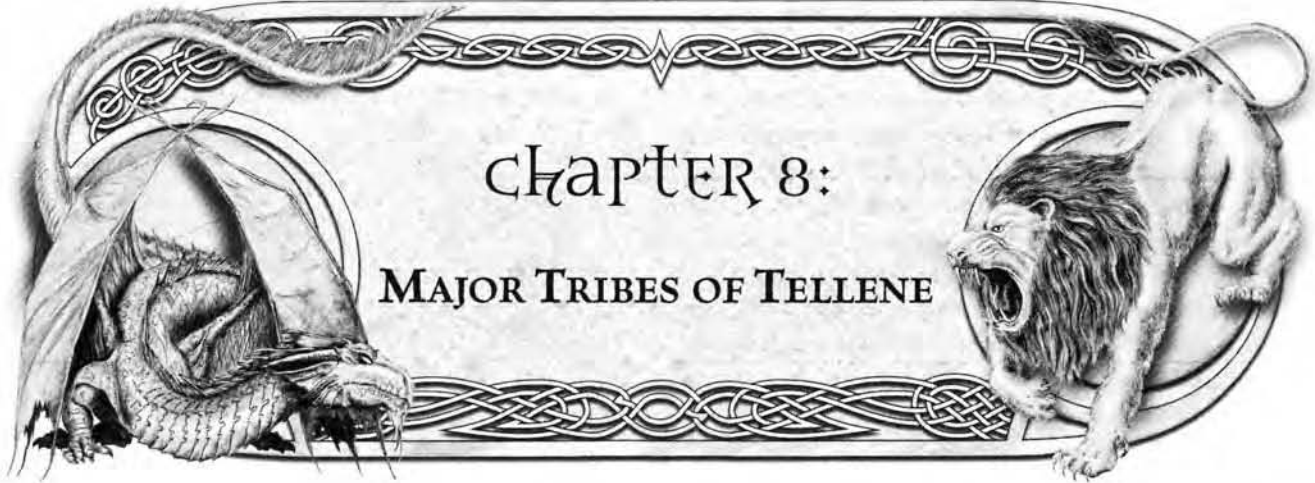
GMs should feel free to describe orc sub-breeds in a manner that separates them from common orcs if the adventuring party is encountering them for the first time. For example, a desert orc may be described as a "short, ugly hobgoblin" to characters who have never left the Brandobia region before.

highly ambitious and see their religion as a stepping-stone to full leadership. Naturally, without large numbers of supporters, any attempt to overthrow the ruling leadership is doomed, not only because of the number of orcs opposing the *aanugh*, but also because the *ugokh* will try to fill any void themselves.



CHAPTER 8:

MAJOR TRIBES OF TELLENE

MAJOR ORC TRIBES

Although orcs may number in the many hundreds of thousands across Tellene, if not the millions, there are currently only fifteen major tribes. No hard and fast rules exist for when a tribe becomes a major tribe. Typically when a tribe controls a lot of territory and has several thousand warriors, orcs consider that tribe "major." Orcs refer to a major tribe as *gnoghaagak* (translates as "the chosen"). The remaining orc population not affiliated with major tribes are split into smaller tribes (*unaraar*; literally "handy tools") which are either independent or form alliances with one or more of the major tribes.

Whilst the names of the *gnoghaagak* have remained fairly constant now for many centuries, both the numbers and names of the *unaraar* change frequently. This is because weak tribes go through considerable flux. They are often amalgamated into stronger tribes or destroyed, either by other races or by the larger orc tribes that use them as front line troops.

The major tribes are categorized below according to the geographic region that they inhabit and raid most often. Minor tribes are mentioned only in passing, where applicable, but are otherwise ignored, leaving the Dungeon Master free to use them in their own campaigns as he sees fit. Note well that orcs can thrive in any terrain, so lesser tribes can exist virtually anywhere. Of course, the more remote the locale, the easier it is for the orcs to grow and thrive. This is due to the simple fact that fewer enemies mean fewer casualties and, in particular, the lack of organized and politically backed militaristic organizations allows a significant increase in the orcish population.

Brandobia

Nestled behind the Elenon Mountain range, the kingdoms that comprise the lands of Brandobia have faced orc raiders since the first Brandobians crossed the Legasas. Most of the attacks are against the lands of Cosdol in the north, though the elves of Lendelwood struggle to hold back the annual tide of

raiders. Three major tribes occupy vast portions of the long mountain ranges: the Broken Fang, the Black Hand, and the Mothers' Ruin.

THE BROKEN FANG

Tribal Symbol: Set of fangs, snapped off just below the mid-point.

Territory Controlled: The Fang, as they are commonly known, claim the western Kronnd Heights and the northern parts of the Odril Hills. All lands from the springs that form the tributaries of the Omdal River down to the start of the Napalago Hills fall into their self-proclaimed territory, though, truth be told, they compete with tribes of goblins, bugbears and giants for dominance of the area.

Numbers: Fourteen thousand orcs are members of the tribe, with another two thousand in smaller tribes allied to the Fang. Eight percent are black orcs, the rest common stock. The many entrances to their mines lie in the Odril Hills, but the bulk of the tribe dwells well under the Kronnd Heights, spread amongst four massive lairs. Three smaller lairs, each holding roughly 1,000 orcs, are located above ground in the Odril Hills between the Dalmond River and the Napalago Hills. A new lair was opened recently to deal with Cosdolite traders. Certain giant mercenaries accept service when their talents are required, but otherwise dwell apart from the orcs.

Resources: The Fang mine extensive areas of the Heights, heavily scarring the land to remove precious minerals. Small quantities of gems along with iron ore and silver are brought forth and traded with Cosdolite merchants. Wood is plentiful in the form of numerous alpine trees, but those pines bear little resemblance to the more desirable conifers of the Voldorwoods.

Religious Bias: Until recently, the tribe followed *Gnarg*, content to war against all races. With the establishment of allies within Cosdol, however the clerics of *Bugdush* have begun to gain strength, preaching that war is not the only way to gain control of the entire region. All three of the smaller lairs have

switched their allegiance and the tribe is beginning to split into rival factions. Unless the *garak* takes steps soon, a religious civil war may sunder the tribe.

Raid Targets: Much of Cosdol's population lives near Voldor Bay and the lower stretches of the Omdal River, so military patrols rarely enter the Odril Hills, leaving the orcs to raids remote villages and outposts bordering the foothills of the range with impunity. Rich in farmland, such settlements are a prime target for orc raiders seeking livestock and slaves, and local militias face a constant assault during the autumnal and winter months. Goblin and bugbear tribes are attacked on a monthly basis, partly to capture slaves and sacrifices, and partly to maintain territorial borders.

Current Events: While certain orcish tribes have been trading with Cosdolite textiles and foodstuffs for centuries, martial products had been beyond their bargaining power until recently. Six months ago, traders from Cosdol started to form an alliance with a smaller tribe in the lower part of the Odril Hills that they believed opposed the Fang. Indeed, the tribe, who call themselves the Iron Skulls, though small in comparison, seem fairly civilized by orc standards and weapons and armor are traded for jewels and precious minerals mined locally. No formal announcement of the trading has been made to the Cosdol government or military commanders, and the merchants hope to use the alliance as a political tool to curry favor with Prince Sevlen. In return for the trade deal, the orcs have also kept parts of the trade roads clear of Fang raiders and have even given warning to local villages when attacks have been planned. With profits rising, the merchants are very happy with their new partners.

Sadly for Cosdol, so are the Fang. The Fang have been engaged in a bloody conflict with goblins and giants inhabiting the same territory for many decades, and although warriors can be replaced fairly quickly, arms and armor are becoming scarce. Recently, a half-orc from Cosdol, whose father was a member of the Fang, approached the ruling council with an offer. For a sizeable reward he could guarantee the tribe a steady supply of weapons and armor from Cosdol. Naturally, the offer was seen with suspicion and he was coerced into revealing his plan.

The plan was simple. The Kronnd Heights are rich in minerals and human merchants desire them. No human would deal with the Fang, who have a deservedly bad reputation in Cosdol, but they might deal with a less aggressive tribe who opposed Fang dominance of the area. Though the half-orc died during his interrogation, his plan was put into action; a new lair holding 2,000 orcs was established nearer the Napalago Hills under the name of the Iron Skulls. Tentative negotiations with the merchants started through half-orc agents in the tribe's pay.

Once the goblinoid wars are finished, the Fang plans to exploit the gullibility of the merchants and turn on Cosdol. With a single, massive invasion, they hope to divide the country in half and fully annex the north, including the Voldorwoods.

Meanwhile, religious infighting has begun to affect the unity of the tribe. A meeting between members of one of the smaller lairs and a patrol from the central lair erupted into violence over a religious discussion. The violence has only brought home to the *garak* that he needs to end the strife one way or another.

THE BLACK HAND

Tribal Symbol: Black handprint. Tribe members stain their hands black.

Territory Controlled: The Hand rule the area north of the North Welpremond Downs with an iron fist. Their aggressive stance is held in check by the elves of Lendelwood and the hobgoblins of Norga-Krangrel on the eastern slopes. Small lairs formed to establish a presence in the South Downs have been evacuated after strong dwarf assaults, and the tribe is seeking to consolidate rather than expand.

Numbers: Only 8,500 orcs are left in the Hand following years of bloody warfare with local dwarf clans and deep halfling communities. Only 1% of the tribe's number are black orcs and the tribe has but two spawning pits under its control. Alliances are few and far between and the Black Hand stands alone in a sea of enemies.

Resources: The entire area is rich with metals and gems, although ownership is contested with the dwarves and deep halflings. Mines are common amongst all the races, though only the orcs openly practice strip mining. Wood is readily available from the heavily forested downs and Elenons. The tribe takes its name from its habit of rubbing their hands in charcoal before leaving a lair. The Downs have rich soil for growing crops and livestock can be poached from Eldoran ranchers when required.

Religious Bias: *Bugdush* and his son *Hilg* are widely followed by the Hand. One of the smaller lairs has a strong presence of *Grav* devotees, and its ruling *ugokh* has began making advances to the Fangs in hopes of forming a single, larger tribe to drive the dwarves from their underground cities.

Raid Targets: The elf communities in Lendelwood are raided every few years, but losses on the orc side are high and little is gained. Trees are felled on the fringes, but under heavy guard against elf guerrilla attacks. The far eastern settlements under the control of Inolen are prime targets wealthy with livestock, but the Hand must be careful, for mercenaries are frequent visitors to the city, and the heavy cavalry frighten the orcs to their core. Dwarf and deep halfling mining communities suffer continual raiding, but only recently has the Hand made any inroads towards actually conquering one.

Current Events: A new *garak* has of late taken control of the tribe and has instigated a bloody purge of all weak military commanders. Temporarily weakened, the tribe has started down the long road to rebuilding its strength after years of setbacks under the old ruler. Whilst maintaining raids on Lendelwood and the hated elves that live therein, the overall

strength of raiding parties has been cut back by over 50% and the warriors given new targets.

Five weeks ago, the Hand finally overran the upper levels of a dwarven mining colony and are beginning to push the defenders deeper. Losses have been heavy, but much has been gained in the form of weapons, armor, gold and magical items. Eager to impress neighboring goblinoids with his power, the *garak* is committing more and more forces to driving the dwarves out altogether. Far from sitting back, dwarven runners have been sent to neighboring clans to ask for aid, and a coalition army is building strength. Unless the Black Hand finish their conquest in the near future, they will find their forces sandwiched between two bloodthirsty armies.

A small tribe of brown orcs living in the Norga Tors has been under constant harassment from the ruling hobgoblins and refugees are heading over the mountains into Hand territory. Presently too small to be noticed by the Hand, their numbers are growing steadily and soon the Hand will have to subsume them or declare war on them.

THE MOTHERS' RUIN

Tribal Symbol: Single teardrop.

Territory Controlled: The Mothers' Ruin tribe is extended over a huge area, reducing their true military power to little more than isolated raiding parties. From the southern tip of the Yan Elenon Mountains extending north into the hinterlands of the Dopromond Hills and then following the line of the Sliv Elenon Mountains back to the sea, the landscape is dotted with lairs.

Numbers: A total of 15,800 orcs owe direct allegiance to the tribe, though their numbers are spread across a total of twenty-six lairs. Almost 15% are black orcs; the rest are of common stock. The tribe also possesses a strikingly high number of dragon bloods, nearly 45 in total. Unlike most tribes, the Ruin actually encourages them to take positions of power. Bolstering their combat strength are 600 ogres, housed throughout the multitudinous lairs.

The tribe boasts complete dominance of the area, but this is seldom true. Large numbers of griffons and displacer beasts roam free in the highland regions and orc flesh is a constant part of their diet. Almost as many fall to these beasts as in warfare with humans and elves.

Resources: Timber is plentiful on the Yan and Sliv Elenon ranges, but forays too close to the superior woods of the Eldrose have met with complete annihilation. The greatest resource available to the tribe is slaves. Raids into Mendarn settlements and forays into the Pel are carried out primarily for the purposes of taking prisoners back to the lairs. Traditionally, children are preferred, hence the tribe's name.

Prisoners are put to two purposes. First, a large percentage are given to breeding pits, for the Ruin has a large number under its care and is breeding a formidable army of black orcs. Secondly, the tribe has been tunneling extensively for years at several lairs, and prisoners are needed to shift huge amounts of soil.

Religious Bias: Given their love of warfare, one might expect the orcs to follow *Gnarg*, but the tribe pays almost complete servitude to *Bugdush*, believing that dominance of will produces more terror in the civilized races than simple brutality. Sorcerers make up a larger percentage of the *aanugh* than in other tribes, and hold the position of high priest in many lairs.

Raid Targets: Constant skirmishing takes place with the "elf-bloods" of the Eldrose Forest, for the sake of gathering the fine wood, to gain territory and for a chance to eliminate some elves (never mind that the Pel is as much or more human than elven). Border settlements in Mendarn are targeted for their livestock. One *ugokh* used the available timber in the area to build a surface settlement located on the very tip of the Sliv Elenon range. Using captured escapees of Dowond-Brandel, he built a six-boat fleet. He successfully raided a few passing vessels before Brolenese units "cleared the trade route". The *ugokh*, having been driven back to his cave, now schemes for another opportunity.

Current Events: Aside from the scheme of building of a small naval fleet and the breeding of a black orc horde, the Ruin are involved in two projects designed to boost their power.

The tunneling beneath the mountains is meant to link up all of the lairs. Such a network would enable vast numbers of *okogn* to move unseen from one area to another, making eradication of the tribe an impossible undertaking. The tunnels would also allow them to strike with impunity in any part of the region and retreat to safety with ease. Mineral wealth has been located deep beneath the surface, but the orcs are currently dedicated to the tunnel project, and few realize just how ambitious (and insane) it really is.

Related to the tunneling is the second project. Following a raid in the Yan Elenons on a small human temple dedicated to The Storm Lord, the orcs pillaged an ancient tome in which they learned of the existence of a sleeping blue dragon of great age. Not doubting that the book tells anything but the truth, the orcs are combing the mountains, both above and below the earth, for evidence of the dragon's lair. Once found they intend to make it a deal: all the food it can eat (in the form of prisoners) in return for its aid in sacking Ospolen. To date, no evidence of the dragon's existence has emerged, but the orcs are hopeful of a major breakthrough soon.

Kalamar

The Kalamar area has seen more than its fair share of bloody conflict in recent times, and many orc tribes have suffered horrendous losses, or have been eliminated entirely, after selling their services to the Empire as shock troops. Those that occupied areas within the Vast Empire had little choice but to conscript; the alternative lifestyle of countryside raiding meant eventual annihilation at the hands of the organized imperial troops.

Bet Kalamar, the capital city of Kalamar, possesses a relatively large orc population, but these are not members of any one

tribe. During various military campaigns, the Empire hired many orc tribes, most of which totaled just a few hundred members with little allegiance to larger tribes. The typical battle saw the decimation of the orcish shock troops. The survivors either joined up with other tribes or drifted away. Many found themselves heading toward Bet Kalamar, the city they now call home. There they live pathetic lives in areas too run down to even be called slums, eking out a living by stealing scraps of food or prostituting for any menial work they can find.

THE MAILED FIST

Tribal Symbol: Clenched fist wearing a chainmail gauntlet.

Territory Controlled: The Fist controls certain areas of the Ka'Asa Mountains, but in no way can it be said to control more than a fraction of that range. Technically, the tribe's homeland runs from the joining of the Kakidela Mountains and Counai Heights down through the range to the northern stretches of the P'Tikor hills. Bands of giants, dwarven refugees, and gnomish exiles all maintain a strong presence and well-equipped imperial troops patrol the areas without fear of orc raiders.

Numbers: Though scattered in location, the tribe has waited patiently while its natural enemies battled one another. While gleefully watching its foes decimate themselves and thoroughly enjoying the treatment of the hated dwarves at the hands of the Kalamarans, the Fist has built its strength. Now, the Fist numbers a formidable 13,100 members, though half this number are females, non-combat *ugug* or runts. Refraining from raiding (and thus drawing attention to itself), the tribe has produced fewer slaves for the black orc pits and thus has a mere 2% black orc population. Recently, the survivors of a snow orc tribe destroyed by fire giants joined forces with the Fist and roughly 400 orcs are of snow stock, though sadly all are male and cannot replenish their numbers. There are over fifty lairs claimed by the Fist, only a dozen or so are actually inhabited by more than 500 orcs, and most are simple cave systems that the orcs use when hiding or launching raids on nearby foes. Several ogres have been dragged from the nearby Kalasali Forest to serve the orcs, though their aggressive nature has cost several handlers their lives. It may be sometime before they are ready for battle.

Resources: The Mountains are rich with precious minerals, such as diamonds, but reaching them is beyond the skill of the tribe's miners. Before the Battle of Kadir Ridge, the orcs mined small areas away from the ever-watchful dwarves, slowly stripping away the rock until a seam was found. Now they can mine with impunity, for the dwarves have other matters with which to contend.

Religious Bias: Previously split, the Fist now follows *Bugdush* almost to an orc. Clerics hold frequent ceremonies in which captured Imperial soldiers, gnomes or dwarves are sacrificed to appease their vengeful deity. The ruling *aanugh* have used the former losses at the hands of the dwarves as an assist in overthrowing the last *garak*, supplanting him with one of their

own in a direct breach of standard orc cultural practices. Whilst the *ugokh* still control the army, the task of tribal management now rests with a spiritual council.

Raid Targets: No longer content to sit and wait on the sidelines, everything has become a potential target for the tribe, though the lack of seasoned warriors has temporarily reduced them to ambushing patrols and often fleeing before the task is complete. Raids into Kalamaran mining villages are increasing again, and outlying farms have been burned and the mutilated inhabitants left as a warning to others that the Fist is on the prowl. Merchant caravans traveling too close to the Mountains have also been attacked, and in the last few months, barges on the Falikelopi River have come under missile fire.

Aggression against the gnomes and dwarves, while reduced in strength, has begun in earnest and, if anything, has recently increased in ferocity. The *aanugh* blame their ancestral enemies for any past hardship they can recall. Dwarven guerrilla camps, when located, are watched rather than raided; the orcs know that they lack the experienced warriors to win a frontal assault against a seasoned racial foe and the dwarves would only move when found. By keeping surveillance they have succeeded in learning of the illicit smuggling of precious minerals to the camps, and are planning to raid one shortly.

The fortress city of Karasta remains a proverbial thorn in their sides, and is likely to remain so for many decades to come. Given the strength the Empire brought against it during Kadir Ridge, and barring any change in the situation, the Fist stands but one chance of successfully assaulting it: when the dwarves rebel and gain their freedom, the orcs will strike the weakened and battle-weary enemy and seize their homeland. A second era of dwarven slavery would be the ultimate orcish victory.

Current Events: With the Ka'Asa Mountains in turmoil, the Fist is one of many factions seeking dominance of the region. Revenge is the key word on many people's lips and racial hatred continues to boil over into futile attacks that drain manpower for little strategic gain.

The recent coup by the *aanugh* has left the Fist as an entity largely unaffected. The *okogn* are pleased with the way the priesthood has governed so far, and even the *ugokh* grumble less than under the previous *garak*.

Within the apparent unity of the council lurks a dangerous plot. Two of the ruling *aanugh* have made advances to a gnome resistance cell situated only a few dozen miles away and are trying to form an alliance which, they hope, will expand to include imperial agents. Blinded by their vision of a dwarf-free mountain range, the two clerics are setting themselves, and the tribe, up for a major fall. Such an alliance is one fraught with treachery and the gnomes are currently planning to use the orcs as cover for their own activities; blaming the orcs for any damage caused and actually using the Empire to eradicate the Fist altogether.

Planning is underway for a large raid on the dwarven mineral smugglers supplying guerrilla camps. Given the security details

attached to the caravans, the ruling council understands that it must use a goodly portion of its available seasoned warriors and that a failure could result in extreme military vulnerability. Although allied with fire giants, they are loath to utilize them because of their exorbitant rates. What the orcs have yet to discover is that most of the wealth leaves the mountains for Reanaarian cities and that a relatively small amount, probably less than one percent, is carried through the mountains.

THE WOLVES OF P'RORUL

Tribal Symbol: Wolf's head. Many officers also wear wolf skins with the head attached.

Territory Controlled: The Wolves are one of many tribes living in the P'Rorul Peaks, but have the distinction of being the largest. They claim the central peaks of the range as their home, as well as the northern parts of the Bisibopaki Hills, although the tribe maintains only three lairs in this large expanse. The eastern side of the P'Rorul range is avoided by all but skirmishers and raiders sent by the *garak* due to the more hostile orc tribes dwelling there.

Numbers: Just short of three thousand orcs belong to the tribe itself, with less

than two percent being of black orc stock. Many of the smaller tribes in the area, including the Clawed Hands, the Severed Heads, and the Howlers, have made pacts with the Wolves, and their numbers can bolster the tribe to almost five thousand in times of great need. Many stone giants, attracted to the mountains because of their natural beauty, are neighbors, and when needed, the Wolves pay for their support with gemstones. Normal wolves, as opposed to worgs and winter wolves, are fairly common within the lower mountains, and the tribe makes use of them as pets and guard beasts. They are also used to test the warriors, each of whom must kill one to prove his worth to the tribe.

Resources: The P'Rorul range is rich with precious stones and the orcs, along with the dwarves and hobgoblins that inhabit the region, mine extensively. The dispersed nature of the inhabitants and the rugged topography means that open conflict is rare and all of the races are relatively free to do as they please within their own enclaves. Wood, especially useful for manufacturing pit props, is obtained from the Obakasek Jungle in annual forays. Food and slaves are obtained from trading with Tarisatans, raids into the Obakasek, hunting the animals that inhabit the hills and even occasionally raiding into



Chapter 8: Major Tribes of Tellene

Tarisatan-controlled territory, although this last method can prove exceedingly dangerous.

Religious Bias: The tribe is loyal to *Bugdush*, and his clerics preach that the tribe will gain dominance not (primarily) through violence, but through material wealth. Although situated close to racial enemies, the *garak* has listened long and hard to their preaching and concurs that once the tribe has acquired enough wealth, it can bribe other tribes to follow their banner in the quest for global dominance. Mercenaries, both giant and regular-sized humanoids, can easily be purchased with the excessive wealth just waiting to be discovered.

Raid Targets: Raiding is unnaturally absent from the daily lives of the Wolves. Patrols do encounter rival hobgoblin and dwarven soldiers, but for the most part the minor skirmishes that ensue go unnoticed by larger organizations. The tribe captured one of its lairs, a former dwarven mine, many centuries ago, and the dwarves have long considered it lost, though they did launch a bitter campaign to reclaim it in the early decades. Every few years a stone giant attempts to usurp control of the tribe, but determined resistance has so far seen the tribe remain firmly in orc hands.

Current Events: A recent slave uprising in the smallest lair has seen mining production dwindle to almost nothing. The slaves, lead by a dwarven warrior known only as "Longbeard," currently hold the lowest levels of the mine and have managed to resist attempts by the tribe to crush their resistance and regain control. In total there are 800 slaves armed with crude mining tools, but many of them are dwarves and they have disseminated their knowledge of subterranean warfare to their fellow slaves. Whilst bands of tired slaves fight daily battles against the orcs, others continue tunneling as fast as they can. Longbeard believes that abandoned shafts from a dwarven mine lie in the area and plans to break through to them and lead the slaves to freedom. For their part, the orcs have yet to contact the other lairs for help.

The Wolves have long had their eyes on the mineral rich lairs of the orcs living amongst the Neebau Cliffs, especially those of the Bone Gnawers, a relatively weak tribe in comparison to the Wolves. Skirmishes in the eastern Peaks as far south as the Masau Hills have grown in intensity over the last few years and open warfare is only one step away.

THE SKULLS

Tribal Symbol: Human skull.

Territory Controlled: Kolokar's Barrier once stood proud amongst the races of Tellene's building achievements, but now much of it has crumbled to dust or has been torn asunder by humanoids and barbarians. The southernmost stretch of wall begins in the foothills of the Kakidela Mountains and runs north by northwest to the edge of the mysterious Ryakk Woods. Along this eighty-mile stretch the Skulls dominate lesser creatures, at least in part, for they have little active influence beyond ten miles to either side of the Barrier, making their

tribal lands nothing more than a thin strip. Many of the guard towers along the Barrier possess extensive catacombs beneath their floors and the Skulls are slowly forming this into a massive lair, capable of supporting tens of thousands of orcs. Even so, with the many different interests in the area, their position in the region is precarious at best.

Each tower along the Barrier is controlled, in theory, by one or two *urárugna* of orcs, giving a defensive force of between ten and twenty warriors. Given that they hold eighty miles of the Barrier with towers situated every few hundred yards, it is fairly easy to calculate that the tribe is severely short on numbers and cannot maintain more than a tenth of the towers at reasonable strength, even with their allies' aid. Many of the towers stand empty or have been taken by human barbarian tribes.

Skulls placed on stakes mark the outlying borders, which stretch, as mentioned above, a mere ten miles from the wall. It is from these stakes that the tribe takes its name. With much of the wall crumbling or breached, the tribe cannot honestly claim to control more than a few miles of the Barrier, as one can see by recent events.

Numbers: The entire tribe currently numbers some 3,400 members at present, with only two percent being of black orc stock. Spread as they are between the eighty or so miles of the Barrier under their power, the tribal lairs, though numerous, are rarely populated by more than a few hundred orcs at any one time. The central lair is located deep beneath one of the towers on the southern end of the wall, where a roomy dungeon system houses the *garak* and his immediate followers. The Skulls have coerced two bands of goblins into aiding the defense of the wall, and nearly two thousand of them populate the towers nearest the Ryakk Woods, which even the orcs find disturbing.

Resources: Natural resources are sparse in this part of Tellene, and mineral wealth is virtually unknown. Wood, used primarily to craft bows and arrows for the defenders, as well as support props for new excavations, is gathered from the supposedly haunted Ryakk Wood. Rather than risk their own members, even *ugug*, the tribe makes use of its goblin allies, who fell trees and transport them back using goblin-power alone, all under the eyes of trusted and excessively violent taskmasters. The hills are home to plentiful herds of wild goats, sheep and cattle, which are hunted down by orc patrols accompanied by *ugug* bearers. Slaves are a little more difficult to come by, given most races instinctive fear of Ryakk, and raids must penetrate deep into the Shynako and Kakapela Hills to find humanoid settlements of any size.

Religious Bias: The tribe is currently split between *Grag* and *Bugdush*, with neither having the upper hand for any length of time. Both sides see the towers as a boon. The *aanugh* of *Bugdush* preach that the fortifications make them as powerful as any human lord, and that they should play on this by building towns and cities for their minions, which they currently lack, forming a kingdom of their own. Those of *Grag* see the towers as an ideal base to launch raids against the neighboring lands,

providing a safe haven to retreat to if the tide of battle turns against them.

Raid Targets: Most of the raids take place against Doderan forces garrisoned at the northern end of the Kakidela, though their forts are too strong for the tribe to assault at present. Imperial patrols face constant ambushes, which they view more as a nuisance than a serious threat to their dominance. Minor slaving raids take place every few years against settlements surrounding the towns of Bynarr (ruled by Tharggy) and Ridareta (ruled by Dodera).

Current Events: The Skulls are currently having a rough time maintaining control of their thinly defended territory. A section of wall some six miles wide situated almost in the center of the territory has been captured from below by dark elves after the orcs tunneled too deep. Incapable of mounting a large assault to reclaim the towers, the orcs have settled on fortifying neighboring towers and leaving the drow in peace.

Large numbers of O'Par military forces have been seen massing on the borders in recent months and the Skulls are preparing to thwart any attempt the humans may make to capture parts of the intact northern section of the wall under orc control. Scouts are regularly sent on reconnaissance missions to check whether the Pari are planning to invade Dodera or the Skulls, but the exact target has yet to be determined.

In a bid to consolidate their territory, the Skulls are tunneling beneath the surface to link as many towers together as possible. Work has been underway for many decades, but progress has been painfully slow and concentrated on the southern end, where the *garak* rules. The drow incursion has split the tribe in two, and frequent raids from barbarians have diverted much of the tribe's living resources from the tunneling to defensive fighting.

A junior member of the *aanugh* was recently blessed with a vision, apparently from *Gnarg*, in which he saw a great green dragon rise from the area surrounding Ryakk Woods. The wyrm, measuring some five hundred feet in length, attacked the northern segments of the wall, completely destroying them and devouring the goblin occupants. Dutifully reporting his vision to his seniors, the *aanugh* as a whole met to interpret the dream. Currently no decision has been reached, with arguments as to whether the sign is positive (the dragon is a metaphor for the orcs, who are strong enough to live without allies) or negative (the Pari will attack and destroy the northern territories). None believe that the dragon could be real.

Young Kingdoms

By comparison to other areas, the central Young Kingdoms are light on orc tribes. Much of this is due to the landscape, the climate, and the strong military forces that govern the populous human lands to the south and east. However, two tribes have managed to scratch out an existence.

THE FLESH EATERS

Tribal Symbol: Crossed femurs. The tribe takes its name from the abundant game it hunts and from its tendency to eat prisoners rather than use them for labor.

Territory Controlled: The Flesh Eaters dwell in the northwestern depths of the Brindonwood, away from the elves that control the greater part of the forest. From the lower reaches of the Shashyf Hills to the coast and from the northernmost extremes down to the protrusion into Shadesh Bay, the Flesh Eaters rule.

Numbers: At present, the orcs have a whopping 12,500 members. Just fewer than three percent are of black orc stock, giving them a strong edge in combat. The tribe maintains four lairs at the extreme points of their territory, with numbers split equally between them so as to watch their rivals and block any incursions. Within the woods the tribe has many allies, including an extended family of ettins, a pack of worgs, a small goblin tribe exiled from the nearby kingdom and other various lesser powers.

Resources: Game and wood are plentiful within the boundaries of Brindonwood and on the neighboring plains, but mineral wealth is virtually non-existent. Though well fed, the tribe is poorly armed and many of the warriors are forced to use leather armor and crudely carved flint-edged weapons, placing them at a severe disadvantage. What metal artifacts they possess have been taken in raids against the elves, humans, and goblins near their territory.

Religious Bias: Although the tribe worships both *Gnarg* and *Bugdush*, neither priesthood is particularly powerful in tribal politics. Sandwiched between powerful factions of hostile races, the orcs have proven unable to gain territory by conquest or by acts of terror, and many believe that their gods have deserted them. Recent talks between the *aanugh* of *Gnarg* and the hobgoblins of Norga-Krangrel have started stirring some passion in the hearts of the *okogn*, but there is a long way to go before religious dominance can be claimed.

Raid Targets: At present, the tribe has three main targets for raids; the elves in the southern and eastern Brindonwood, the goblin kingdom in the Shashyf Hills, and the human settlements of the kingdom of Ek'Gakel. Raids are primarily for gathering captives and metal resources, rather than territorial gain, and the Eaters have developed highly sophisticated ambush tactics to even the odds in light of their poor armament. In a twist on normal events, the goblin kingdom believes itself strong enough to carve out a larger province and has actually launched raids against the orcs, seeing them as unwanted squatters on their eastern borders.

Current Events: Unable to increase their territory without support, the clerics of *Gnarg* have made approaches to the hobgoblin regime in Norga-Krangrel and have proposed an alliance. Knowing that the hobgoblins seek to overthrow Korak and Ek'Gakel, the orcs have offered their services as mercenaries and are prepared to attack from the north, striking south-

ward as the hobgoblins push northward. In return, the tribe is demanding all of the land between Brindonwood and the town of Sisalasio. For their part, the hobgoblins have shown an interest in the plan but have not made any firm commitments.

Toward the lower part of the western Brindonwood, an orc patrol has recently discovered an old stone tower. Carved from basalt and standing six stories high, the structure lacks any means of entrance save for a single window on the highest floor. Scouts have reported seeing dim lights in the window in the dead of night and shadows have been observed moving, as if someone or some thing was walking between the light and the window. One attempt at entry was made several weeks ago when a scout band managed to secure a grappling hook and climb to the window. Their bodies, horribly mutilated and missing most of their fluids, were discovered by a routine patrol a few days later. Since then patrols have avoided the area completely.

THE BLOOD DRINKERS

Tribal Symbol: Drop of blood.

Territory Controlled: The Drinkers, formerly known as the Green Scourge, inhabit a small section of the Shashyf Hills, maintaining fragments of territory from the eastern spines of the Krond Heights to the eastern edge of the hills, and from their northern point down to the start of the Sanakir Hills, where the vicious worgs hold too much sway.

Numbers: There are 4,000 members of the Drinkers, with an impressive 6% being of black orc stock. Five lairs, each holding a roughly equal amount, are situated around the territory, with two being on the western flank to protect against encroachment from the Broken Fang, a perennial thorn in their expansion plans. The tribe maintains a strong contingent of normal wolves, with over 400 currently used as guards or as a fighting force (they are never ridden into combat). A small force of 30 worgs serves as an elite unit assigned to protect the *ganak*.

Resources: The Hills are rich in high quality iron, copper and silver, and each of the

lair serves as a small mine, with copper and iron preferred over silver for their use in weapon and armor manufacture. None of the mines produces enough to sell to other tribes, but the Drinkers are fairly self-sufficient with regard to mineral wealth and maintain a large number of gnugn'huk craftsorcs. The scrubby hills are barren in many places, making timber gathering more difficult than would be expected.

Religious Bias: The Drinkers pay most homage to *Gnarg* at present, but are slowly realizing that *Bugdush* offers them more benefits. Each year the tribe's strength grows ever larger, and with no neighbors of concern to dominate (the local goblins are simply too strong) there are stirrings toward conquest as a means of gaining more land and wealth, as well as slaves. The new *ganak* (details below) is happy to support either deity so long as his wishes are carried out. Under his rule, the use of blood in sacrifices has become more prevalent.

Raid Targets: To the west are the Broken Fang, but the Krond Heights present a natural barrier and only sporadic skirmishes between the two tribes occur. To the east are the Flesh Eaters, but the distance between the tribes is fairly large and there is



An orc berserker takes on incredible odds without a thought for his own safety.

little to gain save for slaves and better wood, both of which are gathered in annual raids anyway. With the south effectively "controlled" by packs of worgs and much of the remaining lands actively controlled by the goblins, the warriors have little option but to work as miners, something they hate.

Current Events: Five years ago the *garak* was killed and his position taken, not by an orc, but by a worg of high intelligence. At first the *ugokh* rebelled, but their deaths soon put a stop to open rebellion, and since then his rule has been without major incident. The worg, whom the orcs simply call *Gurukh* ('master'), is actually vampiric and sates his blood needs on prisoners and the *ugug*. Under his rule the tribe has introduced bloodier ritual sacrifices and many of the *ugokh* are also vampires. Blood drinking, in any form, is now emphasized, as a tool to inspire fear in enemies, and the warriors are happy to go along, not suspecting their *garak*'s true nature.

The tribe maintains relatively cordial relations with the extensive goblin kingdom located deep within the Hills, for open warfare would undoubtedly result in the tribe's destruction. Outnumbered at least four-to-one, the orcs raid lightly, taking no more than a few hundred slaves per year, and emissaries make frequent journeys to the great goblin king with small amounts of tribute. With space at a premium and the constant threat of a mass goblin invasion hanging over their heads, the tribal leaders have begun making plans to leave the Hills.

An invasion of the lands around P'Bapar is in the planning stages and the military strength of the tribe has been increasing steadily over the last four years toward this goal. Although the demesne of P'Bapar is protected by Crag Keep to the north, the orcs plan to besiege the castle with part of their force, whilst driving on southward with the remainder. The locals, blissfully unaware of their northern neighbor's plans, and having had little interaction with them for decades, have noticed only a slight increase in worg activity, but have known of their presence for many years. None suspect that the worgs are actually agents of the Blood Drinker's *garak*.

Wild Lands

The Wild Lands present a harsh environment, with wind swept steppes broken by deep woods, all blasted by freezing winds. Amongst the rugged landscape, two major tribes have made their home and have resisted human and demihuman encroachment since time began. Numerous minor tribes dwell in isolated corners of the landscape, but are generally too busy fighting amongst themselves for the scraps left by the larger tribes to present much danger to anything other than small villages.

THE ICE DEMONS

Tribal Symbol: Crudely drawn demonic face, painted white and with icicles sticking up as horns.

Territory Controlled: The tribe makes its home in the lonely Jorakk Mountains, far from civilization. With much of the range being deserted, the orcs have managed to gain footholds along much of the eastern portion; only around the numerous dwarven city-mines is the area safe from their deprivations.

Numbers: The tribe itself stands at 12,700 members, with 4% being of black orc stock and 12% being of white orc stock. Though native to the area, the white orcs are the vestiges of three smaller tribes that were conquered centuries ago and absorbed into the growing Ice Demon tribe. With their numbers dwindling, they are only a few decades from extinction and the tribal leadership, naturally formed from black orcs, cares little for their problems. Over 1,000 ogres are allied to the tribe directly and make their homes amongst the orc lairs. Several hundred more from numerous tribes can be called upon in times of war, so long as they are paid well in flesh and shiny objects.

Currently there are fifteen lairs dotted around the mountains, with the majority being home to 500–600 orcs. The strongest concentrations are found just outside the lands controlled by the dwarves, acting as border posts and staging areas for the numerous raiding parties that roam the range. Three central lairs house the remainder of the tribes, generally with 2,000 orcs per lair, and are situated deeper in the mountains, far from dwarven war parties. Each of the major lairs double as an iron mine, dredging huge quantities of ore from the mountainside every day for crafting weapons and armor.

Resources: Iron is the life-blood of the tribe. The Jorakks are rich in very high quality iron ore, though bare of other minerals. With iron, the orcs can forge weapons and armor, and with the quantities they mine they can keep their army well equipped with durable armaments. Wood, used for pit props, scaffolding, and firewood, is gathered from the light woods that populate the lower slopes and hauled up to the mines by ogres. All the orcs really lack is an abundant source of food. Wild goats, deer and sheep roam the lower slopes and foothills, but few sources exist on the higher slopes, to the point that large hunting parties scour the range for game daily, often venturing to the shores of Lake Jorakk to catch fish, birds, and lowland dwelling wild sheep. Workers for the mines are taken from smaller tribes or, more rarely, dwarven cities.

Religious Bias: Given the large number of armaments the tribe possesses it is not surprising that *Grag* is the tribe's patron. His priesthood extols the constant state of war against the smaller tribes and the accursed dwarven cities, and his followers, the *okogn*, are only too happy to launch raids against their foes. The *aanugh* of *Bugdush* have not been complacent and are currently beseeching the *garak* to dominate rather than annihilate the smaller tribes.

New Prestige Class: Deep Scout

Orcs spend very little time above ground unless they are raiding. The underground is their natural terrain and it is here that the deep scout is needed most. Deep scouts combine some of the abilities of a ranger and a rogue into one class, whose role is to travel through natural caverns to locate new mineral seams, new areas suitable for colonization, or to find back ways into enemy strongholds.

Often away from the lair for many weeks at a time, with little support if things go wrong, deep scouts are an elite force, self-reliant in all matters. They receive a wide variety of training to give them the best chance of survival, but predators and natural disasters, such as cave-ins, claim the lives of deep scouts every year.

Hit Die: d6

Requirements:

To qualify to become a deep scout, a character must fulfill all the following criteria.

Skills: Climb 8 ranks, Wilderness Lore 8 ranks

Feats: Alertness, Great Fortitude, Lightning Reflexes

Special: The applicant must have darkvision.

Class Skills

The deep scout class skills are Appraise (Int), Balance (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features for the deep scout prestige class. The class abilities only work in an underground setting, but this includes a dungeon or lair.

Weapon and Armor Proficiency: Deep scouts are proficient with all simple and martial weapons. They are only proficient with light armor but may wield shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Natural Awareness: Starting at 1st level, the character gains a +2 competence bonus to Listen and Spot rolls to detect natural events and obstacles under the earth. Such events and obstacles include, but are not limited to, unstable rock formations, cave-ins, underground floods, or pockets of natural gas. The bonus increases to +4 at 5th level and to +6 at 9th level.

Improved Movement: Traveling across rough cavern floors for a living becomes easier once you have had some practice. At 2nd level the deep scout gains the Improved Movement feat if he does not possess it already.

Survival Instinct: Starting at 2nd level, the deep scout learns to survive the unique rigors of life underground. He gains a +1 bonus to Reflex saves to avoid natural hazards (such as falling rocks or the floor

suddenly subsiding) and a +1 competence bonus to Intuit Direction and Wilderness Lore checks whilst in an underground environment. This bonus increases every other level, to a maximum of +5 at 10th level.

Intuit Depth: At 3rd level the deep scout learns to determine his depth underground. As with Intuit Direction, the character must concentrate for one minute and then pass an Intuit Direction roll (DC 15). If the check fails, he cannot determine his depth. On a natural roll of 1, he mistakenly calculates his depth (the DM must decide the actual error).

Dislocation: This is not the ability to teleport, as it may sound, but the knack of dislocating limbs to enable oneself to squeeze through smaller spaces. At 3rd level the deep scout learns to dislocate and relocate his arms and legs at will (not the head!), though each application of this ability causes 1d4 points of damage. Dislocating a limb grants a +10 bonus to Escape Artist checks, though it renders the limb useless until it is snapped back into place. Dislocating and resetting a limb are each full round actions. This ability does not allow a character to fit through spaces that his head will not fit through, but it does allow him to narrow his shoulder width somewhat.

Fungi Lore: Few plants grow below the ground and even fewer animals suitable for eating roam the tunnels and caverns. By 4th level the deep scout has learned to subsist on edible fungi and to recognize other properties in them, such as aiding healing. To find enough food to live on for one day, the character must make a Wilderness Lore roll, generally at DC 15, but this may be higher or lower in certain areas (it may be higher near a thermal vent for example). Healing fungi can be used to restock a healer's kit, but a Wilderness Lore check (DC 20) is required to locate the correct fungi. A roll of a natural 1 means the character has confused his fungi and takes 1d3 damage by poisoning himself.

Stonecunning (Ex): In a manner similar to that of dwarves (though not as well) the orc learns to recognize unusual stonework. He gains a +2 circumstance bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when disguised), unsafe stone surfaces, and the like. Unlike a dwarf, who can sense such stonework just in passing, the deep scout must actively search for such material. The orc does not gain the ability to detect stonework traps with Search DCs higher than 20.

At One With Rock (Ex): At 7th level the deep scout has spent so much time underground that he can be one with rock. This ability grants a +5 competence bonus to Climb, Hide, and Move Silently checks when in a natural underground environment.

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+2	Natural awareness +2
2	+1	+0	+3	+3	Improved movement, survival instinct +1
3	+2	+1	+3	+3	Intuit depth, dislocation
4	+3	+1	+4	+4	Fungi lore, survival instinct +2
5	+3	+1	+4	+4	Natural awareness +4
6	+4	+2	+5	+5	Stonecunning, survival instinct +3
7	+5	+2	+5	+5	At one with rock
8	+6	+2	+6	+6	Survival instinct +4
9	+6	+3	+6	+6	Natural awareness +6
10	+7	+3	+7	+7	Survival instinct +5

Raid Targets: With at least eight known smaller orc tribes, maybe two-dozen ogre tribes, and six sizeable dwarven city-mines in the eastern portion of the Jorakks alone, the tribe is spoiled for options. Weekly raids against the other orcs and the ogres are commonplace, and are mirrored by strategically placed ambushes and guerrilla raids against the dwarves, whose prowess at fighting in mountain terrain and underground forces the cowardly orcs to avoid direct confrontation wherever possible. Trading caravans from Narr-Rytarr are targeted when they enter the mountains, but strong dwarven guards make most of the raids marginal victories at best.

Current Events: Three of the smaller tribes, the Spitting Death, Flesh Renders, and Broken Arrow, whose numbers total a paltry 2,000, have recently formed a coalition, referred to as the Three Tribes, to fight back against the Demons. Several ogre tribes that have suffered continual harassment have recently joined the alliance, adding much needed military power to the fledgling organization. Diplomats from the Three Tribes have begun traveling to neighboring tribes, eager for them to swell their numbers, but have been careful to avoid tribes known to support the Demons. As yet the Demons know nothing of this threat, albeit currently a minor one, to their hegemony of the eastern Jorakks. When they do ultimately discover the threat,

they will surely act swiftly to secure total dominance. However, were all the independent tribes to ally against them, the Demons would be unlikely to remain dominant for long.

Deep scouts (see sidebar) from one of the major lairs, traveling deep into the earth through natural fissures to locate new seams of ore, recently made a major discovery; a back entrance into one of the dwarven cities. On the western side of a huge natural cavern, the scouts found several barred entrances and after watching the area for several days noticed several parties of dwarven warriors both enter and leave through the portals. All entrances to dwarven cities are heavily guarded, but the orcs maintain the slight advantage of surprise. Further spying missions are expected over the next few months to determine the likely defenses beyond the portals and whether an open assault would achieve anything useful.

The ruling hierarchy is currently debating whether to begin construction of warships so that they may attack the few merchant vessels found on Lake Jorakk. The tribe lacks all knowledge of shipbuilding and boating, but plans are afoot to kidnap several shipwrights from Narr-Rytarr. Half-orc agents have been dispatched to the city to hunt for suitable candidates.

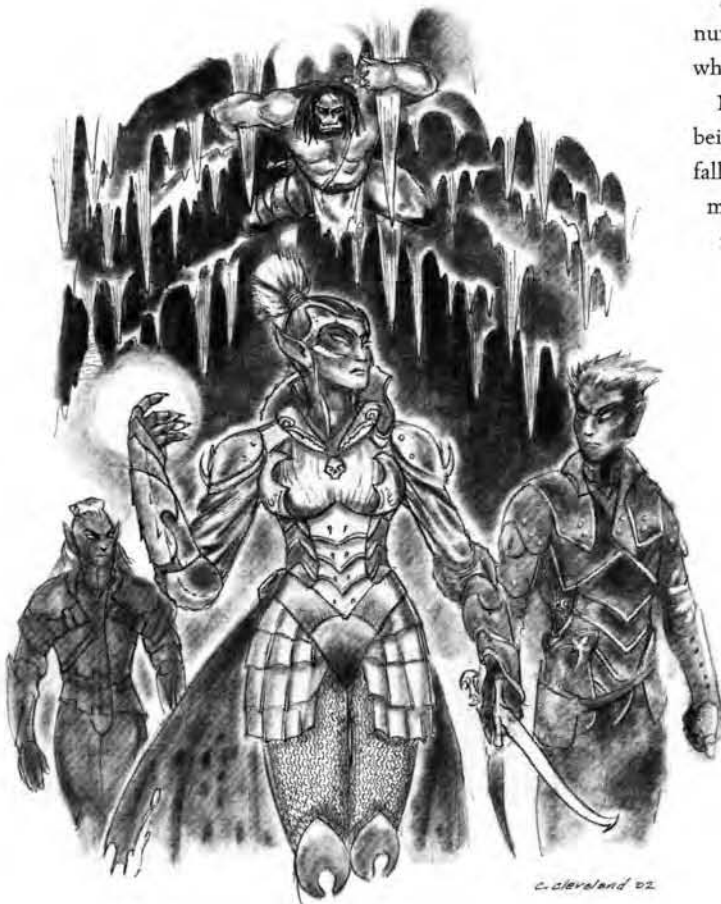
THE BUG SQUASHERS

Tribal Symbol: Large metal boot.

Territory Controlled: The tribe maintains only a small number of holdings deep in the Vrykarr Mountains, near to where they meet the Counai Heights.

Numbers: Presently, the population stands at 3,200 with 3% being black orc stock. Once a proud tribe, the Squashers have fallen from grace and only remain of note because of their giant masters. Following the Battle of Kadir Ridge, the giants migrated north, seeking refuge in the isolated towering peaks and encountered the Squashers. After a series of engagements the orcs succumbed to the weight of numbers and submitted to giant rule. The tribe maintains only three lairs and all are situated close to giant settlements, from where their new masters rule.

Resources: What little mineral wealth can be extracted from the earth is given to the giants. Metal ores are kept by the orcs and worked into weapons and armor for the giant armies, leaving the *okogn* with second-rate weapons. Wood is plentiful on the alpine slopes, but game can become scarce, especially in the winter months. The orcs hunt wild goats and take whatever livestock can be gained from raids against the remote villages in the western Jenth Ridges. When game becomes meager, raiding parties must venture down the Jenth Ridges' valleys to where food and victims never seem in short supply. Unfortunately, the orcs normally suffer heavy losses to elf and halfling patrols before ever reaching the Fyban Forest, itself an elven stronghold. The journey home is exceedingly dangerous, as the orcs are



An orc deep scout spies upon some intruders.

traveling uphill, burdened by loot and slaves. Fortunately, the streams that begin life in the Vrykarr range carry plentiful fish stocks so trips to the valley occur seldom outside of the deep winter months.

Religious Bias: Though the orcs worship both *Bugdush* and *Grarg*, neither has much support. Before the giants came, the tribe was leaning toward *Grarg*, but given the recent drop in weapon quality, the *okogn* are demoralized and prayers to their warlike god have gone unheard. The priesthood of *Grarg* has little to preach about, seeing as how the orcs have now become slaves to the giants. *Aanugh* preaching their faith with too much gusto have been beaten and even killed. As a result, much of the tribe now worships solely *Bolg*.

Raid Targets: The entire area is an orc raider's paradise. The Jenth Ridges house elves and halflings. Gnomes, rich in gems and precious metals, inhabit the heart of Vrykarr Mountains. Hill men have settled the Vry Naasu Headland on the eastern slopes, and the Sotai Gaglia Headlands house yet more industrious gnomes. Even so, the orcs raid only a few settlements a year and then only when their masters order them to do so. Losses are inevitably high and the spoils are rarely kept.

Current Events: Hatred for the giants has grown intense in the last few years, and an atmosphere of open rebellion is growing. The black orcs, whose hearts hold hatred darker than most common orcs can fathom, are stirring their troops, ready for the great day of liberation. Shipments of weapons and armor, still regularly sent to the giants, are being intercepted along the route and small quantities of weapon grade material taken to re-smelt into orc-sized armaments. Given the cowardly nature of common orcs and their propensity for treachery, only those *okogn* and *aanugh* most loyal to the cause have been informed of the plan and resettlement of loyal orcs into a single lair has begun, under the pretense of keeping the troops moving to stop such an event from happening. With few allies in the immediate vicinity, the black orcs know that any rebellion has but one chance to succeed.

Reanaaria Bay

The area known as Reanaaria Bay, near the Sea of the Dead, lies in the shadows of some of Tellene's highest mountain ranges. Nestled amongst the crags of the Neebau Hills live two large orc tribes and a number of smaller ones.

THE LORDS OF DEATH

Tribal Symbol: Skeletal hand.

Territory Controlled: Just in the northern extreme of the Neebau Cliffs lie the lands of the Lords of Death, a small tribe living both on the surface and below ground. The tribe controls an area stretching from the lower slopes of the eastern P'Rorol Peaks down to the edge of the coast and measuring twenty miles north to south.

Numbers: The orc population of the tribe currently stands at 2,700, with a rather low one percent being of black orc stock. Bolstering actual numbers is a large population of slaves, the majority of whom are actually undead servants (former living slaves) controlled by orc necromancers. Three mines are located deep within the Cliffs and are governed by only a few hundred orcs apiece; most of the workers being undead or poorly fed non-orc *ugug*. One large lair is situated in the lowest part of the hills, and from here, the *garak* rules along with the *aanugh*. The orcs have constructed two surface villages on the coast. There they both trade with humans and actually fish the rich waters.

Resources: The Cliffs are rich in metals and gems, giving the orcs a steady supply of weapon-grade ore and the tribe maintains three mines. The Lords trade a portion of their supply to the neighboring Bone Gnawers for lesser metals, such as copper and tin. They both use and trade these raw materials to human merchants and pirates. The tribe maintains three mines, all of which are subterranean rather than the strip mines more common for orcs. The humans readily exchange corpses or, more rarely, live slaves for the orcs' gemstones and ore. Game and wood are both abundant in the coastal regions, which are dotted with small forests of trees.

Due to the lack of available living resources, i.e. slaves, to use as *ugug*, and the high cost exacted by the human traders, the decision was made many decades ago to find an alternative source of workers. Ogres and giants, whilst excellent diggers, were hard to find locally, and those few that the orcs captured soon rebelled, taking vast sums of treasure for themselves in the process. The dwarf and gnome miners were too few in number and too willing to call for aid from their kinsfolk elsewhere, and the tribe did not wish to start open conflict or have their plans for mining revealed. Instead, a lone *aanugh* suggested that necromancy be the way forward, bodies being readily available from human traders, whose natural greed would overwhelm any moral indecision.

Undead have proven useful for two primary reasons. First, they do not require food, water, or round-the-clock guards and, secondly, they can be easily replaced without danger to the tribe's *okogn*. At first, supplies of bodies were sporadic, but over time there is now a shipment of fresh corpses every week. The *aanugh* are quick to animate these and put them to use as miners. There is within the priesthood another motivation however: a full scale war against all southerly neighbors using an undead army of immense size.

Religious Bias: The tribe has supported *Bugdush* for several centuries and shows little sign of changing allegiance. With orc tribes on the opposite sides of the mountains already firmly entrenched, there is little available space for them to expand into, so instead they are consolidating their wealth and building up an army of undead to expand along the western stretch of the Bay. Most of the *aanugh* within the tribe are practicing necromancers and worship *Prudush*, the Harvester of Souls. These doctrines have come into the tribe along with the human corpse traders.

Raid Targets: Sharing the land as they do with gnomes and dwarves, the Lords cannot help but launch raids on a regular basis. However, all three parties govern well-placed lairs and mines and aside from small raids there is little active violence. Much of the Lords' military might has been turned to their southern neighbors, the Bone Gnawers, and several smaller orcish tribes.

Current Events: Last month, the ruling *aanugh* made the decision to remove the *garak* and replace him with his own corpse, controlled like a puppet by their evil hands. A strong leader, the *garak* had brought the tribe stability and willingly went along with his predecessors' support of the use of undead as cheap labor. However, he saw the priesthood as puppets to aid him in his personal goal, to become the richest *garak* known, whereas they had another vision – the complete dominance the Neebau Cliffs and all lands south of them. At present, the subterfuge has gone mainly unnoticed, the one *ugokh* who discovered the plot appears to have been killed by raiders from the Bone Gnawers (in actuality, he was murdered by warriors loyal to the priesthood, who planted evidence pointing to the Bone Gnawers).

A paladin from the city of Zoa has discovered evidence of active grave robbing within the city and suspects an organized ring of necromancers. Along with a few trusted colleagues, he has begun to follow the chain and is close to discovering the final destination for the corpses. Although many in the region know that humans trade with the orc tribe for ores and gems, and make a vast profit selling them game meat and cloth, a cover for their more unscrupulous activities, almost all would be horrified to learn of the true cargo. Half-orc traders in the tribe's pay have noticed delivery problems of late, but do not suspect that their racket has been uncovered.

THE BONE GNAWERS

Tribal Symbol: Orc head with a femur placed lengthwise in its mouth.

Territory Controlled: The tribe claims much of the southern part of the Neebau Cliffs, though like the Lords of Death, they share the land with dwarves and gnomes. Their western border reaches only the lower slopes of the P'Rorul Peaks, where their progress is halted by the presence of the Wolves. To the east, they have slightly more freedom and have expanded as far as the coastal plains, though, unlike the Lords, they have yet to build any surface settlements in the area. Northward, they run close to the lands held by the Lords of Death, but have left a buffer zone of ten miles. Heading south, they claim as much land as they can see, but realistically only hold sway over isolated pockets south of the Masau Hills.

Numbers: The Gnawers maintain orc numbers at just under 2,100 at present, though they have twice as many *ugug*. Females have always been scarce and the number of spawning pits for black orcs is firmly stuck at one, currently providing the tribe only fifty members of this breed. The *aanugh* believe that a lack

of faith in *Bolg* is interfering with their breeding cycle, resulting in fewer females and only sporadic results from the pits (see Current Events for more details). Although they claim six lairs, three of them are border posts, one on the Lords' border and two on the Wolves', and hold only two hundred warriors each. The remainder of the tribe is concentrated in three central lairs that double as mines.

Resources: The entire region of the Cliffs is rich in metals and gems, but the southern parts tend to yield "lesser" metals, such as tin, copper, and lead. Two of the tribe's mines have struck veins of these metals, which they put to use in weapon manufacture or trade with the Lords for more precious minerals, whilst the third has struck a silver lode deep within the earth. The Gnawers hunt fresh meat in the form of game down by the coast, though the orcs do not eat fish. Wood is plentiful and gathered anywhere along the lower slopes.

Religious Bias: *Grarg* is the primary god of the tribe, though recent activities have seen his following drop steadily in favor of his cousin *Bugdush*. The two religions currently maintain a peaceful relationship. Were news of the Lords use of undead to reach their ears, it is likely that both parties would act in unison to bring the Lords down.

Raid Targets: Sporadic raids are launched against the dwarf and gnome communities in the area, but so far there have been no serious assaults, generally because the tribe lacks the strength to pursue an extended campaign against determined foes. Open warfare is prevalent against the Wolves of P'Rorul, who have set their sights on capturing the mines from them, and skirmishes against the Lords, whose armies have begun massing on the edge of the buffer zone, have added to their worries.

Current Events: The Gnawers have noticed an increase in the number of undead inhabiting the area but have failed to link the incidents to the Lords of Death. Patrols encounter small groups of zombies and skeletons on an almost daily basis, and are beginning to make use of clerical *aanugh* to rebuke them, though they have no wish to use them as soldiers or slaves.

Emissaries to the Wolves, dispatched to avert a war the Gnawers know they cannot win, have failed to return after six weeks and they are feared dead. An increase in open conflict with them only reinforces the fact. In actuality, the emissaries never reached the Wolves, but were kidnapped by elements of the Lords in favor of destroying the Gnawers and they have been coerced into revealing lair defenses, a prime reason for the recent military build up.

For some unknown reason, believed to be the will of the *Bolg*, the Gnawers' breeding cycle has taken several turns for the worse. Female orc numbers are worryingly low, with females being born in equal numbers to males instead of the usual two-to-one ratio. Secondly, the number of births in general is low and the runts born are, for the most part, sickly and only suitable for *ugug* chores. Lastly, the spawning pits are dying and all attempts to revive them have failed. Lacking the knowledge to create more, the tribe has but one left and it produces black

orcs only once in every twenty sacrifices. Divinations have revealed no clues as to what is behind the disaster.

Svimohzia

Only two major orc tribes dwell in the lands of Svimohzia. Outside the Vohven Jungle, a traveler finds only a smattering of small bands of orcs, none worthy of the name "tribe." These orcs harass unfortunate or unwary travelers, but are even more timid than typical orcs in the face of any kind of sizeable force or significant resistance.

Vohven Jungle

Among the savage tribes of many other races dwell two major tribes of orcs. Over the past 70 years, these orcs have been an increasing problem for the noble houses of southern Zazahni. Minor attacks occur every few months, and about once a decade an orc tribe carries out a major raid against a southern city, with varying degrees of success. Some pessimistic scholars have suggested that the only thing preventing the orcs from constant raids is the lack of wealth to plunder. Attacks against Ahznomahn are less frequent and have generally involved very heavy orc casualties. Most raids against settled towns are carried out by the Crooked Claw tribe, who are far more traditionally minded than the especially barbaric Snake Heads. A handful of small, neutral, or simply unknown, tribes lurk in areas of the jungle little used by the major tribes.

THE CROOKED CLAW

Tribal Symbol: A single, very curved claw with drops of blood spilling off the end.

Territory Controlled: The Claws, as some call them, control the western third of the Vohven Jungle and claim territory in the northern portions stretching all the way to Ahznomahn. That stretch of claim narrows due to the work of the Snake Heads, who inhabit most the eastern and southern portions of the jungle. And, like most tribes, they compete with beasts and other races for their claims.

Numbers: Over 10,000 orcs make up this vast tribe, not including orcs from lesser, subservient tribes totaling perhaps 3,000. About five percent are black orcs, the rest are common orcs. Five major lairs contain the better part of the tribe, though there are perhaps a half dozen smaller lairs, each home to hundreds of orcs. A convocation of the entire tribe is actually quite rare, though the *ganak* and his bodyguard, along with favored *ugokh* and *aanugh*, visit each other on a semi-regular basis (every 3-6 seasons). Three of the main lairs lie in the western third of the Vohven, the other stretch across the northern part of the jungle, with only the easternmost across the main Izhoven River system. Perhaps 100 ogres can be considered allies or servants of the tribe (depending on who is

asked), and about 300 half-orcs are included among its numbers. Many of these orc-raised creatures have risen to positions of middling power, though none have risen to the upper echelons.

Resources: Though they have access to several types of wood in the Vohven, some of which is excellent for making weapons, these orcs have neither understanding nor regard for the value of the spices they tramp past almost every day. Game is plentiful in the jungle, though no Crooked Claw has ever balked at eating some of the numerous human and humanoid tribes that "infest" their territory. The Crooked Claw have several small mines scattered throughout their territory. When they do come across a respectable find, they increase their raiding to acquire goblin and kobold slaves (and any other available races) to work the mine as quickly as possible. Usually they mine gems. Within months (or at best a few years) of such a find, most of this wealth has become weapons and armor, as the Claw must trade for anything other than spears and stone-tipped weapons. Only the most powerful Crooked Claw orcs keep their wealth for any length of time, others lose theirs to superiors or spend it trying to stay well armed.

Religious Bias: The priesthood of *Gragr* reigns within the Crooked Claw tribe. The other gods are represented, but their roles are clearly secondary (or even tertiary). They continually reinforce in the Crooked Claws the notion that there are only two ways to deal with other races: eat them or breed with them. Slaves of other races are simply being held for breeding or as working livestock. While the followers of *Bugdush* and their allies constantly grumble and work to increase their influence within the tribe, there seems to be little danger of them threatening the current situation.

Raid Targets: These orcs will raid anyone, anywhere, in the jungle or out, but most often target other races within the Vohven. Their raids on smaller settlements in extreme southern Zazahni and Ahznomahn have resulted in many people moving towards the larger, better-defended towns and cities. Of those who choose to stay in smaller towns, only the hardest and most able to defend themselves remain. This has not slowed down or discouraged the Claws from continuing raids. Periodically, these orcs venture more than a few days north of the jungle, threatening even villages and towns closer to central Zazahni. Only one such raid (some 25 years ago) even ventured a similar distance into Ahznomahn, though those who dwell along the southwestern border face the constant threat of raids.

Current Events: It has been five years since a group of *okogn* numbering more than 100 trekked out of the Vohven for a raid. For now, the Claws seem content to continue with minor raids on smaller, easy targets. The *ganak* has concentrated his efforts against the other tribes and races within the jungle. Luckily for most of the other races, his plans are unfocused. While he seeks to make slaves and/or mercenaries of "significant threats" (such as ogres and trolls), and slaves and/or meals of lesser races (such as goblins and humans), he has not yet put together any concerted, long-term effort.

The *aanugh* have begun to notice a slight increase in the frequency of raids by the Snake Heads and a few have become concerned. However, none are ready to challenge the wily old *garak* who has led the tribe for nearly ten years, commands great loyalty among the *ugokh* and remains the tribe's best warrior.

Recently, a small discovery of rare gems (mainly emeralds, sapphires and diamonds) near one of the Izhoven's tributaries has drawn the interest of other races and minor tribes. The Crooked Claw has moved many black orcs to the nearest lair (which does not, in fact, possess its own *kughagrun*) and has increased patrols in the area. At least one band of adventurers happened near this mine and met a group of especially vicious *okogn* who feared very severe beatings and especially intense torment should the mine be compromised. The orcs do not know whether these adventurers sought out the place or simply wandered into the area, and they do not really care. The leaders of the tribe are hoarding this wealth in hopes of acquiring superior steel weapons and armor, and some means of protecting the same from the harsh environment of the jungle.

The tribe has also targeted the ever-growing reach of intelligent plants in the Vohven. Of all the inferior races in the Vohven, they find these the most offensive. While not as prevalent as the other, more traditional enemies in the Crooked Claw territory, these plants seem to draw disproportionate ire from the orcs.

Rumor has it that some of the darker-minded lords in southern *Zazahni* have approached members of the Crooked Claw in hopes of hiring them as mercenaries or paying them to raid enemies. If this is the case, none of these efforts have yet led to anything more significant than rather small raids.

THE SNAKE HEAD

Tribal Symbol: A head-on representation of a triangular snake's head with two long fangs.

Territory Controlled: The Snake Heads dominate the orc population in the eastern and southern portions of the Vohven Jungle. Every few decades or so, a wave of Snake Head attacks fall on every other major race in the area and even outside this territory. These have rarely spilled into the "civilized" lands of *Zazahni* and *Ahznomahn*, so those nations pay little attention. Even within their lands, the Snake Heads do not dominate the other races, though such groups fear these savage orcs' attacks.

Numbers: Some 5,000 orcs of common stock make up the Snake Head tribe. They have but one main lair, and lesser tribes are not tolerated. Non-aligned orcs are either absorbed into the tribe or killed and eaten. Less than 1% are black orcs. There are no non-orcs that are considered part of the tribe, only slaves (treated very harshly and with very short life expectancies).

Resources: The Snake Heads have a few small mines that produce a few gems and precious metals, but not in large quantities. Most use wooden, stone and even bone weapons, particularly spears, javelins and darts, though some have access to bronze and iron or steel is not unknown among the higher

ranks. The Snake Heads have been known to use stealth more than other orc tribes, as well, sometimes stealing food and supplies from enemies rather than killing them and then acquiring such items. While recognizing the value some place on spices, this tribe takes. It does not trade. Also, the Snake Heads have access to a wide variety of poisons.

Religious Bias: Snake Head orcs claim to follow *Bolg* in a pure way, but *Bugdush* is clearly the dominant god in practice. Rather unusually, the religious leaders of the Snake Head tribe accept a subservient role in governing the clans. The *garak*, rumored to actually be an unusually intelligent black orc with mysterious powers, has long term plans for the extermination of the other races. Any religious questions or arguments are quashed long before they threaten the current regime.

Raid Targets: As stated above, the Snake Heads only infrequently raid human-dominated lands. The humans and humanoids that dwell in the jungle itself have the most to fear from these orcs. They have been known to target segments of the other races for complete annihilation, making extensive use of ambush tactics and poison. The Snake Heads are unusually thorough for orcs, taking time to hunt down any who might otherwise escape such raids. None know the true reason for this behavior, but clearly such efforts are at least as important as loot in such raids.

Current Events: These orcs give the appearance of having a plan of some kind, though no one can be sure what it actually is. Smaller Snake Heads patrols have been spotted throughout their lands, meaning many more probably have gone unseen. Snake Head orcs do not talk to outsiders (they flee capture or die fighting), so no one knows why these have increased. Their *garak* is said to possess odd magical powers in addition to being a fearsome warrior. He may have them out searching for some important artifact or creature he needs for some bizarre ceremony.

An extermination campaign against the humans in the area may have just begun, as the Snake Heads have carried out several attacks against native settlements within the Vohven. These raids have left only pieces of bone and stains of blood behind, as the orcs have slain every living member of the settlement and carried off every last item of any value. Even the huts in which the humans lived have been destroyed. Similar attacks have occurred against a small number of goblin habitats, but no other race has yet taken notice.

Two months ago, an ambitious (and also evil and foolish) half-elven trader attempted to negotiate with a Snake Head patrol for access to their poisons. The steel weapons he brought as samples were, of course, taken after he and his group were eaten, but they have not appeared among any patrols since.

For many years, the Snake Heads seemed to ignore the Crooked Claw, though they would fight when they happened near each other. Perhaps their plan was to exterminate all the other races before dealing with their misguided fellow orcs. Recently, though, some Snake Head assassins have dispatched

minor leaders of the Crooked Claw (mostly half-orcs) and even some *aanugh*. Whatever their reasons, these strikes have been very deliberate and very targeted; no Snake Head orcs stuck around to deal with their victim's allies.

The Obakasek Jungle

A single major tribe of orcs resides in the Obakasek Jungle and has terrorized nearby inhabitants for generations. While they leave the larger towns and cities near the jungle alone for the most part, they have been known to travel many miles north into the lands of Tarisato to take on weaker targets.

STORM RIDERS

Tribal Symbol: A jagged lightning bolt crossed with a spear.

Territory Controlled: The Storm Riders claim the entirety of the Obakasek Jungle as their range. However, with the astonishing number of goblinoid tribes in the jungle, this claim is tenuous at best and the tribe often wars with goblins for prime habitat.

Numbers: Over 6,000 orcs of common stock make up the Storm Rider tribe. About 4% are black orcs. The tribe has two large lairs. Some 200 ogres serve the tribe, though not willingly.

Resources: These orcs hunt game and other races for food. Many use stolen cattle to make leather armor, but many others wear an odd hide that may come from huge lizard-like creatures. Weapons frequently include bronze, and warriors always carry wooden javelins or stone-tipped spears. They have also been known to use rusty metal weapons and armor, but never in large quantity. The Storm Riders show few, if any, signs of the supposed legendary wealth to be had in the Obakasek.

Religious Bias: *Gnarg* is the favorite among the tribes and his priesthood is the largest. Followers of *Bugdush* and *Hilg* currently seek to increase their influence by betting on the future; they concentrate on converting young, powerful orcs likely to come into positions of leadership down the road.

Raid Targets: The Storm Riders gleefully raid anyone foolish enough to enter their jungle. They also target smaller settlements and travelers in Tarisato itself. They seem to have an uncanny knack for finding caravans during thunderstorms, which accompany most of their raids. Storm Rider orcs revel in the mud and blood, finding targets easier and screams sweeter when punctuated from the heavens. Indeed, some speakers refer to these orcs as "Storm Raiders" in the Merchant's Tongue.

Current Events: Over the past few years, the Storm Riders have increased the frequency and tenacity of their raids into the lands of Tarisato. Aside from keeping various military forces busy, these have left a smattering of half-orcs in the smaller villages of the area.

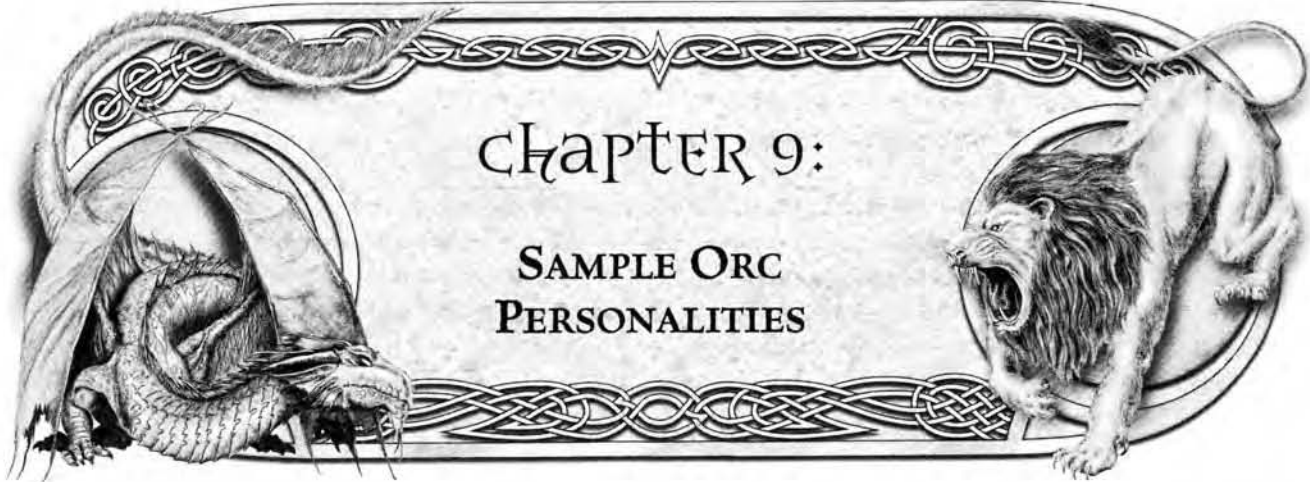
Two years ago, an adventuring scholar went on a mission to determine if the Storm Riders had any connection to The Thunderer's Temple, either now or in the forgotten past. What

he learned remains uncertain, though just a few weeks ago another band of adventurers escaped from the jungle with a small pile of musty paper bound with string tied through holes in the paper itself. While much remains illegible, the text apparently discusses a "Lost Talisman" of some sort and several ancient temples hidden in the depths of the Obakasek. It also contains an account of a gathering of drum-beating goblins and references to "the Time." The adventurers sold the work to a collector (Feranis of Pagalido) and left the area. Feranis believes that most of the text is speculation about the meaning of the few facts recorded, or even outright fiction. Neighbors have noticed Feranis packing belongings as if for an extended (or permanent) move.

The Storm Riders, though they certainly have not released any goblin slaves, have ceased raiding goblin encampments within the last few months. In the same few months, a small number of Storm Riders have begun to secretly worship *Prudush*. The *aanugh* remain largely unaware of this burgeoning trend. Unreliable testimony from surviving travelers suggests that many of the *aanugh* are busy in the south of the Obakasek, seeking a huge diamond they believe to be cast down by *Bolg* himself.

Only a few months ago, a raiding party came across a small party of Wolves of P'Rorul not too far from Gogido. The Storm Riders treated the rival orcs as any other raiding targets, leaving only a few alive. Aside from the name of the tribe, the Storm Riders learned nothing from the event and will likely forget it, unless the Wolves retaliate at some point in time.

CHAPTER 9:

SAMPLE ORC
PERSONALITIES

NPCs OF NOTE

The following section gives the statistics, personality, and history of ten orc personalities of note that can be used in adventures of all levels. They represent a cross section of orc society, from powerful *garak* down to humble *ugug*. Most show typical orc traits, such as ruthlessness and an urge to succeed, but also show how a stereotypical set of traits can be made interesting. Although their background lists them as being members of a certain tribe, DMs should feel free to change any information to suit their own campaign and the tribes located nearby. Unless noted otherwise, all NPCs are standard orcs.

UGRAG; GARAK OF THE SKULLS

Male black orc, Class Bbn9: CR 9; Medium-size humanoid (black orc); HD 9d12+36; hp 104; Init -1; Spd 20 ft.; AC 15 (touch 8, flat-footed 15); Atk +18/+13 (greatsword +3) melee or +7 (javelin) ranged; SQ Darkvision 60', Endurance, poison and disease resistance, sunlight resistance; AL CE; SV Fort +10, Ref +1, Will +3; Str 19, Dex 7, Con 19, Int 14, Wis 10, Cha 8. Height 5' 5".

Skills and Feats: Climb +0, Diplomacy +4, Intimidate +9, Intuit Direction +7, Jump +0, Knowledge (Religion) +8, Listen +8, Search +6, Spellcraft +6, Wilderness Lore +7 (all skills include armor adjustments); Battle Hardened, Battle Scars, Leadership, Weapon Focus (greatsword).

New Feat: Battle Hardened

BATTLE HARDENED [GENERAL; FIGHTER BONUS]

Years of active campaigning have hardened the orc's body and soul into a tough fighting machine.

Prerequisite: 5th level or above, Weapon Focus (any), has survived a battle with 20 or more foes.

Benefit: The character receives an inherent +1 bonus to initiative and an additional +1 attack bonus with one weapon with which he has Weapon Focus.

Class Abilities: Rage 3/day, Fast Movement, Uncanny Dodge (no Dex penalty to AC), Uncanny Dodge (cannot be flanked)

Languages: Goblin, Merchant's Tongue, Orc

Signature Possessions: Greatsword +3 ('Avenger'), half-plate mail, *potion of cure serious wounds*, *potion of cat's grace* x3, keys to treasury and harem

Background: Ugrag, like all members of the black orc breed, was spawned to be a warrior. Born into the Skulls, his promotion to *oghor* was little more than a formality and was earned within two years. Ambitious like the rest of his kin, Ugrag bucked at every order he was given, furious that others should think themselves better than he. His military career was fairly typical for a black orc; three years as *oghor*, another three as *lanun* before assuming command status after his *anúk's* death in battle.

Whilst serving as an *anúk* under the previous *garak*, Ugrag was ordered to scout deep into Doderan lands, to locate villages or military camps suitable as raid targets. Recent patrols into the same area had met with disaster, and the duty considered a death sentence, but the *garak* was adamant that his orders be obeyed to the letter and Ugrag received two-dozen lashes with a barbed whip for his 'insolent behavior.' Were it not for his impressive combat record, he would have undoubtedly been slain on the spot. For three weeks Ugrag's men moved with caution, fearful at every sound, moving only by night where possible to avoid detection, but the Doderan army was disciplined in orc tactics and laid an ambush.

As the orcs scouted the outskirts of a lightly wooded hill, Doderan light cavalry charged forth, lances tilted and hatred in their war cries. Fifteen orcs fell in the first charge and Ugrag himself received a lance straight through his left thigh, tearing flesh and shattering bone as it passed to the other side. Howling in pain, Ugrag succumbed to the red mist of the barbarian and turned his body, the lance twisting in its owner's hand and causing him to lose his balance and fall from his mount. Ugrag tore his body to shreds before moving on to aid his comrades, his left leg dragging uselessly behind him.

Though the orcs won the day, through their tenacity if nothing else, many lost their lives and Ugrag aborted the mission, ordering his warriors home. The *aanugh* assigned to the patrol healed Ugrag's leg as best he could with magic and healing salves, but the leg was badly mangled and healed poorly, leaving him with his characteristic limp.

Upon returning, Ugrag made his report to his superiors, who were dismayed at the further loss of life on needless expeditions. Words of treachery were being whispered in dark shadows and knives sharpened, ready for the day the *okogn* made their collective voice known. As treacherous as the next orc, Ugrag began to foster support amongst his own warriors, support for his claim to the title of *garak*. He made promises of booty and plenty of easy victories and many from other warbands came over to Ugrag's camp. Within a month of his return, Ugrag stormed into the council chambers and laid down his challenge - the Trial of Rulership!

Well over half the tribe assembled on the eve of the ceremony, eager to see their champion in action. The *garak* was prepared and drew his magical greatsword, which every *garak* for eight generations had wielded, its blade shining in the setting sun. Ugrag was armed with his own longsword, booty from a previous raid. When the start of combat was announced both parties closed at a charge and the sound of metal on metal rent the air for an hour. Ugrag's leg placed him at a disadvantage, but his enemy was old and slow to take advantage. A killing blow to the chest ended the combat. Before the assembled tribe Ugrag stood proud, his body bloodied and bruised, but he had won the day and assumed the title of *garak* to the cheers of the warriors. The *ugokh* kept silent, for none supported this upstart captain that had grabbed power from under their noses.

Ugrag has been an effective leader in some ways and a failure in others. His promises have proven hollow and the tribe has suffered repeated raids by human barbarians and drow elves, even as it sought to consolidate itself. Victories have been plentiful, but at great loss of life and the tribe now holds less territory than it did when he donned the mantle of power. Not every failure has been Ugrag's fault, but he was born to be a warrior, not a high-placed leader, and has left himself open to political machinations.

In the last year, ambitious rivals have twice challenged his position and whether through his skill, their lack of the same, or sheer providence, he has borne through and retains his grasp on the tribe's leadership. The *ugokh* have grown discontented at his decisions, and the tribe's recent problems have done nothing to stay their anger. Each *ugokh* has plots in motion to remove him, through treachery if all else fails, and even Ugrag's own bodyguards are privy to certain acts of treason.

Appearance: With his one good leg and his face crossed with scars, Ugrag presents an easily recognizable form. The wound that so nearly cost his leg has left him with a highly noticeable limp, and when he stands upright he leans badly to the left. On

the few occasions that he leaves his chambers, he wears a full-length wolf pelt cloak, tattered and holed after years of service against the elements.

Personality: Ugrag is a defeated leader living on borrowed time, a truth of which he is fully aware. As time slips away, his enemies draw closer, looking for chinks in his armor. His mind is still sharp, but he has grown more withdrawn and trusts few of his advisors. Though not paranoid, he is suspicious of any report he receives and his spies are kept busy verifying every snippet of information his advisors bring before him.

NOGUGH; BROKEN FANG ASSASSIN

Male orc, Class Inf6/Asn3; CR 9; Medium-size humanoid (orc); HD 6d6+3d6+18; hp 49; Init +8; Spd 40 ft.; AC 17 (touch 14, flat-footed 13); Atk +8 (punching dagger) melee or +10 (dart) ranged; SQ Darkvision 60'; AL CE; SV Fort +5, Ref +12, Will +3; Str 15, Dex 18, Con 14, Int 12, Wis 10, Cha 8. Height 5' 1".

Skills and Feats: Balance +7, Bluff +3, Climb +5, Disable Device +5, Disguise +4, Escape Artist +6, Hide +11, Listen +4, Move Silently +11, Open Lock +6, Pick Pocket +5, Search +5, Spot +4, Wilderness Lore +4 (all skills include armor adjustments); Alertness, Improved Initiative, Track, Quick Draw

Class Abilities: Sneak Attack +4d6, Fast Movement, Uncanny Dodge (Dex bonus to AC), Uncanny Dodge (can't be flanked), Woodland Stride, Trackless Step, Woodcraft, Internal Compass, Death Attack, Poison Use, +1 Save vs. Poison

Assassin Spells per Day: 2. Base DC = 11 + spell level. Caster level 3rd.

Typical Spell List: (1) *change self, obscuring mist*

Languages: Merchant's Tongue, Orc

Signature Possessions: punching dagger, 3 darts, shortbow + 20 arrows, short sword, studded leather, *glove of storing* (stores a dagger coated with large scorpion venom), 1 vial of blue whinnis poison, 3 vials large scorpion venom, *ring of freedom of movement, cloak of resistance*

Background: Nogugh's quick reflexes and above average intelligence singled him out for special training at an early age. Although he met all of the requirements necessary to become a warrior, he was instead trained in the subtle arts of scouting and infiltration, which suited him perfectly. Orc training of any sort is rudimentary, but his natural agility and speed served him well, especially in his "live test."

For decades, the Fang have been warring against bands of goblins inhabiting "their" territory, and the *garak* planned a large raid to curb their advancement. Thousands of orcs were dispatched to raid goblin lairs, to kill, loot, and capture; Nogugh was amongst their number, serving as an advanced scout in an expendable unit. A total of six lairs were targeted, and Nogugh was assigned to the largest, his task to move ahead of the main group to locate traps (by setting them off, since the tunnel rats were being utilized elsewhere) and to detect ambushes (by springing them). Surprisingly, Nogugh managed to work his way through the maze of passages with only a few scratches

from traps and without falling into a single ambush. Under his guidance, the troops behind him made good progress into the heart of the lair.

As is typical with orcs, after having done all the hard work, Nogugh was pushed aside as the invading army located the main religious, and therefore wealthy, part of the lair, with hundreds of orc warriors screaming into the various rooms and passageways. Traps and spells eliminated several dozen within the first few moments as the goblin defenders offered stiff resistance. The situation looked helpless until Nogugh spotted a small natural fissure through which he could squeeze, a fissure that might lead somewhere interesting.

Slipping off his armor, Nogugh climbed the wall and pushed himself into the fissure, which ran across the top of the battlefield concealed below him and behind enemy lines. Cut, bruised, and tired, Nogugh dropped down behind a group of spellcasters, once of whom was the goblin high priest. With surprising speed Nogugh drew his weapon and darted past the guards, sinking his dagger deep into the shaman's back, mortally wounding him. In the ensuing confusion he made good his escape back to friendly lines.

Nogugh's success was made known to his *anúk*, who spotted a raw, untapped talent lying within Nogugh. Taken away from his standard duties, Nogugh was trained in the more subtle arts of escape, evasion, disguise, concealment, and stealth, honing his natural ability to a fine edge. Over time he became a virtual shadow, lurking unseen in corridors and rooms, spying for his superiors and killing potential rivals when ordered. In return, he was well gifted, with females and magic items that would help his craft. Nogugh had progressed from expendable asset to one of the tribe's most effective assassins.

To prove his loyalty to his tribe, and to safeguard his own life should his master's actions be uncovered, Nogugh reported all of the actions he had performed under orders from the *anúk* to the tribal council. He promised the council that he would bring them the *anúk's* head in return for support as a tribal assassin. They agreed, knowing that either way they won; should the *anúk* be slain, then a potential threat to any one of their lives was ended. If Nogugh died, at least they knew about the danger. The *anúk's* head was delivered the following night and Nogugh earned his right to serve the council as an assassin.

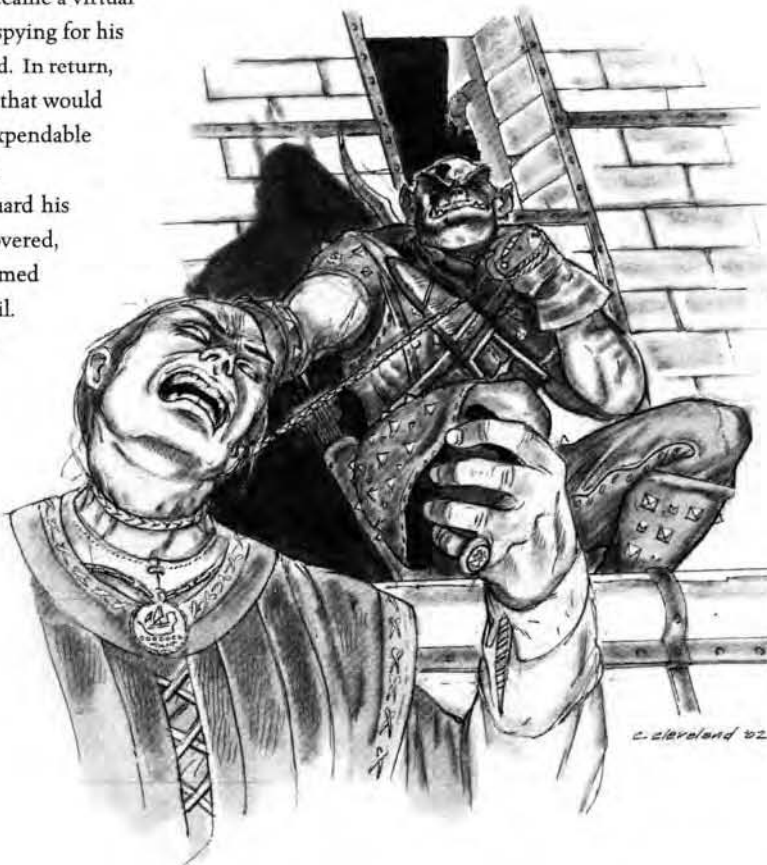
Nogugh now finds employment through the various *ugokh* of the tribe against human agencies within Cosdol, assassinating merchants that stumble onto the truth of the Broken Fang scam (a dummy tribe falsely aligned with Cosdol), stealing papers from offices, or generally causing distractions large enough to allow

illegal cargoes to be smuggled into the cities without interference from the guards. Rivals that an *ugokh* want removed also fall under his jurisdiction and even mention of his name spreads fear amongst rebellious or ambitious juniors.

Nogugh knows that his every action is carefully watched and that any sign of him becoming too dangerous will mean the end of his life. The orc blood that flows through his veins is strong, but he has no political aims. Killing for the tribe is his only desire, and he is allowed to fulfill his needs with regularity.

Appearance: Nogugh was born looking average and has taken great pains to maintain that image. Aside from his armor, which is stained black, he wears nothing that can easily reveal his identity, although few orcs wield short swords if other weapons present themselves. His glove of storing (which he wears on his right hand) was specially crafted for him and resembles a standard leather gauntlet.

Personality: Every trait an orc should possess can be found in Nogugh in abundance; he is ruthless, cruel, merciless and, above all, cowardly, refusing to fight face-to-face at all times. When on a mission, he lets nothing stand in his way, including camaraderie. Insults, even minor ones, are taken personally, and he is swift to take revenge on any who cross him. Supremely confident of his talents and magic, he believes that no task is beyond him.



Nogugh, the Broken Fang Assassin

New Prestige Class: Warband Leader

Warriors may be the blood of a tribe, but the warband leaders are its heart in battle. In combat a warband leader is the kingpin around which subordinates gravitate. His tactics will be implemented, his orders followed, and his decisions treated as final so long as he draws breath; only his superiors can issue countermanning instructions. Failure in battle reflects on him personally, but victory brings him greater rewards than those who serve under him. Although not a prerequisite, an orc character with ranks in this prestige class stands a better chance of vying for leadership of a tribe.

Many orcs achieve leadership status without ever gaining levels in this prestige class, making them less effective in battle. Warband leaders are the best of the best, those few orcs that have proven they have the necessary traits to climb the ranks and, more importantly, to hold onto them.

Hit Die: d12

Requirements:

To qualify to become a warband leader, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Intimidation 6 ranks

Feats: Battle Hardened, Leadership, Weapon Focus

Special: A prospective candidate must have led at least ten orcs in a single battle prior to becoming a recognized warband leader.

Class Skills

The warband leader class skills are Climb (Str), Diplomacy (Cha), Hide (Dex), Intimidation (Cha), Jump (Str), Knowledge (Fighting Styles), Knowledge (Military Tactics), Knowledge (Military Training), Listen (Wis), Spot (Wis), Swim (Str) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features for the warband leader prestige class.

Weapon and Armor Proficiency: Warband leaders are proficient with all simple and martial weapons. They are also proficient with all forms of armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Aura of Command: At 1st level the warband leader begins to

gain the respect of his subordinates, who look to him for support in battle. Any allied orc warriors within 60 feet gain a +2 morale bonus to Will saves so long as the warband leader is alive and mobile.

Rank: At 1st level the warband leader gains the rank and social position of *oghor* (sergeant) if he does not already hold the title. On subsequently gaining further rank as he increases in experience, he moves up the ranks to *lanun* (lieutenant), *anûk* (captain), and finally *ugokh* (war chieftain). Should a rank ever be lost, for whatever reason, the character achieves the rank again when he is next eligible for promotion. In the long run, this means that he may never achieve the highest ranks.

Bonus Feat: At every even level, the warband leader may choose a bonus feat from the standard fighter's list, so long as he meets any prerequisites (see the fighter in Chapter 3 of the Player's Handbook).

No Fear (Ex): At 2nd level the character becomes unshakable in his confidence in his own abilities and is immune to all fear effects.

Keen Senses: By 3rd level the warband leader has become learned at spotting signs of ambushes. He gains a +2 circumstance bonus to Spot checks when actively searching for ambushes. In addition, whenever he approaches within 50 feet of an ambush site, he is allowed a free Spot roll to detect it, even if not actively looking. This ability may not be used while Raging.

Rage (Ex): The warband leader can direct his aggression in a manner identical to that of a barbarian (see the barbarians in Chapter 3 of the Player's Handbook). A character who already has the rage ability may add the values together to determine the maximum number of times he may use the ability in a given day.

Tactical Awareness (Ex): At 5th level the character has seen enough action to know the best tactics for any given situation. All troops under his command and within 40 feet of him gain a +2 morale bonus to their initiative. This ability may not be used while Raging.

Last Orc Standing (Su): At 9th level the warband leader gains a most formidable power, the ability to cheat death for a small amount of time. So long as a friendly orc warrior is within 20 feet of the character and opponents are still alive within 50 feet, the character can continue functioning below zero hit points as though he was unwounded. The ability immediately ceases when either all opponents within 50 feet have fled or been killed, or when no orcs remain within 20 feet. At this point all damage catches up with the character, who may instantly expire as a result of his wounds.

Lead From the Front (Ex): At 10th level, the warband leader has developed such an intuitive battle sense that he can use any class abilities, skills, or feats while raging. This supersedes the normal restrictions on using skills or abilities that require concentration while raging.

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+2	Aura of command, rank
2	+2	+3	+0	+3	Bonus feat, no fear
3	+3	+3	+1	+3	Keen senses, rage 1/day
4	+4	+4	+1	+4	Bonus feat, rank
5	+5	+4	+1	+4	Tactical awareness
6	+6	+5	+2	+5	Bonus feat
7	+7	+5	+2	+5	Rank, rage 2/day
8	+8	+6	+2	+6	Bonus feat
9	+9	+6	+3	+6	Last orc standing
10	+10	+7	+3	+7	Lead from the front, Bonus feat, rank, Rage 3/day

GUGNAR; ANÚK OF THE BLACK HAND

Male black orc, Class Bbn3/Ftr4/Wbl2 (Warband Leader prestige class- See sidebar): CR 9; Medium-size humanoid (black orc); HD 3d12+4d10+2d12+45; hp 90; Init +2; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +15/+10/+5 (orc scimitar) melee or +10/+5 (orc shortbow) ranged; SQ Darkvision 60', Endurance, poison and disease resistance, sunlight resistance; AL CE; SV Fort +15, Ref +3, Will +6; Str 22, Dex 12, Con 20, Int 14, Wis 12, Cha 14. Height 5' 11".

Skills and Feats: Climb +2, Intimidate +10, Intuit Direction +6, Jump +1, Listen +7, Move Silently -6, Sense Motive +6, Spot +6, Wilderness Lore +6 (all skills include armor adjustments); Battle Hardened, Cleave, Great Cleave, Leadership, Physically Intimidating, Power Attack, Weapon Focus (orc scimitar), Weapon Specialization (orc scimitar)

Class Abilities: Aura of Command, Fast Movement, No Fear, Rage 1/day, Rank (*anúk*)

Languages: Giant, Goblin, Merchant's Tongue, Orc

Signature Possessions: badly notched orc scimitar, dented half-plate armor +1, large metal shield +2 (looted from a dwarven commander), orc shortbow plus 20 arrows.

Background: Spawned into the black orc deficient Black Hand tribe, Gugnár was the only one of his breed created that year, a fact he would have thought auspicious if he cared for such nonsense. Within minutes of his being dragged from the pit, it became apparent that he was an almost perfect specimen, possessed of great physical strength and stamina, with an intellect to match and a personality unseen in many generations. Naturally, he was assigned to serve the tribe as an *okogn*, though many saw that he would not remain in the lower ranks for long.

Spurning the advanced techniques of a fighter, he settled on learning the ways of a barbarian, and took to it like, well, like an orc to violence. His physical prowess suited the harsh lifestyle he adopted, preferring to spend his days in the wilderness rather than in the 'comfort' of the lair. He soon became proficient in the arts needed to survive the wilds; direction sense, how to read the land, survival techniques, and the climbing and jumping needed to move swiftly in the rocky terrain of his homeland.

His first martial test came against elves from Lendelwood, whom the tribe was raiding for wood and slaves. The unit in which he served, led by a fellow black orc, became lost in the sprawling undergrowth and tight trees of the forest and was ambushed repeatedly by an elf warband. The attacks were vicious and the elves' natural knowledge of their homeland allowed them to execute many hit and run attacks before luring the orcs into an ambush. Earlier losses had left them outnumbered five-to-one. None, save Gugnár, know what happened that day, but of his entire *kaugna* only he emerged from the forest, eight severed elf heads tied to his belt. He quickly adopted the position of *oghör* and few questioned his right.

Gugnár's promotion to *lanun* was more deliberate. He first gave up his barbarian ways and began to learn the ways of the fighter, internalizing his natural aggression and learning to wield the orc scimitar with more finesse, whilst simultaneously refining his natural charisma into a useful tool, both for intimidating and leading others. After four years he took his chance. Following an abortive attack on a dwarven mining camp in which many orcs died, he challenged his then *lanun* for his position. The contest could have



A warband leader motivates his attacking tribemembers.

lasted moments, so outclassed was the *lanun*, but Gagnar took his time, slicing away at his opponent's stamina with small cuts and bruises, before finally severing his head in one clean blow.

In more recent times, the purge of weak military leaders by the new *garak* left a captaincy position vacant and Gagnar was personally chosen by the *garak* to fill the post. A shrewd judge, the *garak* had seen Gagnar's rise through the ranks and had heard tales of his cruelty toward prisoners and also his own men; Gagnar needed watching and that meant keeping him dangerously close.

Shortly after receiving his promotion, Gagnar and his warriors were dispatched to lead the assault on the dwarven complex. He saw it as a sign of his ability, the *garak* saw it as a way of removing him without resorting to murder and bringing the tribe into open rebellion. Sadly for the *garak*, Gagnar still lives and is currently involved in storming the rest of the city-fortress.

Appearance: Gagnar is of average height for a black orc, but his frame is pure muscle; muscle that ripples when he walks, muscle as hard as steel, muscle honed by years of fighting. His features are chiseled, and his visage framed by lank strands of jet-black hair. Within his red eyes burns a hidden fire. Few common orcs can stand proud in his shadow, for his physical presence alone sends shivers of fear through hardened warriors.

Personality: Gagnar typifies black orcs; violent, cruel, and hungry for temporal power. Although he achieved high status, his ambitious nature is not yet sated and his black heart is planning the removal of his *ugokh* through fair means or foul. His ultimate vision is to rule the tribe. Born with an unnaturally high charisma for an orc, Gagnar is an excellent leader and has recently gained total control of a full *nanagan*, thanks to the *garak*'s actions. Though still learning the traits needed to rule effectively, he is a fast learner and a dangerous ally. His subordinates show both fear and respect for their captain, seeing in him everything they are not.

KANUG; BONE GNAWER AANUGH OF PRUDUSH

Male orc, Class Clr6: CR 6; Medium-size humanoid (orc); HD 6d8-12; hp 21; Init +0; Spd 30 ft.; AC 18 (touch 10, flat-footed 18); Atk +6 (light mace) melee or +4 (orc shortbow) ranged; SQ Darkvision 60'; AL CE; SV Fort +3, Ref +2, Will +8; Str 13, Dex 11, Con 6, Int 16, Wis 16, Cha 11. Height 5' 3".

Skills and Feats: Alchemy +6, Concentration +6, Diplomacy +7, Heal +5, Innuendo +4, Knowledge (Arcana) +8, Knowledge (Religion) +10, Listen +4, Sense Motive +5, Spellcraft +7 (all skills include armor adjustments); Craft Wand, Extra Rebuking, Skill Focus (Knowledge [Religion])

Class Abilities: Rebuke Undead, Spontaneous Casting

Cleric Spells per Day: 5/5/5/4. Base DC = 13 + spell level, Domains: Destruction (may make one attack at +4 to hit and +6 damage per day), Evil. Caster level 6th.

Typical Spell List: (0) *detect magic, guidance, mending, read magic, virtue*; (1) *death watch, detect undead, doom, inflict light wounds, sanctuary*; (2) *death knell, desecrate, gentle repose, inflict moderate wounds, silence*; (3) *bestow curse, contagion, negative plane protection, speak with dead*

Languages: Giant, Gnoll, Infernal, Merchant's Tongue, Orc

Signature Possessions: *light mace +1, large wooden shield +2, chainmail shirt, wand of animate dead [46 charges], bag of assorted medicinal herbs, collection of small bones, bone holy symbol of Prudush*

Background: There have been many near-death escapes, some may say miraculous escapes, in Kanug's short life. To say that he was born a runt is something of a major understatement, suffering as he was from weak lungs and poor stamina from the moment he was brought into the world. Too weak to perform the work of an *okogn* or *ugug*, that he avoided being eaten was his first great escape.

Kanug was born with a brilliant mind, rivaling that of some of the greatest non-orcs on Tellene, and with wisdom to match. Though young orcs rarely get the opportunity to prove their mental prowess, Kanug's natural intelligence was spotted at an early age by a senior *aanugh* of *Grurg*, and Kanug was taken into service to begin his clerical training. Given his extremely poor physical health, Kanug was held back from the usual route of learning on the job with warriors and was given a completely academic upbringing, especially once he began to show a flair for languages.

Over the next few years, he studied hard and learned well, proving himself a natural *aanugh* and developing a strong link to his deity. Within a decade he had mastered five languages, understood more about the inner workings of his deity than many of those senior to him, had developed a deep understanding of the mystic arts, though no practical skills, and had learned the art of diplomacy. Poor health aside, he had within him the ruthlessness needed to be a full priest and was soon elevated to the position of the senior *aanugh*'s spokesperson and chief aide.

It was whilst serving in this position that he had his second great escape. Kanug was chosen to be part of a delegation visiting a nearby gnoll settlement to broker a mutual aid pact, his linguistic and diplomatic skills being of most use to the delegation. However, the gnolls had other ideas, and sought to take the orcs hostage. The delegation's bodyguards put up stiff opposition but were overwhelmed. During the melee Kanug received a blow to the head and was left for dead when the gnolls withdrew to their lair, his situation helped by his already gaunt and pale appearance. Kanug awoke two days later with a raging headache, surrounded by the corpses of his comrades, and stranded in the middle of nowhere with little food and no knowledge of survival techniques. Then the voices spoke to him.

At first, the voices were whispers, apparently the ghosts of his fallen comrades, though Kanug lacked, at that time, any knowl-

edge to speak with the dead. They urged him to return to the lair, to bring word of the gnolls' treachery to the *ganak* and to urge revenge. In return for his oath, they would guide him home. Facing death on one hand and strange voices on the other, Kanug chose the voices and pledged to do as they asked. He then set out into the wilderness.

For eight days he roamed the wilds, surviving on animal droppings and insects. Guided on his journey by the voices, he finally reached his lair. On recounting his story of treachery, he was taken into the *ganak's* presence, where he repeated the tale of the gnolls' betrayal and made great use of his eloquent style in his plea for revenge. His request was granted and the gnolls duly punished.

Even with his pledge fulfilled, the voices did not stop. Through their guidance he began to delve into necromancy, learning how to bring the deceased back as puppets under his command, how to speak to the dead, how to preserve corpses, to spot those who were near death, to gain strength from killing, and to resist the negative effects of certain undead powers. It then became clear to him that his life would be better served through devotion to Prudush the Harvester of Souls, god of death and the underworld. The transition was smooth as Prudush accepted his prayers with open arms. From that point on few of his spells dealt with anything other than death. The more he learned, the more the voices urged him on and, within a year, Kanug had traveled far down the road of insanity, so much so that his junior aides began to openly question his ability to govern them and plotted his downfall. Before their plans could reach fruition, Kanug had them killed to the last orc, informed as he was of their vile plot by the voices within his head, and aided by walking dead.

Kanug now lives in a secluded section of the lair, surrounded by the bones of the dead and with only corpses for companionship. In the last six months he has finished creating his first magical item, a wand of animate dead, crafted from the femur of one of his former aides. In only the last week, the voices have given him another helping hand; informing him that the Lords of Death can increase his knowledge of the dead and teach him things that exist only in his wildest dreams. Kanug plans to jump ship in the near future and approach the Lords as an enthusiastic practitioner of necromancy.

Appearance: To look at Kanug is nothing special, being only slightly over five feet tall, of below average mass, and with gaunt and haunted features. His voice is soft, yet cruel, and prolonged speaking forces him into fits of coughing, during which time thin, green bile rises from his lungs and dribbles from the corners of his mouth. Kanug's eyes are black and lifeless, like those of a corpse.

Personality: Kanug was forced onto the road of insanity against his will and continues to tread its path. His mind, though still brilliant, wavers between sanity and complete breakdown, never quite reaching stability along the way. His most recent bout of madness has seen him form a body of

advisors whose input he values above all others, a body made up of the preserved corpses of traitorous junior aides he has sacrificed to his god.

RA'AGRA; ICE DEMONS' SHAMAN

Male white orc, Class Sha3; CR 3; Medium-size humanoid (orc); HD 3d8+3; hp 19; Init +2; Spd 30 ft.; AC 13 (touch 12, flat-footed 11); Atk +1 (bear claw) melee or +3 (sling) ranged; SQ Low light vision 60', natural armor; AL CN; SV Fort +1, Ref +3, Will +6; Str 11, Dex 14, Con 13, Int 11, Wis 16, Cha 11. Height 5' 2".

Skills and Feats: Animal Empathy +4, Concentration +2, Diplomacy +3, Heal +5, Intuit Direction +4, Knowledge (Arcana) +2, Knowledge (Nature) +3, Spellcraft +5, Wilderness Lore +5 (all skills include armor adjustments); Brew Potion, Heighten Spell

Class Abilities: Animal Companion (bear), Create Fetish, Woodland Stride

Shaman Spells per Day: 4/3+1/2+1. Base DC = 13 + spell level, Domains (Animal, Plant); Caster level 3rd.

Typical Spell List: (0) *detect magic*, *detect poison* x2, *mending*; (1) *detect snares and pits*, *entangle* x2, *obscuring mist*; (2) *animal trance*, *delay poison*, *lesser restoration*

Languages: Orc

Signature Possessions: bearskin cloak, bear claw, sling, collections of bones, orc teeth rattle, bag of herbs, two vials of antitoxin, bear companion

Background: Ra'agra is one of the noticeable, but dwindling, percentage of white orcs in the Ice Demons tribe. Physically frail, he was adopted by the *aanugh* when he showed a natural affinity toward magic and was due to receive training as either an adept or cleric. During an early mission with a raiding party, in which he was purely an observer, he suffered a wound during an ambush. The wound became infected, causing him to fall into a fevered state. Though the wound healed, the visions he received whilst unconscious changed his life forever.

Many white orcs retain a shamanistic approach to magic and upon awakening, Ra'agra informed any who would listen that he had spoken with a great bear. The bear claimed to be a messenger from the gods, and told him that his destiny could only be achieved by following the road of the shaman. Normally, the *aanugh* would have ignored his ramblings, but an old shaman, who also followed the Bear totem, agreed to train him in the shamanistic ways. An adept pupil, Ra'agra learned well over the years and has grown into a promising young shaman.

When his master died, his followers, at a loss for spiritual backup, turned to Ra'agra for guidance and adopted him as their clan shaman. Over the next three years, he slowly removed the other gods from worship and instigated a set of ceremonies to honor the Bear spirit. He has made his most loyal supporters into his bodyguard, ordering them to wear bearskins and to use only

bear claws in combat. This gives them a distinctive appearance and, as many are barbarians, adds to their image as fierce warriors.

Ra'agra believes that the Bear spirit's plan is to unite the orcs of the Ice Demons under his rule, acting as he does as a messenger from *Bolg* (or so Ra'agra preaches). All other gods must bow before the Bear spirit or be exterminated. With this in mind, the white orcs have begun to preach the new gospel of the Bear spirit to any who will listen, converting white orcs at an alarming rate (alarming to the *aanugh* anyway). If forced to fight, Ra'agra could easily summon several hundred loyal warriors to his side and is close to becoming a powerful faction in tribal politics. Skirmishes with warriors loyal to the traditional deities are common in lairs shared by these parties, and blood has been spilled. Whilst the traditional *aanugh* preach that the followers of the Bear spirit should be destroyed, the tribe is so busy fighting outside foes that it has little time, or indeed concern, for a few religious nuts within its own ranks.

Appearance: Ra'agra is a typical looking white orc; small, stooped, and covered with thick white fur. He wears the skin of a black bear, complete with head, whenever he deals with other orcs, and adopts a sitting posture, trying to disguise himself as a bear. His bear claw weapon is never far from his hand, though he is anything but an impressive warrior.

Personality: Given his meteoric rise in power, Ra'agra is afraid of being assassinated by those that feel threatened by his position. While not worried about physical attacked, as he has his loyal bodyguard to protect him, he has grown somewhat paranoid about poison, and magically checks all his food and drink. Power has gone to his head and he is planning, in his mind, to overthrow the rightful tribal leaders and assume the position of *garak* for himself. The recent coalition formed by three of the smaller tribes is just the steppingstone he is after and he has made several visits to lairs controlled by these tribes to curry supporters. He has met with limited success but remains undeterred from his goal.

ARÔR; MOTHER'S RUIN SORCERER

Male orc, Class Sor5/Dragon Disciple 5; CR 10; Large-size humanoid (orc); HD 5d4+3d6+2d8+3; hp 31; Init +2; Spd 30 ft.; AC 15 (touch 11, flat-footed 13); Atk +8 (orc scimitar) melee or +6 (orc shortbow) ranged; SQ Darkvision 60'; AL CE; SV Fort +5, Ref +4, Will +8; Str 19, Dex 15, Con 10, Int 13, Wis 11, Cha 14. Height 6' 10".

Skills and Feats: Alchemy +4, Bluff +5, Concentration +6, Craft (Leatherworking) +4, Diplomacy +4, Escape Artist +5, Gather Information +3, Knowledge (Arcana) +9, Listen +5, Search +4, Spellcraft +5, Spot +5 (all skills include armor adjustments); Alertness, Brew Potion, Skill Focus (Craft [Leatherworking]), Toughness

Class Features: Natural Armor (+2), Claw 1d8/Bite 1d6, Strength Boost (+4), Breath Weapon (Fire [2d10 damage]) once per day, Enlargement (sized increased to Large)

Arcane Spells per Day: 6/7/5. Base DC = 12 + spell level. Caster level 5th.

Typical Spell List: (0) *arcane mark, detect magic, detect poison, ray of frost, read magic, resistance*; (1) *cause fear, charm person, hypnosis, ray of enfeeblement, sleep*; (2) *alter self, bull's strength, invisibility, pyrotechnics*

Languages: Draconic, Orc

Signature Possessions: Orc scimitar, ring of protection +2, three potions of *cure moderate wounds*, wand of *web* [18 charges], *ioun stone* (clear), small bag of coins (5d4 gp), reasonable quality clothing, several tomes on dragon lore

Background: Arôr, currently one of the senior-most *aanugh* within the Mother's Ruin tribe, did not begin life as a privileged member of orc society. Born into the immense, yet dispersed, Mother's Ruin tribe, he was initially picked out to serve in the workshops, lacking as he did the stamina to become an *okogn*. Arôr learned the trade of a leatherworker in the hot workshops, though he knew that within him lay a hidden power; a power he could not tap into until one fateful day eight years ago. On that day he had failed to meet his work quota and his overseer began to whip him as punishment. In an instant, rage welled within him and he uttered a single word, simultaneously pointing his finger at his oppressor. A single, pale beam of light struck his overseer, who dropped down dead on the spot, frozen to death. Rather than execution, Arôr was freed from the workshops and accepted into the *aanugh* as a sorcerer, for within him lay the hidden talent so common within the Mothers.

Arôr learned his trade well, accepting rewards and punishments with equal grace and soaking up the knowledge he would need to work his way up the ranks. Everything changed four years ago, following a raid on a temple dedicated to the Storm Lord, when a cache of ancient and arcane tomes were gained as part of the booty. Given the task of sorting the wheat from the chaff, Arôr happened across a tome on dragon lore, a tome that contained practical knowledge on tapping the ancient blood that lay within all sorcerers.

Taking the book for himself, Arôr began to read through its dusty pages, absorbing the information within and invoking the necessary rites to bring his dragon heritage to the fore. At first progress was slow, but physical changes began to occur, starting with a hardening of his skin and an increase in stamina, then increased muscle growth, the lengthening of claws and teeth, and in more recent times, the ability to produce fire from his mouth and a sudden growth spurt that raised his height so he towered over even the tallest black orc.

During this time, Arôr grew in temporal power as well, using the magic he had learned and his natural smooth talking to remove rivals through political means. Three years ago, he achieved one of his major goals, removing his immediate superior in a coup and becoming the high priest within his lair. Few doubted that he had earned the right, given his appearance and the respect shown to sorcerers by the tribe. His personal power grew as members of his lair began to gift their new religious

leader with magic and mundane wealth gained in raids. Members of his lair refer to him as *Kaaghaagh* ('dragon lord').

Since becoming high priest, he has consolidated his power, while undergoing the latest physical changes his heritage has given him. To protect himself, he has formed a fanatically loyal bodyguard unit comprised of warriors with sorcerous powers; a unit that wears red scale mail topped with helms designed to resemble a dragon's head. As befits his position, he maintains a personal harem and watches any of his brood for signs that they share his heritage - those that do are quietly slain. Although not directly involved in the search for the sleeping blue dragon, he has spies within the ranks of the searchers and keeps a close eye on their progress. His latest ambition is to alter ogres loyal to him into half-dragons, and from there plan his usurping of the tribe from its rightful leaders. So far he has had little success.

For all the power his position and appearance give him, Arôr is not a particularly powerful sorcerer and the *garak* is fully aware that he can have him removed with little effort. All he fears is the potential revolt by Arôr's followers, who wait on his every word. Arôr has many enemies, and unless he curbs his ambition, he may soon meet a bloody end.

Appearance: Whatever he was born, Arôr no longer resembles a common orc in appearance. He stands at nearly seven feet tall, with a powerful physique to match his size. His hands are tipped with bared claws and his teeth have extended into fangs, so much so that he has a permanent malign grin on his face. His skin has toughened and, while still predominantly green, has a reddish sheen and more resembles scales than skin.

Personality: Power has gone to Arôr's head, and he is a victim of the cult of personality, worshiped as a near-god by members of his lair. Indeed, Arôr sees himself as a superior being and acts in a manner he believes fits his rank. Rivals are removed without hesitation, subordinates are punished for minor infractions or well rewarded for loyal service, and the majority of plundered wealth is kept in his private coffers, shared with only his most loyal supporters.

UGUGN; LANUN OF THE MAILED FIST

Male orc, Class Rgr5; CR 5; Medium-size humanoid (orc); HD 5d10+15; hp 49; Init +0; Spd 30 ft.; AC 15 (touch 10, flat-footed 15); Atk +7 (orc scimitar) melee or +7 (orc shortbow +2) ranged; SQ Darkvision 60'; AL CE; SV Fort +7, Ref +1, Will +2; Str 14, Dex 10, Con 16, Int 10, Wis 13, Cha 12. Height 4' 9".

Skills and Feats: Hide +2, Knowledge (Nature) +6, Listen +5, Move Silently +1, Search +4, Spot +3, Use Rope +3, Wilderness Lore +8 (all skills include armor adjustments); Endurance, Skill Focus (Wilderness Lore), Track

Class Abilities: Favored Enemies (Dwarves, Humans), Two-Weapon Fighting, Spells

Divine Spells per Day: 1. Base DC = 11 + spell level. Caster level 5th.

Typical Spell List: (1) *Entangle*

Languages: Orc

Signature Possessions: orc scimitar, studded leather armor, large wooden shield, *orc shortbow* +2 plus 20 arrows, lucky rabbit's foot, *ring of sustenance*

Background: Ugugn was born after the Battle of Kadir Ridge, when his people were still on the run from Imperial death squads that had invaded the mountain territory these orcs once called home, and he knew little of life in a lair until much later in his life. During his formative years he spent much of his time on the run as his tribe scattered throughout the Ka'Asa Mountains after hearing tales of Kalamaran might from fire giant tribes.

By the time he was ready for his apprenticeship, Ugugn had already learned a great deal about surviving in the wilds and, although he was rather weak, it was decided that he would become a warrior, more specifically a *ka'ago'ghugh* (ranger) and he was given over to begin his training. Over the next few years, Ugugn was taught how to fight with close-quarter and ranged weapons, as well as more practical knowledge on the land, such as how to spot ambushes and traps, and in turn how to set an ambush. With orc military training being mainly practical, he soon drew blood, from the members of an Imperial patrol.

Shortly after completing his training, the Fist found a set of new lairs to inhabit and the unit Ugugn served in was given the task of scouting out the surrounding area for signs of rival humanoids. They had been in the field for nearly a week when a small band of dwarf prospectors was spied heading toward them. The *oghor* in charge made a decision to ambush them and take prisoners and chose his ambush site with haste. Ugugn protested, telling his commander that the site was next to useless, but was rebuffed with a spear butt. The dwarves spotted the poorly prepared ambush from some distance and fled. Though the orcs gave chase immediately, they failed to catch the dwarves before the sun rose and they were forced to find shelter.

The next night Ugugn located their trail and urged his commander to let him track the miners down, but he was rebuffed again. Too far, he was told, they will have reinforcements by now. Ugugn still doesn't know who fired the arrow that ripped through the sergeant's throat, but before the body had begun to cool in the early evening air he was leading the squad after the dwarves, following every sign they left. The dwarves were caught sleeping in a shallow cave and two were captured alive while the rest were hacked down.

Now a full-blown *oghor* with the support of his men, Ugugn approached his *lanun* and put forward a proposal. Whilst the tribe was still weak, he reasoned, there was a strong chance that enemies could catch the tribe unawares and inflict more damage. Better to be prepared and have scouts watching the edges of the territory, scouts capable of surviving for lengths of time in the wilds and capable of following intruders at a safe distance. The plan was agreed upon and Ugugn and his men began their life outdoors, specializing in organizing ambushes

against humans and dwarves, as well as any goblins that blundered into Mail territory in error.

Two years ago, his group was stationed on the northern edge of the territory when advanced scouts reported the location of a small dwarf mining camp. Although the Fists did not have the strength for a full assault, there was still value in gathering more detailed information, and Ugugn lead a small band off into the night. The camp was little more than a few dozen shacks, a few mule pens, and the mine entrance. Still, the inhabitants outnumbered the orc party by five-to-one, and being dwarves, reduced the orcs standard nighttime raids to all but impossible.

Ugugn and his men entered the camp just before dawn, after spending the night watching the patrol patterns of the guards and the areas most strongly protected. They managed to steal a few handfuls of gems before they were spotted and fled into the mountains, pursued by dwarven warriors. Accurately aimed crossbow fire killed almost half of the orc warriors before Ugugn made a stand. Choosing a suitable ambush point on the slopes of a narrow gully, he waited for the dwarves to approach before releasing a withering fire of arrows and javelins into the confined space. Clad in chainmail from head to foot, the dwarves could have pushed onward but were convinced that

they faced superior odds and retreated. Ugugn and his orcs returned to the lair and presented the treasure (well, some of it anyway) to the leaders.

As reward for his bravery, and for bringing back wealth, Ugugn was rewarded with the position of *lanun*, assigned to one of most remote lairs from which he could launch further raids and ambushes against foes.

He looted his ring of sustenance from one of the fallen dwarf warriors. Ugugn does not know that it is magic and believes that he has a hardy constitution built up over years of rough living, hence his ability to go for days in the wilds without eating or drinking. Because he does not understand the power of the ring, he still eats and drinks as voraciously as any other orc when he gets chance.

Appearance: Ugugn is short even for an orc, and walks with a pronounced bow to his legs. He washes even less often than his species norm and prefers the "outdoor smell" because it hides his scent when hunting animals. Whether in the field or in the lair, Ugugn wears soiled armor and his face is liberally covered with mud and animal filth.

Personality: Ugugn loves the outdoors and finds life in a lair too restrictive and claustrophobic to abide for long. He has a strong dislike of both dwarves and humans, both of whom his tribe has been competing with for territory and revels in his job of hunting down members of those species. Generally laconic, he rarely gets noticed, which suits him fine as it helps him avoid unwanted attention. His knowledge of survival techniques has earned him the trust and respect of his followers.



AGRAG; FLESH EATERS OGHOR WEREWOLF

Male orc, Class Rng2: CR 2; Medium-size humanoid (orc); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +4/+4 (orc scimitar and dagger) melee or +4 (javelin) ranged; SA Lycanthropic Empathy; SQ Alternate Form, Darkvision 60'; AL CE; SV Fort +5, Ref +2, Will +0; Str 18, Dex 15, Con 14, Int 9, Wis 11, Cha 8. Height 5' 3".

Skills and Feats: Climb +4, Hide +4, Listen +2, Move Silently +3, Wilderness Lore +3 (all skills include armor adjustments); Dodge, Improved Control Shape

Class Abilities: Favored Enemy (Goblins), Ranger Ambidexterity and Two-Weapon Fighting, Track

Languages: Orc

Signature Possessions: scimitar, dagger, studded leather armor, wolf skin pelt, and wolf teeth necklace

Werewolf Hybrid Form: CR 4; Medium-size humanoid (orc); HD 2d10+8; hp 24; Init +8; Spd 30 ft.; AC 14 (touch 14, flat-footed 10); Atk +7 (bite) melee or +6 (javelin) ranged; SQ Alternate Form, Damage Reduction 15/silver, Darkvision 60'; AL CE; SV Fort +9, Ref +4, Will +2; Str 20, Dex 19, Con 18, Int 9, Wis 11, Cha 8. Height 5' 3".

Skills and Feats: Climb +6, Hide +7, Listen +10, Move Silently +6, Search +7, Spot +8, Wilderness Lore +7 (all skills include armor adjustments); Dodge

Werewolf Abilities: Blind-Fight, Improved Initiative, Improved Control Shape, Trip, Weapon Finesse (bite)

Background: Agrag was born into the Flesh Eaters and proved himself capable of undergoing *okogn* training at a young age, possessing the necessary physical traits. His high coordination skills soon brought him to the attention of the rangers and he was offered a post with them. After accepting, Agrag was taken to a lair deep within the confines of their territory to begin his training.

Hard work, a cruel streak a mile wide, the willingness to sacrifice others in order to succeed, and his own innate abilities soon earned him the rank of *oghör*, and he found himself in charge of ten warriors, responsible for border patrols and harassing goblin patrols. Following a brief spell as a captive of a goblin band Agrag dedicated himself to learning more of their tactics and their customs, using this knowledge to good effect in ambushes and raids on goblin lairs.

Six months ago his patrol was assigned to an area of the southern Shashyf Hills supposedly controlled by goblins. The patrol had been scouting for just over a week and had just made camp for the day when a dire wolf set upon them without warning. Caught by surprise, the patrol lost any cohesion it possessed and the wolf tore through them as if they were sheaves of wheat. Agrag received a vicious bite to his left forearm, pain shooting into his head. He rained blows on the wolf but to little effect, his scimitar did no more than cause the beast to become angrier. He lost the battle with consciousness and collapsed; his last thought being that the eyes of the wolf seemed surprisingly orc-like. When he awoke four days later, Agrag found himself in an orc lair. A second patrol had, by luck, strayed away from their assigned area and found him lying in a pool of his own blood, the rent bodies of his warriors surrounding him. It was only by chance that, while looting and devouring the slain, the leader of the patrol noticed Agrag's breath in the frosty evening. Wanting to understand what fell beast could have caused such carnage, the leader ordered Agrag's limp body brought back to camp. Agrag recovered in a few days. Unsure of exactly what happened, Agrag reported that a pack of wolves, no doubt war-trained by goblins, had ambushed them.

Three weeks later, the first full moon rose over Tellene, and Agrag transformed into a slaving dire wolf. Agrag retained no memory of his first change and could not control his bloodlust, savaging five warriors before fleeing into the night. He awoke

alone in the woods, his armor missing and fresh blood on his hands and face. On returning, Agrag heard how a giant wolf had attacked the lair the previous night, probably the same wolf that Agrag's patrol had encountered. Questioned over his whereabouts, Agrag said that he had chased the wolf, but had lost it when he ran into four goblins and barely escaped with his life. The same thing happened every full moon for four months before Agrag realized what had happened to him.

Knowing that he is a werewolf, Agrag has recently started patrolling on nights of the full moon, taking him away from any known lairs. He does this not through compassion for his fellow orcs, but because he does not want to get caught and executed. Losses on his patrols are high, but he does bring back goblin heads for his superiors.

Even in the brief time since he first transformed, Agrag has learned to control his changes and now assumes a hybrid form as his preferred form, using the wolf-like form to get close to goblin patrols before attacking them in an orgy of violence. Goblins living in the locale now believe that an unstoppable demon is loose.

Appearance: Agrag is surprisingly hairy for an orc, possessing so many tufts of hair on his face that it is almost completely covered. His teeth are slightly extended and sharper than most orcs', but not to a degree that they are unnatural. Usually covered in mud, his wolf skin cloak is holed and home to several flea colonies, causing him to scratch himself a little too frequently.

Personality: Agrag loves the thrill of the hunt, chasing down foes and dealing a slow, lingering death. His lycanthropic affliction has only heightened this. He shows no mercy to any foe and feasts on their fresh corpses. He only rarely travels in wolf form, preferring his hybrid shape when away from the lairs.

GRAAGAR; BLOOD DRINKER TORMENTER

Male orc, Class War2/Exp4/Expert Tormenter4 (see sidebar); CR 8; Medium-size humanoid (orc); HD 2d8+4d6+4d6+30; hp 62; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +10 (orc scimitar) melee or +7 (orc shortbow) ranged; SQ Darkvision 60'; AL CE; SV Fort +8, Ref +2, Will +10; Str 17, Dex 11, Con 17, Int 12, Wis 14, Cha 11. Height 5' 7".

Skills and Feats: Bluff +5, Climb +5, Craft (armoring) +6, Gather Information +4, Handle Animal +4, Heal +4, Intimidate +7, Jump +5, Read Lips +5, Sense Motive +10, Speak Language (Dwarf), Speak Language (Elf), Speak Language (Merchant's Tongue), (all skills include armor adjustments); Skill Focus (Craft [armoring]), Skill Focus (Handle Animal), Skill Focus (Bluff)

Class Abilities: Determine Health, Extract Information, Play on Fears, Mental Anguish +2, Crippling Blow

Languages: Dwarf, Elf, Merchant's Tongue, Orc

Signature Possessions: bloodstained leather apron (counts as leather armor), collection of rusty blacksmith tools, rags to staunch excessive bleeding, wax earplugs.

New Prestige Class: Expert Tormenter

Whether it is the location of a secret passageway into the king's castle, the number of men on border patrol, or simply the name of the best tavern in town, information is a vital part of any army. The work of the expert tormenter is to gather truthful information from captives through any means.

Tormenters are rarely popular amongst a tribe's members, given that those out of favor with their superiors can easily find themselves the next guest in their chamber. Yet, their profession is respected as being crucial to the tribe's continued survival. Employed only by senior *aanugh* and rulers of *ugokh* status and above, a member of this class holds a responsible position within the tribe and reports only to his direct superior. In return, he is well fed, supplied with any tools he may need to perform his work, and has access to prisoners so that he may practice his art.

Expert tormenters usually work in the upper areas of a lair; near to where the prisoners are housed, so that they do not need to waste time traveling the lair. Technically, this counts as a form of psychological torment, but even if orcs understood the principle they would still opt for other kinds of torment as the preferred method of interrogation.

Mostly recruited from roguish ranks, expert tormenters are hardened individuals with iron stomachs and no compassion. Grodish, the Flaymaster, is their patron and all swear allegiance to him upon entering this class.

Hit Die: d6

Requirements:

To qualify to become an expert tormenter, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Heal 4 ranks, Intimidate 6 ranks, and Sense Motive 8 ranks.

Class Skills

The expert tormenter class skills are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Profession (Wis), Read Lips (Int), Sense Motive (Wis), and Speak Language. See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features for the expert tormenter prestige class.

Weapon and Armor Proficiency:

Expert tormenters are proficient with all simple weapons. They are not proficient with any armor, but generally carry these proficiencies from their previous class. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equip-

ment, or loot carried.

Determine Health: At 1st level an expert tormenter gains the ability to perform a quick examination of his victim to determine the likelihood that he can withstand torment. The character should make a Heal check and consult the table below.

HEAL CHECK RESULT	INFORMATION REVEALED
15+	Victim's health in the loosest terms (near death, mauled, healthy, strong)
20+	Victim's health as a rough percentage of his starting hit points
25+	Exact hit points remaining, separated by subdual and actual damage

Extract Information: At 1st level, the expert tormenter gains the extract information feat if he does not already have it (see the Villain Design Handbook for this feat).

Prey on Fears: At 2nd level, the expert tormenter gains the prey on fears feat if he does not already have it (see the Villain Design Handbook for this feat).

Mental Anguish: At 3rd level, the expert tormenter gains a +2 circumstance bonus to all bluff, intimidate, sense motive checks. This bonus increases to +4 at 6th level, and +6 and ninth level.

Crippling Blow: At 4th level, the expert tormenter can use the cripple combat maneuver (see the Villain Design Handbook for this maneuver) without suffering any penalty.

Improved Determine Health: At 5th level, the expert tormenter gains a +5 circumstance bonus when using the heal skill to determine a victim's health (see Determine Health, above). This increases to +10 at 8th level.

Improved Critical: At 7th level, the expert tormenter gains the improved critical feat with one weapon that he is proficient in, even if he does not have the prerequisites.

Notoriety: At 10th level, the expert tormenter can cast *fear* once per day.

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+0	+2	Determine health, extract information
2	+1	+0	+0	+3	Prey on fears
3	+1	+1	+1	+3	Mental anguish +2
4	+2	+1	+1	+4	Crippling blow
5	+2	+1	+1	+4	Improved determine health +5
6	+3	+2	+2	+5	Mental anguish +4
7	+3	+2	+2	+5	Improved critical
8	+4	+2	+2	+6	Improved determine health +10
9	+4	+3	+3	+6	Mental anguish +6
10	+5	+3	+3	+7	Notoriety

Background: Graagar has had a variety of professions in his short life. He began his days born into the Ankle Breakers, a small tribe living in close proximity to the territory of the Blood Drinkers, and his natural Strength and Constitution made him a prime candidate for becoming an *okogn*. As well as his duties as a warrior, he was also given the task of looking after the tribes few wolves. With the commitment that would become a trademark throughout his life, he took to the task with total dedication, spending hours making sure the animals were well fed, even giving up part of his own rations, and making sure that they had plenty of exercise (chasing down *ugug* with a small head start). As is typical within small tribes, he also learned a trade to supplement the *gnugn'huk* in times of relative peace.

Graagar fell into the hands of the Blood Drinkers during a raid by the Drinkers for slaves and food. Rushing headlong into battle, he received a vicious slash across his face that almost ended his life then and there. By the time he recovered consciousness he had been taken back to the Drinkers' lair as potential food. Never afraid to stand up for himself, Graagar stood up proudly, ignoring the blows trying to bring him to his knees, and stated that he was a master armorer and wolf-handler. Luckily for him, his deceit worked, and he was assigned to the armorsmithing pits instead by being killed.



An expert tormenter plys his craft deep within his lair.

Happy to be alive, he threw himself into his work again, meeting every deadline given him, whilst plotting his rise back to *okogn* status. When working or when resting, he kept his eyes open for any sign for improvement, learning to read lips in the darkness in order to spy on his colleagues and keep abreast of what the guards were discussing. Although he lacked natural charisma, he made an effort to make allies in the pits but trusted no one as far as he could throw them. A certain amount of paranoia grasped him and he began to see conspiracies everywhere, with guards plotting his death and his fellow workers planning to make him fail his schedule. He also suspected the rats of being spies and began asking them for confessions!

Eighteen months ago, during a particularly heated argument with a co-worker he believed was working for a rival tribe as a spy, Graagar grabbed his work tools and attacked him. It took three taskmasters to beat him unconscious, but not before he had succeeded in extracting a confession; the armorer, it came to light, was indeed a spy and had contacts within the tribe's own *okogn*.

Graagar was dragged from the workshops and offered a new post as a tormenter. Though he would still work as a *gnugn'huk*, he would receive better quarters, better rations, and the chance to put his obvious skill to use. Suspicious of his superiors' true motives, he chose to accept the post, where he was at least in a position to uncover further evidence of the grand conspiracy.

Since then Graagar has worked in the prison as one of the better tormenters, dedicating himself again to his role in life. As well as learning the more exacting science of anguish, he also learned to heal victims just enough for them to endure a few more days of torment. Not the brightest orc, he has nevertheless learned three new languages so he can vary the race of his victims (dwarves, he claims, present the best challenge).

His skill is not reserved merely for non-orc victims; many fellow tribe members have met him on a professional basis when he has convinced superiors that they were spies. Though few are, the council understands that it cannot hurt to have him as a tool of fear. Any potential traitors think twice when they hear of "his success in extracting confessions."

Appearance: Graagar is fairly average, with a slightly larger build than most orcs of his breed. All of his clothing is stained with blood, as are the tools of his trade. A deep scar runs near horizontal across his face from the corner of his left eye, across his nose, most of which is missing, to his right ear, a constant reminder of his former life.

Personality: Graagar possess one distinctly non-orc trait, a desire to be the best at everything he does. This does not stem from any concern about his job, just a wish to avoid a

beating. After years convincing himself of a grand conspiracy against his life, he is totally paranoid. His victims receive as much questioning on the subject of their reasons for trying to assassinate him (which confuses virtually all of them) as they do on the matter for which he has been asked to extract information. Although he has heard that there exist several spells that can be used to extract the truth, Graagar has no faith in them.

RANAN; BUG SQUASHER UGUG

Male orc, Class Gladiator2: CR 2; Medium-size humanoid (orc); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6 (orc double axe) melee or +3 (dart) ranged; SQ Darkvision 60'; AL CE; SV Fort +5, Ref +4, Will +1; Str 18, Dex 13, Con 15, Int 10, Wis 12, Cha 8. Height 5' 3".

Skills and Feats: Balance +2, Climb +3, Intimidate +1, Jump +3, Knowledge (Fighting Styles) +1, Pantomime +3, Tumble +3 (all skills include armor adjustments); Dodge, Exotic Weapon Proficiency (Orc Double Axe)

Class Abilities: Arena Veteran +1, Center of Attention, Feint
Languages: Orc

Signature Possessions: Orc double axe, studded leather armor, three darts, spare loincloth, numerous scars.

Background: Life in the Bug Squashers has not been easy since the giants took full control. Ranan has never known freedom, being born several years after the giants' coup. Though adequately formed to serve as an *okogn*, the giants want sport, blood sport, and Ranan was unlucky enough to meet the criteria for a gladiator – he was available when a 'vacancy' arose. Following some rudimentary training with the orc double axe, now his signature weapon, he was thrown into the arena in front of members of his own tribe and a few giants.

His first opponent was a gnoll, and yet Ranan was more afraid of the spectacle in which he found himself. Standing in a sand lined pit some fifty feet to a side, he looked up at the hundreds of orc faces leering down, cheering for a death, phlegm, pieces of partially digested food, and worse, being thrown at both contestants as part of the crowd participation. The fight was fairly lengthy, the gnoll proving to be a worthy opponent, but Ranan won the day and took his enemy's head as a trophy. The crowd went wild, as they always do when blood is spilt, but something in Ranan clicked; he was hooked on the thrill, both of fighting and of the sheer energy the event generated.

His next two fights were routine orc-versus-orc affairs, but the crowd loved it, crying out for more, which Ranan was only too pleased to give. After taking on three goblins at once, followed by a wolf, and then an orc barbarian, Ranan began to make a name for himself and bets made at the arena were giving good odds on his winning. Few survived six fights without any major wounds. It was around this time that he adopted his stage persona, to the delight of his growing fan base. His name was known in important circles and many of the ruling council of

giants would come to watch him fight, showering him with a few silver coins and maybe a gold if the fight was entertaining.

Ranan knows that orcs are fickle, and that unless he keeps his fans happy they will switch allegiance without hesitation. Each fight he tries more outrageous moves to get noticed, and is starting to take more and more wounds as a result. Quick kills are no longer part of his repertoire, and he has taken to dancing around opponents, taunting them, opening himself up for a hit only to block it at the last second, and feigning injury to lure opponents into a false sense of security. Still, his popularity has never been as high as it is currently. For an *ugug*, the arena is one of the few ways to earn recognition.

Yet all is not well in Ranan's life. He knows that the giants are planning a big fight between a black orc from another lair and himself and, whilst confident that he can win, he has been approached and ordered to lose, or suffer the consequences. To lose in the arena is to invite death, for few gladiators are given a second chance, but to win may invoke a fate far worse than death. Currently, he is thinking of a way out of his situation while saving face. Discussions with a friendly *aanugh* (one who has made some money betting on Ranan) have revealed a few methods, but unless Ranan can acquire a lot more gold than he has stored away, he has no chance of being revived from his inevitable death.

Appearance: Ranan, when outside of the arena, is just another average orc; maybe slightly better looking than most, but still thoroughly average. His arena personality is a showman to the hilt. Ranan fights in studded leather, though he has removed one of the sleeves and sewn teeth around the neck. His face is typically painted with white clay war paint, he rubs ash in his eyes to give them a fierce red look, and he struts around like he rules the place, attracting shouts from the crowd, not all of whom are supporters.

Personality: Ranan has two primary urges that are often in conflict: the desire to survive and the desire to be popular in the arena. Having just discovered the thrill that a cheering crowd gives him, Ranan tends to dice with danger in every fight, preferring to win crowd support rather than dispatch his opponent quickly. His great goal is to be sponsored by one of the giants, who will supply him with better weapons, females, and, eventually, a position as his bodyguard.

CHAPTER 10:

MAKING AND PLAYING
AN ORC PC

PLAYING AN ORC

These rules are optional. Individual Dungeon Masters must decide whether or not to allow orc player characters.

In the dead of night, six figures move silently through the near darkness, weapons ready in their hands and the lure of treasure in their hearts. With a single, swift motion a door is kicked open in a shower of splinters and the intruders rush into the room, killing females and their offspring without mercy in their unending quest for riches.

Does this example make orcs sound bad? Well it should not, because this is the standard approach of many adventuring parties entering the lairs of humanoids. Many players happily kill goblinoid and humanoid females ("stops them breeding") or children ("that's the next generation dead") with little thought or emotion. If you tend to play along these lines, then you will enjoy playing an orc.

Orcs, as a "monster race," are always seen as the bad guys, who loot, murder, rape and plunder without hesitation. At their core, they are typical players entering a dungeon (save for the raping, one hopes) and adapting to playing an orc requires little effort in and of itself. What does require some forethought is actually role-playing an orc and not stereotyping them (often referred to as playing a human in a rubber, or furry, suit). What follows are merely a set of guidelines on playing orcs, not hard and fast rules. Use them wisely and orcs should be as fun, and as versatile, to play as any of the standard player races; ignore them, and you simply play a monster on the rampage.

The average common orc, for all his levels, hit points, base attack bonus, or other abstract game terms, is still a coward at heart. Two lowly town guards may as well be expert fighters for all he cares, and charging in recklessly is not his nature. Orcs prefer to fight battles of any sort on their own terms, using ambushes, withering missile fire, and spells to weaken foes before entering into any melee. An orc is as likely to run from one-on-one combat as he is to stay and slug it out. There is no

Rules or Roles?

Having orcs as inherent cowards goes against the grain in most D&D campaigns, which, for the greater part, require a character to defeat his enemies rather than flee in order to advance a level. There are two solutions to this 'dilemma'.

First, running away does not mean you will not fight at all, it just means you will not fight fairly. By running, you can lead an opponent into an ambush or gain enough distance to make missile fire and spell casting a safe option.

Second, you should reward players that avoid a fight in the name of good role-playing with a small incentive, say 50 XPs as a maximum. Dungeon Masters need to be careful that the game doesn't degenerate into the players running away from everything just to gain some experience or trying to find ridiculously tough monsters just so they can retreat and claim they were role-playing. Make sure that the system is not abused! A third level orc barbarian would not flee from a single kobold warrior!

orc term for "coward" for a good reason. Remember this when faced with strong opponents.

In a similar vein, orcs prefer company in combat. Lone players may bravely volunteer to guard the corridor while the rest of the party searches for secret doors, but an orc will want strength of numbers on his side. The same applies to entering a room; orcs rush in en masse to overwhelm opponents and present multiple targets rather than using sophisticated room clearance tactics.

Destruction of works of art and the pillaging of treasure occur for two reasons. First, orcs lack any understanding of art's inherent value. What use is a statue compared to a weapon? Where is an orc going to sell a painting that he takes from a monastery or noble's house? Given their supposed creation method as a tool of evil, orcs prefer to destroy what is worthless to them, so as to deny it to other races. Second, because they see all valuable items (this means items of inherent use rather than pure monetary value) as being rightfully theirs, they want them back. Most of the spoils of a raid go to the tribal ruler and his

aides anyway. Orc heroes rarely walk around with pockets bulging with coins and gems and glowing like The Assembly of Light on the summer solstice. Being given a magic item is a sign of favor, not a right because you happened to grab hold of it first or killed its previous owner. For this reason, Dungeon Masters should restrict orc characters to roughly one permanent item per level at most and make more use of masterwork weapons and armor as rewards.

Religion, though not an overriding factor in the life of the average orc, does give him a reason for performing certain actions. Their gods teach them that the world is rightfully theirs, but that they have been usurped by the other races and must fight to win it back. Priests also expound racial supremacy, with orcs at the top of the ladder and the other races further down. Only through dominance of the "lesser races" can this "natural order" be set right. Do not let religious motivation become an excuse for destructive acts; it is part of the reasoning behind them.

The orc social structure is based on ability and a willingness to advance by removing the person above you on the ladder. This is not taken lightly as there are ancient traditions in place to stop a tribe turning on itself and death awaits the loser. Much better to make your rival look bad in front of his superiors or wait for him to get killed in action. Orcs have short lives, through violence more than any other reason, and advancement

What Classes Can I Play?

Orcs may be primitive, but they still have a fairly wide choice of classes from which to pick, though some are so alien to orc culture, such as bards, that no member of that class has ever been documented.

The commonly available classes from the *Player's Handbook* are: barbarian, cleric, fighter, ranger, rogue, and sorcerer. The commonly available classes from the *Kalamar Player's Guide* are: gladiator (most suitable for ugug characters), infiltrator and shaman. The commonly available classes from the *Dungeon Master's Guide* are: adept, expert, and warrior.

is only a heartbeat away. Players should not feel the urge to turn on each other for supremacy within a group. Such actions destroy group morale and ruin the game. As with any fighting force, orcs rely on their comrades for support and will give it freely in return.

The brown, white, and gray orcs are very similar to the common orc; only the black orcs pose new challenges. Black orcs are leaders; they expect to be in charge and do not take well to others pushing them around, regardless of their master's power. Their natural arrogance in their own superior abilities makes them more likely to vie for leadership positions, especially when only a common orc currently stands in their way. With more than one black orc in a group fear is the key to success; the fear that you will kill anyone who steps out of line.

Black orcs are still cowards at heart, but have a greater ability to stand and fight rather than run for cover, trusting in their better breeding and the heavier armor they tend to wear. Even so, few will face multiple foes willingly unless they know they have a strong advantage (in game terms this is likely to be based on having a higher CR than your foes combined). They are not suicidal, but victory brings rewards from superiors, and once you have enough personal strength you can always overthrow those same superiors and take their place.

A word must be mentioned on the fathering of children against a female's will. Given the brutality of the crime it is best simply to ignore it in game terms! No normal person wants to sit at a gaming table and hear about such things or have his character enact them, even if it is a game. We know it happens, or you would not get half-orcs, but leave it out of the game and respect peoples' feelings.



THE GAME MECHANICS OF PLAYING AN ORC

So what advantages does a player garner by choosing orc as a character race? Aside from darkvision, there is little else in the way of racial abilities, although being able to move around in the dark and still see gives orcs a considerable advantage when raiding. It enables them to close unseen on enemies. Further, orcs can see opponents carrying lanterns or torches many hundreds of feet away, long before the illumination reaches them. Such opponents are perfect targets for missile and spell fire! Having orc blood for 'orc-only' magic items is of very limited use, seeing as the DMG contains so few orc-only items.

Naturally, black orcs present a better all-round choice, given their larger selection of racial abilities and the more attractive attribute package. On the downside, they lead from the front and will therefore have a higher death rate. Cowardice aside, black orcs prefer to be in the thick of the action. Wise Dungeon Masters will also limit their number, given their rarity in most tribes.

The following guide covers the key factors in playing a black orc character, but equates equally well to other sub-breeds.

On the attribute side there is the massive +4 Strength bonus, perfect for any of the combat-oriented classes, but the downside are penalties to Intelligence, Wisdom, and Charisma. Many

What Prestige Classes Can Orcs Take?

Orc characters may, in theory, take any prestige class for which they meet the minimum requirements. Within most tribes the actual choice is rather limited and should be restricted to those listed below unless the player has good reason to choose otherwise. Individual Dungeon Masters must decide if they will allow other prestige classes into their orc campaigns.

Kalamar Player's Guide: Bounty Hunter, Order of the Slayer, Slaver, and Warlord.

Dungeon Master's Guide: Assassin and Blackguard.

Defenders of the Faith: Divine Oracle, Master of Shrouds, Templar, and War Priest.

Masters of the Wild: Bane of Infidels, Bloodhound, Deepwood Sniper, Exotic Weapon Master, Eye of Gruumsh, Foe Hunter, Forsaker, Frenzied Berserker, Hexer, Oozemaster, Tamer of Beasts, and Tempest

Tome and Blood: Acolyte of the Skin, Alienist, Blood Magus, Dragon Disciple, Elemental Savant, Fate Spinner, Mindbender, Pale Master, and True Necromancer.

Song and Silence: Dread Pirate and Spymaster.

Sword and Fist: Devoted Defender, Gladiator, Lasher, Master of Chains, Order of the Bow Initiate, Ravager, Tribal Defender, and Weapon Master

may balk at playing what appears to be little more than a combat thug, but there are ways to minimize this 'damage'.

The orcs in the NPC section of this sourcebook were created using the random roll method and attributes have been placed where they are most needed. Even the lowliest spellcaster still packs a fairly impressive punch in combat compared to his elf or gnome counterpart.

Looking at the Strength bonus first, you naturally receive a bonus to your melee attack, your damage and your encumbrance limits, as well as to a few skills, but that is really about all. If you enjoy playing characters that live and die by the sword, mainly fighters, gladiators and barbarians, then this is the race for you. An average orc, with a base Strength of 11, will end up with a respectable 15, but almost all players will put a higher number in this attribute to make most use of the gain. A "true" average player character orc is more likely to have a Strength attribute of around 19, giving a sizeable +4 bonus to Strength related tasks. At first level and armed with a simple battleaxe, you can deal $1d8+4$ points of damage per hit. Quite impressive, given that only half-orcs stand a chance of reaching this damage capability at first level.

Intelligence is one of the key attributes in D&D these days as it governs how many skill points (and thus skills) your character has. Even a -2 penalty reduces the average modifier to zero or -1, depending on what you take for the average statistic. However, orcs are not really in need of many skills for the combat classes, and those that do need the skills, such as rogue or cleric, can put a lower attribute in Strength and boost their base Intelligence anyway. Wizards, for whom the attribute is key, are unknown among orcs (they can be played, but the character would be an oddity indeed!).

Wisdom is a key attribute for clerics and shamans, and very useful to both barbarians and rangers, who have several important class skills that rely on the attribute. It also affects Will saving throws and, as such, can be vital to any class for resisting fear and morale damaging effects. If your toughest fighter flees in panic, leaving the cleric to face the threat alone, he is not much help. Placing a high-average score (12 or 13) here will help keep Will from suffering too badly, especially if your class has no bonuses at lower levels, but once again it may mean that Strength has to suffer slightly in return.

Charisma, often a neglected attribute in many classes, governs all social skills and is the key attribute for a sorcerer. As with Intelligence, place a lower attribute in Strength and you can still have a very respectable Charisma score. It may not be as high as your non-orc counterpart, but you can still defend yourself in melee with a good chance of hitting and dealing damage.

Each sub-breed modifies attributes that can affect many classes. Modifiers to Constitution (perfect for a barbarian with his rage ability), Dexterity (for those few orc infiltrators, rogues or spellcasters who want better protection), and Wisdom (for clerics mainly, but also for ranger and barbarian class skills) all

Chapter 10: Making and Playing an Orc PC

have their particular pros and cons. How well do some of these classes suit orcs?

AN EXAMPLE CHARACTER

We will take the cleric as an example, as they are a popular class. Even with fairly average dice rolls, a player can actually end up with a good character to play in an extended campaign, and can turn the attribute modifiers to his advantage.

Four points automatically boost the character's Strength to a healthy score, especially as clerics often serve as second line fighter types. Constitution and Dexterity are as helpful as a player makes them. Given that a healer often needs heavy armor to avoid becoming a casualty, a high Dexterity score may be wasted. Wisdom suffers a point loss, and as a core attribute for the cleric, it will need bolstering with a higher value attribute. Intelligence governs skill points, but an attribute at 12 is not hard to achieve and that +1 point can be very handy at first level. Charisma affects only a few clerical skills and how many turning attempts you get per day. Not every campaign is crawling with undead, and even one or two attempts are better than none.

With a set of typical rolls of 4d6, ignoring the lowest die for each score, the player is quite likely to have a final set of unmod-

ified attributes along the lines of 16, 15, 13, 12, 11, 8 (allowing for a few bad rolls). Let us try to build a good cleric with these rolls.

Building a cleric affords several options such as a warrior type (high Strength and Constitution) or a skill-based variety (high Intelligence for the most part). Because making a warrior is generally the easier option, our example will demonstrate the latter option.

Taking racial modifiers into account, a reasonable spread provides a character with Strength 12 (8+4), Dexterity 11, Constitution 12, Intelligence 13 (15-2), Wisdom 14 (16-2), Charisma 11 (13-2). OK, he is no Conan, but he is good at what he was designed to do, and his Strength still gives him a bonus for when diplomacy fails. He still maintains a decent enough Wisdom score to gain bonus spells, and his Intelligence bonus of +1 is highly respectable for an orc. Charisma is only average, giving three turning attempts per day, but no penalty to skill checks based on the attribute.





CHAPTER 11: ADVENTURE HOOKS

ADVENTURE HOOKS

Contained within this section are a dozen adventure ideas; six for characters wishing to battle orcs and six for orc player characters (PCs). No statistics are provided and the hooks are suitable for any level of play. For party levels over an average of fifth either increase the total number of orcs suggested or make them 2nd level warriors lead by higher-level officers. Alternately, you can replace the standard orcs with black orcs, as they present a tougher challenge. The adventures can be set in any part of Tellene with little to no modification.

For Standard Races

TRAITOROUS TRADERS

Orcs from a nearby tribe have been spotted wearing armor bearing the crest of a local city. The town's ruler has secretly ordered that an investigation commences and the culprits punished for their act of treason. An agent of the ruler approaches the party and offers them a commission to investigate a specific caravan heading past the mountains the orcs inhabit. The players may decide to hire on as guards (difficult, as the trader prefers to use men he can trust and will not hint at any illegal activity) or simply follow the caravan. Any investigation in town reveals that the caravan is carrying goods to a trading post in return for dwarven ore (the merchant's cover story).

Along the way, PCs can spy orcs are shadowing the caravan, but they do not attack, even though they out-number the guards two-to-one. When the caravan reaches the trading post the party notices a high percentage of half-orcs amongst the staff ("cheap labor" is the reply if anyone notices this and makes inquiries). Crates labeled cloth, wine, and carrots are unloaded and raw iron ore loaded for the return trip. The caravan will leave the following morning, giving the party one night to investigate. The unloaded crates contain swords, armor bearing the city crest, and dried horseflesh. The merchant is a fence for

New Monster: White Orcs

Medium Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 16 (+3 studded leather, +2 large shield, +1 natural)

Attacks: Orc scimitar +2 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d6+1; javelin 1d6+1; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Low light vision; light sensitivity; natural armor

Saves: Fort +3, Ref 0, Will -1

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any, but commonly underground

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

White orcs spend their time living high on snow-capped mountains and because of the constant glare of the sun off the snow and ice they have not learned to cope in direct sunlight. They lack the darkvision common to other types of orc, but they have adapted to low light levels. While not as strong as common orcs, they possess remarkable stamina. As with common orcs they lack advanced cognitive abilities, have low willpower, and are unsociable creatures. These statistics are for 1st level warriors.

Light Sensitive (Ex): Orcs are sensitive to sunlight and spells such as daylight and suffer a -1 attack penalty in such light.

Low Light Vision (Ex): White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.

Natural Armor (Ex): The fatty layers and thick fur of white orcs give them a +1 natural Armor Class.

the local thieves' guild that trades the stolen arms and armor to the orcs.

MESSENGER BOYS

A ranger friendly to the characters asks them to provide an escort while he carries an important letter through orc-infested country. The letter details plans for a joint attack on an orc lair by soldiers from two kingdoms and must not fall into orc hands. Along the way, the party is detected by an orc patrol and an ambush set. Should the letter be captured the party will need to turn the tables on the orcs and hunt them down. If you wish, the letter could be a decoy to mislead the orcs, so losing it results in no form of punishment.

A FRIEND IN NEED

A small tribe of orcs has captured one or more friends of the characters and the party must liberate them. The orcs have home field advantage and will defend their lair wisely and tenaciously. Other prisoners may be present and a reward for their safe return offered. For high-level characters, you may wish to drop hints on black orc spawning and have the prisoners rescued just as they are being lowered into a spawning pit. Such knowledge, if the party can solve the mystery of why prisoners are being dropped into a cesspool, is invaluable and will make them many friends in high places (or they may be seen as suffering from combat fatigue).

DEFENDING THE OUTPOST

A small garrison fort is located near orc territory and rangers loyal to the crown have reported orc activity close by. They are suspicious of the raids' true motives, for the orcs have long seen the fort as impairment to their ability to raid freely and council the ruler of the land to send reinforcements. Instead of a true military force he dispatches a small party of adventurers to the fort on the pretext of delivering a message to the commander.

Whilst the characters are at the fort, many of the regular troops are called away to deal with an orc raiding party that has crossed the border several miles away, leaving the fort undermanned. During the night a moderately sized force of orcs attacks the fort and attempts to overrun it. As well as using their standard siege tactics, the orcs have built a covered battering ram to smash down the main gates.

SURGICAL STRIKE

An orc tribe inhabiting nearby mountains has allied itself with a hill giant and is causing havoc in the outlying villages and farms. None of the local militias have been able to stop them and the situation is becoming serious. Sadly the land's ruler refuses to send the army to deal with 'minor orc raids'. The council of the closest town knows that it won't be long before

New Monster: Black Orcs

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 feet

AC: 16 (+4 chain shirt, +2 large shield)

Attacks: Orc scimitar +4 melee; or javelin or shortbow +2 missile

Damage: Orc scimitar 1d6+2; javelin 1d6+2; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft; Endurance; poison and disease resistance; sunlight resistance

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 15, Dex 10, Con 13, Int 11, Wis 8, Cha 6

Skills: Intimidate +4, Listen +4, Spot +4

Feats: Exotic Weapon Proficiency (Orc Double Axe)

Climate/Terrain: Any, but commonly mountainous

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Black orcs are the dominant strain in orcish society and brook no rivals. Artificially bred to survive in harsh and adverse conditions, they possess enhanced stamina and intelligence, but lack social grace to a degree even greater than common orcs. Black orcs have little tolerance for failure from their minions. Generally found as leaders of a tribe, black orcs hate being subservient to any being. These statistics are for a 2nd level warrior.

Endurance (Su): Black orcs can run for days without need for rest and gain a +4 bonus on saves or Constitution checks involving endurance. This bonus stacks with that of the Endurance feat.

Poison and Disease Resistance (Su): Black orcs commonly eat and drink from sources that would poison a human. They are also of unnatural origin and are immune to all natural poisons and diseases. Against supernatural toxins and diseases such as mummy rot or lycanthropy, they receive a +4 bonus to their Fortitude saves.

Sunlight Resistant (Ex): Black orcs are made of tougher material than other orcs and do not suffer the -1 penalty when in sunlight or under the effects of a daylight spell.

they are attacked and the mayor decides to take the advantage while he still can.

He hires the party to enter orc territory, locate their lair, and eliminate 'a big ogre' they are allied with. There is no mention of a hill giant and characters that mention hearing rumors of the attacks are told that they are a neighboring tribe. Should the party succeed they will be well rewarded for their efforts by the happy townfolk.

CHARISMATIC LEADER

Bands of goblins, gnolls and bugbears are making alliances with a major orc tribe and have begun launching combined raids on many fronts. They have caused countless gold pieces worth of damage, slaughtered entire villages, and taken hundreds of prisoners back to their foul lair. Spies have reported that a single charismatic orc is uniting the humanoids into a cohesive force. A large reward is offered for any adventuring party willing to enter the lairs of the orcs, locate the leader, and aid his execution.

This could be turned into a mini-campaign, with the orc leader always managing to stay one step ahead of the party, causing them to investigate several orc lairs, as well as those of their allies. Once the leader is killed the coalition breaks down and the allies drift away back to their own territories.

For Orc Characters**ESTABLISHING A NEW OUTPOST**

A small human fort is located close to the edge of the tribe's territory. Normally there are over sixty men-at-arms and archers stationed at the fort and more than once they have thwarted attacks in the territory beyond. The garak has ordered that the fort be attacked and conquered as quickly and as quietly as possible. A large force will initiate a decoy raid to draw off as many defenders as possible, allowing a small force to enter the fort and eliminate the remaining garrison force. As reward, the garak has generously promised the attackers a fair share of the treasure found there.

NEVER TRUST AN ALLY

The characters have been assigned as bodyguards to an aanugh traveling into bugbear territory to formalize an alliance for the coming raiding season. Passing through bugbear territory the party is attacked by renegade bugbears opposed to the coalition and the aanugh is killed in the ensuing melee. With no hope of bringing the alliance to fruition themselves, the party has little option but to return home. The renegades are determined to kill the orcs before they can report who attacked them, as they hope to blame it on the main tribe and scuttle any chance of peace.

SPY NETWORK

This adventure hook is best suited for those players who would rather role-play orcs than treat them as mindless thugs. A nearby town or city has a large population of half-orcs and the garak and aanugh have decided to try to make use of them as spies. The characters are ordered to enter the settlement without attracting attention and recruit as many half-orcs as they can to the tribe's cause. How much should be offered to potential spies, or what they ask them to report on, is left to the

New Monster: Gray Orcs**Medium Humanoid (Orc)****Hit Dice:** 1d8 (4 hp)**Initiative:** +1**Speed:** 30 ft.**AC:** 12 (+2 leather armor)**Attacks:** Orc scimitar +2 melee; or javelin or shortbow +2 missile**Damage:** Orc scimitar 1d6+1; javelin 1d6+1; orc shortbow 1d6**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Qualities:** Darkvision 120 ft.; sunlight sensitivity**Saves:** Fort +2, Ref +1, Will -1**Abilities:** Str 13, Dex 12, Con 11, Int 11, Wis 8, Cha 6**Skills:** Listen +4, Spot +4**Feats:** Alertness**Climate/Terrain:** Any, but commonly underground**Organization:** Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).**Challenge Rating:** 1/2**Treasure:** Standard**Alignment:** Usually chaotic evil**Advancement:** By character class

Living deep within the earth, gray orcs possess keener darkvision than any of the cousins, but suffer stronger adverse effects in sunlight because of this. They lack some of the orcish strength commonly found in other breeds, but are more nimble. However, they are slow of thought and are extremely crude, even by orc standards. Such orcs are generally found serving more powerful subterranean creatures, such as mind flayers or aboleths, and their weak willpower makes them ideal servants. These statistics are for a 1st level warrior.

Light Sensitive (Ex): Gray orcs are more sensitive to sunlight and spells such as daylight than their kinfolk and suffer a -2 attack penalty in such light.

discretion of the party. Failure has no immediate effects unless one of the new recruits turns out to be a double agent!

The trip can be fraught with dangers for uncivilized orcs and should include at least one encounter with the watch, orc-hating dwarves, a visit to the tavern, and at least one public brawl.

BURN THE WOODS!

Druids are planning a major religious festival in woods close to the tribe's territory and it is too good an opportunity to waste. Although it is expected that magical wards, tamed beasts, and rangers protect the sacred site, the garak has ordered an assault on the area to disrupt the ritual. The party will make up one force amongst many taking part in the night assault.

Getting through the woods could be an adventure in itself given the tight security and should involve bypassing (or

New Monster: Brown Orcs

Medium Humanoid (Orc)
Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +2 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d6+1; javelin 1d6+1; or shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Low light vision 60 ft; sunlight sensitivity; desert survival

Saves: Fort +3, Ref 0, Will -1

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any, but commonly underground

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Brown orcs spend much of their lives in the open desert, but they have not yet developed a resistance to the adverse effects of sunlight that affects many of their orcish kin. They are not as strong as common orcs, but possess remarkable stamina. As with common orcs, they lack advanced cognitive abilities, suffer from low willpower, and are unsociable creatures. These statistics are for a 1st level warrior.

Light Sensitive (Ex): Brown orcs are sensitive to sunlight and spells such as daylight and suffer a -1 attack penalty in such light.

Low Light Vision (Ex): Brown orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.

Desert Survival (Ex): Brown orcs are well equipped for survival in harsh desert conditions and can last twice as long without water as similar humanoid creatures.

fighting) tamed animals and traps. The ritual area itself is comprised of two distinct areas; the first is an outer ring of trees guarded by rangers and elves, and the second an inner ring of stones protected by magic and low-level druids. Within the stone circle lies the true objective, a gathering of a dozen mid-level druids.

You should handle the fight in any manner you see fit, but remember that there are dozens of orc groups involved in the attack. Even if the party is defeating foes easily, their comrades may require help (or vice versa).

BROTHER AGAINST BROTHER

The *ganak* has ordered a full assault against the lairs of a rival tribe, the main aims of which are to acquire wealth, females, and smash the other tribe's power base. The player characters and a few NPC warriors of low-level will be ordered to strike at a small lair, supposedly nothing more than a border watch post housing few guards. Of course, when the party arrives they find a veritable army within the tunnels, which are trapped in true orc fashion, but being fellow orcs there is as much scope for infiltration as there is mindless violence. Since orc lairs tend to follow common lines the characters should be given a rough idea of where their targets may be located within the lair, but they won't know what dangers await them.

THE WHOLE NINE YARDS

The tribe has planned a large-scale attack on a dwarven mining colony, but it lacks detailed information. The characters' first task is to kidnap one or more dwarves and bring them back alive for interrogation. With the information gained (you may wish to let the characters handle the questioning) the attack begins! The characters are a band of low-level warriors that have been assigned the crucial task of neutralizing the top-most layers while the main body pushes through subterranean tunnels into the heart of the mine. Traps, well-hidden secret doors and stalwart dwarven defenders are all that stand between the characters and victory!



APPENDIX A: GLOSSARY OF ORC TERMS

Glossary of Orc Terms

- Aagkhakh – 'Room of Thoughts'; orc tribal council chamber.
- Aagno'ghaagn – 'Red Orb'; orc name for the moon Diadolai.
- Aanaagrugr – 'Stupid Brute'; ogre.
- Aanugh – 'Those that Wield Magic'; clerics, adepts and sorcerers.
- Aaron – 'Burning'; the daylight hours.
- Agnogûm – 'Stone Men'; members of the Dwarven race.
- Agno'kôg – 'Rock Flesh'; gray, stale bread.
- Agran – 'Brothers in War'; a warband or clan within a tribe.
- Akhanûk – 'Door Captain'; orc officer in charge of guarding the entrances to a lair.
- Akh'ghaagn – 'Bright Orb'; orc name for the moon Pelselond.
- Akhur – 'Brightening'; the nighttime hours.
- Anakgûm – 'Ugly Men'; members of the Hobgoblin race.
- Anûk – 'Leader of Many'; a captain.
- Bolg – 'Discordant One' head of the orc pantheon and synonymous with The Creator of strife.
- Bugdush – 'Hatred'; orc name for the Emperor of Scorn.
- Garak – 'High Chief'; ruler of an entire tribe.
- Garok – 'Fighting'; the summer months.
- Ga'uk – 'Bad Orcs'; goblins.
- Chokhaagr – 'Joining of Blood'; festival to mark the joining of two tribes.
- Ghogûm – 'Tree Man'; members of the Elven race.
- Ghukonug – 'Clever lizards'; kobolds.
- Chûn – 'Already Dead'; orcs used to lure attackers away from defended positions.
- Ghunûk – 'Wound Biter'; orc healing salve.
- Gnoghaagak – 'The Chosen'; the collective name of the 12 major orc tribes.
- Gnugn'huk – 'Risen Slave'; a member of the worker caste, generally a former slave.
- Gnunognog – 'Throwing Stick'; an orc javelin.
- Gorag – 'Place of Safety'; an orc lair or settlement.
- Gra'agha – 'Feast of the Fallen'; post campaign festival.
- Gragr – 'Foaming Frenzy'; orc name for Battle Rager.
- Grurg – 'Defiler of the weak' orc name for the Vicelord.
- Gugha nagn urâr nukug na urâr – 'Live long do the great, quick death to the not strong (i.e. weak)'; the orcish belief that the strong are destined to rule the weak.
- Gunor'Naghakhagh – 'Feeding the Drainer of Life'; festival held in times of 'famine'.
- Guruk-vra – 'Weak Blood Orc'; orcish term for a half orc, considered derogatory when used to a full orc.
- Hilg – 'Night Screams' orc name for The Prince of Terror.
- Ka'ago'ghugh – 'One Who Fights with Two Blades'; orc term for a ranger.
- Kakaagr – 'Letting of Blood'; festival held to mark the start of campaign season.
- Ka'kha – 'Axe with Two Heads'; the orc double-axe.
- Kaugna – 'Double Gang'; military unit often translated as a half-squad.
- Ka'ugr – 'Two Parts'; orc term for a day.
- Khagun Ukâk – 'Burnt Orc'; orcish term for desert orcs.
- Kharûn – 'Mouth Fire'; orc tonic.
- Khukrûn – 'Blood Fire'; orc spirits (alcoholic variety).
- Kughagrun – 'Place of Darkness'; orc spawning chamber.
- Kukanagn – 'Many Faces'; members of any of the Human species.
- Lanun – 'Subordinate Leader'; a lieutenant.
- Lur'kôg – 'Tough Flesh'; orc term for the flesh of dwarves, gnomes and carnivorous animals.
- Nangûm – 'Hairy Men'; bugbears.
- Narar – 'Angry One'; orc term for a barbarian.
- Nognogagh – 'Stick Combat'; orc sport used to train warriors and establishing pecking orders.
- Nognoglut – 'Stick Firer'; an orc shortbow.
- Nogror Ukâk – 'Pale Orc'; orcish term for deep orcs.
- Nughuk – 'Beater of Risen Slaves'; a taskmaster who controls the slave workers.
- Nukokogn – 'God Warrior'; a Templar or similar guardian.
- Nukugh Ukâk – 'Hairy Orc'; orcish term for snow orcs.

Appendix A: Glossary of Orc Terms

Nunug'raag – 'Voices of Action'; the council of tribal rulers within a tribe.
Oghor – 'Lowest Leader'; a sergeant.
Okaor – 'Gathering of Food'; the autumn months.
Okho – 'One who Births'; orc females.
Okogn – 'Blood Spillers'; common orc warriors.
Onor – 'Floating Tree'; an orc longship.
Prudush – Orc name for the Harvester of Souls, god of death.
Raagh'gûm – 'Dog Men'; gnolls.
Raagog – 'Planning of Raids'; the spring months.
Ral'kôg – 'Sweet Flesh'; orc term for the flesh of humans and elves.
Ran'gugh – 'Runt Bearers'; orc females.
Ranagran – 'Small Brotherhood'; a band of orcs.
Rura'kôg – 'Fatty Flesh'; orc term for the flesh of halflings, pigs or cattle.
Ugna – 'Gang'; smallest unit of soldiery.
Ugnag – 'War Speak'; the orc battle language.
Ugokh – 'War Chieftains'; sub-leaders within a tribe.
Ugraanug – 'Sex Chambers'; harem within a lair.
Ugru'grugh – 'Trial of Rulership'; ritual combat for becoming the tribal garak.
Ugug – 'Vermin'; slaves of any race.
Ugug'okn – 'Slave fighters'; ugug gladiators.
Uk – 'Dark'; the more common rendering of 'Ukâk'.
Ukaagnag – 'Dark World'; orc term for the Time of the Void prophecy favored by followers of The Dark One.

Ukâk – 'Dark Men'; orcish term for their own race.
Ukâk na Ukâk – 'Orc that is not Orc'; orcish term for an orc/ogre crossbreed.
Unaagn – "Walking Corpse"; a member of the tunnel rat prestige class.
Unaraar – 'Handy Tools'; the name given to the lesser tribes.
Uraak – 'Curved Blade'; the orc scimitar and weapon of choice.
Urâr nunug'raag – 'Great Voices of Action'; the gathering of the leaders of the most powerful orc tribes.
Urâr Ukâk – 'Great Orc'; orcish term for black orcs.
Urâr'ghaagn – 'Great Orb'; orc name for the moon Veshemo.
Urârguruch – 'Great Masters'; giants of any variety except ogres.
Urârkha – 'Great Axe'; orc term for a greataxe.
Urârugna – 'Great Gang'; orc term for a company or squad.
Uror – 'Small Food'; the winter months.
Uroragnogûm – 'Small Stone Men'; orc term for members of the Gnome race.
Urorgûm – 'Small Men'; members of the Halfling race.
Uror'kôg – 'Small Meat'; orc term for the flesh of avians.
Vagar – 'Drainer of Life'; orc name for The Locust Lord.

APPENDIX B:

NEW RULES



The following appendix collects all the new rules that appeared throughout the text, collected here for easy reference.

RACES

Presented below are the standard racial templates for the various orc breeds needed for character generation. Each is given in the standard Player's Handbook format for convenience.

COMMON ORCS

• +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma. Orcs are physically strong, but lack advanced cognitive abilities, have low willpower, and are unsociable creatures.

• Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.

• Orc base speed 30 feet.

• Darkvision. Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Orcs can function without any light at all, and often do so in their unlit lairs.

• Light Sensitive. Orcs are sensitive to sunlight and spells such as daylight; they suffer a -1 attack penalty in such light.

• Favored Class: Barbarian. Orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).

• Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

BLACK ORCS

• +4 Strength, +2 Constitution, -2 Wisdom, -4 Charisma. Black orcs are stronger than their kin and are much hardier, but lack all social graces outside of violence and often cannot resist violent acts.

• Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.

• Orc base speed 30 feet.

• Darkvision. Black orcs can see in the dark up to 60 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Black orcs can function without any light at all, and often do so in their unlit lairs.

• Endurance. Black orcs can run for days without need for rest and possess the gain a +4 bonus on saves involving endurance. This bonus stacks with that of the Endurance feat.

• Sunlight Resistant: Black orcs are of tougher material than other orcs and do not suffer the -1 penalty when in sunlight or under the effects of a daylight spell.

• Poison and Disease Resistance: Black orcs commonly eat and drink from sources that would poison a human. They are also of unnatural origin and are immune to all natural poisons and diseases. Saves against supernatural toxins and diseases, such as mummy rot or lycanthropy, receive a +4 Fortitude bonus.

• Favored Class: Fighter. Black orcs are capable of learning complex melee maneuvers and are more disciplined combatants (see PHB page 56 for multi-classing and favored classes).

• Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

GRAY ORCS (DEEP ORCS)

Living deep within the earth, gray orcs possess a keener Darkvision than any of the cousins but suffer stronger adverse effects in sunlight because of this.

• +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom, -4 Charisma. Gray orcs lack some of the orcish strength but are more nimble. However, they are slow of thought and are extremely crude, even by orc standards.

• Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.

Appendix B: New Rules

- Orc base speed 30 feet.
- Darkvision. Gray orcs spend much of their lives underground and can see in the dark up to 120 feet. Darkvision is black and white only, but is otherwise similar to normal sight. Gray orcs can function without any light at all, and often do so in their unlit lairs.

- Light Sensitive. Gray orcs are more sensitive to sunlight and spells such as daylight than their kinfolk and suffer a -2 attack penalty in such light.

- Favored Class: Barbarian. Gray orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).

- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

BROWN ORCS (DESERT ORCS)

Brown orcs spend much of their lives in open desert, but have yet to develop a resistance to the adverse effects of sunlight that affects many of their orcish kin.

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Brown orcs are not as strong as common orcs but possess remarkable stamina. As with common orcs they lack advanced cognitive abilities and willpower, and are unsociable creatures.

- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.

- Orc base speed 30 feet.
- Light Sensitive. Orcs are sensitive to sunlight and spells such as daylight; they suffer a -1 attack penalty in such light.

- Low Light Vision. White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.

- Desert Survival: Brown orcs are well equipped for survival in harsh desert conditions and can last twice as long without water than normal.

- Favored Class: Barbarian. Brown orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).

- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

WHITE ORCS (SNOW ORCS)

White orcs spend their time living high on snow-capped mountains and because of the constant glare of the sun off the snow and ice they have not learned to cope in direct sunlight. They lack the darkvision of common orcs, but have adapted to low light levels.

TABLE B-1: RANDOM STARTING AGE

BREED	ADULTHOOD	BARBARIAN		
		WARRIOR	RANGER	SHAMAN
Common	8 years	+1d4	+1d6	+2d6
Black	N/A	N/A	N/A	N/A
Brown	7 years	+1d4	+1d6	+2d4
Gray	7 years	+1d3	+1d6	+2d6
White	9 years	+1d6	+1d8	+2d8

TABLE B-2: AGING EFFECTS

BREED	MIDDLE AGE	OLD	VENERABLE	MAXIMUM AGE
Common	20	30	40	+1d10
Black	N/A	N/A	N/A	N/A
Brown	18	24	36	+1d8
Gray	18	24	36	+1d8
White	14	21	28	+1d4

TABLE B-3: RANDOM HEIGHT AND WEIGHT

BREED	BASE	HEIGHT	BASE	WEIGHT
	HEIGHT	MODIFIER	WEIGHT	MODIFIER
Common	4' 5"	+2d6	140	x (2d4) lb
Black	4' 10"	+2d10	180	x (2d6) lb
Brown	4' 5"	+2d6	120	x (2d4) lb
Gray	3' 5"	+2d4	90	x (1d6) lb
White	4' 5"	+2d6	160	x (2d8) lb

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. White orcs are not as strong as common orcs but possess remarkable stamina. As with common orcs they lack advanced cognitive abilities, have poor willpower, and are unsociable creatures.

- Medium-sized. As Medium-sized humanoids, orcs have no special size-related bonuses or penalties.

- Orc base speed 30 feet.
- Light Sensitive. Orcs are sensitive to sunlight and spells such as daylight and suffer a -1 attack penalty in such light.

- Low Light Vision. White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a light source.

- Natural Armor: The fatty layers and thick fur of white orcs give them a +1 natural Armor Class.

- Favored Class: Barbarian. White orcs extol the barbarian virtues of primal rage and living in the wilds (see PHB page 56 for multi-classing and favored classes).

- Automatic Languages: Orcish. Bonus Languages: Dwarven, Goblin, Giant, Merchant's Tongue, Terran, and Undercommon. Orcs are familiar with the languages of their allies and enemies, though few have the Intelligence to learn extra languages.

PRESTIGE CLASSES

Detailed below is a handful of new prestige classes well suited to orcs or other goblinoid races. Unless noted elsewhere, you must follow all the standard rules of multiclassing when you choose a prestige class. Some of these new prestige classes lack the fantastic abilities of other published classes, being more practical in their application to everyday life in an orc tribe.

BERSERKER

Hit Die: d12

REQUIREMENTS

To qualify to become a berserker, a character must fulfill all the following criteria.

Base Attack Bonus: +8

Skills: Intimidate 6 ranks, Jump 10 ranks

Feats: Battle Hardened, Endurance, Instantaneous Rage

Special: Must have the Rage ability

CLASS SKILLS

The berserker class skills are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the berserker prestige class.

Weapon and Armor Proficiency: Berserkers are proficient with all simple and martial weapons. They are proficient only with light armor, but with all shields. Berserkers may only wear light armor and carry loads of light encumbrance or lower. Any violation of either restriction negates all of the abilities of this prestige class until the matter is rectified. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Battle Scream (Ex): At first level, the berserker learns to focus part of his rage into a fearsome shout. Enemies within 50 feet that hear the scream must make Will saves (DC 15) or suffer a -1 morale penalty to all attack and damage rolls during the combat. The effect ends only when the berserker that issued the scream is killed or flees. The effects stack with other battle screams that have been issued by other berserkers, but each berserker may only issue one such scream per combat. A berserker can use his battle scream a number of times per day equal to 1 + his Constitution modifier. At 5th level the berserker gains the Improved Battle Scream, which increases the penalty to -2. No creature can suffer a morale penalty greater than -6, regardless of the number of berserkers.

Additional Rage: Starting at first level, the berserker understands how to channel his rage into a fighting frenzy. This power is identical to the barbarian ability (see the barbarian in Chapter 3 of the Player's Handbook). The number of times a berserker can rage per day increases at 4th, 7th and at 10th. Characters who already possess this ability from previous classes may add the abilities together to determine the total number of times they may rage in a single day.

Damage Reduction (Su): At 2nd level, the berserker receives a blessing from *Grag* and can reduce the amount of damage received from any attack by two points. Damage can only be reduced to a minimum of zero (you cannot gain hit points back through this ability!). This increases to four points at 6th level and to six points at 10th level. This damage reduction stacks with the barbarian's damage reduction ability, if applicable.

Mighty Leap: Leaping may not be an ability commonly associated with berserkers, but it enables *Spawn* to leap over walls into enemy camps and over shield walls into the heart of troop formations. Gained at 3rd level, the berserker may double the distance of any jump he makes and may ignore the maximum distance limits. The character generates attacks of opportunity as normal whilst in flight.

***Grag's* Blessing (Ex):** Fear is an emotion unknown to berserkers that reach 2nd level. The character becomes immune to all forms of fear and automatically passes any Will save to resist such effects.

Stamina of *Grag* (Su): *Grag* is a god of battle and berserkers, those who fight until they are literally hacked apart. In order to aid his chosen warriors, *Grag* blesses them with a temporary increase in their Constitution scores, equal to 1d4+1 for each berserker. The power can be used as many times per day as the character has points of Constitution bonus (at his normal ability value), with a

TABLE B-4: THE BERSERKER

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+1	+2	+0	+2	Battle scream, rage 1/day
2	+2	+3	+0	+3	Damage reduction 2/-, <i>Grag's</i> blessing
3	+3	+3	+1	+3	Mighty leap
4	+4	+4	+1	+4	Stamina of <i>Grag</i> , rage 2/day
5	+5	+4	+1	+4	Improved battle scream, greater rage
6	+6	+5	+2	+5	Damage reduction 4/-
7	+7	+5	+2	+5	Leaping attack, rage 3/day
8	+8	+6	+2	+6	Strength of <i>Grag</i>
9	+9	+6	+3	+6	Exceptional rage (no fatigue loss from raging)
10	+10	+7	+3	+7	Damage reduction 6/-, rage 4/day

minimum of once per day. The power lasts for a number of rounds equal to 3 + his standard Wisdom bonus (minimum of one). These effects stack with the Constitution increase gain from using Rage.

For every two points of Constitution gained the character gains a +1 bonus to Fortitude saves, an additional 1 hit point per level, and +1 to all Constitution-based skill checks. These additional hit points are treated as standard hit points and are removed first when damage is taken.

Greater Rage (Ex): At 5th level the character increases the attribute gains from his rage ability to six points rather than the standard four.

Leaping Attack (Ex): Beginning at 7th level, the berserker can initiate a jump and make attacks against foes whilst in mid-air. The berserker may make an attack at any point during the jump after takeoff and before landing. Characters with multiple attacks may actually make multiple attacks during the jump (unlike the standard rules) unless the jump only covers a distance of five feet or less. The attacks must be made after the character has left the ground and before he lands, but may be made at any point along his route. The attacks themselves do not generate any attacks of opportunity, but the movement involved in the act of jumping does.

Strength of Grarg (Su): Grarg is a god of battle and berserkers, those who fight until they are literally hacked apart. In order to aid his chosen warriors, Grarg blesses them with a temporary increase in their Strength scores, equal to 1d4+1 for each berserker. The power can be used as many times per day as the character has points of Strength bonus (at his normal ability value), with a minimum of once per day, and is similar to the divine spell bull's strength. The attribute boost lasts for a number of rounds equal to 3 + his standard Wisdom bonus (minimum of one).

The character gains a +1 bonus to his melee attack, damage, and Strength-based skill checks for every two points of Strength gained.

Exceptional Rage (Ex): At 9th level the character increases the morale bonus on Will saves from +2 to +4. The berserker no longer suffers from fatigue after raging once he gains this ability.

Hit Die: d6

REQUIREMENTS

To qualify to become a deep scout, a character must fulfill all the following criteria.

Skills: Climb 8 ranks, Wilderness Lore 8 ranks

Feats: Alertness, Great Fortitude, Lightning Reflexes

Special: The applicant must have darkvision.

CLASS SKILLS

The deep scout class skills are Appraise (Int), Balance (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the deep scout prestige class. The class abilities only work in an underground setting, but this includes a dungeon or lair.

Weapon and Armor Proficiency: Deep scouts are proficient with all simple and martial weapons. They are only proficient with light armor but may wield shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Natural Awareness (Ex): Starting at 1st level, the character gains a +2 competence bonus to Listen and Spot rolls to detect natural events and obstacles under the earth. Such events and obstacles include, but are not limited to, unstable rock formations, cave-ins, underground floods, or pockets of natural gas. The bonus increases to +4 at 5th level and to +6 at 9th level.

Improved Movement: Traveling across rough cavern floors for a living becomes easier once you have had some practice. At 2nd level the deep scout gains the Improved Movement feat if he does not possess it already.

Survival Instinct (Ex): Starting at 2nd level, the deep scout learns to survive the unique rigors of life underground. He

gains a +1 bonus to Reflex saves to avoid natural hazards (such as falling rocks or the floor suddenly subsiding) and a +1 competence bonus to Intuit Direction and Wilderness Lore checks whilst in an underground environment. This bonus increases every other level, to a maximum of +5 at 10th level.

TABLE B-5: THE DEEP SCOUT

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+2	Natural awareness +2
2	+1	+0	+3	+3	Improved movement, survival instinct +1
3	+2	+1	+3	+3	Intuit depth, dislocation
4	+3	+1	+4	+4	Fungi lore, survival instinct +2
5	+3	+1	+4	+4	Natural awareness +4
6	+4	+2	+5	+5	Stonecunning, survival instinct +3
7	+5	+2	+5	+5	At one with rock
8	+6	+2	+6	+6	Survival instinct +4
9	+6	+3	+6	+6	Natural awareness +6
10	+7	+3	+7	+7	Survival instinct +5

Intuit Depth (Ex): At 3rd level the deep scout learns to determine his depth underground. As with Intuit Direction, the character must concentrate for one minute and then pass an Intuit Direction roll (DC 15). If the check fails, he cannot determine his depth. On a natural roll of 1, he mistakenly calculates his depth (the DM must decide the actual error).

Dislocation (Ex): This is not the ability to teleport, as it may sound, but the knack of dislocating limbs to enable oneself to squeeze through smaller spaces. At 3rd level the deep scout learns to dislocate and relocate his arms and legs at will (not the head!), though each application of this ability causes 1d4 points of damage. Dislocating a limb grants a +10 bonus to Escape Artist checks, though it renders the limb useless until it is snapped back into place. Dislocating and resetting a limb are each full round actions. This ability does not allow a character to fit through spaces that his head will not fit through, but it does allow him to narrow his shoulder width somewhat.

Fungi Lore (Ex): Few plants grow below the ground and even fewer animals suitable for eating roam the tunnels and caverns. By 4th level the deep scout has learned to subsist on edible fungi and to recognize other properties in them, such as aiding healing. To find enough food to live on for one day, the character must make a Wilderness Lore roll, generally at DC 15, but this may be higher or lower in certain areas (it may be higher near a thermal vent for example). Healing fungi can be used to restock a healer's kit, but a Wilderness Lore check (DC 20) is required to locate the correct fungi. A roll of a natural 1 means the character has confused his fungi and takes 1d3 damage by poisoning himself.

Stonecunning (Ex): In a manner similar to that of dwarves (though not as well) the orc learns to recognize unusual stonework. He gains a +2 circumstance bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when disguised), unsafe stone surfaces, and the like. Unlike a dwarf, who can sense such stonework just in passing, the deep scout must actively search for such material. The orc does not gain the ability to detect stonework traps with Search DCs higher than 20.

At One With Rock (Ex): At 7th level the deep scout has spent so much time underground that he can be one with rock. This ability grants a +5 competence bonus to Climb,

Hide, and Move Silently checks when in a natural underground environment.

RUNNER

Hit Die: d6

REQUIREMENTS

To qualify to become a runner, a character must fulfill all the following criteria.

Skills: Climb 8 ranks, Escape Artist 4 ranks, Intuit Direction 8 ranks, Swim 4 ranks, and Wilderness Lore 8 ranks

Feats: Dodge, Mobility, Run

Special: Fort save +4 or higher

CLASS SKILLS

The runner class skills are Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Spot (Wis), Swim (Str), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the runner prestige class. None of the class's special features function if the runner is wearing medium or heavy armor or is burdened with any load above light encumbrance. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Weapon and Armor Proficiency: Runners are proficient with only simple weapons. They are only proficient with light armor but may wield shields.

Tight Turn (Ex): The first trick the runner learns is how to corner at speed. The 1st level runner can turn through corners of 90 degrees or less at any speed, but each 90-degree turn uses up five feet of his movement allowance for the round. The runner may turn through as many corners in a single round as he has levels in this prestige class. If further corners impede his progress he must stop, exactly as if performing a standard run action. This ability can be used in conjunction with any of the later class abilities, such as ceiling running.

Uncanny Dodge (Ex): At 2nd level the runner gains the ability to react to danger faster than reason would allow, retaining his Dexterity bonus to AC even if caught flat-footed. At 5th level the runner can no longer be flanked, regardless of

TABLE B-6: THE RUNNER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Tight turn
2	+1	+0	+3	+0	Uncanny dodge (Dex bonus to AC)
3	+1	+1	+3	+1	Greased lightning, improved movement
4	+2	+1	+4	+1	Vertical movement
5	+2	+1	+4	+1	Uncanny dodge (can't be flanked)
6	+3	+2	+5	+2	Horizontal movement
7	+3	+2	+5	+2	Improved forced march
8	+4	+2	+6	+2	Horizontal movement (90-degree angle)
9	+4	+3	+6	+3	
10	+5	+3	+7	+3	Ceiling movement

how powerful her opponents are in comparison. This power is otherwise identical to that of rogues (see the rogue in Chapter 3 of the Player's Handbook).

Greased Lightning (Ex): By 3rd level the runner has built up his sprinting potential through prolonged and arduous training regimes. He may run at six times his normal speed instead of the standard four times. If he makes a running jump, increase the distance or height he clears by one-half, but not past the maximum.

Improved Movement (Ex): The character gains the Improved Movement feat at 3rd level if he does not possess it already.

Vertical Movement (Su): The ability to move up sheer surfaces has saved many a runner's life. Starting at 4th level the runner gains the bizarre ability to move up walls as if he were running along a flat floor. The runner must start his movement at least ten feet away from the surface he wishes to scale and at 90-degrees the perpendicular (so he is running straight at the wall).

The maximum height a runner can reach is equal to 20 feet times his level in the prestige class, and must be achieved in one round. Should the round end before the runner has reached the top, or should he misjudge the distance to the top and reach his maximum height before the wall ends, he falls, taking normal damage (he may attempt a Tumble skill check as normal).

Horizontal Movement (Su): The runner learns how to make use of his speed to move along vertical surfaces but parallel to the ground at 6th level. In order to travel in this manner the runner needs at least a 10-foot run parallel to the surface, and may only move along it for a maximum of one-half of his maximum speed before he has to resume running on the floor again.

How far the character moves and his standard running limit determine the maximum height that can be achieved. For every five feet of horizontal distance covered the runner may gain or lose five feet of height (but remember, he must begin on the floor before he uses more than one-half his maximum movement!).

All of the movement must be in a straight line and completed in a single round. At 8th level, the runner gains the ability to move along walls whilst turning corners of 90 degrees or less. Although of limited use in avoiding enemies, it can be very handy when there is a trap or some form of ooze covering the floor ahead.

Improved Forced March: The character gains the Improved Forced March feat at 7th level if he does not possess it already.

Ceiling Movement (Su): At the pinnacle of his power,

the runner can defy gravity, gaining the ability to crawl along ceilings at 10th level. There are two different methods for reaching the ceiling. In both cases, all movement must be completed within one round or the runner falls from whatever height he has currently reached.

The first method involves using the same mechanics as vertical running, in that the runner charges the wall head on and then proceeds to run up its surface. When the runner reaches the height of the ceiling he may crawl along the ceiling (hanging upside down) to a maximum of one-half of his total movement allowance for the round before he must head down the wall again to the floor.

The second method is more of a slow climb, where the runner starts his movement in a similar fashion to horizontal running. After the obligatory ten feet to gain pace, the runner begins to crawl towards the ceiling horizontally, gaining five feet of height for every five feet of length he travels. When he reaches the ceiling he may proceed to move along it as with the first method.

EXPERT TORMENTER

Hit Die: d6

REQUIREMENTS

To qualify to become an expert tormenter, a character must fulfill all the following criteria.

Alignment: Any evil.

Skills: Heal 4 ranks, Intimidate 6 ranks, and Sense Motive 8 ranks.

CLASS SKILLS

The expert tormenter class skills are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Profession (Wis), Read Lips (Int), Sense Motive (Wis), and Speak Language. See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the expert tormenter prestige class.

TABLE B-7: THE EXPERT TORMENTER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+0	+2	Determine health, extract information
2	+1	+0	+0	+3	Prey on fears
3	+1	+1	+1	+3	Mental anguish +2
4	+2	+1	+1	+4	Crippling blow
5	+2	+1	+1	+4	Improved determine health +5
6	+3	+2	+2	+5	Mental anguish +4
7	+3	+2	+2	+5	Improved critical
8	+4	+2	+2	+6	Improved determine health +10
9	+4	+3	+3	+6	Mental anguish +6
10	+5	+3	+3	+7	Notoriety

Weapon and Armor Proficiency: Expert tormenters are proficient with all simple weapons. They are not proficient with any armor, but generally carry these proficiencies from their previous class. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Determine Health: At 1st level an expert tormenter gains the ability to perform a quick examination of his victim to determine the likelihood that he can withstand torment. The character should make a Heal check and consult the table below.

HEAL CHECK RESULT	INFORMATION REVEALED
15+	Victim's health in the loosest terms (near death, mauled, healthy, strong)
20+	Victim's health as a rough percentage of his starting hit points
25+	Exact hit points remaining, separated by subdual and actual damage

Extract Information: At 1st level, the expert tormenter gains the extract information feat if he does not already have it (see the Villain Design Handbook for this feat).

Prey on Fears: At 2nd level, the expert tormenter gains the prey on fears feat if he does not already have it (see the Villain Design Handbook for this feat).

Mental Anguish: At 3rd level, the expert tormenter gains a +2 circumstance bonus to all bluff, intimidate, sense motive checks. This bonus increases to +4 at 6th level, and +6 and ninth level.

Crippling Blow: At 4th level, the expert tormenter can use the cripple combat maneuver (see the Villain Design Handbook for this maneuver) without suffering any penalty.

Improved Determine Health: At 5th level, the expert tormenter gains a +5 circumstance bonus when using the heal skill to determine a victim's health (see Determine Health, above). This increases to +10 at 8th level.

Improved Critical: At 7th level, the expert tormenter gains the improved critical feat with one weapon that he is proficient in, even if he does not have the prerequisites.

Notoriety: At 10th level, the expert tormenter can cast fear once per day.

TUNNEL RAT

Hit Die: d6

REQUIREMENTS

To qualify as a tunnel rat, a character must fulfill all the following criteria.

Skills: Climb 5 ranks, Disable Device 8 ranks, Move Silently 8 ranks, Search 8 ranks and Spot 8 ranks.

Feats: Lightning Reflexes.

Special: Tunnel rat applicants must be literate in Dwarven, Gnome, or Merchant's Tongue.

CLASS SKILLS

The tunnel rat class skills are Balance (Dex), Climb (Str), Craft (trap making) (Int), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All the following are class features of the tunnel rat prestige class.

Weapon and Armor Proficiencies: A tunnel rat is proficient with all simple weapons. In addition, he is proficient with light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Traps: At 1st level, the tunnel rat learns the trap ability if he does not already possess it from a previous class (see the rogue in Chapter 3 of the *Player's Handbook*).

Uncanny Dodge (Ex): Beginning at 1st level, the constant danger of being caught in a trap or ambush hones the rat's reflexes to super-orc heights. He retains his Dexterity bonus to

AC (if any) regardless of being caught flat-footed by trap or surprise attacks, although he loses it if immobilized. At 5th level, the rat gains a further increase to his survival instinct with regards to traps, gaining a +1 bonus to Reflex saves made to

TABLE B-8: THE TUNNEL RAT

CLASS	BASE ATTACK	FORT	REF	WILL	
LEVEL	BONUS	SAVE	SAVE	SAVE	SPECIAL
1	+0	+0	+2	+0	Traps, uncanny dodge (Dex bonus to AC)
2	+1	+0	+3	+0	Improved trap detection +1
3	+1	+1	+3	+1	Blind luck 1/day, eerily calm
4	+2	+1	+4	+1	Detect secret doors; improved trap detection +2
5	+2	+1	+4	+1	Uncanny dodge (+1 against traps)
6	+3	+2	+5	+2	Improved trap detection +3, blind luck 2/day
7	+3	+2	+5	+2	Uncanny dodge (+2 against traps)
8	+4	+2	+6	+2	Improved trap detection +4
9	+4	+3	+6	+3	Blind luck 3/day; uncanny dodge (+3 against traps)
10	+5	+3	+7	+3	Improved trap detection +5

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avoid traps and a +1 dodge bonus to AC against attacks by traps. This rises to +2 at 7th level and increases to +3 at 9th level.

Improved Trap Detection (Ex): Starting at 2nd level, the tunnel rat gains a +1 bonus to his Search roll when he actively searches for traps. Additional +1 bonuses are gained at 4th, 6th, 8th, and 10th levels.

Blind Luck (Ex): Starting at 3rd level, the tunnel rat gains a preternatural danger sense that allows him to avoid trouble. He may re-roll one die roll relating to traps, whether it be a Search or Disable Device skill check, a Reflex save, or even the damage inflicted on him. He may choose the better of the results to keep. At 6th and 9th levels the character can use the powers more frequently, but may still only affect any given roll only once.

Eerily Calm (Ex): At 3rd level the rat gains complete control over his natural instinct to panic under pressure. He may take 10 on any Disable Device check so long as he is not personally being attacked in melee, though he may still do so when under missile fire. He maintains his Dexterity bonus to his AC whilst doing so.

Detect Secret Doors (Ex): At 4th level the tunnel rat gains the ability to detect secret doors similar to that of an elf. This is not a supernatural power, but represents a trained eye, used to spotting the telltale signs, such as footprints in the dust, scratches on the floor, and so on. When passing within five feet of a secret or concealed door the tunnel rat receives an automatic Search roll. He cannot take 10 on this roll.

(Wis), Swim (Str) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

All of the following are class features for the warband leader prestige class.

Weapon and Armor Proficiency: Warband leaders are proficient with all simple and martial weapons. They are also proficient with all forms of armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor, equipment, or loot carried.

Aura of Command (Su): At 1st level the warband leader begins to gain the respect of his subordinates, who look to him for support in battle. Any allied orc warriors within 60 feet gain a +2 morale bonus to Will saves so long as the warband leader is alive and mobile.

Rank: At 1st level the warband leader gains the rank and social position of *oghor* (sergeant) if he does not already hold the title. On subsequently gaining further rank as he increases in experience, he moves up the ranks to *lanun* (lieutenant), *anuk* (captain), and finally *ugokh* (war chieftain). Should a rank ever be lost, for whatever reason, the character achieves the rank again when he is next eligible for promotion. In the long run, this means that he may never achieve the highest ranks.

Bonus Feat: At every even level, the warband leader may choose a bonus feat from the standard fighter's list, so long as he meets any prerequisites (see the fighter in Chapter 3 of the Player's Handbook).

No Fear (Ex): At 2nd level the character becomes unshakable in his confidence in his own abilities and is immune to all fear effects.

Keen Senses (Su): By 3rd level the warband leader has become learned at spotting signs of ambushes. He gains a +2 circumstance bonus to Spot checks when actively searching for ambushes. In addition, whenever he approaches within 50 feet of an ambush site, he is allowed a free Spot roll to detect it, even if not actively looking. This ability may not be used while Raging.

WARBAND LEADER

Hit Die: d12

REQUIREMENTS

To qualify to become a warband leader, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Skills: Intimidation 6 ranks

Feats: Battle Hardened, Leadership, Weapon Focus

Special: A prospective candidate must have led at least ten orcs in a single battle prior to becoming a recognized warband leader.

CLASS SKILLS

The warband leader class skills are Climb (Str), Diplomacy (Cha), Hide (Dex), Intimidation (Cha), Jump (Str), Knowledge (Fighting Styles), Knowledge (Military Tactics), Knowledge (Military Training), Listen (Wis), Spot

TABLE B-9: THE WARBAND LEADER

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+2	Aura of command, rank
2	+2	+3	+0	+3	Bonus feat, no fear
3	+3	+3	+1	+3	Keen senses, rage 1/day
4	+4	+4	+1	+4	Bonus feat, rank
5	+5	+4	+1	+4	Tactical awareness
6	+6	+5	+2	+5	Bonus feat
7	+7	+5	+2	+5	Rank, rage 2/day
8	+8	+6	+2	+6	Bonus feat
9	+9	+6	+3	+6	Last orc standing
10	+10	+7	+3	+7	Lead from the front, Bonus feat, rank, Rage 3/day

Rage (Ex): The warband leader can direct his aggression in a manner identical to that of a barbarian (see the barbarians in Chapter 3 of the Player's Handbook). A character who already has the rage ability may add the values together to determine the maximum number of times he may use the ability in a given day.

Tactical Awareness (Ex): At 5th level the character has seen enough action to know the best tactics for any given situation. All troops under his command and within 40 feet of him gain a +2 morale bonus to their initiative. This ability may not be used while Raging.

Last Orc Standing (Su): At 9th level the warband leader gains a most formidable power, the ability to cheat death for a small amount of time. So long as a friendly orc warrior is within 20 feet of the character and opponents are still alive within 50 feet, the character can continue functioning below zero hit points as though he was unwounded. The ability immediately ceases when either all opponents within 50 feet have fled or been killed, or when no orcs remain within 20 feet. At this point all damage catches up with the character, who may instantly expire as a result of his wounds.

Lead From the Front (Ex): At 10th level, the warband leader has developed such an intuitive battle sense that he can use any class abilities, skills, or feats while raging. This supersedes the normal restrictions on using skills or abilities that require concentration while raging.

SKILLS

New Uses for Existing Skills

A few of the existing skills can be used for orc-specific tasks.

KNOWLEDGE (ORCS) (INT; TRAINED ONLY)

You have studied the ways of the orcs.

Check: Possession of this skill gives a good working knowledge of orc society, including their culture, social structure, religious beliefs, and military tactics.

KNOWLEDGE	DC
Identify social caste	10
Identify tribe	20
Identify dominant deity	25
Recall specific cultural quirk	25 to 30

Retry: No. A failed check represents that you do not know the information.

Special: Specific information on a given tribe's unique cultural aspects can only be learned through encounters with members of that tribe (i.e. just because a character knows that orcs generally torment prisoners, it does not mean he knows that the Broken Fang tribe always cut their hands off first).

SPEAK LANGUAGE: ORC BATTLE TONGUE

Battle Tongue is not so much a complete language but an addition to the standard orcish vocabulary that consists of short grunts, growls, and hisses for directing troops in battle. Non-orcish characters wishing to learn it must first be fluent in the standard orc language. If trying to understand orcs during the heat of combat (such as determining what an orc commander is shouting at his men), the listener must make an Intelligence check (DC 15) to understand what is being said.

FEATS

The feats listed below follow the standard layout and all normal conditions and rules apply. Unless otherwise stated, all the feats presented here are for Orc and Half-orc characters only.

BATTLE HARDENED [GENERAL; FIGHTER BONUS]

Years of active campaigning have hardened the orc's body and soul into a tough fighting machine.

Prerequisite: 5th level or above, Weapon Focus (any), has survived a battle with 20 or more foes.

Benefit: The character receives an inherent +1 bonus to initiative and an additional +1 attack bonus with one weapon with which he has Weapon Focus.

BATTLE SCARS [GENERAL; FIGHTER BONUS]

You wear scars earned in combat like a hero does medals. To survive such wounds requires great courage in the face of the enemy, a handy addition when bullying others.

Prerequisite: The character must have been reduced below 0 hit points and lived to tell the tale.

Benefit: The character may add +4 to his Intimidation checks with other orcs as long as his scars are visible.

FORMER SLAVE [GENERAL]

Originally from a minor tribe that was subsumed by a rival tribe, the character spent his youth as a slave before proving himself to his new masters and being granted his freedom.

Prerequisite: May only be taken at 1st level.

Benefit: +2 circumstance bonus to Bluff, Sense Motive, and Diplomacy when dealing with orc social superiors.

IMPROVED FORCED MARCH [GENERAL]

Certain orcs' ability to run for as much as three days without rest is legendary.

Prerequisite: Endurance, Fort save +5 or higher.

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Benefit: When making forced march rolls, the DC starts at 5 and increases by one for every two hours. This feat replaces the Endurance feat bonus in this instance only and its bonuses are non-cumulative.

Normal: Without this feat, the character receives only the +4 forced march bonus from his Endurance feat.

IMPROVED MOVEMENT [GENERAL]

Your character has spent time living in difficult terrain, and he is accustomed to moving over it with ease.

Benefit: The character uses the movement penalties shown below in place of the standard penalties. This chart replaces that listed on page 143 of the Players' Handbook for that character.

CONDITION	PENALTY
Obstruction - moderate	normal
Obstruction - heavy	x 3/4
Surface - bad	x 3/4
Surface - very bad	x 1/2
Poor visibility	x 3/4

Normal: The character suffers the effects of reduced movement as shown on page 143 of the Players' Handbook.

PHYSICALLY INTIMIDATING [GENERAL; FIGHTER BONUS]

You easily replace a lack of personality with powerful muscles and a willingness to crack a few skulls. Fear of physical harm is a great motivator for the weak.

Prerequisite: Str 13+

Benefit: The character may choose to use his Strength modifier in place of his Charisma modifier on Intimidation checks.

Normal: Without this feat, the character must use his Charisma modifier on Intimidation checks.

Special: This feat is available to all races.

SELECTIVELY BRED [GENERAL]

Years of selective breeding, either through the machinations of an evil wizard or cleric, or through simple orc eugenics, have produced a tougher, more dominant strain of orc, almost as strong as the mighty black orcs.

Prerequisite: Strength 15+, Constitution 15+, and Intelligence 12+. May only be taken at 1st level, excluding black orc characters.

COMMON ORC WEAPONS AND ARMOR

SIMPLE WEAPONS - RANGED

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc javelin (gnunognog)	5 sp	1d6	x2	20 ft.	3 lb.	Piercing

MARTIAL WEAPONS - MELEE

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc scimitar (uraak)	10 gp	1d6	19-20/x2	--	4 lb.	Slashing

LARGE

Orc Greataxe (urárkha)	16 gp	1d12	x2	--	24 lb.	Slashing
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MARTIAL WEAPONS - RANGED

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc shortbow (nognoqlut)	20 gp	1d6	x2	40 ft.	3 lb.	Piercing

EXOTIC WEAPONS - MELEE

MEDIUM-SIZE	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Orc bow blade	10 gp	1d4	x2	--	.5 lb.	Slashing
Orc shield blade	10 gp	1d6	x2	--	.5 lb.	Slashing

LARGE

Oghor double axe (ka'kha)	40 gp	1d8/1d8	x2	--	30 lb.	Slashing
Orc double bow blade	20 gp	1d4/1d4	x2	--	1 lb.	Slashing

ARMOR TYPE	COST	ARMOR BONUS	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	ARCANE SPELL FAILURE	SPEED (30 FT.)	SPEED (20 FT.)	WEIGHT
LIGHT ARMOR								
Orc leather (khu'ugug)	7 gp	+2	+4	0	20%	30 ft.	20 ft.	15 lb.
Orc studded (khu'okogn)	15 gp	+3	+3	-1	30%	30 ft.	20 ft.	20 lb.
MEDIUM ARMOR								
Orc scale (khu'oghor)	60 gp	+4	+2	-5	40%	20 ft.	15 ft.	40 lb.
Orc chain (khu'lanun)	165 gp	+5	+1	-6	50%	20 ft.	15 ft.	50 lb.
SHIELDS								
Runt shield (gha'ugug)	4 gp	+1	--	-2	15%	--	--	6 lb.
Battle shield (gha'okogn)	8 gp	+2	--	-3	25%	--	--	12 lb.

Benefit: The character gains Endurance as a racial feat and gains a +2 racial bonus to saving throws against fear effects. In addition, he no longer suffers any adverse affects for being in sunlight.

Drawback: As a paragon of orcish might, the character is expected to excel in all virtues, including leading from the front in battle.

SUNLIGHT TOLERANCE [GENERAL]

The orc, through prolonged exposure, has grown accustomed to operating in full daylight.

Prerequisite: The character must be susceptible to sunlight.

Benefit: The character suffers no adverse affects in sunlight or similar levels of lighting.

Normal: Normally the character suffers a -1 attack penalty when in sunlight or within the effects of a daylight spell.

EQUIPMENT

Alchemical Mixtures

ITEM	DC TO MAKE	MARKET PRICE PER MIXTURE
Ghunúk	20	30 gp
Kharún	20	20 gp

GHUNÚK

In game terms, the salve cures 1d6 hit points on a particular wound and counts as non-magical healing. An Alchemy check (DC 20) is required to create a single dose and takes one day. A pot found on an orc will contain 1d4 applications.

KHARÚN

The tonic can only remove subdual damage gained through exertion rather than through starvation, dehydration or environmental damage. A dose immediately heals 1d10 hit points. An Alchemy check (DC 20) creates a single dose and takes one day. A pot found on an orc will contain 1d3 mouthfuls.

SPELLS

Below is a handful of new spells exclusive to orc spellcasters. Adepts may cast any of the spells except create black orc. They are presented in the standard format from the Player's Handbook.

ARMOR PIERCING MISSILE

Enchantment

Level: Clr 3, Sor 3/Spl 3/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Touch

Area: 1 missile per two levels

Duration: 1 round per level

Saving Throw: No

Spell Resistance: No

Missiles enchanted with this spell ignore the armor of one target, whether natural or artificial. To damage a foe, the missile must hit with a successful ranged touch attack. The missile must be enchanted before it is fired.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

CREATE BLACK ORC

Conjuration

Level: Clr 6

Components: V, S, M

Casting Time: One week

Range: Special

Effect: Creates a spawning pool

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This ancient and foul spell is necessary for the creation of black orcs. Cast deep within the bowels of the earth, it creates a pool of primeval slime, from which fully-grown black orcs are spawned.

When cast, the spell transforms an area of some 400 square feet into slime. A total of one orc per month may be brought forth from the pool, per point of permanent Constitution the casting priest expends, to a maximum of five points. This loss can never be recovered, even through greater restoration or wish spells. The caster must make the decision at the time of casting and cannot change his mind later.

In order to fuel the creation process, sentient beings must be sacrificed at the rate of one per orc to be spawned. No sacrifice

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means no new spawn. No spell can counter its effects on a victim and only a wish can reduce its magical power.

The material component is the blood of twenty sentient living beings, who must be sacrificed as part of the casting.

HEART SEEKER MISSILE

Enchantment
Level: Clr 4, Sor 4/Spl 4/Wiz 4
Components: V, M
Casting Time: 1 action
Range: Touch
Area: 1 missile per three levels
Duration: 1 round per level
Saving Throw: No
Spell Resistance: No

Although called heart seeker, the missile has no special attraction to the heart, but does have a tendency to find a vital organ. The spell causes any missile weapon that successfully strikes a target to inflict double damage on a target. For critical hits, it adds one to the critical multiplier (i.e. a x2 multiplier would become x3). The spell must be cast before the missile is fired.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

PAIN MISSILE

Enchantment
Level: Clr 3, Sor 3/Spl 3/Wiz 3
Components: V, M
Casting Time: 1 action
Range: Touch
Area: 1 missile per level
Duration: 1 round per level
Saving Throw: Special
Spell Resistance: Yes

Pain missile must be cast onto a missile of some sort, such as an arrow or javelin, before it is fired in order to take effect. Striking a target requires a standard ranged attack roll, but instead of causing damage the missile induces intense pain. The victim must make a Fortitude save (standard DC for caster's spells) in order to perform any action other than lying on the ground writhing in agony. This save must be made every round the target wishes to take an action. If the save is successful, the target may act normally.

The material component of this spell is the missile itself, which is consumed when it strikes its target (or misses if the attack is unsuccessful) or when the duration expires. The missile may carry more than one enchantment.

RALLYING CRY

Enchantment (Charm) [Mind-Affecting]
Level: Clr 2, Wiz/Sor/Spl 3
Components: V
Casting Time: 1 action
Range: 60-ft. radius burst
Area: All orcs within range
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

Orcs' morale is generally low and they are prone to fleeing the battlefield when the tide turns against them. To stem this, the *aanugh* came up with a new spell, rallying cry. In order to function, the spellcaster must have succeeded at a Will save (DC10) to avoid running when others have failed and must issue forth the rallying cry personally. All orcs within the area of effect may immediately make a second Will save (DC10) with a morale bonus equal to half of the spellcaster's Will save modifier (round down). Whether successful or not, an individual orc may only answer one rallying cry per day. For more information on morale modifiers, see the Morale Table (Variant) featured on the Kingdoms of Kalamar DM's Shield.

MAGIC ITEMS

Orc spellcasters are not well renowned for their ability to make magic items beyond some simple potions and scrolls, but a few uniquely orcish items do exist. Most large tribes do not possess more than a handful of these items, and the smaller ones may know of them only as myth or hearsay. Tribes that are fortunate to own such items treat them with great reverence.

ENCHANTED STANDARD

While orcs do not wield unit standards into battle, tribes do possess a tribal standard, generally a piece of hide or skin measuring five feet to a side and emblazoned with their tribe's emblem, carried on crudely crafted poles. Such items are carried into battle only when the majority of the tribe is involved, and are protected by fanatic troops of 3rd level or higher.

The standard places all orcs of that tribe under the effects of a *bless* spell for as long as they are within sight of it. Should the standard ever be captured, the bonus becomes a penalty of equal value and the orcs must immediately make a Will save (DC 13) or flee the field in panic.

Caster Level: 10th; **Prerequisites:** Craft Wondrous Item, *bless*;
Market Price: 10,000 gp

BESTIARY

HORN OF GRARG

Carved from the bones of a fell beast, such as a troll or giant, this standard size signal horn is crudely engraved with scenes of violence and death. Sacred to GRARG, the deity of berserk fury, the horn instills frenzy into all orcs that hear its deep, booming call.

When blown, all orc *okogn* within 50 feet automatically rage, with the sole exception of the horn blower. This is identical to the 1st level barbarian class ability in every respect except that the rage lasts for 5 rounds. (This rage counts against the daily count for a barbarian character.) The horn can be blown as many times per day as the owner wishes, but any given orc can be affected but once in a 24-hour period.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, bull's strength, endurance; **Market Price:** 29,000 gp

ORC ARROWS

There are three magical arrows and javelins used by orcs; armor piercing, heart seekers, and pain. All make use of the new spells detailed above and act exactly as per those entries. If made as arrows they break after one use; javelins lose their magical ability after one use. Costs are per missile.

Armor Piercing: **Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, armor piercing missile; **Market Price:** 750 gp

Heart Seeker: **Caster Level:** 5th; **Prerequisites:** Craft Magic Arms and Armor, heart seeker missile; **Market Price:** 1,400 gp

Pain: **Caster Level:** 7th; **Prerequisites:** Craft Magic Arms and Armor, pain missile; **Market Price:** 325 gp

POTION OF TROLL BLOOD

Without doubt one of the most dangerous potions brewed by the *aanugh*, this thick, foul-smelling (and tasting) brew is distilled from troll blood and gives regenerative powers to the drinker, but not without risk. When quaffed, the potion grants regenerative power equal to one hit point per round for the next ten minutes. The power works even after death, unless the body is burned or soaked in acid; dismemberment does not inhibit regeneration.

The potion is not without a side effect however; drinkers often go into a frenzy that makes them a danger to friend and foe alike. When the potion is imbibed, the drinker must make a Fortitude save (DC 15) or immediately enter a blood rage similar in nature to that of a barbarian. While the unlucky soul gains the extra Strength and Constitution, he also suffers from the inability to tell friend from foe and must attack the nearest creature, continuing to do so until it is killed, whereupon the berserk drinker moves to the next nearest target. If multiple targets are within the same range, determine randomly. Only his death or time lapse of ten minutes can stop this frenzy.

Caster Level: 13th; **Prerequisites:** Brew Potion; regenerate; **Market Price:** 5,325 gp

BLACK ORCS

Black orcs are the dominant strain in orcish society and brook no rivals. Artificially bred to survive in harsh and adverse conditions, they possess enhanced stamina and intelligence, but lack social grace to a degree even greater than common orcs. Black orcs have little tolerance for failure from their minions. Generally found as leaders of a tribe, black orcs hate being subservient to any being. The statistics below are for a 2nd level warrior.

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 feet

AC: 16 (+4 chain shirt, +2 large shield)

Attacks: Orc scimitar +4 melee; or javelin or shortbow +2 missile

Damage: Orc scimitar 1d8+2; javelin 1d6+2; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft; Endurance; poison and disease resistance; sunlight resistance

Saves: Fort +3, Ref +0, Will -1

Abilities: Str 15, Dex 10, Con 13, Int 11, Wis 8, Cha 6

Skills: Intimidate +4, Listen +4, Spot +4

Feats: Exotic Weapon Proficiency (Orc Double Axe)

Climate/Terrain: Any, but commonly mountainous

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Endurance (Su): Black orcs can run for days without need for rest and gain a +4 bonus on saves or Constitution checks involving endurance. This bonus stacks with that of the Endurance feat.

Poison and Disease Resistance (Su): Black orcs commonly eat and drink from sources that would poison a human. They are also of unnatural origin and are immune to all natural poisons and diseases. Against supernatural toxins and diseases such as mummy rot or lycanthropy, they receive a +4 bonus to their Fortitude saves.

Sunlight Resistant (Ex): Black orcs are made of tougher material than other orcs and do not suffer the -1 penalty when in sunlight or under the effects of a daylight spell.

Appendix B: New Rules

GRAY ORCS

Living deep within the earth, gray orcs possess keener darkvision than any of the cousins, but suffer stronger adverse effects in sunlight because of this. They lack some of the orcish strength commonly found in other breeds, but are more nimble. However, they are slow of thought and are extremely crude, even by orc standards. Such orcs are generally found serving more powerful subterranean creatures, such as mind flayers or aboleths, and their weak willpower makes them ideal servants. The statistics below are for a 1st level warrior.

Medium Humanoid (Orc)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft.

AC: 12 (+2 leather armor)

Attacks: Orc scimitar +2 melee; or javelin or shortbow +2 missile

Damage: Orc scimitar 1d8+1; javelin 1d6+1; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 120 ft.; sunlight sensitivity

Saves: Fort +2, Ref +1, Will -1

Abilities: Str 13, Dex 12, Con 11, Int 11, Wis 8, Cha 6

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any, but commonly underground

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Light Sensitive (Ex): Gray orcs are more sensitive to sunlight and spells such as daylight than their kinfolk and suffer a -2 attack penalty in such light.

BROWN ORCS

Brown orcs spend much of their lives in the open desert, but they have not yet developed a resistance to the adverse effects of sunlight that affects many of their orcish kin. They are not as strong as common orcs, but possess remarkable stamina. As with common orcs, they lack advanced cognitive abilities, suffer from low willpower, and are unsociable creatures. These statistics are for a 1st level warrior.

Medium Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +2 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d8+1; javelin 1d6+1; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Low light vision 60 ft; sunlight sensitivity; desert survival

Saves: Fort +3, Ref 0, Will -1

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any, but commonly underground

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Light Sensitive (Ex): Brown orcs are sensitive to sunlight and spells such as daylight and suffer a -1 attack penalty in such light.

Low Light Vision (Ex): Brown orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.

Desert Survival (Ex): Brown orcs are well equipped for survival in harsh desert conditions and can last twice as long without water as similar humanoid creatures.

WHITE ORCS

White orcs spend their time living high on snow-capped mountains and because of the constant glare of the sun off the snow and ice they have not learned to cope in direct sunlight. They lack the darkvision common to other types of orc, but they have adapted to low light levels. While not as strong as common orcs, they possess remarkable stamina. As with common orcs they lack advanced cognitive abilities, have low willpower, and are unsociable creatures. These statistics are for 1st level warriors.

Medium Humanoid (Orc)

Hit Dice: 1d8+1 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 16 (+3 studded leather, +2 large shield, +1 natural)

Attacks: Orc scimitar +2 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d8+1; javelin 1d6+1; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Low light vision; light sensitivity; natural armor

Saves: Fort +3, Ref 0, Will -1

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Alertness

Climate/Terrain: Any, but commonly underground

Organization: Gang (2-4) or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level).

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Light Sensitive (Ex): Orcs are sensitive to sunlight and spells such as daylight and suffer a -1 attack penalty in such light.

Low Light Vision (Ex): White orcs can see twice as far as a human in moonlight, starlight, torchlight, and similar conditions. They cannot see without a source of light.

Natural Armor (Ex): The fatty layers and thick fur of white orcs give them a +1 natural Armor Class.

COMMON ORCS

Below are statistics for common orcs of the type an adventuring party is likely to meet in the course of an encounter. The standard "sword-fodder" orcs differ very slightly from those presented in the Monster Manual to represent the fact that orcs of the Kingdoms of Kalamar setting prefer scimitars to greataxes. All those presented below are common orcs unless stated otherwise. Changes to other breeds can be made using the guidelines on Races in Appendix B.

ORC OKOBN (WARRIOR)

Medium-sized Humanoid (Orc)

1st Level Warrior

Hit Dice: 1d8 (5 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +3 melee; or javelin or shortbow +1 missile

Damage: Orc scimitar 1d8+2; javelin 1d6+2; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity

Saves: Fort +2, Ref +0, Will -1

Abilities: Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +2, Spot +2

Feats: Alertness

Languages: Orcish

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

ORC OGHOR (SERGEANT)

Medium-sized Humanoid (Orc)

3rd Level Barbarian

Hit Dice: 3d12+3 (21 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (+3 studded leather, +2 large shield)

Attacks: Orc scimitar +6 melee; or javelin or shortbow +3 missile

Damage: Orc scimitar 1d8+3; javelin 1d6+3; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity, rage (1/day), uncanny dodge, fast movement

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 16, Dex 10, Con 13, Int 9, Wis 10, Cha 8

Skills: Climb +3, Intuit Direction +3, Jump +3, Listen +4, Spot +3, Wilderness Lore +5

Feats: Power Attack, Cleave

Languages: Orcish

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

ORC LANUN (LIEUTENANT)

Medium-sized Humanoid (Orc)

5th Level Barbarian

Hit Dice: 5d12+10 (35 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (+1 Dexterity, +5 chainmail)

Attacks: Greataxe +8; or javelin or shortbow +6 missile

Damage: Greataxe 1d12+4; javelin 1d6+3; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity, rage (2/day), uncanny dodge, fast movement

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 16, Dex 12, Con 14, Int 12, Wis 10, Cha 10

Skills: Climb +5, Hide +1, Intimidation +7, Intuit Direction +5, Jump +5, Listen +6, Spot +4, Wilderness Lore +6

Feats: Cleave, Endurance, Power Attack

Languages: Orcish and Merchant's Tongue

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

ORC ANUK (CAPTAIN)

Medium-sized Humanoid (Orc)

7th Level Barbarian

Hit Dice: 7d12+21 (66 hp)

Initiative: +1 (+1 Dex)

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Speed: 20 ft.

AC: 17 (+7 half-plate)

Attacks: Greataxe +11/+6 melee; or javelin or shortbow +8/+3 missile

Damage: Damage: Greataxe 1d12+4; javelin 1d6+3; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity, rage (3/day), uncanny dodge, fast movement

Saves: Fort +8, Ref +3, Will +2

Abilities: Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 12

Skills: Climb +5, Intimidation +11, Intuit Direction +7, Jump +5, Listen +9, Spot +5, Wilderness Lore +8

Feats: Cleave, Power Attack, Weapon Focus (greataxe)

Languages: Orc and Merchant's Tongue

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

BLACK ORC LANUN (LIEUTENANT)

Medium-sized Monstrous Humanoid

5th Level Fighter

Hit Dice: 5d10+15 (42 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft.

AC: 19 (+1 Dexterity, +8 full plate)

Attacks: Scimitar +10; or javelin or shortbow +7 missile

Damage: Damage: Scimitar 1d6+6; javelin 1d6+4; orc shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; poison and disease resistance, sunlight resistance

Saves: Fort +7, Ref +3, Will +0

Abilities: Str 19, Dex 14, Con 16, Int 12, Wis 8, Cha 10

Skills: Climb +6, Intimidation +6, Jump +6, Listen +0, Spot +3

Feats: Cleave, Endurance, Power Attack, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Languages: Orc and Merchant's Tongue

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

ORC Aanugh (ADEPT)

Medium-sized Humanoid (Orc)

3rd Level Adept

Hit Dice: 3d6 (10 hp)

Initiative: +0

Speed: 30 ft.

AC: 12 (+2 leather armor)

Attacks: Orc scimitar +3 melee; javelin or shortbow +1 missile

Damage: Orc scimitar 1d8+2; javelin 1d6+2; shortbow 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 15, Dex 10, Con 10, Int 12, Wis 16, Cha 12

Skills: Alchemy +4, Concentration +4, Hide +2, Knowledge (Arcana) +2, Knowledge (Religion) +5, Spellcraft +3

Feats: Brew Potion, Combat Casting

Spells: (0-level) cure minor wounds, detect magic, guidance; (1st-level) burning hands, cause fear, obscuring mist

Languages: Orcish and Merchant's Tongue

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

ORC Aanugh (CLERIC OF GRARG)

Medium-sized Humanoid (Orc)

3rd Level Cleric

Hit Dice: 3d8+10 (23 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 17 (+1 Dexterity, +2 large shield, +4 chain shirt)

Attacks: Orc scimitar +5 melee

Damage: Orc scimitar 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.; light sensitivity; rebuke undead; spontaneous casting

Saves: Fort +5, Ref +2, Will +5

Abilities: Str 15, Dex 12, Con 14, Int 12, Wis 15, Cha 8

Skills: Concentration +6, Diplomacy +2, Heal +4, Knowledge (Arcana) +3, Knowledge (Religion) +5, Spellcraft +4

Feats: Combat Casting, Martial Weapon Proficiency (orc scimitar), Power Attack, Weapon Focus (orc scimitar)

Domains: Strength and War

Spells: (0-level) detect magic, detect poison, guidance, resistance; (1st level) cause fear, divine favor, magic weapon, sanctuary; (2nd-level) bull's strength, death knell, endurance

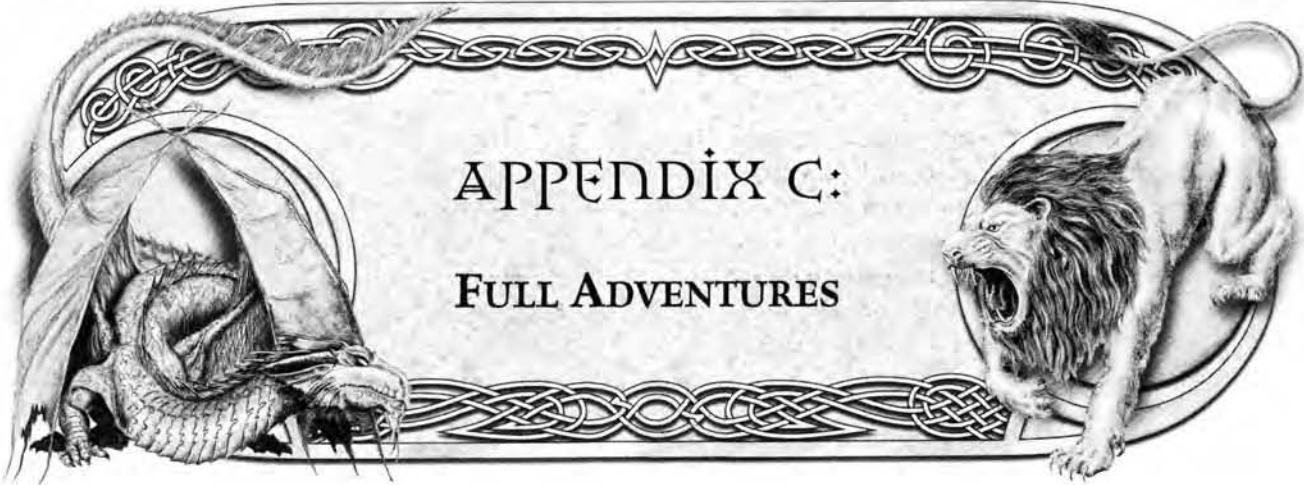
Languages: Orcish and Merchant's Tongue

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

APPENDIX C: FULL ADVENTURES



The full adventures in this chapter can be adapted for any level of play and set in any part of Tellene. The DM should read the adventure entirely at least once before playing in order to ensure smooth play, as there are many new aspects relating to flavor and culture important to each of these adventures.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Abbreviated monster and NPC statistics are provided with each encounter. Detailed statistics for key Non-Player Characters, as well as monsters and other material, are included in an Appendix at the end of the adventure. A DM's detailed map for "The Lost Temple" can be found on the inside front cover of this book. The map for "Troubled Times" is on the inside back cover and the map for "Gnome Uprising" can be found on page IQ155 following the ImageQuest™ Adventure Illustrator.

THE LOST TEMPLE

The adventure can take place within any Kingdom. The temple dedicated to the Valiant (lawful good god of chivalry and valor), the main focus of the adventure, should be situated on the edges of a Kingdom and near orc territory. It has been lost for several centuries and is not on any well-traveled routes. This adventure is designed for a party of four characters of levels 1 to 3 with few to no magic items. Success will give the characters a base from which to conduct further raids against the orcs.

BRIEF BACKGROUND

Many centuries ago, clerics of the Valiant constructed a temple to honor their god and to act as a way station for the faithful on their travels. Paladins of the Swift Sword used the temple as a meeting point and as a fort from which to launch crusades against evil. All was well for many years. The temple grew in prestige and a hamlet sprang up nearby.

Yet all was not well in paradise, for one of the paladins, Sir Peligras, succumbed to temptation by the darker forces of the universe and became their willing servant. Acting alongside a cleric of the Seller of Souls, they attacked the temple from within, slaying all within its walls and re-animating them as undead. The Valiant, in his rage, slew the cleric on the spot, turning him to dust, but made Sir Peligras suffer by turning him into a wight and forcing him to remain locked within the temple walls, eternally seeing his holy symbol everywhere he looked. Several paladins tried to clear the site but met their death at the hands of Sir Peligras and his undead legion. After the villagers packed up and left, in a few years the temple was all but forgotten, and nature retook the upper temple.

Several centuries passed before an orc warband discovered the ruins of the temple on the edge of their territory, and investigated. The wight slew many of their number before it was eventually destroyed. Seeing the strategic value of the locale, the orcs claimed the temple for themselves and began raiding deeper into human territory than they had done before. Believing themselves secure, they are starting to rebuild the fortifications.

The nearest settlement to the temple, some twenty miles away, contains a cleric of the Valiant. Although advanced in years, he is an astute scholar and whilst searching through temple archives discovered the location of the temple. It was not long before he learned of the orcs living in the temple and resolved to do something about the matter. His order, busy elsewhere with humanoid invasions, could ill afford to spare men to reclaim a temple in the middle of nowhere and refused his request for a force to be sent to clear it out. The cleric, Guardian Garth Lightbringer, took matters into his own hands.

THE JOB OFFER

The villagers can hear of the cleric's request in any manner you choose, depending on your campaign and where you have located the temple. The Guardian is offering a bounty of 10 gp

Appendix C: Full Adventures

per orc head to any group of adventures that can drive a band of orcs from a disused temple belonging to his faith.

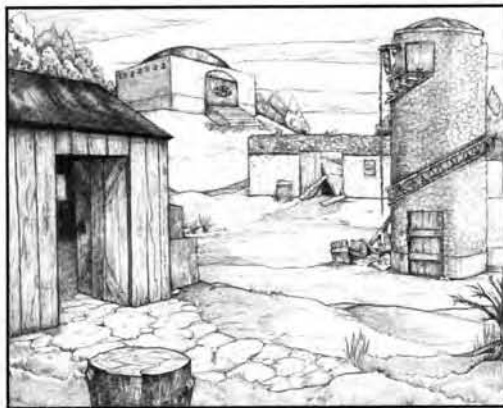
Convinced that the site has long since been looted he is willing to let the characters take whatever booty they find in the temple itself. His only request is that he is given first chance to buy any items found in the temple that the party plans to sell afterwards. He has a total of 1500 gp at his disposal for this purpose. Characters that accept a lower value than an item is really worth will gain the friendship of Garth, who is still a useful ally to a band of adventurers. Other members of his order trust his word concerning the adventurers.

THE TEMPLE OF THE VALIANT

All the doors within the main temple are assumed to be strong wooden doors (hardness 5, hit points 20, stuck 20, locked 22) and, unless otherwise stated, are unlocked and easily opened. Each has a locking bar on the inside, although it has succumbed somewhat to old age. The outer doors are made from bronze (hardness 8, hit points 60, stuck 28, locked 28) and can be barred from the inside given two rounds (one to close and one to place the locking bar).

Outside the Temple

As the PCs approach the temple area read the following and **DISPLAY ILLUSTRATION #8 ON PAGE IQ154 NOW.**



From the outside, the temple is nothing more than a square building with a polished bronze dome in the center of the roof. The bronze is now badly tarnished and the walls are crumbling with age and neglect. The main doors, clearly visible from the approaching trail, are tarnished bronze and are marked with the symbol of the Valiant, destroyer of evil. Three small outbuildings stand within the confines of the temple boundary but appear dilapidated and abandoned.

Approaching characters looking for lookouts or signs of life spot nothing unusual.

(A) OUTBUILDING - STABLES

The walls of this simple stone building have weathered the passage of time well, but the roof, probably thatched at one time, has disappeared, leaving the inside open to the elements. Two large, wooden double doors mark the only access to the interior. The wood looks rotten.

Inside there are ten stalls, two of which contain long-dead horses with most of their bones missing (taken by scavengers). At the far end, hanging from hooks, are six rotten leather saddles complete with bags, and a collection of wooden buckets. The hay and straw that once filled the stalls has long since rotted to nothing, although the room still has a musty smell to it.

(B) OUTBUILDING - WORKSHOPS (EL 1)

Although constructed of wooden beams, the building looks sturdy. Gray slates, damp with recent rain, glisten in the sunlight from the sloping roof. The front door stands open and faint, guttural voices can be heard from within.

Inside, the building is spilt into four separate areas that were once used as workshops. The first was a blacksmith's and still contains a forge and anvil; the second housed a carpenter, and third a masons' workshop. The rear area served as a storage room. There are a large number of suitable tools, although rust and woodworm have taken their toll on them all.

The storage area still contains raw materials, but only the stone for the masons is in any fit state to be used immediately. In total, there are fifty bars of rusted iron (can be recycled to half

Orc Tactics if Attacked

The orcs have been *in situ* long enough to develop a plan of defense. Any alarm given, although most notably a shout of warning, results in the orcs on the gallery level of the main temple moving to stand above the main doors, javelins poised, while the two in the main temple below pretend they are merely on guard duty. When foes enter and extend beyond the concealment of the gallery all hell breaks loose as javelins are hurled downwards before the orcs leap off the top and engage in melee using their greataxes.

that number through smelting), one hundred planks of wood, now worm-eaten and warped by the weather, and twenty blocks of cut stone.

Creatures: Characters that speak Orc automatically recognize the language, and the nature of the conversation involves repairing the building. Two orcs are in here trying to determine if the workshops can be re-used when the orcs move in permanently. A quiet party may be able to surprise them, as they are fairly busy with their appointed task (-4 circumstance bonus to Listen checks).

Orcs (2): hp 2, 8

(C) OUTBUILDING - GRAIN SILO

This round building is constructed from stone but has been badly damaged by the elements. A wooden door marks the entrance. Running around the outside of the wall to the top is a set of wooden steps, where a small access hatch can be seen. A pulley mechanism is attached to the roof just to one side of the hatch.

Once serving as the grain silo for the small hamlet nearby, the door has been unopened for years. Over the centuries it has swollen and is jammed inside the frame. The pulley was used for hauling sacks of grain to the top for pouring into the silo itself and, if fitted with a new rope, can be used to haul heavy objects to the level of the hatch.

Trap: Inside there are roughly fifty sackfuls of grain left in the silo, but it is badly rotten and infected by fungus. Any character entering the inner silo and breathing the air has a chance of catching the disease mindfire.

Mindfire: Fortitude save (DC 12), incubation 1 day, damage 1d4 Intelligence per failed roll (causes the character to feel like his brain is burning; causes a coma when the character reaches 2 Intelligence); Search (DC 20).

Upper Temple Level

The level above ground contains what lay members saw as the main part of the temple. It is here that they would come to pray, to talk to the clerics or paladins, or to make donations. It was also here that sanctuary could be sought in times of crisis.

(1) THE MAIN TEMPLE (EL 1)

Approaching the stairs that lead into the temple, you cannot help but notice the pile of rotten body parts and skeletal bones piled outside the main doors. Nearby,

the main temple doors stand slightly ajar, allowing easy access to the main floor of the temple structure.

The corpses are the remnants of the undead guardians that once inhabited the upper and lower temples that were killed by the orcs and dragged out here to avoid "littering" the inside.

Peering inside, you can clearly see a series of one-foot high statues of the Valiant standing in niches along both walls. All have been defaced and many lie smashed on the floor. Torch sconces line the walls in between the niches, although all of the torches have long-since been burnt down to stubs. At the far end upon a dais stands half of a blue marble statue of a muscular knight with long wavy hair in plate armor. The other half lies in front of it smashed to pieces. Flanking the dais at the far end of the room is a double set of stairs rising to a higher-level gallery that encircles the outer wall, leaving a large open space in the ceiling through which the bronze dome is visible.

Behind the statue is a set of stairs, disappearing down into the darkness below. There is no door to the stairwell, just open sides. Anyone falling off the highest part will take 1d6 damage as he tumbles ten feet to the stairs below. This will also make quite a noise, alerting the orcs at the foot of these stairs to trouble in the main temple.

The bronze dome, as tarnished on the inside as it is on the outside, cannot be easily reached from any part of the temple, including the upper levels. There are no pews or seats for the masses; they stood to listen to the sermons and sing their hymns of praise. Neither are there any prayer books or similar items, as these were not used. The cleric would bring up a book of prayers from the lower levels when he came to preach.

The orcs have defaced much of the statuary, seeing the Valiant as a symbol of all they detest, and hating him.

Creatures: Two orcs sit at the far end of the room on guard duty, watching the doors. Unless an intruder is invisible, they are impossible to surprise and upon detecting intruders they bellow forth a fierce war cry before launching a javelin attack followed by a full-blooded charge. The cry will automatically summon other orcs from the upper level to their aid and has a 30% chance of alerting the orcs in the lower level to the attack. They are easy to distract and do not alert others if they move to investigate a noise outside.

Orcs (2): hp 4, 7

Appendix C: Full Adventures

(2) CONFESSIONALS

As you near the top of the stairs to the upper gallery you spy a small wooden booth standing against the back wall of the temple in between the two staircases. Two simple curtains act as a door, giving the impression that two separate parts are contained within.

Each part has a curtain giving access into the booth and has a wooden seat within. A small wooden grill allows communication between the two booths. Once used for confessionals, the orcs have not currently found a use for it in their recent occupation.

(3) INFIRMARY

Seven wooden cots stand against the back wall, two against the front wall, all of their bedding now rotten with dampness and mildew. A table to the left of the entrance contains a collection of jars and bottles full of pastes, liquids and powders. A mortar and pestle can be seen nestled amongst the containers.

The infirmary was used to house wounded paladins and lay members. The jars and bottles hold the decayed remains of unguents, poultices, and healing salves. Using any of the contents of these jars, whether orally or through an open wound, causes severe illness in the foolish imbibers. The mortar and pestle remains usable, and the twenty or so jars and pots can be re-used if very well cleaned.

Poisoning: Fortitude save (DC 15), incubation 1d2 days, primary damage 1d3 temporary Constitution, secondary damage 1d3 temporary Strength.

(4) PUBLIC RECORDS OFFICE (EL 1)

Stack after stack of books and scrolls rest on wooden shelves, as well as lying scattered on the stone floor. Every wall is lined with shelves, extending from the floor to the ceiling.

The public records hall once housed hundreds of scrolls on accounts, crop yields, and tax records. Now it holds barely half that number and most are crumbling and water-stained.

Creatures: Two orcs are up here loading up armfuls of scrolls to burn for warmth. If they hear anyone outside they are likely to think it is one or more of their comrades unless the alarm has been given.

Orcs (2): hp 2, 6

Treasure: In total, the scrolls can be sold for 250 gp to a sage specializing in that area, although they weigh a collective total of 80 pounds (assume each scroll weighs 1/2 pound).

(5) TEMPLE GUARD BARRACKS (EL 2)

Eight wooden cots stand against the back wall, six against the front wall, all of their bedding now rotten with dampness and mildew. This crowded room also contains a weapon rack on the south wall holding twenty lances and five short swords. There is a door on the north wall.

Although the paladins had quarters below the main temple, the common temple guard was barracked within the upper structure. A small series of interconnected rooms once housed double bunks for thirty men, as well as a small kitchen and storeroom. Everything has gone rotten, although the orcs are happily using it as a barracks for the moment.

Creatures: Three orcs are in here playing dice instead of preparing it for the new influx of warriors that are to be stationed here permanently. The orcs respond quickly to cries of battle, charging into melee after pausing briefly to throw their javelins (into melee if necessary).

Orcs (3): hp 1, 5, 8

Treasure: A pile of 35 cp rests in the pot and each orc has a further 3d10 cp of personal cash for gambling. There is a pair of 6-sided dice carved from bone.

(6) OFFICES (EL 1/2)

This small room holds the remnants of a wooden desk, a small table with four chairs and a small cabinet, most of which have been reduced to kindling. Papers lie strewn across the floor and clearly show the muddy prints of large boots.

This series of small rooms was used as the administrative center of the temple, housing tax officers, paymasters and the like. Mildew and dirty footprints have made all of the paperwork worthless, although some of it can still be read. It is, however, very, very boring!

Creatures: One bored orc is in the center room gathering wood and paper to burn for warmth. Like the other orcs, he

attacks foes by hurling his javelin at them before launching into melee with his greataxe.

Orc (1): hp 4

(7) WORK CARRELS

There are four small desks on the north wall, and four on the south wall. These look like they might have been used as temporary work areas for various functionaries. The room is a shambles and looks as if it has been well and truly ransacked. Muddy bootprints and scraps of used and mildewed paper cover the floor. There is a door on the wall opposite the one you entered.

There is nothing of interest in this room.

(8) OFFICE AREA

There is a desk along the west wall of this room, it has been severely damaged, but looks like it might be repairable given enough time and effort. Along the north wall are the remains of a cabinet and in the southeast corner is what is left of another cabinet. This cabinet is missing its doors and looks to have been emptied out of anything valuable.

There is nothing of interest in this room.

Lower Temple Level

This was once the innermost area of the temple and restricted to clerics and paladins. There are only a few rooms, which should cause the characters to look for secret doors. It was in here that the clerics and paladins, using it effectively as their private temple, said prayers to the Valiant.

(9) ENTRY STAIRWELL

The entry stairs are devoid of dust across the middle section and show clear marks of heavy boots having trampled them recently. The walls are covered with mosaics of a muscular knight in golden plate armor destroying undead and goblinoid hordes with bright flashes of holy light. The mosaics are faded with age and damaged by molds and lichens.

(10) ANTE-CHAMBER (EL 2)

This rectangular room has an exit in the south wall and another in the west, through which the sound of running water can be heard.

Creatures: A fairly bare room, it now houses three orc guards, positioned here to make sure that intruders stay away and that orcs do not try to carry off valuables before the leaders have examined them. If a fight with intruders should start in here or be heard above, one of the orcs attempts to flee into the main temple (area 14) to alert his superiors.

Orcs (3): hp 7, 8, 2

(11) WELL ROOM (EL 1/2)

The well room is a roughly carved chamber and contains a small pool fed by a spring. A small hole in the bottom of the west wall allows the water to trickle away. Two small copper ladles, now green with oxidation, hang from rusty nails driven into the north wall.

The water is from a natural spring and is cold to the touch. The curse that befell the temple so many years ago has tainted the water, making it taste foul (although it has no side effects).

Creatures: One orc is generally in here collecting water. He automatically hears any commotion in Room 10, coming to investigate and prepared for a fight.

Orc (1): hp 5

(12) PRAYER ROOM (EL 1)

Through the opening to this room you can see three rows of wooden benches and a small reading lectern. There is an alcove on the east wall.

Woodworm and age have damaged the wooden pews. Clerics would preach to the faithful from texts that rested on the lectern.

Creatures: There are normally two orcs in here, resting on the pews or carving their names into them. They will hear any commotion in Rooms 10 or 11 and will hide behind the pews, leaping up and using their javelins when foes enter (they can see feet from under the pews; Spot check DC 20 to see them hiding).

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Orcs (2): hp 7, 4

Treasure: A badly damaged copy of the *To Serve*, a set of scrolls describing the canon of the faith for the Halls of the Valiant rests on a nearby lectern stand (50 gp to a sage or a member of the Halls because of its age. It would be worth twice that in better condition).

(13) CLERICS' ROBING ROOM

This small room contains around a dozen pegs, each holding a set of cleric's robes decorated with the symbol of the Valiant.

Treasure: The robes comfortably fit any creature of medium size and, although musty with age, each can be sold back to the Halls for 5 gp. The fifth set contains a small silver key in an inner pocket (which fits the lock in Room 18).

(14) INNER TEMPLE TO THE VALIANT (EL 4)

Make Listen rolls (DC 15) on behalf of all characters who approach this room. Those who succeed can hear the sounds of raised orc voices from behind the door. For those who speak Orc, the voices are arguing over whether the orcs should move into the temple permanently or not and what to do about "the accursed light."

A bright light emanates forth as you open the door, illuminating everything in the room as if it were day. Eight yellow marble pillars, carved in the form of the Valiant with arms outstretched support the ceiling high above. The altar, also of blue marble, has been badly smashed. The walls, now faded with the passage of time, show images of the Valiant performing great quests to destroy evil and bring his light to the world. Two orcs stand near the north wall, arguing loudly.

This huge expanse is the only lit area, much to the orcs chagrin. The light is equivalent to a *daylight* spell, giving any orcs in the room a -1 attack penalty. The light comes from a massive golden eye suspended over the altar (it weighs over 2000 pounds, so the characters will have a hard time stealing it, even though it is worth 7000 gp).

Inscribed in large golden letters in the center of the floor are words written in Merchant's Tongue. They read as follows.

*"The murdered son looks to his widowed mother in sorrow
The widowed mother casts her gaze upon her son's murderer
The murderer looks sorrowfully at his victim
The past is cleared and death negated"*

Characters making a successful Knowledge (Religion) of DC 20 know that, in legend, the first high priest of the Valiant (whose title actually is "Valiant") was the son of a widow woman, apparently born of no earthly father, and murdered by his original clerical master, who eventually grew jealous of his later power and popularity.

Creatures: Normally Grishnók, the leader of the orc band, and his 'lieutenant' can be found here. The orc leaders are by the altar arguing loudly as to whether the temple would make a good base and how to remove the light that shines in the temple.

Grishnók (3rd level barbarian *oghor*): hp 30

Orc (1): hp 8

Treasure: Grishnók wields a greatsword +1 and carries a flask with two doses of potion of enlarge. He is not stupid (by orc standards anyway) and uses the potions if he gets the opportunity.

(15) CLERICS' CHAMBERS (EL 1)

Formerly some sort of sleeping chamber, the room contains ten beds with rotten sheets and pillows, some woodworm eaten tables and chairs, and a large wooden chest. The walls are carved with the holy symbol of the Valiant at frequent intervals, for a total of 42 symbols.

This room once held all the temple's clerics. Some of the beds show signs of having been slept in recently; they have been used by the orcs.

Creatures: Two orcs are resting here, but respond to sounds of battle in the main temple (area 14) in five rounds.

Orcs (2): hp 4, 4

Treasure: The chest is locked with a poor quality lock (DC 13 to open) and contains fresh robes (worth 5 gp each to a member of the Halls) and a holy symbol of the Valiant woven with silver strands (worth 25 gp). There is nothing else of value here.

(16) CHAPEL OF CONTEMPLATION

A room with a floor of white marble dotted with simple marble pedestals lies behind the door. The east wall contains a decoration of a gilded eye on a painted blue and white diamond background. The north wall contains a mosaic of a shining knight in gold plate armor standing before the door to paradise. The south

wall contains a mosaic of the same knight jousting with a terrible green dragon.

When the temple was fully functional those in contemplation were supposed to stare at the symbol until a vision came to them. Until the main holy symbol is returned, or a suitable substitute, the power of the Valiant cannot reach the temple and so no revelations can be received.

Characters that pass a Knowledge (Religion) test (DC 15) recognize the symbol on the east wall as the holy symbol of the Valiant.

The secret door is hidden in a mosaic of the Valiant standing before the door to paradise. The keyhole to the door is a real keyhole (Search DC 15 to notice if studying the mosaic). Although detectable as easily as any other secret door, it can only be opened by using the silver key in the clerics' robes (Room 13). Picking the lock is a DC 25 task and will take at least ten rounds.

(17) FALSE DOOR TRAP (EL 1)

From the south only.

An intersection lies ahead of you. The walls are adorned with faded mosaics of a knight in golden armor in battle with several goblinoids. The three passageways that lead from this junction all end in doors. Dabbed on the floor just before the intersection is a large 'X'. It appears to be newly marked with green paint but looks dry.

Trap: The east-west corridor in this room is a well-concealed pit trap and is activated if the handles on either of the two false doors at the end of the corridor are tried. The bottom of the pit is fairly clean.

Pit Trap (20 feet deep): CR 1; no attack roll necessary, damage 2d6; Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)

17A) FAKE TREASURY

Past the door lies a chamber with a low ceiling, full of fragments of wood. A cursory glance quickly reveals that the wood is all that remains of several chests.

The small room at the end is a false treasury and it houses chests designed to look like they have already been robbed. The door has a lock but it is not engaged.

Treasure: A total of 25 sp can be found by digging through the wood fragments.

(18) SUB-TREASURY

This room is carved in white marble and is decorated with the now familiar golden eye on a blue and white diamond pattern. Four large, wooden chests sit in the center of the room.

Inside are four large chests (DC 15 to pick the locks, DC 12 to bash open).

Treasure: Each chest holds 1000 sp minted with the golden eye symbol on one side and the head of a long dead king on the other, and a large collection of historical scrolls (worth a total of 300 gp to sages or members of the Halls).

(19) SACRED STATUES (EL 4)

If the PCs enter this area DISPLAY ILLUSTRATION #5 ON PAGE IQ152 NOW.



Two doors are visible in the southern wall and one in the northern wall; none are open. At the far end is a large iron maiden, a tall metal coffin in the stylized shape of a woman and full of retractable spikes. In front of which three orcs are standing, apparently studying the device.

Behind each of the doors labeled (a), (b) and (c) are man-sized statues. Behind door (a) is the statue of a young man with a gash across his forehead, door (b) houses the figure of an old woman, and door (c) has the statue of a man who is undoubtedly a paladin. The heads of the statues swivel, although there is no way of knowing this by casual examination. A Search (DC 20) reveals their movement.

By using the clue in the main temple (Room 14), the characters will hopefully be able to solve the puzzle to open the secret

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door behind the iron maiden (d). In order to solve the riddle the head of the young man must be turned to face his mother, the mother to face the paladin and the paladin to face the young man. When this is done the characters hear an audible click, but nothing else happens.

In order to progress further the party must enter room (d), which is an iron maiden. A character must stand in the iron maiden and close the door on himself. When he does so, the back of the device opens just before the spikes hit him, allowing him safe passage. On the other side, pulling a simple and obvious lever can open the secret door.

Trying to enter the iron maiden before the secret door has been opened causes 1d8 damage (no attack roll necessary) and a further 1d2 damage per round from the spikes pressing further in. Noticing the secret door requires a DC 25 roll, but it cannot be opened until the puzzle has been solved.

Creatures: The orc adept T'frakhr is here with two bodyguards trying to determine how to enter the secret passageway. If sounds of fighting reach them they each hide in one of the alcoves, waiting for the enemy to approach their position rather than risking their skin in open combat.

T'frakhr (3rd level adept): hp 9

Orcs (2): hp 8, 6

Treasure: T'frakhr carries two scrolls, each inscribed with Magic Missile

(20) COUNCIL CHAMBER (EL 5)

A long rectangular table, carved from white marble, fills much of the room. Engraved in the center is the ever-watchful eye of the Valiant, although a huge gouge runs across it. There are a total of twelve places, marked by now rotten wooden chairs. Six skeletons lie around the room. Four are dressed in rotten clerical robes and two wear the armor of warriors. In the northern wall is an archway and to the east a short passageway that ends in a wall bearing the mark of the golden eye in bas-relief.

This room once served as the temple's council chamber, where clerics and paladins would hold council to discuss secular matters. In here are also the lever to open the secret door on the back of the iron maiden (Room 19d) and a secret door leading to the main treasury (Room 25, via Room 24). The former is obvious to anyone in the room, whilst the latter is not.

Activating the second secret door requires that the character place a holy symbol of the Valiant into an indentation carved into the wall and successfully focus positive divine energy as if turning 3 hit dice undead. The wall is blank but for the indentation.

Creatures: The bodies are members of the former ruling council, slain by the fallen paladin Sir Peligras. They are also far from being truly dead, and animate five rounds after anyone enters the room, remaining animated even if the intruder leaves before the five rounds are over.

Skeletons (6): hp 5, 3, 9, 6, 1, 10

(21) PURIFICATION ROOM

This room is of pure white marble, although it is now dirtied with lichens and dust. A pool of clear water, apparently untouched by age, stands in the center of the room. Around the edge of the pool are inscribed the words "only the pure may venture onwards into the light of The Swift Sword". Two huge bronze doors stand closed on the north wall.

No amount of brute force, ignorance or magic can open these doors until a character has first washed himself in the pool. Washing the hands and face is enough to purify oneself. Once a character has done so the doors open automatically, revealing a shimmering light filling the gap. Only cleansed characters can pass through, the light forces all others back, gently. No evil character, cleansed or not, can pass through the light. This unusual effect was created many years ago with a miracle spell.

(22) INNER SANCTUM OF THE VALIANT

Within the barrier everything is carved from yellow and blue marble. The main part of the northern wall is taken up with a twelve feet tall statue of a longhaired muscular knight in plate armor, standing holding a two-handed greatsword by its hilt with its point resting on the floor. Although the walls are of polished marble, they are covered in part with heavy drapes, also yellow, that have become moldy and moth-eaten over time.

The inner sanctum is the only room within the temple that the characters can safely rest in without disturbance. None of the undead or orcs can enter through the barrier of light because of their unnatural or evil natures. Any healing spells cast within the sanctuary automatically work at full benefit.

There is a 25% that any good character will receive a vision from the Valiant the first time he enters the room. There is a +10% bonus if he follows the god, +35% bonus if he is a paladin of the god, and a +50% bonus if he is a cleric of the god. No other character has a chance of receiving such a vision. Any such

character that receives a vision, which takes the form of a bright, peaceful light, has all his current damage healed.

(23) PALADINS' QUARTERS (EL 4)

These Spartan chambers once belonged to the warriors, possibly paladins, of the temple. There are six beds with rotten sheets and pillows, some woodworm eaten tables and chairs, and a wooden chest. Standing on armor racks are four suits of chainmail, now rusted beyond repair. Three rusted longswords remain in a weapon stand. There are also two bodies on beds, both wearing chain armor.

Creatures: The bodies are zombies and rise one round after a living being enters the room. Like the chainmail on the racks, the armor on the zombies is in disrepair and affords no significant protection.

Zombies (2): hp 8, 15

Treasure: The chest (DC 13 to open) contains only fresh robes (worth 5 gp each to a member of the Halls).

(24) TRAP (EL 2)

Stairs descend down into inky blackness for as far as your lantern light reaches. The faint stench of decay reaches your nostrils from whatever rests beyond.

The stairs here descend into the darkness for over 100 feet. A release lever on the north wall allows the secret door to be opened from this side.

Trap: The middle 30' section is trapped and any weight over 60 pounds causes spears to shoot out along the entire length! The spears shoot down from the roof and only by actively looking up can the 1-inch holes be noticed. The disarming mechanism is in the secret door; if the door is open, the trap is disarmed. Cautious players that close the secret door will activate the trap themselves. This way the clerics and paladins knew if someone was in the treasury on official business.

Spear Trap: CR 2; +12 ranged attack, damage 1d8 (x3 Crit); Search (DC 20); Disable Device (DC 20)

(25) MAIN TREASURY (EL 7)

If the PCs enter this chamber DISPLAY ILLUSTRATION #3 ON PAGE IQ151 NOW and read the following text.



Five large, banded chests lie against the far wall of this sparsely unadorned chamber. In front of each chest stands a figure in half-plate, his face covered by a full helm. The smell of death pervades the air. Tattered curtains hang on the east and west walls of the room.

Creatures: Sadly, the treasure cannot be taken freely as five undead paladin guards still perform their duties, attacking any living being in sight lest they be ordained clerics of the Valiant (they still attack his companions). All are wearing half-plate armor in good condition, so increase their standard AC by 7.

Zombies (5): hp 20, 9, 16, 16, 12

Treasure: The main treasury contains five chests each holding 250 gp in coins (minted on one side with the symbol of the golden eye and on the other with the head of a former high priest), a gilded statue of a stallion worth 200 gp (but weighing 60 pounds), a map of the kingdom in ancient times (50 gp to a sage), two masterwork longswords (150 gp each), and a suit of gilded scale mail (normal AC bonus but weighs 15 pounds more; worth 1000 gp).

MAGIC ITEMS

GREATSWORD +1 ("ELFBANE")

While the blade is razor sharp and in immaculate condition, the hilt has been replaced with part of an elf thighbone, crudely wrapped in leather for a better grip. Crafted in the great 'Orc Wars' centuries ago by a mighty orc wizard and forged to be wielded against the hated elves, it was used to slay elves for many generations, though the blade has no special properties. Its name is poorly engraved on the blade in elven script but using the orc alphabet.

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POTION OF ENLARGE

The potion is unlabelled and kept in a small clay pot, sealed with a cork bung. The liquid itself is bright violet in color and smells faintly of oranges. There is enough for two draughts. It grants a +2 Strength bonus and increases height by 150% and weight by 340%.

SCROLL OF MAGIC MISSILE (TWO)

Although written in the Merchant's Tongue, the words are magical and thus impossible to read without a Read Magic spell. The substance they are written on is elf skin, although a successful Heal check (DC 20) is required to discern this.

NPCs AND MONSTERS

T'FRAKHR, MALE ORC

Class Adp3; CR 3; Medium-size humanoid (orc); HD 3d6-3; hp 9; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +4 melee (1d8+3, battle axe) or +1 ranged (1d6+1, javelin); SQ Darkvision 60', Light sensitivity (-1 attack in sunlight or under daylight spell); AL CE; SV Fort +0, Ref +1, Will +4; Str 16, Dex 10, Con 9, Int 11, Wis 12, Cha 15. Height 4' 8".

Skills and Feats: Heal +5, Knowledge (Religion) +5, Listen +3, Spellcraft +4, Spot +3; Alertness; Scribe Scroll

Class Abilities: Summon Familiar

Spells per Day: 3/3. Base DC = 11 + spell level. Caster level 3rd.

Typical Spell List: (o) Detect Magic, Ghost Sound, Read Magic; (r) Cause Fear, Cure Light Wounds, Sleep

Languages: Orc

Significant Possessions: 2 scrolls of Magic Missile, bone necklace

GRISHNÓK, MALE ORC

Class Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+3; hp 30; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9 melee (2d6+7, greatsword) or +4 ranged (1d6+2, javelin); SQ Darkvision 60', Light sensitivity (-1 attack in sunlight or under daylight spell); AL CE; SV Fort +4, Ref +2, Will +3; Str 20, Dex 13, Con 12, Int 13, Wis 9, Cha 14. Height 5' 5".

Skills and Feats: Alchemy +3, Disguise +1, Hide +1, Innuendo +3, Intimidate +7, Knowledge (Religion) +2, Listen +4, Move Silently +1, Open Lock +3, Spot +4, Swim +11, Use Rope +3, Wilderness Lore +8; Alertness; Power Attack

Class Abilities: Rage 1/day, Uncanny Dodge (Dex bonus to AC when flat-footed), Fast Movement;

Languages: Merchant's Tongue, Orc

Significant Possessions: Greatsword +1 ("Elfbane"); potion of Enlarge [+2 Strength]

ORCS

CR 1/2; Medium-size humanoid (orc); HD 1d8; Init +0; Spd 20 ft. (scale mail); AC 14 (+4 scale mail); Atk +3* melee (1d12+3, *greataxe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60', Light sensitivity (-1 attack in sunlight or under daylight spell); AL CE; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Listen +2, Spot +2; Alertness

Languages: Orc

Significant Possessions: Greataxe, scale mail, javelin

SKELETONS

CR 1/3; Medium-size humanoid (human); HD 1d12; Init +5; Spd 30 ft.; AC 13; Atk +0 melee (1d4, 2 claws); SQ Undead immunities; AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Skills and Feats: Improved Initiative

ZOMBIES

CR 1/2; Medium-size humanoid (human); HD 2d12+3; Init -1; Spd 30 ft.; AC 11; Atk +2 melee (1d6+1, slam); SQ Undead immunities, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

TROUBLED TIMES

This adventure can be set within any Kingdom where there are forests, orcs and gnolls, though for brevity the adventure is written as if set in Svimohzia. This adventure is designed for a party of four orc characters of 4th to 6th level with few magic items and comprises of three separate "dungeons" which the players must clear in order to relieve a threat to their lair. Modifying the adventure hook is necessary for a party of non-orc PCs.

DM's Note

For the purposes of awarding experience points, each section should be treated as a separate adventure.

BRIEF BACKGROUND

Khalitharius, a young green dragon, is seeking to carve himself an empire within the Svomawhom Forest. He has used force to control a band of gnolls and has shaped them into a fighting force of some use. They have been attacking passing caravans and stealing the cargo to finance their army. Prisoners have been taken as food and as slave labor. Evil humans, attracted by the promise of power and riches have also enlisted in the dragon's army. If he is not stopped soon he will become a real threat to the stability of the area and extensive military action will be needed to thwart him. Naturally, the local orcs do not wish for humans to get involved in their affairs and have taken it upon themselves to end the dragon's reign.

His gnolls all have dyed green fur (+2 Hide bonus in forests and woods) and carry the symbol of a coiled green wyrm on their shields and armor. A few (5%) show signs of acid burn damage on their fur where they stood too close to those who displeased their master. They have renamed themselves "The Emerald Curse" in honor of their overlord.

THE PLAYERS' BRIEF

The orcs have heard of the raids by the gnolls, but have no idea who is controlling them. The following should be read or paraphrased to the players.

You have been summoned before your anúk and now stand within his bedchamber. He slowly puts down the huge pot from which he has been drinking and stares at each of you for a brief instant, his eyes reddened through drink and fatigue.

"As you may have heard from scouts, the gnolls have gotten braver. They threaten human trade passing through this region and soon the human armies will come looking for them. When they do they will find us. The masters want these gnolls dealt with and their leader, whoever, or whatever it may be, destroyed. Your previous record has singled each of you out to take part in this mission. One of our scouting parties has brought back a gnoll prisoner. Feel free to question him as you see fit; a tormenter is standing by should you prove incapable of the task. Find out what you can and then go."

THE GNOLL'S COERCION

There are three ways that the DM can run this section. First, he can simply allow the characters to ask whatever questions they want and give them an answer, preferably one that is not 100% true (you don't want the characters having a map or the location of every guard and trap for instance). Secondly, he may allow them a limited number of questions before the captive dies (4 or 5 is reasonable). Lastly, and one that adds some tension, is to run the interrogation as a full contest, where the characters can see the gnoll's will breaking but also see him getting nearer to death as pressure is applied. The prisoner is N'garr, a low-ranking warrior.

Answers to some standard questions, along with their modifier for the contest, are given below. DMs can extrapolate answers to other questions for these and from the descriptions of various rooms. Whatever answers he gives, N'garr is destined to be held in captivity until the assault is complete and then forced to work as a prisoner.

Where is your lair? (+10 resistance)

"In old stone surface cave near the edge of the trees. Humans build it, gnolls use it now."

N'garr will give fairly accurate directions to the lair, which is an old watchtower.

How many ways in are there? (+5 resistance)

"One. Well guarded. You die weaklings!"

How many gnolls? (+10 resistance)

"Three hands worth."

For orcs who speak gnoll, they will know that this equates to roughly a dozen, a very small number for such prolific raiders

Are there other lairs? (+10 resistance)

"Not know. Only warrior. Leader in lair is all wise and powerful."

DM's Note

Should the full contest interrogation option be chosen and if no PC wishes to take the role of tormenter, use Graagar from Chapter 9 for the tormenter. N'garr, the gnoll prisoner, should have the following vital statistics: hit points 22, Fort +9, and Bluff +3. He speaks only Gnoll and Giant.

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Are there precious items? Magical weapons? (+0 resistance)

"Only in the hands of our best warriors, and you'll taste their kiss soon enough scum!"

What does this coiled wyrm represent? (+10 resistance)

"The Master. All powerful and wise."

Under no circumstances will N'garr mention anything else about the Master.

Once the orcs have enough information they should set off towards the groll lair. Any orc passing a Wilderness Lore check (DC 10) knows that the general area of the groll lair can be reached in three days of rapid movement but passes through groll territory in general.

SVOMAWHOM FOREST ENCOUNTERS

The Svomawhom Forest is not a safe place to wander around blindly, especially at night. Every four hours during the hours of daylight the chance of an encounter is 1-4 on a d10; at night this drops to every two hours and the chance increases slightly to 1-5. If an encounter is rolled, check on the table below (roll d100) to determine the creature(s) encountered. The trip takes a total of 24 hours.

AN EARLY SHOW OF FORCE

When the party is some twenty miles from their goal have them make Spot checks (DC 18). Those who succeed have spotted a groll ambush and have one round in which to react before the trap is sprung. The ambushers are lying in wait 25 feet further up the track and have obviously spotted the approaching orcs. Those who fail may do nothing this round but may take a partial action next round if the alarm is given.

One round later a band of seven gnolls (use the standard Monster Manual statistics, page 105) come screaming out of the

forest in ambush. The orcs should be able to drive away the gnolls, who flee after 25% of their number are dropped, with little loss to their own side. All of the fallen gnolls have green-dyed fur and the symbol of the coiled wyrm.

The tracks left by the fleeing gnolls can guide the orcs straight to the lair if they choose to follow them. A Wilderness Lore check (DC 12) by someone with the Track feat is required to follow them.

THE OLD WATCHTOWER (PART ONE)

As the PCs approach the watchtower **DISPLAY ILLUSTRATION #7 ON PAGE IQ153 NOW** and read the following text.



As you climb carefully up the overgrown hillside you catch your first glimpse of the watchtower. It is poorly named, for the building is actually a squat keep, barely standing fifteen feet high.

TABLE B-10: SVOMAWHOM FOREST ENCOUNTERS

ld100	ENCOUNTER
01 - 04	Khalitharius, the green dragon "ruler" of the area. He is flying high overhead looking for caravans on the road. He only attacks the characters if they are foolish enough to attract his attention. If they do, he makes a single breath weapon fly-past attack and then ignores them if they survive, preferring richer yet less stout game.
05 - 44	1d4+1 gnolls on patrol of the area.
45 - 51	1d2 Rangers (Elf, NG, R4) hunting down a roving orc warband. They will easily confuse the players for their quarry and may become a nuisance as they launch guerrilla attacks.
52 - 56	1 giant eagle flying overhead. Unbeknownst to the characters he is the friend of a druid who lives in the woods and is spying for the gnolls. He will also report the orcs' location. The party may feel inclined to take potshots at the eagle, but after one miss the bird flies beyond the range of their weapons.
57 - 69	1d6 orcs from the orcs' tribe. They are a roving patrol and will stop to talk and swap food. They have no new information, save that the area towards the edge of the forest is crawling with green gnolls!
70 - 77	1d6+1 woodsmen chopping down trees for lumber. They are nervous following all the attacks and wish to be out of the woods as soon as possible, having no wish to run into any inhabitants. If attacked they count as 2nd level warriors armed with greataxes and leather armor.
78 - 84	A old groll camp, at least a week old and containing the mostly eaten remains of several gnolls. What the gnolls have not eaten the scavengers of the forest have.
85 - 93	1d3 large monstrous spiders that ambush the unwary from the trees.
94 - 100	A single dire wolf attacks the rearmost character in the party, trying to devour him before his comrades can assist.

The old watchtower has no name and is in fact more a keep than a tower. It was constructed some fifty years ago as an outpost of the Zazahni army following battles against Ozhvinmish forces but fell into disuse when orcs and other goblinoids made holding the area untenable. It is now home to an advanced party of gnolls, who use the keep to launch spying missions and small ambushes. It also houses prisoners before they can be shipped to the main base of operations deeper in the forest.

The path up to the keep is slightly over grown but still recognizable. A skilled tracker might be able to spot footprints leading along it. The basic chance to spot the gnoll footprints (bipedal dog prints) is only DC 10, but a successful roll of DC 17 reveals that two small humanoids, possibly gnomes as they were wearing shoes, and a larger one, possibly a human, passed this way a week ago with a large party of humanoids.

All the doors within the keep are assumed to be strong wooden doors (hardness 5, hit points 20, stuck 20, locked 22) and, unless otherwise stated, are assumed to be unlocked. Each has a locking bar on the inside, although it has succumbed somewhat to old age.

(A) ENTRANCE (EL 4 IF ENCOUNTERED SEPARATELY, EL 6 IF ENCOUNTERED TOGETHER)

The entrance to the watchtower has a small gatehouse, flanked by arrow slits. The air is still and there is no sign of any guards.

Creatures: The entrance area of the keep is well guarded by the gnolls, who know that rangers are active in the area. Two guards are normally on patrol outside, trying to remain as hidden as possible in the undergrowth (Spot DC 15 to notice them), while two more wait behind the inner partition walls, where they can fire arrows through the arrow slits. The guards outside have orders to yelp if anyone approaches and then to retreat into the keep to aid its defense. If you show the PCs the ImageQuest Illustration and they notice the hiding gnolls, their character will Spot them automatically.

Outside Gnolls (2): hp 11, 10

Inside Gnolls (2): hp 10, 16

(B) CELLS (EL 4)

Read the following when the defenders have been defeated.

The chamber at the end of the corridor contains five doors. One stands in the left wall, another in the right wall, and three directly ahead. All are closed.

There are only three prisoners currently being held here. From left to right they are Namfoodle Folkore (a forest gnome merchant), Nagareous Wockle (a forest gnome warrior) and Wynn Nabanall (a half-elf minor noble from Zazahni). They have been here for nearly a week after their caravan was attacked by the gnolls and are starving and badly beaten. They have no idea whether they are going to be eaten or ransomed back.

Creatures: The far end of this corridor-room holds two gnoll guards (neither of whom has keys to the cells). Generally bored, they make their own fun by taunting and harassing the prisoners with threats of violence and being eaten alive. They will react to any disturbance in room (A) if they hear it by maintaining position, ready to fire their bows at whoever enters the doors (friend or foe!).

Gnolls (2): hp 7, 12

(C1 AND C2) GNOLL WARRIOR QUARTERS (EL 5)

The smell of rotten clothes, spoiled food and poor bodily hygiene pervades the room. Three gnolls sit on top of low wooden cots. They look unhappy at your intrusion as they draw weapons and advance.

Creatures: Each room houses three gnoll warriors. Generally they are relaxing or bickering amongst themselves. They are well trained, mainly through fear of their overlord, and respond quickly and efficiently to intruders.

Gnolls (3 per room): hp 12, 13, 10

(D) GNOLL KITCHENS (EL 2)

The gnoll kitchens are far from hygienic. A large, blackened metal pot hangs over a fire pit. Steam rises from the pot, bringing it with it the aroma of boiled meat. A single gnoll is stirring the contents.

The stew is made mainly from gnome prisoners the gnolls took a dislike to. A large wooden spoon protrudes from the stew, which smells foul and tastes even worse.

Creatures: One gnoll is normally in here tending the pot and helping himself to extra portions of rations.

Gnoll (1): hp 9

(E) NYABRAH'S QUARTERS (EL 3)

Whatever this room may have been designed for, it is now a bedroom. A pile of dirty furs and straw is piled in the northwest corner. Beside it stands a bowl of cold stew.

Creatures: The leader of this particular band of gnolls is a grizzled veteran by the name of Nyabrah, and he has fought in many battles. He is loyal to the hierarchy currently in place but has been skimming a few treasures here and there for himself. Only he has the keys to the cells and to the shrine and treasury.

If intruders are detected he will organize the best defense he can, knowing that there is no escape from the keep other than the main entrance. If things look bad he will try to lead a breakout and then flee to the main castle to report to his leader. Naturally, he will try to clear out the treasury as he goes.

Nyabrah (2nd-level ranger): hp 31

(F) SHRINE AND TREASURY (LOCKED DOOR)

This chamber was once the core of the keep and was apparently a shrine. Chipped and faded mosaics of soldiers on parade or fighting goblinoids line the walls. On a cracked plinth in the center of the room stands a crudely carved image of a dragon, rearing up on its hind legs. It has been painted green. In front of the statue is a pool of red liquid. A small wooden chest rests against the west wall.

Formerly the commander's private sanctum, it has been converted into a makeshift shrine to Khalitharius. Aside from the crudely carved wooden statue, which stands roughly 10 feet tall, there is little of interest save for the small locked chest (DC 15 to open locks or DC 12 to smash) and the pool of blood, which is still sticky to the touch. The blood is from prisoners that the gnolls have sacrificed before eating (and those were the lucky ones!).

Treasure: Inside the chest are 600 gp in Zazahni coins, a black velvet eye patch decorated with a pearl and green sapphire fake eye [850 gp], a black velvet mask decorated with citrines [105 gp], a solid gold idol of the Valiant [350 gp but weighs 15 lbs], a *Wand of Burning Hands* [25 charges, 375 gp], and a masterwork longsword [315 gp].

There is also a crudely drawn map, which uses symbols instead of words. The drawing of a small tower marks the current position and the only other location marked by a coiled green wyrm, which points to a larger fortress deeper in the forest. From the general layout of the map it looks like it can be

reached in six hours. Following the map leads to part two of the adventure.

CASTLE MODSVITNIR - UPPER LEVEL (PART TWO)

Built of mortared stone blocks, the castle stands some twenty-five feet above the surrounding lands, with the towers being 10 feet taller still. Originally built by dwarves, the castle passed into human hands some 80 years ago but fell into disuse after thirty years when large bands of orcs and gnolls made the area unsafe.

All the doors within the keep are assumed to be strong wooden doors (hardness 5, hit points 20, stuck 23, locked 25) and, unless other stated, are assumed to be unlocked. Each has a locking bar on the inside, although it has succumbed somewhat to old age.

There is a 20% chance every ten minutes that a patrol of 1d3 gnolls is encountered walking the corridors. These gnolls, when killed, should be removed from Rooms 22 to 26 on the Lower Level. When those numbers are reduced to zero there will be no more wandering encounters, although the alarm will almost certainly have been sounded.

Note: The gnome slaves and other prisoners are in no state to put up a fight against the orcs. Although it is likely that PC orc characters will slay them out of hand, the DM should also encourage them to think of ransoming the prisoners. Killing a few defenseless prisoners may be 'fun' to your typical orc, but bringing the tribe wealth will earn the favor of superiors.

(I) GATE AND COURTYARD (EL 4)

If the PCs approach Castle Modsvitnir **DISPLAY ILLUSTRATION #1 ON PAGE IQ149** and read the following.



The main gates are huge wooden affairs, no doubt kept locked from within and well guarded on the other side. A small grilled porthole at head-height for a human is built into each door. Two gnolls stand on guard at either side of the door.

The main gates are kept locked on the inside by a locking bar. The gnolls have standing orders to keep the gates locked at all times and to report entrance attempts to their superiors immediately. A small grilled porthole allows them to look outside at preset intervals, although they are often lax in doing this.

Creatures: Three gnolls are normally on duty at any one time, on either side of the outside of the door and one on the inside. They will answer any call to open the door with a request for the password, which is currently "Be embraced in the emerald coils". Any false password prepares them for intruders and the alert is sounded by the gnoll on the inside. The gnolls on the outside have been ordered to defeat or delay invaders while the rest of the keep mobilizes.

Gnolls (3): hp 12, 13, 14

(2) DINING HALL (EL 5)

A massive wooden table, a good fifteen feet long, fills most of this room. Two dozen stools surround the table. At present there are three gnolls seated at the table, gorging themselves with cooked meat and taking swipes at gnome slaves who pass too close to their masters' claws. A heavy velvet drape hangs in the southwest corner.

The dining hall can hold up to twenty gnolls at once, although there are rarely this many present. Normally the king and his immediate aides eat first, then the warriors, then the children, and then the women. The slaves are never fed here. Due to the shift patterns, there are always gnolls in here eating.

Creatures: At any one time there will be three gnoll warriors, who are attended by two gnome slaves (shackled at the ankles). The slaves immediately fall to the ground and try to hide under the table if a fight starts. In the southwest corner is a heavy velvet drape that conceals the stairs to one of the corner towers.

Gnolls (3): hp 9, 15, 13

Gnome Slaves (2): hp 3, 3

(3) KITCHEN (EL 2)

In the center of the room is an open fire pit. A bread stove, basically a smaller, covered fire pit, stands in the eastern area. Three gnolls scurry around performing menial chores under the watchful gaze of a gnoll taskmaster.

Creatures: Three gnome slaves, shackled as above, inhabit the kitchen area. They are responsible for cooking the gnolls' meals, even though this often means preparing one of their old comrades. They work with a mechanical efficiency. All of the gnomes are a little insane after weeks of performing this task (the gnolls cycle the slaves every few weeks) and react to 'freedom' with indifference, paranoia, and fits of uncontrolled sobbing and wailing. One gnoll is always on guard here, making sure that the slaves perform their tasks.

Gnoll: hp 10

Gnome Slaves (3): hp 1, 5, 3

(4) PANTRY

Crammed into this room are sacks of flour, barrels of water and ale, cheeses, cured meats, and all manner of pastries. Judging by the marks on the containers, all of the produce has been stolen from caravans passing through the area.

Although edible, the food is not used by the gnolls for their own diet. Instead, it is used to feed the slaves and prisoners until they can become part of the food chain themselves.

(5) MEAT STORAGE

Hanging from the ceiling on large metal hooks are the corpses of three humans, a dwarf and two gnomes. Several chunks of flesh are missing from the leg of the dwarf, apparently cleanly sliced away.

This is the area the gnolls keep the prisoners that are ready to be eaten. Live food is taken straight from the holding cells and eaten raw (and alive naturally). The sight is one of calculated butchery.

(6) BREAD STORAGE

Dozens and dozens of loaves of bread sit upon stacks of shelves. The faint smell of blood can be detected, but its source is unclear.

A room crammed full of a mixture of stale and fresh bread.

(7) THRONE ROOM (EL 10)

The throne room is the center of the castle. The huge room is hung with tapestries stolen from caravans. Great braziers of brass and silver stand in the corners, filling the room with smoke, heat, and a sulfurous stench. The throne is a monstrous affair, carved from black volcanic rock, covered with hides and black drapes. Next to the throne is a heavy table, covered with papers, books and maps.

The papers are all in annotated Gnoll. These are decoys and are written so as to confuse intruders as to the gnolls' true purpose for raiding the area.

The secret door to the stairwell is known to all the gnolls but it is only used in emergencies to delay intruders. It is opened by a pressure plate in the wall some four feet above the doorway and must be pushed with a Strength of at least 14. The door swings into the throne room.

Creatures: There is a 70% chance during the day that the king is in here with his war chief, Aanckh, and his cleric, Yeengala. If so, there will also be three guards, who stand by the main doors (on the inside).

Rezhal (gnoll king, 4th-level ranger): hp 42

Aanckh (3rd-level ranger): hp 49

Yeengala (2nd-level cleric): hp 27

Gnolls (3): hp 9, 15, 12

(8) WAR ROOM (EL 8)

Two large wooden tables and a number of stools adorn the room. Large maps, crudely scribbled on in the gnoll language, lie scattered across tables, as well as other writings. A lantern hangs in the center of the room and is always kept lit.

The war room is the council chamber used by the king and his advisors. The papers include reports from the old watch-

tower gnolls and notes from a human agent in the nearest human city (unnamed) who is obviously passing on information on the caravans, their cargo and their defenses. This door is always locked (all the senior officials have a key), even when in use (Open Locks DC 20).

Creatures: There is a 20% chance that the king and his senior aides (spy master, war chief and cleric) are in here when the characters assault the castle, working out the next step of their campaign against the caravan routes.

Onsar Tansden (4th-level bard): hp 18

(9) SPY MASTER'S CHAMBER (EL VARIABLE)

Aside from a bed, a table and a chair, this spartanly furnished chamber holds only a stout wooden chest.

The chest is trapped with a poison needle trap and is well crafted.

Creatures: The spymaster for the gnolls is in fact a human bard, who has agreed to sell out his fellow humans for gold and power. Tolerated only because Khalitharius orders it, Onsar Tansden is adept at his profession. Whenever he wishes to enter or leave the castle he does so invisibly, tailing along with the patrols. When not at work, he can either be found in his room or in the war room. As soon as Tansden learns that the castle is under attack he uses his Quaal's Feather Token to summon Khalitharius to the castle. He then makes to escape by any means possible (Such as going Invisible and waiting for a chance to flee).

Poison Needle Trap: CR 2; +8 ranged (1, plus blue whinnis oil poison); Search (DC 22); Disable Device (DC 20)

Blue Whinnis Oil Poison: Type (Injury, DC 14); Initial Damage (1 Con); Secondary Damage (Unconsciousness)

Treasure: Within the chest is a journal, three vials of antitoxin (25 gp each), and a small pouch containing 50 gp in coins of various countries, as well as a good set of scholar's robes, clerical vestments (The Valiant), courtier clothing, traveling clothes, and performer's robes. Hidden in a secret compartment at the bottom of the chest (Search DC 20) are a Candle of Truth, and a bag containing Dust of Tracelessness.

The journal is written by Tansden, but consists of misleading and fabricated material. It lists false contacts and meeting times, and also implicates a local Zazahni noble in the gnolls' raiding. In return for allowing the raiding, the gnolls will strike against neighboring settlements when they are powerful enough.

(10) CELLS (EL 4)

This unfurnished room contains eight stout wooden doors, each with a locking bar on the outside. Soft moans and cries for help in a variety of languages and dialects can be heard from behind the doors.

These seven cells are kept locked (all the senior aides have a key) at all times and contain nothing more than a few moldy blankets and a pot for ablutions. Inside each are crammed 1d6 prisoners. Roll 1d10 to determine the race of each prisoner: 1 - 5 Gnome, 6 - 8 Human, 9 Elf, 10 Dwarf.

All are hungry, tired, and beaten badly. Upon their release they will begin milling around like lost sheep, trying to determine where the route out is, where the army is camped, and what is happening in general. None is any use in combat and will be easy prey for the orcs!

Creatures: Two gnoll guards can be found here at all times, one guarding each door. If the alarm is raised they secure the two doors into the area and begin killing prisoners at the rate of one per round. They will fight intruders only when they reach the cell area.

Gnolls (2): hp 5, 15

(11) WAR CHIEF'S ROOM (EL 4)

The room itself is very spartan, housing only a cot, a table and chair, and a small chest. A small chart is pinned to the wall with a rusty nail.

There is also 73 gp in coins in here. A small chart on the wall gives information on current numbers, patrols outside the castle walls, numbers of prisoners taken, and also a record of the caravans to be attacked in the coming weeks.

Creatures: Unless the war chief is in the Throne Room (Room 7) or the alarm has been sounded, he can normally be found in here, working on plans and rosters for his men.

(12) GUARD ROOM (EL 8)

This small room contains two sets of crudely furnished bunk beds, each covered in a filthy fur. Four gnolls, their peace disturbed by your entry, snarl menacingly as they advance towards you.

Creatures: Generally there are four gnolls in here at any one time, waiting until their guard shift starts. If the alarm sounds, the guards head for the main gate, although it will take two rounds for them to equip themselves. If they arrive too late to stop intruders entering, they can at least stop their escape.

Gnolls (4): hp 7, 9, 6, 10

(13) TORTURE CHAMBER (EL 2)

This room contains a number of simple, but efficient, pain-inflicting devices. A lone gnoll is bent over a wide-eyed halfling. The victim is pleading for mercy in the Merchant's Tongue as the gnoll threatens him with a hot iron. Upon seeing you enter the tormenter smiles an evil grin. New victims have arrived!

Creatures: Currently, a halfling merchant by the name of Bertrand Whistlefoot is being cruelly taunted for the fun of it by a gnoll tormenter. The halfling has been subjected to incredible pain and will not last much longer. If the alarm is sounded, the gnoll kills his captive before heading to the defense of the castle.

Gnoll: hp 11

Halfling: hp 3

(14) LATRINES

This area is not so much a latrine as a hole in the ground that leads into a deep, foul smelling pit some twenty feet below.

The gnolls use this area for their own ablutions, and pour the prisoners' waste down here as well (actually a prisoner is assigned the duty). Climbing into the pit will subject any character to the possibility of contracting a severe disease.

(15) WEAPON ALCOVES

Each of these alcoves contains two battleaxes, a shield, and quivers holding forty arrows.

They are stationed here in case the castle comes under attack and a guard does not have his weapons at hand. The arrows are commonly distributed to the guards atop the towers.

(16) CASTLE TOWERS (EL 2 EACH)

The spiral stairs lead up onto an open parapet surrounded by a low stone wall. The view is spectacular and a guard can see for dozens of miles.

The four towers at the corners of the castle are identical in shape. The towers have battlements (50% cover normally, 75% if crouching) and give the guards a commanding view of the surrounding countryside.

Creatures: Each tower hosts a single, alert guard, and approaching characters will have to tread carefully to avoid being spotted. Once the alarm is raised, a band of ten gnolls rush out of the escape tunnel (area 35) five rounds later and begin searching the local area for the intruders, with the guards shouting instructions from the towers.

Gnolls (one per tower): hp 15

CASTLE MODSVITNIR - LOWER LEVEL

There is a 25% chance every ten minutes that a patrol of 1d3 gnolls or 1d4 hyenas is encountered walking the corridors. These gnolls, when killed, should be removed from Rooms 22 to 26 on the Lower Level. When those numbers are reduced to zero there will be no more wandering encounters.

(17) EMPTY ROOM

This chamber is currently empty, awaiting a fresh batch of recruits to the ever-growing army of Khalitharius.

(18) TEMPLE TO THE FAMINE LORD (EL 5)

At the far end of the room stands a 15' tall statue of a green dragon, carved from wood and painted green. Two braziers stand either side and burn noxious perfumes. The air is thick with their aroma as there is no escape for the smoke. On the walls are crudely made tapestries, depicting gnolls raiding gnome and human settlements. In front of the statue stands an altar constructed from stone blocks, heavily stained with the blood of sacrifices.

Creatures: Normally deserted, there is a 5% chance that if Yeengala, the gnoll cleric, is not in the throne room or the war room, he is in here offering libations to his 'deity'. If he is present, there is also a slave, bound and gagged, awaiting sacrifice and two gnoll attendees.

Gnolls (2): hp 17, 14

(19) CLERIC'S SANCTUARY (EL 3)

His room is well furnished, having a wooden cot with fairly good blankets, a table and chair, a dozen black tallow candles, a small black wooden statue of a gnoll. An unfinished carving of a dragon stands on the table.

This is the chamber of Yeengala, the cleric of the tribe.

Creatures: Unless in the throne room or the war room, Yeengala is normally in his chambers, working on plans to unite the other gnoll tribes in the area under his religious leadership, or else he is working on a statue of Khalitharius to honour him. Being a little paranoid, he keeps his magic items on him at all times.

If the alarm is sounded, he casts silence on a stone, which he throws at any intruders he spots. He then casts doom on the first person through door and then casts cause fear on the strongest looking character. If the combat goes against him, he attempts to flee to the nearest exit, ordering lesser gnolls to cover his retreat.

(20 - 21) SLAVE QUARTERS

There is a guard down the hall from this room near area 33. He will likely Spot PCs who come to investigate this room.

Spartan and filthy is the best way to describe these chambers. Each contains only dirty straw for bedding, which is only changed every month or so, and a pot for ablutions.

Creatures: Ten slaves are housed in each chamber. Roll 1d10 to determine each slave's race: 1 - 5 Gnome, 6 - 8 Human, 9 Elf, 10 Dwarf. Like the slaves working upstairs, they mill around aimlessly once rescued, too traumatized to escape or put up any form of defense.

Slaves: hp 2 each

(22 - 26) GUARD BARRACKS (EL 4 EACH)

There is a guard down the hall from room 26 near area 33. He will likely Spot PCs who come to investigate room 26.

This foul-smelling chambers contains a wooden cot covered in furs and straw, a few wooden stools, and little scraps of meat on an old table. Two gnolls snarl

their contempt as you enter their lair.

Creatures: There are two gnolls in each barrack, generally resting, talking, fighting or cleaning their weapons. On an alarm sounding, two head for the escape tunnel (are 35) whilst the rest head upstairs to fend off any intruders.

Gnolls (2): hp 13, 12

(27) HAREM

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter the room read the following.

The room has clean furs and hides, new wooden cots, a table and chairs, several wooden chests, and a small amount of fresh meat. Four gnolls, of lighter build than the warriors you have encountered so far, scurry towards the rear of the room, gathering together for safety.

The harem contains the personal female gnolls of the king

Creatures: The females are non-combatants, and will put up no defense if attacked, merely cowering and whimpering for mercy. They will, if given the chance, try to flee and sound the alarm.

Female gnolls (4): hp 6

(28 - 29) FEMALE QUARTERS

The room has stained furs and hides, wooden cots, a table and chairs, several wooden chests, and a small amount of rotten meat. Four gnolls, of lighter build than the warriors you have encountered so far, scurry towards the rear of the room, gathering together for safety.

These two rooms hold the female gnolls who serve as breeding stock with the warrior gnolls. They are considered property rather than beings (something orcs understand).

Creatures: The females are non-combatants, and will put up no defense if attacked, merely cowering and whimpering for mercy. They will, if given the chance, try to flee and sound the alarm.

Female Gnolls (4 per room): hp 6

(30) KING'S CHAMBER (EL 6)

The entire floor is covered in rugs and furs, all fresh and clean, and there is a large double bed with clean furs on it. There are a total of six small tables around the walls, each holding ten lit candles. A large chest is stored to the right of the head of the bed.

This chamber is the home of the gnoll king, Rezhal, and it shows.

Creatures: Unless located elsewhere, the king will be in his chambers with two gnoll slaves from his harem. If the king is in residence he will have two gnoll warriors guarding his chamber door.

Rezhal (4th-level ranger): hp 42

Gnolls (2): hp 8, 14

Treasure: The chest contains 2,000 gp in local coin, an arcane spell scroll (It contains the spells of Protection from Arrows, Summon Monster II, and Blink), a bloodstone gem [200 gp], two vials of antitoxin [25 gp each], and a Potion of Cure Light Wounds.

Trap: The chest is trapped with a poison needle device of some potency. The trap can be deactivated, but there is no key. Instead a series of five small pressure plates must be hit in sequence. Each of the plates resembles a human face in profile. The correct order is to push the left most first, then the center one, the right most, the second from the left, and lastly the second from the right. (1-3-5-2-4)

Poison Needle Trap: CR 2; +8 ranged (1, plus shadow essence poison); Search (DC 22); Disable Device (DC 20)

Shadow Essence Poison: Type (Injury, DC 17); Initial Damage (1 Str, perm); Secondary Damage (2d6 Strength)

(31) NURSERY (EL 2)

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter the room read the following.

A dozen gnoll children are playing in the room when you enter. They stop their game and look at you. Curiosity overcomes their fear of strangers and they move towards you, pawing at your armor and weapons.

The nursery houses the gnoll children, who are treated better than the females.

Creatures: A single gnoll guards the door, stopping any but the chief or members of his harem from entering. The children,

Appendix C: Full Adventures

of which there are a dozen, are no threat to any character and put up no fight. They also lack the sense to raise the alarm, preferring to follow intruders in a game of "hide-and-seek." If chased or attacked, they scream loudly and try to flee to another room (whatever is nearest) - this will normally inadvertently raise the alarm.

Gnoll: hp 10

Gnoll children (12): hp 1

(32) STORAGE

This room contains a mixed collection of items, including kitchenware, stone-working tools, spare blacksmithing tools, rope, chains, bundles of cloth, extra food stores, and other basic items. A layer of dust has covered everything.

There is a 20% chance that any item aside from animals from Table 7-7: Goods and Services from the Player's Handbook can be found within this room.

(33) BLACKSMITH'S QUARTERS (EL 2)

There is a gnoll guard outside the door to this room. If the PCs defeat him and enter the room read the following.

These quarters are reasonably well furnished compared to other rooms you have entered. Inside are two wooden cots, fur bedding, a table and stools. There is also a small amount of fresh food and beer at hand.

Creatures: At any time there are two smiths in here sleeping, guarded by a single gnoll who stands outside of their door. The gnoll has the key for the door, which is kept locked. The smiths, as useful slaves, are well treated and only beaten when they fail to meet quotas.

Gnoll: hp 13

Dwarf smiths (2): hp 6 each

(34) FORGE (EL 2)

A wall of heat hits you as you enter the room. Through the smoke and haze you can make out two dwarves hard at work over a blazing forge. One appears to be pumping the bellows while the other checks the metal.

Two gnolls, wearing full armor, stand lazily against the far wall.

The forge is kept going twenty-four hours a day, with smiths working ten-hour shifts to produce weapons and armor for the gnoll raiders.

Creatures: At any time there are two smiths, slaves with useful skills, and two gnoll guards at the forge. As well as the forge, which has a chimney that carries smoke away from the castle to emerge in thick undergrowth, there are tools, water buckets, coal and wood, and eight battleaxes and two suits of scale mail in various stages of completion. Although fairly burly, for slaves, the smiths take no part in any combat, preferring to hide until rescued and then plead to be ransomed.

Gnolls (2): hp 16, 12

Dwarf smiths (2): hp 6 each

(35) TUNNEL TO THE DRAGON AND TRAP (EL 5)

A well-carved tunnel leads off into blackness beyond the range of your vision.

The tunnel runs for over two hundred feet, slowly rising until it emerges into a large cavern in the forest. The end of the tunnel is covered with a wooden door, locked on the gnoll side, which is camouflaged outside to resemble part of the tunnel.

Trap: Halfway along the tunnel is a deadfall trap, designed to completely block the tunnel. When the trap is activated, a large stone block drops from the ceiling ten feet behind the trap activation point. The stone is nearly impossible to mine through easily (hardness 8; hit points 900 to make a 5' x 5' passage through it).

Although there is a chance that the rock will land on someone (Reflex save DC 15 to avoid), this is not the main aim of it - it is there to delay pursuing intruders. The gnolls, who rarely visit their master, know of the trap's location and can avoid it with ease.

Falling Block Trap: CR 5; +15 melee (6d6); Search (DC 20); Disable Device (DC 25)

The Dragon's Lair (EL 10)

(36) LAIR OF THE GREEN WYRM

Peering through the door, you see a large chamber, open to the heavens. It looks as if the chamber is a

natural cave, and mosses are starting to grow in areas where sunlight reaches. Across the chamber lies the vast, coiled form of a slumbering dragon; its green scales rising and falling slowly in hypnotic rhythm.

Khalitharius, lord of the gnolls, spends his time scouting for new targets of opportunity and resting in his lair. The cave is one hundred feet across and the ceiling has long since collapsed, leaving a convenient portal for the dragon to enter through.

Creatures: When the PCs enter Khalitharius will be curled up in the far corner, resting but not asleep. He will delay his attacks until at least half of the party enters his lair, whereupon he announces his contempt of their intrusion with a blast from his acid breath.

Khalitharius: hp 178

Treasure: Spread across the dragon's lair are 8700 gp in coins, a brown-green garnet [1100 gp], a silver-plated longsword with jet in pommel [150 gp], 2 vials of holy water [25 gp], a tapestry of a knight outside of a temple [100 gp], and a masterwork heavy mace [312 gp]. Khalitharius has given all of the magic items taken so far back to his followers to buy their loyalty.

BESTIARY

GNOLLS

CR 1; Medium-size humanoid (gnoll); HD 2d8+2; Init +0; Spd 20 ft. (scale mail); AC 17 (+1 natural, +4 scale mail, +2 large shield); Atk +3 melee (1d8+2, battleaxe) or +1 ranged (1d6, shortbow); SQ Darkvision 60'; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +3, Spot +3; Power attack

Languages: Gnoll

Significant Possessions: battleaxe, scale mail, shortbow, and 20 arrows

ELF RANGERS FEMALE (HIGH)

Rgr4: CR 4; Size M (4 ft., 11 in. tall); HD 4d10+4; hp 36; Init +4 (+4 Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 chain shirt); Attack +6 melee (1d6+2, short sword), or +8 ranged (1d8, longbow); SV Fort +5, Ref +5, Will +2; AL NG; Str 14, Dex 19, Con 12, Int 16, Wis 12, Cha 8.

Languages Spoken: Merchant's Tongue, Elven, Gnoll, Gnome, Sylvan.

Skills and Feats: Appraise +4, Climb +9, Craft +8, Escape artist +7.5, Handle animal +4, Hide +4, Knowledge +5, Listen +10, Move silently +4, Search +5, Spot +9, Swim +9; Improved unarmed strike, [Track], Weapon finesse (sword, short).

Possessions: short sword, longbow, 20 arrows, and chain shirt

Ranger Spells Per Day: 1; *entangle*

WOODSMEN, MALE HUMAN (SVMIMOHZISH)

War2: CR 1; Size M (5 ft., 9 in. tall); HD 2d8+2; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Attack +5 melee (1d12+3 greataxe), or +3 ranged (1d8, longbow); SV Fort +4, Ref +1, Will -1; AL NG; Str 16, Dex 13, Con 13, Int 13, Wis 9, Cha 8.

Languages Spoken: Svimmohzish, Elven.

Skills and Feats: Climb +7, Hide +1, Innuendo +1, Intimidate +4, Listen -1, Move silently +1, Ride +5, Spot -1, Swim +8; Mounted combat, Skill focus (intimidate).

Possessions: greataxe, leather armor, longbows, and 20 arrows.

MONSTROUS SPIDER, LARGE VERMIN

CR 2; HD 4d8+4; Init +3; Spd 30 ft.; AC 14 (-1 size, +2 natural, +3 Dex); Atk +4 melee (1d8+3 and poison, bite); SA Poison, web; SQ Vermin; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 13, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide +6, Jump +2, Spot +7

DIRE WOLF, LARGE ANIMAL

CR 3; HD 6d8+18; Init +2; Spd 50 ft.; AC 14 (-1 size, +3 natural, +2 Dex); Atk +10 melee (1d8+10, bite); SA Trip; SQ Scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1

AANCKH; MALE GNOLL

Class Rng3: CR 4; Medium-size humanoid (gnoll); 7 ft. 9 in. tall, HD 3d10+2d8+6; hp 49; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +9 melee (1d8+5, battle axe); AL CE; SV Fort +8, Ref +3, Will +3; Str 20, Dex 14, Con 14, Int 11, Wis 14, Cha 9.

Skills and Feats: Disable Device +2, Gather Information +1, Hide +2, Listen +5, Move Silently +2, Perform +1, Spellcraft +2, Spot +5, Tumble +3, Wilderness Lore +8; Endurance, Power attack, Weapon Focus (Battleaxe)

Class Abilities: Track, Favoured Enemy (Gnomes), Ranger Ambidexterity and Two-Weapon Fighting

Languages: Gnoll

Significant Possessions: ring of force shield

KHALITHARIUS, MALE YOUNG ADULT GREEN DRAGON

CR 10; Large-size dragon; HD 17d12+68; hp 178; Init +4; Spd 40 ft. (fly 150 ft., Swim 40 ft.); AC 25 (touch 9, flat-footed 25); Atk +22 melee (2d6+6, bite), +17 melee (1d8+3, 2 claws), +17 melee (1d6+2, 2 wings), +17 melee (1d8+9, tail slap); +17 ranged (10d6, breath weapon); Special Qualities: Blindsight (90 ft.); Damage

Appendix C: Full Adventures

Reduction 5/+1, Immune to Acid, Paralysis and Sleep, Keen Senses (300 ft.); Water Breathing; Special Attacks: Breath Weapon (40 ft. cone, every 1d4 rounds, corrosive acid gas), Frightful Presence (DC 20), SR (19)AL NE; SV Fort +14, Ref +10, Will +12; Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 15.

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +7, Jump +13, Knowledge (Arcana) +6, Knowledge (Nature) +6, Knowledge (Religion) +6, Knowledge (Svimohzia) +10, Listen +10, Search +10, Spellcraft +9, Spot +10; Hover, Cleave, Improved Initiative; Multiattack, Power Attack

Languages: Draconic, Gnoll, Merchant's Tongue

ONSAR TANSDEN AKA WHITEFIRE, MALE HUMAN

Class Brd4: CR 4; Medium-size humanoid (human); 6 ft. 1 in. tall; HD 4d6; hp 18; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d8, longsword); AL NE; SV Fort +1, Ref +5, Will +5; Str 11, Dex 13, Con 10, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +6, Decipher Script +6, Diplomacy +6, Disguise +8, Gather Information +6, Hide +2, Knowledge (Religion) +6, Listen +6, Move Silently +2, Perform +6, Sense Motive +6, Spellcraft +6; Brew Potion, Dodge, Skill Focus (Disguise)

Class Abilities: Bardic Knowledge

Spells per Day: 3/3/1. Base DC = 13 + spell level. Caster level 4th.

Typical Spell List: (0) *dancing lights, daze, ghost sound*, (1) *charm person, cure light wounds, sleep*; (2) *invisibility*

Languages: Merchant's Tongue, Gnoll, Draconic, Dwarf, Elven, Halfling

Significant Possessions: Candle of Truth, Dust of Tracelessness, Quaal's Feather Token (Bird), keys to the War Room (8) and the Cells (10)

NYABRAH, MALE GNOLL

Class Rng2: CR 3; Medium-size humanoid (gnoll); 7 ft. 7 in. tall; HD 3d10+2d8+6; hp 31; Init +5; Spd 20 ft.; AC 16 (touch 11, flat-footed 16); Atk +2 melee (1d8+4/1d8+2, paired battle axes), or +6 melee (1d8+4, single battle axe); AL CE; SV Fort +9, Ref +1, Will +4; Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Heal +5, Hide +3, Knowledge (Nature) +4, Listen +7, Move Silently +3, Search +4, Spot +8, Wilderness Lore +3; Power Attack, Track, Improved Initiative, Iron Will

Class Abilities: Track, Favoured Enemy (Gnomes), Ranger Ambidexterity and Two-Weapon Fighting

Languages: Gnoll

REZHAL, MALE GNOLL

Class Rng4: CR 5; Medium-size humanoid (gnoll); 7 ft. 2 in. tall; HD 4d10+2d8+8; hp 42; Init +7; Spd 20 ft.; AC 20 (touch 13, flat-footed 17); Atk +9 melee (1d8+4, battle axe); +8 ranged (1d6, shortbow); AL CE; SV Fort +9, Ref +4, Will +2; Str 19, Dex 16, Con 15, Int 10, Wis 14, Cha 11.

Skills and Feats: Appraise +3, Diplomacy +5, Escape artist +3,5, Hide +3, Knowledge +2.5, Knowledge (Nature) +7, Listen +7, Move Silently +3, Spot +5; Power Attack, Improved Initiative, Run

Class Abilities: Track, Favoured Enemy (Gnomes), Ranger Ambidexterity and Two-Weapon Fighting

Languages: Gnoll

Significant Possessions: Key to the War Room (8) and the Cells (10)

YEENGALA, MALE GNOLL

Class Clr2: CR 3; Medium-size humanoid (gnoll); 6 ft. 9 in. tall; HD 2d8+4; hp 27; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atk +4 melee (1d8+2, morning star) or +2 ranged (1d6, shortbow); AL CE; SV Fort +8, Ref +0, Will +6; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +3, Craft (Carpentry) +3, Diplomacy +5, Knowledge (Religion) +5, Listen +6, Spot +6, Spellcraft +3; Combat Casting, Iron Will

Class Abilities: Rebuke Undead

Domains: Evil (Cast Evil spells at +1 caster level) and Trickery (Bluff, Disguise, and Hide are class skills)

Spells per Day: 4/3+1. Base DC = 13 + spell level. Caster level 2nd.

Typical Spell List: (0) *detect magic, guidance, read magic, resistance*; (1) *cause fear, change self*, doom, sanctuary*

Languages: Gnoll

Significant Possessions: *potion of cure moderate wounds, potion of invisibility, scroll of silence, key to the War Room (8) and the Cells (10)*

* Domain spell

NAMFOODLE FOLKORE – RANSOM 200 GP

Class Exp1: Small humanoid (gnome); HP 6 (currently on 3); Init +0; Spd 20 ft.; AC 11; Attack +0 melee, or +0 ranged; SV Fort +1, Ref +0, Will +1, Str 9, Dex 10, Con 13, Int 15, Wis 9, Cha 12.

Languages: Elven, Gnome, Orc

NAGAREOUS WOCKLE – RANSOM 75 GP

Class War1: Small humanoid (gnome); HP 8 (currently on 4); Init +0; Spd 20 ft.; AC 11; Attack +1 melee, or +1 ranged; SV Fort +4, Ref +0, Will -2; Str 11, Dex 10, Con 15, Int 10, Wis 7, Cha 10

Languages: Elven, Gnome, Orc

WYNN NABANALL – RANSOM 350 GP

Class Ari 1; Medium-sized humanoid (half-elf); HP 7 (currently on 3); Init +1; Spd 30 ft.; AC 11; Attack +1 melee, or +1 ranged; SV Fort +2, Ref +1, Will +4; Str 12, Dex 12, Con 14, Int 11, Wis 19, Cha 15

Languages: Merchant's Tongue, Draconic, Elven, Gnoll, Gnome.

DWARF SMITHS, MALE DWARF (HILL)

Class ExpI; CR 1/2; Size M (4 ft., 3 in. tall); HD 1d6+3; hp 6; Init +2 (+2 Dex); Spd 20 ft.; AC 12 (+2 Dex); Attack +1 melee, or +2 ranged; SV Fort +3, Ref +2, Will +2; AL LN; Str 13, Dex 15, Con 17, Int 16, Wis 11, Cha 12.

Languages Spoken: Merchant's Tongue, Dwarven, Gnome, Goblin, Undercommon.

Skills and Feats: Appraise +7, Climb +5, Craft +7, Escape Artist +6, Heal +2, Hide +2, Innuendo +2, Knowledge (arcana) +5, Listen +0, Move Silently +2, Pick Pocket +6, Read Lips +7, Spot +0, Use Magic Device +5; Toughness.

The other prisoners are valued at 10 gp each. Most have some form of useful trade and could easily be taken back to the characters' lair to be put to work as *ugug*.

MAGIC ITEMS

For convenience, all of the magic items found in the scenario are grouped here.

Old Watchtower**WAND OF BURNING HANDS**

The wand is roughly 10 inches long and looks like a twisted, fire blackened forearm (it is in fact just a piece of wood). At the damage-dealing end there is a small red garnet and the back end is tipped with silver. The wand currently contains 25 charges, is activated by the word "Enflame" (must be spoken in Draconic) and formerly belonged to a wizard from Zazahni who was helping to guard a caravan a month ago. The former owner is long-since eaten.

Castle Upper Level**CANDLE OF TRUTH**

This white tallow candle was stolen from a temple to the Valiant and the stamp of the church can be found on the bottom of the candle. For all intents and purposes it resembles a normal 10-inch long church candle.

DUST OF TRACELESSNESS

This small leather bag is marked with the symbol of the Thieves' Guild of Bet Kalamar and contains what seems to be ash from a fire. There is enough dust for 10 pinches.

QUAAL'S FEATHER TOKEN (BIRD)

This small dove feather has the picture of a small pigeon engraved on it. This item actually belongs to Tansden and he has yet to use it. However, if the castle is attacked he uses it to summon Khalitharius.

RING OF FORCE SHIELD

This simple ring of copper has the symbol of a shield in its center and the force shield it produces comprises of crackling red magical energy.

Castle Lower Level**ARCANE SCROLL**

Although written in Merchant's Tongue, the words are magical and thus impossible to read without a Read Magic spell. The substance they are written on is paper and expensive ink was used. It contains the spells of Protection from Arrows, Summon Monster II, and Blink. There is a watermark, which lists it as belonging to a wizard from Dijishy, although this requires a successful Knowledge (Arcana) check of DC 15.

ARCANE SCROLL [YEENGALA]

Although written in the Gnoll tongue, the words are magical and thus impossible to read without a Read Magic spell. The substance they are written on is poor quality vellum and the ink is some form of dried blood (actually gnome blood). It contains a single spell, Silence.

POTION OF CURE LIGHT WOUNDS

Kept in a small glass bottle labeled "Dr. Zook's Cure All" in Gnomish, this potion smells of honey but tastes like cinnamon and ash. It has a brown color and a dry texture. There is enough for one full dose.

POTION OF CURE MODERATE WOUNDS

Kept in a small leather gourd on Yeengala's belt, this potion smells of honey but tastes like cinnamon and ash. It has a brown color and an oily texture. There is enough for one full dose.

POTION OF INVISIBILITY

Kept in a small leather gourd on Yeengala's belt, this potion smells of burnished copper but tastes like tomatoes. It has a clear color and an oily texture. There is enough for one full dose.

GNOME UPRISING

This adventure can be set within any Kingdom where there are gnomes, though for brevity the adventure is written as if set near the Arajyd Hills. This adventure is designed for a party of four orc characters of levels 2 to 3 with few magic items.

BRIEF BACKGROUND

Clan Kirennen of the gnomes of the western Arajyd Hills has decided to make plans for all-out war against the nearby orc tribes. A small forward outpost has been set up in an old building just inside the clan's borders and a command squad has recently moved in. Dire badger riding outriders have begun to scout the area of the planned invasion. The orcs, aware of the forthcoming assault through spies, need more detailed information and a small party has been picked to enter one of the fortified subterranean lairs and steal any papers and maps they can find. Capturing high-ranking officers would be a feather in the characters' caps. The orcs are given the location of the lair and told to gather as much information as possible.

GNOME COMMAND POST

The forward command post is currently serving as a base of operations for the gnome raiders targeting the orcs' tribe. Those stationed at the base know that they are on the frontline and are all combat-hardened warriors of Clan Kirennen. The base is

DM's Note: Alarms

If the alarm is sounded because of external attack, the dire badger cavalry immediately leaves the base, circling around the enemy for a flank charge. The troops on the inside man the arrow slits while the officers prepare to burn their papers. An internal breach results in the gnomes rushing to that spot, while simultaneously destroying plans and maps and emptying the treasury. The commander and a small group then try to escape through the secret exit.

Should an internal alarm be sounded (such as for escaping characters or if an intruder is sighted) then the outpost locks down. Five gnome warriors man the exit (these are from the Dining Hall), the central command area is placed under a five-man guard (also from the Dining Hall), and two roving patrols of three gnome warriors (from Barrack Room 12) move from room to room, searching carefully. The armory and treasury receive double guards (also from Barrack Room 12). By coincidence, the cavalry returns and checks outside for escaped prisoners.

self-sufficient in some respects, containing a bakery, a forge, and a mason's workshop. Fresh food is brought in weekly by passing patrols and the troops are rotated every six months. Communications with the clan elders is maintained through runners and through carrier pigeons.

When fully staffed it contains one senior officer, a handful of sub-officers, and twenty to thirty warriors (and around ten dire badger mounts and their riders). There are around ten support staff, such as cooks, jailors, stable hands, and the like. Although of low-level, they are trained combatants (to some degree) and will help defend the outpost.

Although the orcs are only given one entrance, there is a second some distance away. Dire badgers are very large creatures and the gnomes have installed an access ramp to allow them to enter and leave the complex without having to pass through inhabited areas. Finding the top of the ramp requires a Spot check (DC 20) and brings the orcs to the large doors in Room 30 (Saddling Area).

Unless otherwise stated, all doors are constructed from sturdy wood and are ordinarily unlocked though they are fitted with locks (Open Locks DC 23; Break DC 23).

1) MAIN ENTRANCE (EL 1)

If the PCs approach the gnome lair from the front **DISPLAY ILLUSTRATION #2 ON PAGE IQ150** and read the following text.



The entrance to the gnome command post is built into a cliff face. A double door, iron-bound, faces you and marks the start of the gnomes' lair. Two gnome guards stand outside the doors.

Originally designed as a tower, the front entrance was built as a single story room with ground-level arrow slits on the outwards-facing wall. The double-doors are kept barred from the inside except when letting out patrols or accepting them back in.

Creatures: On routine days, a small force of two gnome warriors, fully armed and armored, guards the entranceway.

Gnome warriors (2): hp 7, 9

2) WAITING ROOM

Looking through the alcove, you can see a room with padded benches lining the walls. There are no other furnishings.

Guests are kept in here, under guard, until the base commander can be summoned to see them. This is also where they are interviewed, as the gnomes are loathe to show anyone the interior of the base unless they must. Important gnome dignitaries are obviously kept waiting for a lesser time than routine messengers.

3) PREPARATION ROOM

This large, L-shaped room is devoid of any furnishings or decoration, although the floor is covered with dozens of shallow scratches.

Located near the entrance, this small room is where patrol members meet to check their equipment and receive final orders before embarking on their patrol. As such, it is unfurnished.

4) ARMORY (EL 2)

The door to this area is locked. If the PCs are able to enter read the following.

Racks of short swords and short bows line the northern wall. Quivers of arrows stand propped. Just as you see this, a pair of gnomes lash out at you from within.

Although every gnome is issued weapons and armor that they are supposed to keep with them at all times, there is always the risk that gnomes wandering the fortress during an attack are not carrying their weapons. The armory, which is kept locked at all times, is stocked with ten short swords and six short bows, as well as 120 spare arrows in quivers of twenty. Only the base commander and his lieutenants have a key.

Creatures: Normally guarded on the inside by two gnomes, this rises to five during any alarm.

Gnome warriors (2): hp 8, 5

5) APOTHECARY AND EXAMINATION ROOM (LOCKED UNLESS THERE ARE WOUNDED)

The room is filled with benches and shelves, on which stand bottles, vials and glass jars, retort stands, alchemical formulae, and raw ingredients.

The apothecary (and also the doctor) uses this room to create salves and ointments for the hospital, and also mundane potions for use by the troops (such a lampblack or Alchemists' Fire). The lab effectively counts as a full laboratory. Using individual components gives no bonuses to Alchemy skill checks.

6) HOSPITAL (LOCKED UNLESS THERE ARE WOUNDED)

This room contains six beds, a small table on which lies a wad of paper, and a bench holding bedpans and the like. A small cupboard stands against the eastern wall.

There are currently no patients in the hospital. The doctor is just a servant and is only here when needed. The small cupboard holds spare bedding, bandages, splints, and so on.

Creatures: Wounded gnomes, when found, will be taken here and the doctor, a non-combatant, will also be present performing surgery. He will confront any intruders and ask them to show mercy to the wounded.

Gnome doctor: hp 6

7) BRIEFING ROOM

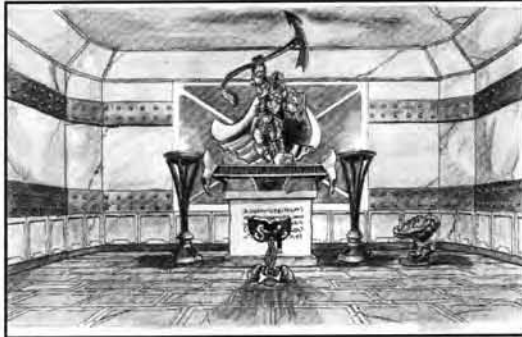
At the far end of this otherwise undecorated and unfurnished open chamber stands a small podium and several chairs.

It is here that the gnome commander and his lieutenants brief the warriors on their patrol routes and battle plans. So far only routine patrols and mock battle plans have been handed out, with few of the actual warriors realizing just how close to war they really are.

Appendix C: Full Adventures

8) TEMPLE TO THE OLD MAN (EL 1)

A single gnome warrior guards the door to this room. If he is called away or if the PCs defeat him and enter read the following and DISPLAY ILLUSTRATION #6 ON PAGE IQ152.



Dominating this well decorated room is a huge carving of a muscular armored gnome brandishing a military pick and shield. Two bronze braziers stand on either side, filling the room with the sweet smell of burning incense. A small stand to the right holds another ten sticks of incense. In front of the statue is a book resting on a lectern.

The statue is a depiction of Sarabal The Old Man, gnomish god of war, although the characters will only know this after a successful Knowledge (Religion) skill check (DC 20). Although heavy (around 200 pounds), the carving can be sold for 350 gp. The book on the lectern is titled "The Way of Strategy." It is written in gnomish and describes the canon of the faith. See the *Kingdoms of Kalamar Player's Guide* p 111.

Creatures: Normally, there are no gnomes actually in the temple. At night, there is a 25% chance that one sub-officer and three guards are in here praying. The outpost has no official cleric at this moment and instead a mendicant cleric visits every other Godday to give blessings and reading.

Gnome warrior: hp 7

9) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four identical ones that house the gnome warriors. At present the ten gnomes that live in this

room are out on patrol but will return within three hours of the characters entering the building.

10) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four identical ones that house the gnome warriors. During the scenario, the gnomes from this room are on duty around the fortress and this room is empty. However, if the characters choose to hide here there is a 10% cumulative chance per hour that the guard shift changes and ten armed and armored gnomes come into the room.

11) BARRACK ROOM

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall.

This barrack room is one of four identical ones that house the gnome warriors. The gnomes from this room are currently in the dining hall as their shift starts shortly. There is a cumulative 10% chance every half-an-hour that 1d3 gnomes come back to the room to gather equipment or take forty winks.

12) BARRACK ROOM (CR 10 WHEN WOKEN AND DRESSED)

This room contains five sets of bunk beds, a table, personal lockers, and wooden stools. Small drawings of female gnomes and children are pinned by the bunks. A wooden cupboard stands against the western wall. Ten gnomes, apparently sleeping, lie in their bunks, snoring peacefully.

This barrack room is one of four identical ones that house the gnome warriors.

Creatures: The ten gnomes that call this room home are currently sleeping and will take ten rounds to rouse and arm themselves after an alarm is given. Trying to investigate the room whilst its occupants sleep requires a Move Silently check at DC 5. Any noise will cause one of them to rouse and investigate.

Gnome warriors (10): hp 4, 4, 4, 6, 9, 9, 7, 6, 8, 6

13) SUB-OFFICERS QUARTERS (CR. 3)

Obviously housing higher-ranking officials, this room contains four single beds, plus padded chairs, a large table, and personal lockers.

Creatures: At any one time there is normally one sub-officer in here (the one who runs the squad in Barrack Room 12) writing papers or sleeping. The others are on duty around the fortress. On the far wall is a large portrait of the current Clan elder [120 gp]. None of the papers are of a sensitive nature.

Sub-Officer: hp 24

14) DINING HALL (CR 10)

Two tables dominate this rectangular room. The larger holds ten rowdy gnomes, all wearing armor but with weapon sheathed. They seem to be enjoying a meal of sweet smelling porridge. The smaller table is currently unoccupied, but would seat four comfortably.

Creatures: The main table is currently in use by the ten gnome warriors from Room 11, and they are all armed and armored. Their officer is in the Officers' Lounge. Bowls of porridge, loaves of bread, and flagons of watered-down ale cover the table.

There is a fair amount of noise being generated by the boisterous warriors and any Listen check automatically succeeds. It also allows the characters to make some noise without being overheard by those in this room. The door to the south leads to a typical privy.

Gnome warriors (10): hp 4, 4, 4, 6, 9, 9, 7, 6, 8, 6

15) KITCHEN (CR 1)

This area appears to be a kitchen. A large fire pit sits in the center of the floor, the smoke from the fire drifting upwards to a chimney hole. Shelves and racks hold pans, bowls, plates and flagons and a large tray holds cutlery. Currently cooking over the fire is a huge pot of steaming food.

Creatures: Two gnome servants (statistics as warriors but no armor) work here and will put up a stiff defense until reinforcements arrive.

Gnome servants (2): 5, 6

16) STOREROOM AND COLD STORAGE

The storeroom is piled high with crates and barrels. All are clearly labeled in the gnome language.

The gnomes receive fresh supplies weekly and make their own bread in the kitchens. All of the crates, etc. are clearly labeled in Gnomish.

17) LIBRARY AND MAP ROOM (CR 1)

The room contains a cornucopia of tomes, scrolls and maps stored on shelves and low tables. Chairs are dotted seemingly randomly around the room.

Most of the writings are simple reference books, the kind available in any bookshop, but others are specialist works, covering not just military practices, but also poetry, mining techniques, gem values, and so on. The maps are of the Arajyd Hills, the layouts of the cities, towns and villages, and also of individual building floor plans.

Creatures: There is normally one gnome warrior in here, referencing material for his masters. He naturally shouts for assistance if attacked.

Gnome warrior: hp 7

18) OFFICERS' LOUNGE (UNLOCKED) (CR 3)

This room is furnished with four well-padded armchairs, a small mahogany table hosting two empty, but used, wine glasses, and a pouch of tobacco. A lone, armored gnome sits in one of the chairs, his sword resting across his lap.

Creatures: Normally one officer is in here, either drinking or taking time out for a pipe (this is the only smoking room in the building). The officer wears a Ring of Sustenance.

Rarely will any other officers be in here at the same time as their duties place them at different places at the same time.

Appendix C: Full Adventures

The commander normally uses his own lounge and study when off duty.

Gnome Sub-Officer: hp 24

19) COMMAND CENTER (CR 8)

Two well-armored gnomes stand peering at a collection of maps, diagrams, and writings spread over a large table. Two lit lanterns stand at the far edge of the table. A third gnome stands guard in front of a door on the eastern wall.

The command center is the hub of operations for the gnomes and contains large tables covered with maps of the area, noting not just geographical features, but also Arajyd Hills border patrol routes, caravan trails, and so on.

The piles of papers contain patrol rosters, battle plans to attack several trade caravans, correspondence between the commander and his superiors back home, and so on. The plans are all coded, in Gnomish, and require a Decipher Script check (DC 25) to crack the code. Lanterns light the room and these can be used to torch the papers if necessary.

Creatures: Normally the commander and one sub-officer are present, going over the plans. If given a chance, they will try to burn the papers, which are damning. A single gnome warrior, who has orders to keep non-officers out at all times, guards the door to area 20 from the outside.

Commander: hp 34

Sub-Officer: hp 24

Gnome warrior: hp 8

20) COMMUNICATIONS ROOM (CR 1)

The room houses a single desk covered with pens, vials of ink, both black and colored, and pieces of parchment and papers. A box near the desk houses ten pigeons. In the eastern wall is a small chimney hole, though there is no sign of a fireplace.

The communications center houses a single desk on which communiqués are written. Naturally they are all written in code. The pigeons are released with messages through a chimney that leads to the surface.

During a raid pigeons are released to alert the other clan forces of the assault. The room is normally unmanned unless a message is being written or received, in which case the sub-officer from Room 19 is in here.

21) CORRIDOR (CR 2)

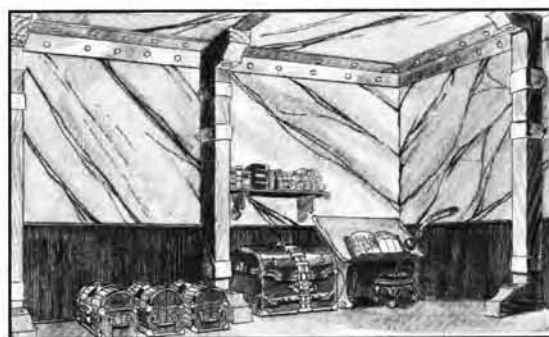
This short corridor contains nothing but two doors at the far end; one in the eastern wall and one in the western wall.

Creatures: However, even in a friendly outpost, two gnome raiders are assigned here as guards, with orders to defend the position if the base is attacked.

Gnome warriors (2): hp 9, 8

22) TREASURY (LOCKED) (CR 1)

If the PCs gain access to the treasury, read the following and DISPLAY ILLUSTRATION #4 ON PAGE IQ151.



This room contains three small chests and one larger chest that sit against the eastern wall. To the right of the chests is a small stool and table with an open book and ink quill resting on it. A bookshelf containing books and scrolls rests on the wall above the larger chest. The walls are shored up with stout timber.

This small room has a locked door (hardness 5, hit points 20, Break DC 28, Open Locks DC 20) marked with the Gnomish symbol for 'Treasury' and contains no light source. Only the commander and his sub-officers hold keys, which they wear on their key rings.

The treasury contains monies for paying the troops, paying spies in local towns and cities and for buying extra equipment. It is contained in several small caskets, none of which is trapped but all of which are locked (DC 25 to open; DC 20 to break). A larger chest stands besides them, and this is locked and trapped. It contains the three potions, protected by straw padding. The only other furnishings are a small table and stool and a bookshelf. Upon the table and bookshelf are the ledgers (in

Gnomish naturally), detailing the income and outgoings of the outpost. It does not inform the reader exactly what the treasury holds though.

Treasure: The total treasury contents come to 1100 gp, a 9 gp moss agate, a 60 gp pink pearl, a 100 gp red spinel, a Potion of Intelligence, a Potion of Bull's Strength and a Potion of Hiding.

Trap: Hail of Needles Trap: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (DC 22)

23) COMMANDER'S STUDY (LOCKED)

There are several comfortable armchairs, a writing table with a letter on it, and a well-carved pipe with a pouch of tobacco resting on the table in this room.

This room is used by the commander as his private study. The letter (written in plain Gnomish) is to his wife and children and promises he will be home soon.

24) COMMANDER'S ROOM

This chamber is well furnished, with a four-poster bed, an oak writing table, a bedside table, a large portrait of a gnome female in a gilded frame, and a chest holding spare clothes.

The commander is only here at night, preferring to spend his days in the command center.

25) WEAPONSMITH AND BLACKSMITH WORKSHOP (CR 1)

The room contains two small forges, racks of tools, three anvils, bars of unforged iron, buckets of water, piles of wood, and several unfinished weapons. A hole in the roof allows smoke to escape. Two gnomes, clad only in trousers and leather aprons, work at the forges.

Creatures: The weaponsmith and blacksmith workshop houses two gnome servants, both of whom are busy working at forges.

Gnome artisans (2): hp 5, 4

26) LOWER CORRIDOR (CR 1)

This corridor contains 5 doors. A single gnome warrior stands in the hallway on guard duty.

One gnome warrior is normally positioned in the corridor, guarding the workshops and cell area.

Gnome warrior: hp 9

27) LEATHERWORKERS (CR 1)

By the smell of tanned leather, there can be no mistaking the function of this room. Two gnomes work at a bench along the back wall. A collection of small anvils, hammers, nails, scissors, and pincers lie on the bench.

The four unmarked rooms in this area are toilets for the gnomes that live and work in this area. There is a 10% chance at any time that the toilet is in use by a gnome warrior (1-7) or an artisan (8-10). If occupied, use a gnome from either Room 12 or from Room 27, as applicable.

Also housing two gnome artisans, the leatherworkers are only used to repair and maintain the dire badger saddles, and occasionally the warriors' boots.

Creatures: The two gnomes are currently repairing a saddle that has scored a spear hit. Aside from several benches, there are also racks for tools.

Gnome servants (2): hp 7, 2

28) BREAK AREA

This room has a table with two chairs in the center. Along the north wall is a small cabinet, a second cabinet is located along the south wall.

This room is the break room for the various smiths. At any given time, there is a 25% chance that there will be two gnomes relaxing before returning to finish their shift.

Gnome artisans (2): hp 8, 8

29) DIRE BADGER STABLES

This room contains ten stalls. Each stall has plenty of fresh straw, fresh meat, and fresh water in it.

These stalls are normally used to hold the dire badger mounts. Servants change the straw daily. At the moment, the dire badger cavalry is on patrol and the stalls are empty.

30) DIRE BADGER SADDLING AREA AND VETERINARY AREA

This large, L-shaped room contains two large, low tables, one of which is stained slightly with a red substance. A table on the far wall holds a variety of medical instruments. A large set of double doors, currently barred, stand in the eastern wall.

Currently quite bare, the room normally holds the saddles and lances for the dire badgers, kept on hooks on the walls. A Heal check of DC 12 shows that the medical instruments are for veterinary use. The ramp to the surface, found behind the wooden doors, is fairly shallow and travels for roughly 80 feet before breaching the surface.

31) TRAINING HALL

This large room is well stocked with wooden and blunted practice weapons. On the walls are charts showing fighting moves and the floor has a fencing square equivalent carved into it.

The warriors, to perfect and hone their fighting skills, only use the room on Godday after service.

32) CELLS

Each cell contains only a bucket. There is barely enough room to lie down in, and certainly no bed on which to rest.

Though currently empty, any orcs taken alive are placed in here for interrogation at a later date.

33) SERVANTS' QUARTERS (CR 2)

This simply furnished room houses fourteen bunks in sets of two, and a few stools and chests.

These are the rooms of the gnome servants (who act as warriors but without armor).

Creatures: At any one time there will be four servants here, two awake talking and two asleep. Not willing to die foolishly, they will however put up a fight and shout for assistance.

Gnome servants (4): hp 5, 3, 5, 3

34) SERVANT'S KITCHEN AND DINING HALL

This small kitchen is a simple affair, containing only a fire pit, a simple wooden table with stools around it, several cooking pots, wooden plates and bowls, pewter tankards, pewter cutlery, and food stores.

At meal times there are normally four gnome servants in here eating (two from the leatherworkers and two from the blacksmiths).

BESTIARY

ROCK GNOME COMMANDER OF CLAN KIRENNEN, MALE ROCK GNOME

Class Ill3/Egt3; CR 6; Small-size humanoid (gnome); 3 ft. 4 in. tall; HD 3d4+3d10+6; hp 34; Init +6; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Atk +8 melee (1d6+2, shortsword +1) or +7 ranged (1d6, shortbow); SQ Low-light vision; +1 attack vs. goblins and kobolds; +4 AC dodge bonus vs. giants; *dancing lights*, *ghost sound*, *prestidigitation* and *speak with burrowing mammals* 1/day (1st level caster); +2 save vs. illusions; AL LN; SV Fort +5, Ref +4, Will +4; Str 12, Dex 14, Con 12, Int 16, Wis 10, Cha 12.

Skills and Feats: Alchemy +5, Climb +4, Concentration +8 (+12), Handle Animal +7, Jump +3, Knowledge (Arcana) +5, Knowledge (History) +4, Knowledge (Kron Assembly Geography) +6, Knowledge (Nobility) +6, Knowledge (Religion) +5, Ride +8, Scry +6, Spellcraft +8; Combat Casting, Improved Initiative, Leadership, Mounted Combat, Weapon Focus (Shortsword)

Class Abilities: Scribe Scroll

Spells per Day: 4+1/3+1/2+1/3. Base DC = 13 + spell level. Caster level 3rd.

Typical Spells List: (0) *dancing lights, detect magic, ghost sound, read magic, resistance*; (1) *cause fear, color spray, magic missile, sleep*; (2) *invisibility, mirror image* (x2); Cannot cast Conjunction spells

Languages: Merchant's Tongue, Draconic, Giant, Gnomish, and Orc

Significant Possessions: *shortsword* +1

MOUNTED ROCK GNOME SUB-OFFICER OF CLAN

KIRENNEN, MALE ROCK GNOME

Class Ill3/Fgt1: CR 4; Small-size humanoid (gnome); 3 ft. 2 in. tall; HD 3d4+1d10+8; hp 22; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15); Atk +5 melee (1d6+1, *shortsword*) or +4 ranged (1d6, *shortbow*); SQ Low-light vision; +1 attack vs. goblinoids and kobolds; +4 AC dodge bonus vs. giants; *dancing lights, ghost sound, prestidigitation* and *speak with burrowing mammals* 1/day (1st level caster); +2 save vs. illusions; AL LN; SV Fort +5, Ref +3, Will +2; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 10.

Skills and Feats: Alchemy +10, Concentration +8 (+12), Handle Animal +2, Knowledge (Arcana) +5, Knowledge (Geography) +4, Knowledge (Nobility) +5, Knowledge (Religion) +5, Ride +5, Scry +5, Spellcraft +10; Combat Casting, Mounted Combat

Class Abilities: Scribe Scroll

Spells per Day: 4+1/3+1/2+1/3. Base DC = 13 + spell level. Caster level 3rd.

Typical Spell List: (0) *Dancing Lights, Detect Magic, Ghost Sound, Read Magic, Resistance*; (1) *Cause Fear, Color Spray, Mage Armor, Sleep*; (2) *Invisibility, Mirror Image* (x2); Cannot cast Abjuration spells

Languages: Merchant's Tongue, Draconic, Elven, Gnomish, and Goblin

Significant Possessions: *shortsword* +1

MOUNTED ROCK GNOME WARRIOR OF CLAN

KIRENNEN; MALE ROCK GNOME

Class Ftr1: CR 1; Small-size humanoid (gnome); 3 ft. 1 in. tall; HD 1d10+3; hp 8; Init +6; Spd 20 ft.; AC 17 (+2 Dex, +1 size, +4 chainshirt) Atk +4 melee (1d6+2, *shortsword*), +4 melee (1d6+2, *light lance*) or +4 ranged (1d6, *shortbow*); SQ Low-light vision; +1 attack vs. goblinoids and kobolds; +4 AC dodge bonus vs. giants; *dancing lights, ghost sound, prestidigitation* and *speak with burrowing mammals* 1/day (1st level caster); +2 save vs. illusions; AL LN; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +4, Intimidate +1, Hide +2, Move Silently +2, Ride +2, Spot +2; Mounted Combat, Improved Initiative

Languages: Merchant's Tongue, Draconic, Elven, Gnomish, and Goblin

GNOMISH DIRE BADGER MOUNT

Dire badger: CR 2; Medium-size animal; HD 3d8+12; hp 25; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d4+2, 2 claws), +4 melee (1d6+1, bite); SA Rage; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +6, Spot +6

Enraged Dire Badger: CR 2; Medium-size animal; HD 3d8+18; hp 31; Init +3; Spd 30 ft.; AC 14 (touch 11, flat-footed 11); Atk +6 melee (1d4+4, 2 claws), +1 melee (1d6+2, bite); SA Rage; AL N; SV Fort +9, Ref +6, Will +4; Str 18, Dex 23, Con 19, Int 2, Wis 12, Cha 10.

Skills: Listen +6, Spot +6

GNOME DOCTOR, MALE GNOME (ROCK)

Exp1: CR 1/2; Size S (3 ft., 4 in. tall); HD 1d6+1; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack -1 melee (1d6-1 *short sword*); SV Fort +1, Ref +3, Will +5; AL LN; Str 7, Dex 16, Con 12, Int 12, Wis 16, Cha 11.

Languages Spoken: Merchant's Tongue, Gnome, Goblin.

Skills and Feats: Alchemy +3, Decipher Script +2, Diplomacy +2, Gather Information +4, Heal +7, Hide +5, Intimidate +4, Knowledge (Nature) +5, Listen +5, Move Silently +3, Scry +3, Sense Motive +5, Spot +3; Dodge

GNOME SERVANTS, MALE ROCK GNOME

Class War1: CR 1/2; Small-size humanoid (gnome); HD 1d8+1; Init +0; Spd 20 ft.; AC 11 (+1 size); Atk +2 (1d6-1, *short sword*) melee; SQ Low-light vision; +1 attack vs. goblinoids and kobolds; +4 AC dodge bonus vs. giants; *dancing lights, ghost sound, prestidigitation* and *speak with burrowing mammals* 1/day (1st level caster); +2 save vs. illusions; AL LN; SV Fort +3, Ref +0, Will +0; Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11. Height 3' 1".

Skills and Feats: Listen +4, Spot +2, Weapon focus (*short sword*)

Languages: Merchant's Tongue, Draconic, Elven, Gnomish, and Goblin

GNOME ARTISANS, MALE GNOME (ROCK)

Exp1: CR 1/2; Size S (3 ft., 3 in. tall); HD 1d6+2; hp 8; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +1 melee (1d6, *short sword*); SV Fort +2, Ref +3, Will +3; AL LN; Str 10, Dex 16, Con 14, Int 15, Wis 13, Cha 12.

Languages Spoken: Merchant's Tongue, Elven, Gnome, Goblin.

Skills and Feats: Alchemy +4, Craft (weaponsmith) +8, Concentration +2, Heal +7, Hide +9, Intimidate +3, Knowledge (Nature) +4, Listen +3, Move Silently +3, Open Lock +5, Ride +5, Sense Motive +5, Spot +1, Swim +4; Skill Focus (Craft).

Note:

If a gnome warrior is on his mount when it rages he must make a Ride check (DC 4) every round or be flung from his saddle. Flung gnomes must make a second Ride check at DC 10 to avoid taking 1d6 damage. The rider may attack when his mount is enraged, but all melee attacks suffer a -4 penalty and missile fire becomes impossible.

MAGIC ITEMS

POTION OF BULL'S STRENGTH

The potion is kept in a small clay pot marked with a bull's head, sealed with a cork bung. The liquid itself is dark red and smells of blood. There is enough for one dose.

POTION OF HIDING

The potion is unlabelled and kept in a small smoked glass vial, sealed with a cork bung. The liquid itself is black in color and smells faintly of cinnamon and beer. There is enough for one dose.

POTION OF INTELLIGENCE

The potion is unlabelled and kept in a small glass vial, sealed with a copper screw top. The liquid itself is smoky and almost ephemeral in nature, smelling slightly of uncooked fish. There is enough for one dose.

RING OF SUSTENANCE

The ring is built of two interlaced strands of precious metals - one of gold and the other silver. It bears a small crest of a flagon of ale and a sheaf of wheat in its center, carved from platinum. The ring is of elven origin, although an Appraise check (DC 15) is required to identify its origins. It once belonged to the famed Elven ranger Corellon the Silent, who died several decades ago whilst leading a raid against the orc tribes of the Neebau Cliffs.

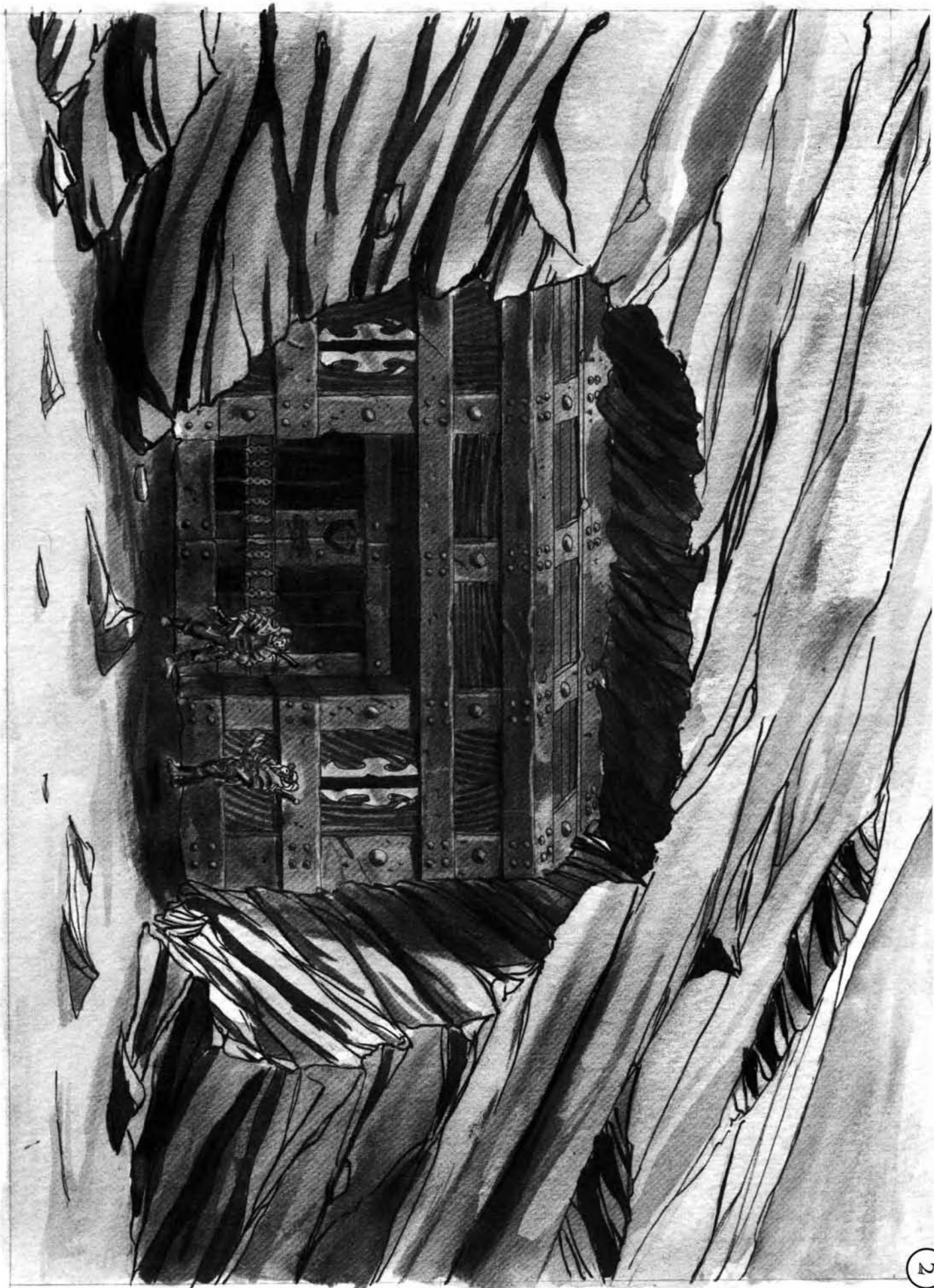
SHORT SWORD +1

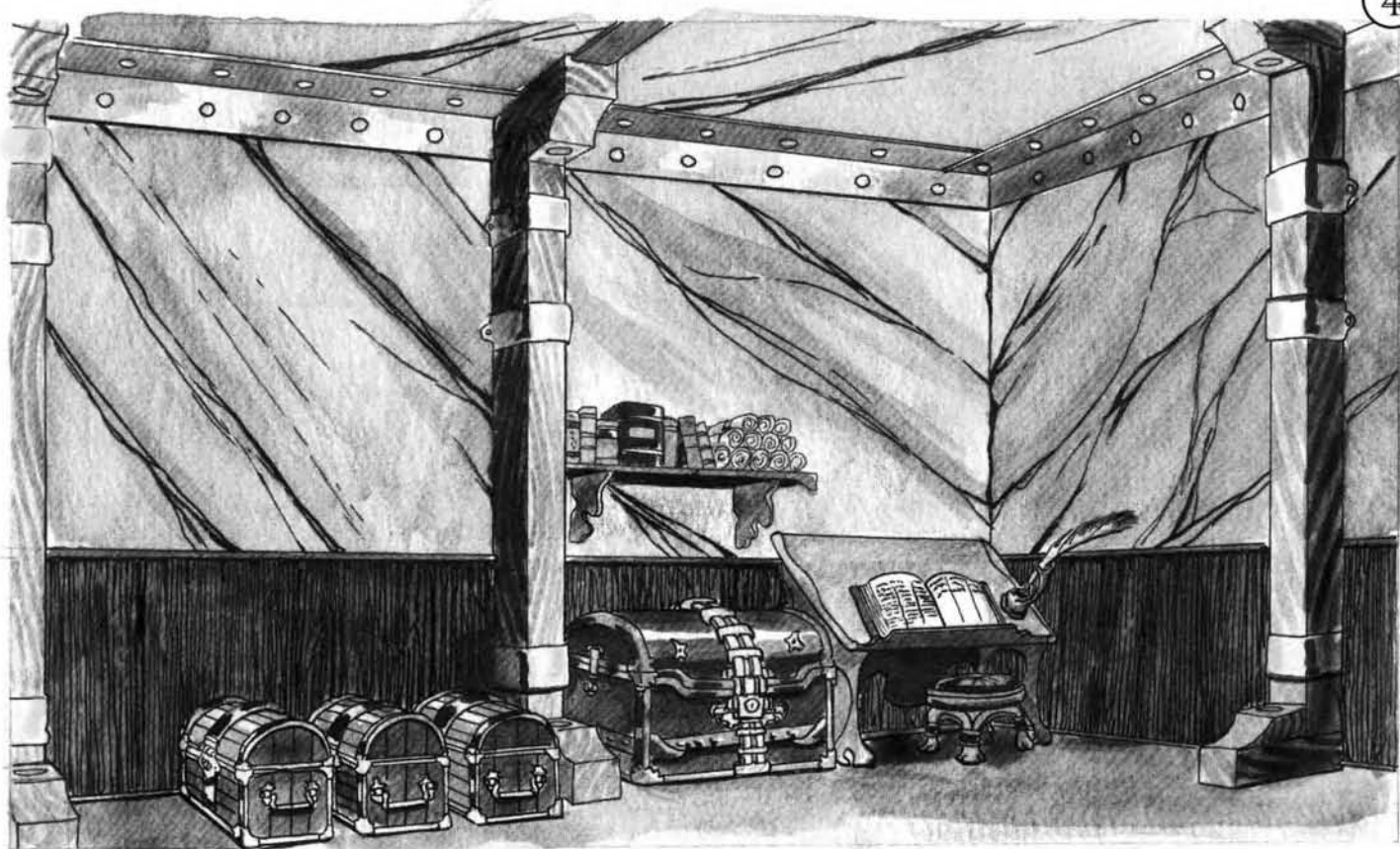
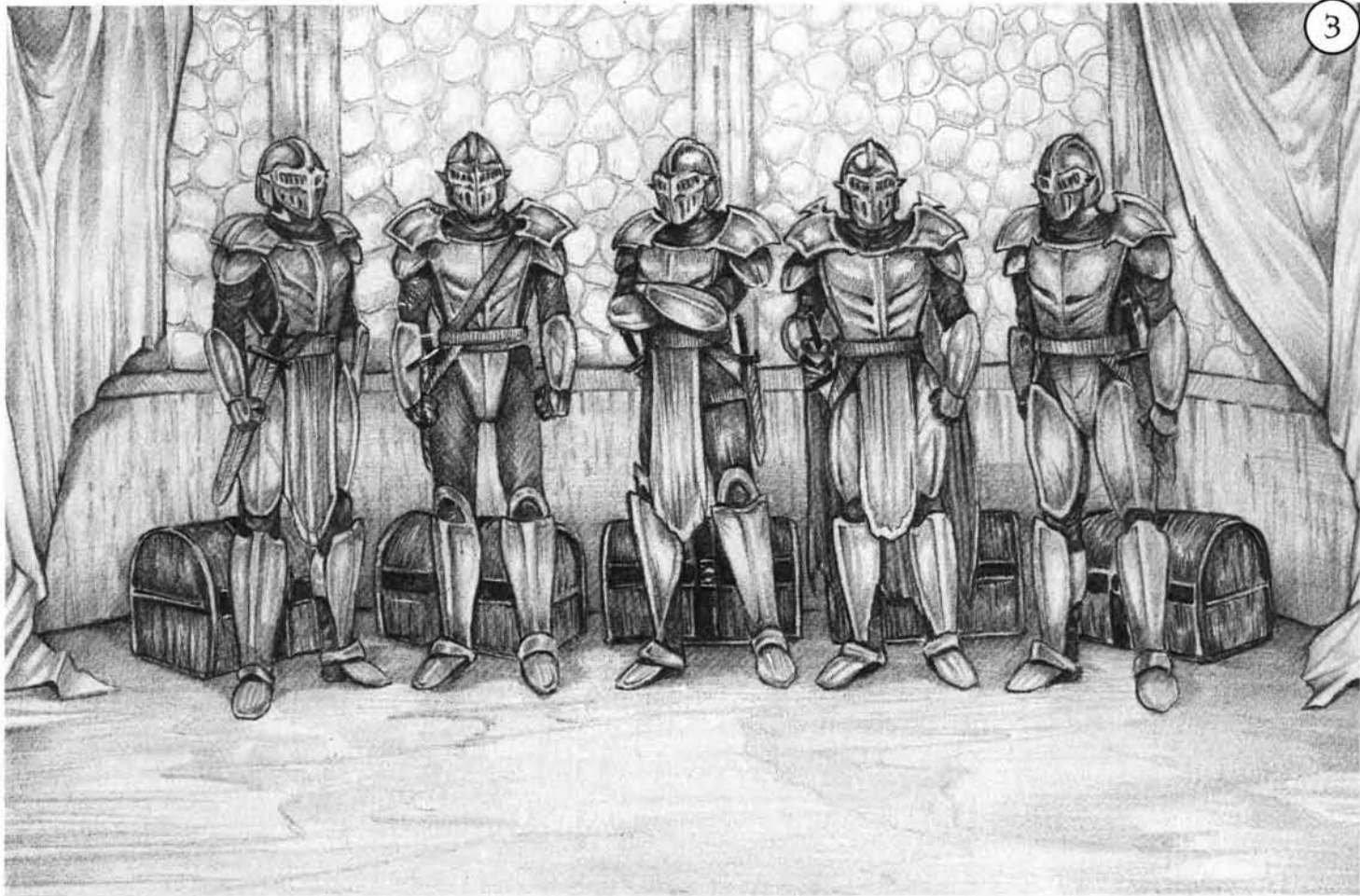
This finely polished bronze short sword is known as "Striker" and its name is engraved on the blade in Gnomish runes. It was built just over three centuries ago for the chieftain of Clan Kirennen and has passed down through the family until it came into the hands of the current warlord's eldest son. The pommel has a small agate in it, which can be removed to reveal a small compartment for storing tiny items. It currently contains a lock of brown, curly hair.

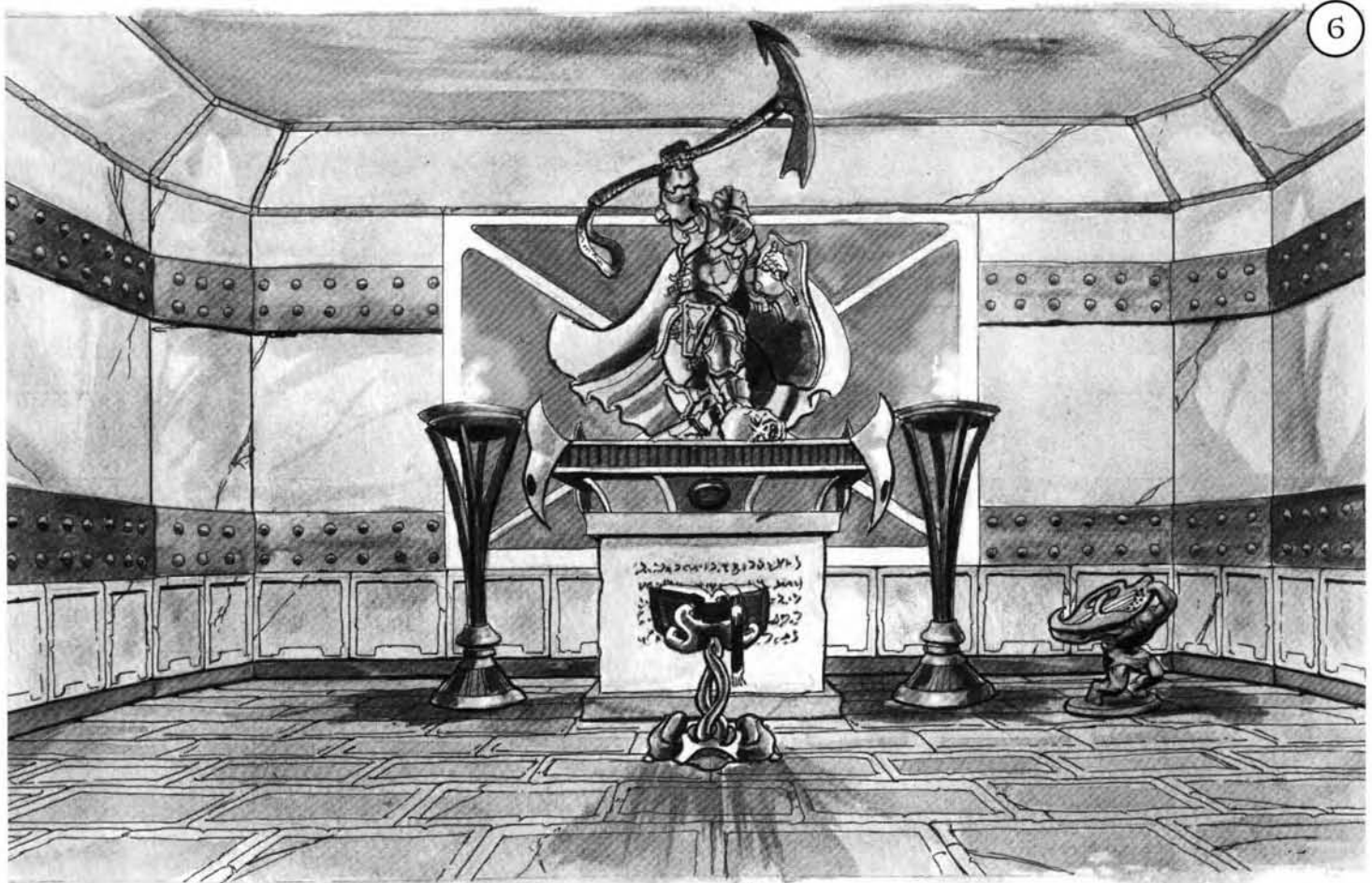
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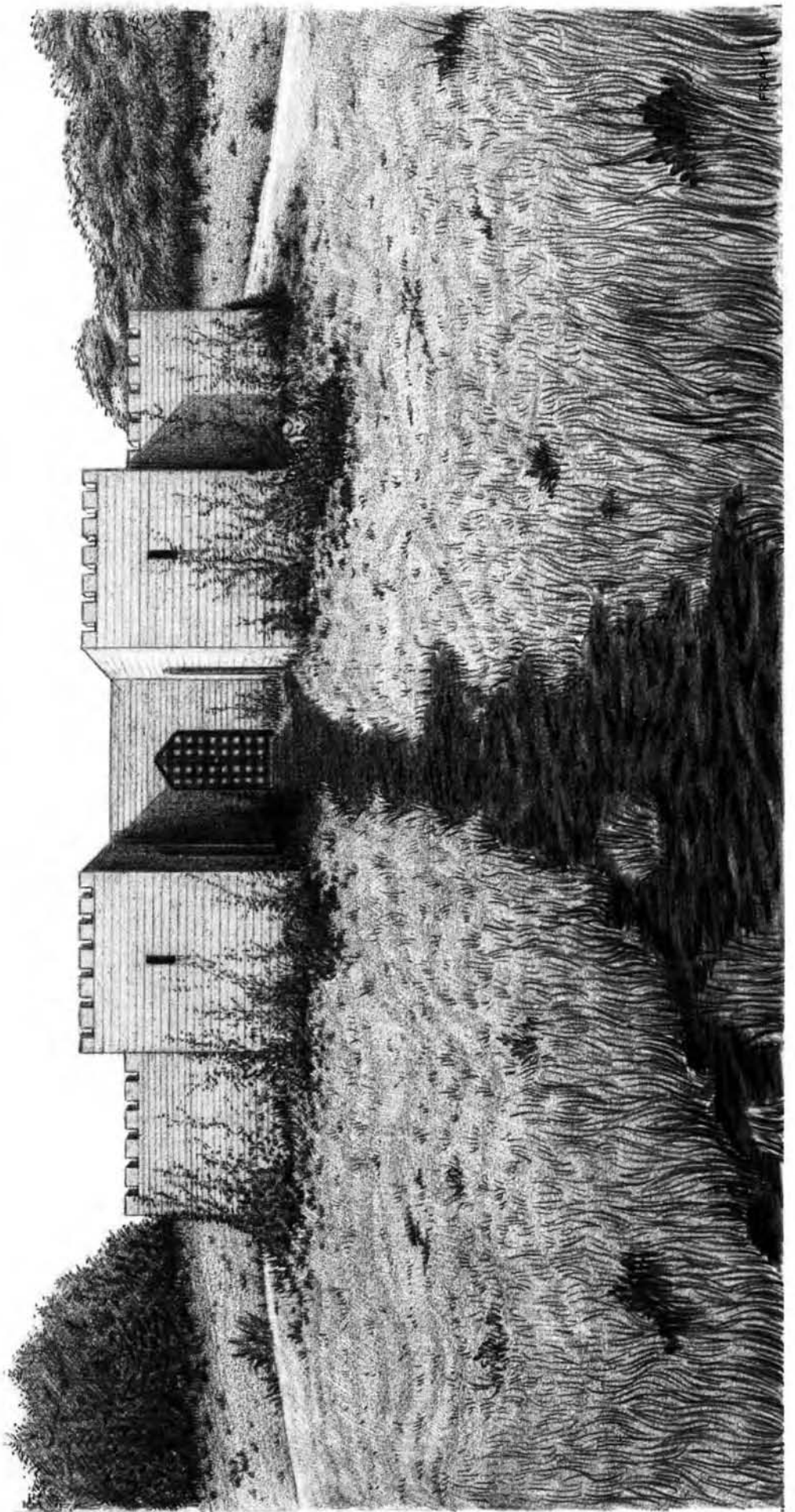
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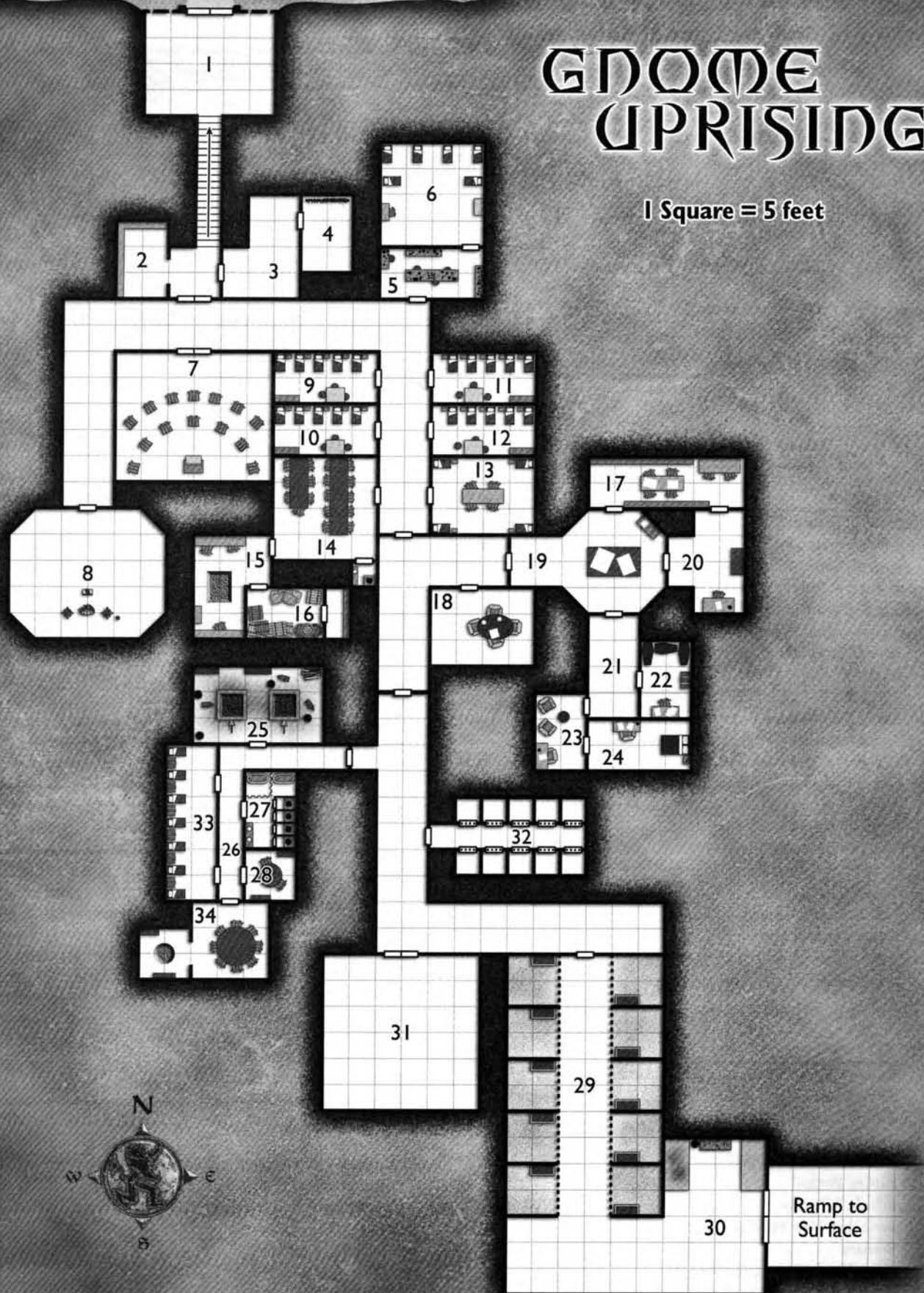


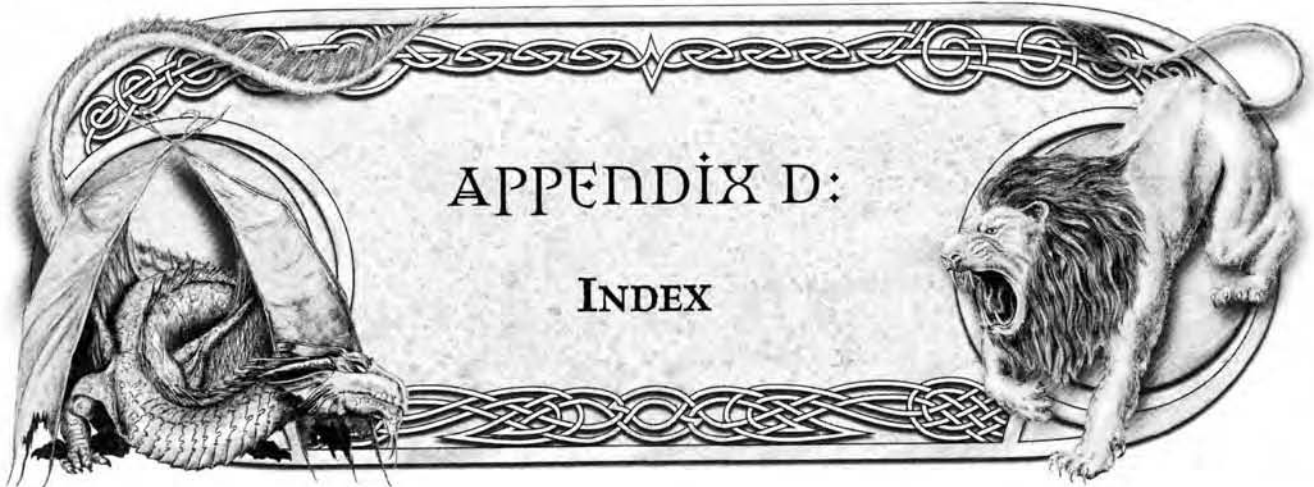




GNOME UPRISING

1 Square = 5 feet





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TROUBLED TIMES

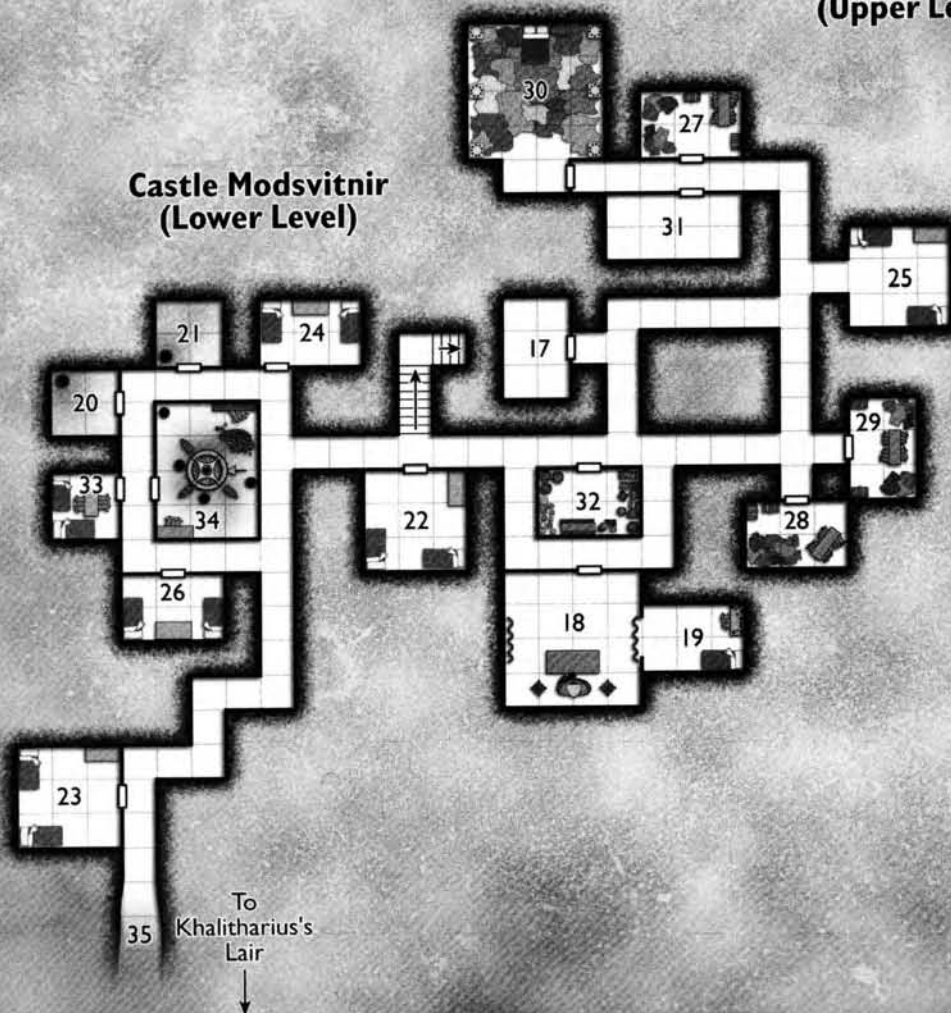


Old Watchtower



Castle Modsvitnir
(Upper Level)

Castle Modsvitnir
(Lower Level)



1 Square = 5 feet



FURY IN THE WASTELANDS

THE ORCS OF TELLENE

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