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WRATH & RAGE

A GUIDEBOOK TO ORCS & HALF-ORCS



BY JIM BISHOP

RACES OF
RENOWN

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system

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WRATH & RAGE

A GUIDEBOOK TO ORCS & HALF-ORCS

A RACES OF RENOWN SOURCEBOOK FOR THE D20 SYSTEM

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Wrath & Rage: A Guidebook to Orcs and Half-Orcs
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GREEN RONIN PUBLISHING WOULD LIKE TO DEDICATE THIS BOOK TO
 THE MEMORY OF CHRIS BLEDSOE. NO ONE RAGED LIKE CHRIS AND
 THE GAME INDUSTRY IS THE POORER FOR HIS LOSS.

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INTRODUCTION

"All who surrender will be spared; whoever does not surrender, but opposes with struggle and dissension, shall be annihilated."
—Genghis Khan

Orcs have been the fall guys of fantasy gaming for over a quarter century. In the old days when orcs came in packs of 20–200, they were nothing but sword fodder without a strong leader—and even with one, they died like flies. They have been described as filthy, stupid, and savage, and depicted with the snouts and ears of swine. They come to defeat in module after module, beginning on the Borderlands and continuing to the adventure paths of today. Even their children by humans are too ugly, brutish, and stupid to do anything but swing an axe.

And that's exactly how it should be.

The orcs presented in *Wrath & Rage* will be familiar to most readers. They are brutal, strong, savage, and utterly ruthless. They despise the good races, whose lands and precious civilization they seek to put to the torch. The only difference between these and past orcs is that this book tries to answer the question: Why? Why are they so nasty and mean; why do they hate elves so much; and what's the deal with the big axes?

Several answers are given in this book, and depending on which version you adopt in your campaign, orcs could become sympathetic, even heroic figures—or simply easier to hate. When your players finally learn the truth behind the orcs' fury, they could choose to join their enemies' side or fight against them even more fiercely. In any case, the orcs in this book are designed to make this ancient and complex race a little more real, even a little more human.

NEW GAME ELEMENTS AND EXISTING CHARACTERS

Most of the material in this book is usable by characters of any level, within the bounds of class and race. However, there are bound to be elements that players and GMs wish to incorporate into an ongoing campaign that, had a player been aware of them earlier, might have led to different choices for an existing character. New material should never punish a player for choices made at early levels. With that in mind, there is plenty of flexibility in the d20 system for GMs and players to change the requirements for using new material or even slightly alter existing characters. For example, prerequisites for a prestige class might be adjusted to allow access to the class without starting an entirely new character, or the GM might allow an existing half-orc character past 1st level access to a feat such as Filthy. In all such cases, the GM is the final arbiter of the rules in the campaign. Whenever you integrate this material into your campaign in an interesting way, please share your ideas on the message boards at www.greenronin.com.

ABOUT THE AUTHOR

Jim Bishop has contributed design to *Legions of Hell*, *Freeport: The City of Adventure*, and *Armies of the Abyss*, and co-wrote and edited the ORIGINS-nominated adventure *Hell in Freeport*. He was a contributor to the *Colors of Magic* anthology and has written a number of articles for DRAGON Magazine. He lives in Edmonton and has a day job at BioWare making computer games.

SPECIAL THANKS

Special thanks to Chris and Nicole and the Seattle crew for sorely-missed gaming; to Mark Darrah and Matt Goldman for ideas and inspiration; and as always to Krishena for everything.

SAVAGE HUMANOIDS

The descriptor "savage humanoid" is used in several places in this book, most frequently as a feat prerequisite. "Savage" is an arbitrary category, designed to keep certain nasty abilities and feats (such as Bite or Scent) out of the hands of polite society. Following is a suggested list of savage humanoids, but the Gamemaster is free to determine which races qualify for this distinction:

Bugbear, Gnoll, Goblin, Half-orc, Hobgoblin, Kobold, Lizardfolk, Orc, Sahuagin, Troglodyte

Other possible "savage" humanoids (depending on the campaign) are duergar, grugach (wild elves), locathah, and merfolk.



CHAPTER ONE: THE WAY OF THE SCAR

Wrath & Rage gives players and Gamemasters the tools to build characters, encounters, and environments that feel more orclike, and provides game elements that help lead both to their own ideas about orcs and half-orcs. This chapter begins the work of character and world design (at least as it pertains to orcs). For beginners, there are suggestions about what to change and customize within the campaign, while for experienced players, this discussion can reinforce and perhaps even expand the creativity bred by all that roleplaying.

PLAYING A HALF-ORC CHARACTER

The most difficult part of playing a half-orc character is coming up with a new take on the stereotypical big dumb fighter. The easiest way to breathe new life into the half-orc is to take it in an unexpected direction, usually by playing against type.

A half-orc bard with ranks in Knowledge (history) might be an anthropologist collecting orc legends and tales into the definitive history of the race, and such a character could view an encounter with hostile orcs as an opportunity to expand her repertoire by recording new battle cries. A half-orc sorcerer could be obsessed with finding a “cure” for spellcasting, even as the spells keep him alive on the battlefield. A half-orc who heeds the call to service might be a pious cleric or a noble paladin, constantly fighting against negative stereotypes in the battle against evil. A half-orc rogue might be comically inept at sneaking and hiding, but also simple-mindedly dedicated to perfecting his craft. A half-orc ranger who despises her own savage nature could choose orcs as her favored enemy, and work with human and elf allies to wipe them off the face of the earth.

Even the typical half-orc barbarian can be made more interesting by simply tweaking skill and feat selections, or choosing roleplaying hooks that make the character more than an ordinary door-smasher. A barbarian who swings a greataxe is commonplace, but what about one who uses a rapier and affects a crude aristocratic accent? Or a barbarian that is so savage he eschews weapons for the Improved Unarmed Strike feat and attacks foes with his bare hands?

The point is, half-orc characters don't have to be boring, and they don't all have to be the same. With a little work, you can turn these powerhouses into roleplaying gems.

PLAYING AN ORC CHARACTER

The first step in playing an orc character is to ask the GM. Orcs have an ECL (effective character level) of 1, meaning they are about as powerful as any playable character race, but your GM has final say in determining if pureblood orcs are available as PCs in the campaign.

Assuming orcs are allowed as a PC race, the player must also be ready to answer a number of questions. If the character was raised by orcs, why is he now living among civilized races? If he was raised by another race, how did he handle the inevitable persecution as he grew up? What is the character's attitude toward the orc race, and the common perception of orcs as evil? How does he deal with the discrimination he encounters in civilized regions? Does he have a human or an orc name, or both? What do other orcs think about him and the choices he has made?

The answers to these questions can make an orc PC one of the most fascinating characters in a campaign. A character torn between two worlds, or rejected by his people, makes a great tragic hero. An orc who is in human lands out of duty, and must endure constant abuse, can showcase the seldom-seen inner strength of this ancient race. And an orc who lives among humans as a predator, the way a weasel lairs near a chicken coop, makes an interesting character in itself, struggling to stay one step ahead of the law.

ORC AND HALF-ORC ARCHETYPES

Here are several standard ideas for orc and half-orc characters. Although the ideas behind the archetypes are simple, beginning with something that the other players will immediately recognize lets you more quickly and clearly bring out the interesting quirks of your character (a particular speech pattern, catch phrase, routine in battle, or unique viewpoint).

CHAPTER ONE: THE WAY OF THE SCAR

ORCS AND AGING

Orc characters age at a different rate from the standard PC races, as set out in the tables below.

TABLE 1-1: RANDOM STARTING AGE

Race	Adulthood	Bar/Rog/Sor	Brd/Ftr/Pal/Ran	Clr/DRd/Mnk/Wiz
Orc	13 years	+1d4	+1d4	+2d4

TABLE 1-2: AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Orc	25 years	35 years	50 years	+2d8 years

NOBLE SAVAGE

Your mind is simple, untouched by “civilized” ideas like bigotry, jealousy, and betrayal. Your strong code of personal honor makes you a valuable ally and a deadly enemy. Noble savage characters might even resemble proto-paladins, carrying the banner of their tribe without the religious baggage that weighs so heavily on the modern paladin.

BATTLE RAGER

You are never so alive as when you’re screaming bloody vengeance to the skies, or chopping up your enemies like firewood. You have learned to tap into the deep well of orc hatred, and everything else in life pales in comparison to the pure joy of battle. Orcs and half-orcs are the ultimate barbarians, but even nonbarbarian characters can work into this archetype. Orc warriors, especially, rely on great strength and blood lust to defeat their enemies, since they lack the training of a fighter and the talents of a paladin or ranger.

BACK-ALLEY KNEECAPPER

Whether you were deceived by evil or sought it out on your own, you’re one of the bad guys now. The kneecapper is the classic half-orc assassin: the sneakiest, cruelest poster child for neutral evil ever to hang around a tavern. Half-orcs will never win a contest in hiding or moving silently, but this one would likely rig the competition with physical threats and shake down the other contestants before it started, then steal the winner’s trophy an hour after it was awarded. Such characters can be damaging to a heroic campaign, but in a city campaign where ethical lines are blurry, they make fantastic antiheroes. Those interested in an assassin core class may want to check out Green Ronin’s *Assassin’s Handbook*.

SEPARATIST

You have seen your people abused and oppressed by the “good” races for too long, and now you advocate a complete withdrawal from the civilized world. Orcs should have their own homeland, where they can live unbothered by the imperialist humans and supremacist elves and dwarves. You have no patience for the ignorant belief that orcs are evil—“evil” is just a label applied by the oppressor to those who fight back.

THE EXCEPTION

Kind and polite, with manners and a flair for language, you stand out as the exact opposite of the stereotypical orc or half-orc. Exceptions work twice as hard as everyone else, since they have to overcome the negative image of an entire race. They do not show up often, but players immediately recognize and sympathize with such characters when they do make an appearance.

ORCS, HALF-ORCS, AND THE CORE CLASSES

Although at their best as front-line melee fighters, orcs and half-orcs fit well into many roles. The following notes provide an entry point into choosing a class for an orc or half-orc character or NPC. “Option” comments offer some roleplaying and world-building tips.

ADEPT

Most orc spellcasters are adepts, and although these hedge wizards are not as powerful as their specialized cousins in arcane and divine casting, they have a surprisingly strong and flexible spell list. Adepts fulfill many roles in orc society, acting as their tribe’s seers, matchmakers, healers, herbalists, historians, midwives, and scribes, as well as defenders when the tribe is under attack. Almost all orc adepts are female; males with magical talent usually follow the clerical tradition.

GM’s Option: Raising the adept’s skill points to 4 + Int modifier per level is an easy way to improve this class and to better reflect its many roles in an orc band.

BARBARIAN

With the orcs’ great strength and affinity for this class, it’s a natural choice. Orc and half-orc barbarians can dish out so much punishment, and benefit so nicely from the other class abilities, that there’s literally no downside to this combination.

Player’s Option: Expand your tactical options with the Defensive or Focused Rage feats, or play to your strengths with Unholy or Unstoppable Rage (see Chapter 2: Feats).

BARD

With their racial penalty to Charisma and terrible reputation among civilized races, orcs and half-orcs make poor entertainers and even worse bards. Although a few levels of bard might help some characters, rogue levels almost always serve the purpose better. However, the very fact that orcs are ill-suited to the role makes the occasional orc bard that does crop up (with bagpipes, kettle drums, or the tiniest ukulele) that much more interesting and fun to play.

CLERIC

Although less common than adepts, clerics are found in all large orc warbands. Orcs and half-orcs don't make bad clerics, but their penalty to Charisma ensures they'll never be the best at turning or rebuking undead, and with their penalty to Intelligence, they aren't exactly fonts of knowledge.

Player's Option: Improve your spellcasting ability by taking the Eye of He-Who-Watches feat, and the feats that descend from it (see **Chapter 2: Feats**).

DRUID

Most orcs and half-orcs just don't *like* the natural world very much. They prefer the simple joys of a grass fire to the complex beauty of a forest. Subterranean druids don't appear often either, since most orcs hate their exile from the surface world and would never actively seek to preserve the underground environment. When orc druids do show up, they are almost always neutral evil and work to organize large groups of wild creatures to attack civilized settlements.

Player's Option: Become a participant in the hunt-or-be-hunted world of nature by taking the Scent and Bite feats (see **Chapter 2: Feats**).

EXPERT

Few orcs follow the expert's path, but those who do can rise to positions of great power and prestige—

though more often as advisors than as chiefs. Half-orc experts are more common, but still rare compared to the number of humans who take this class. Most orc experts choose a number of rogue skills, as well as all-purpose skills like Climb, Ride, and Swim.

Player's Option: The best exclusive skill you can choose at character creation is Use Magic Device. Put as many points as you can into it, and start collecting wands and scrolls as early as possible.

FIGHTER

Although most orcs lack the dedication and patience the fighter class demands, half-orc fighters are quite common and devastatingly effective. Because of their low Intelligence, the Expertise feat path is rarely followed by orcs or half-orcs.

Player's Option: Don't mess around as an orc fighter—take Power Attack and Cleave as early as possible, then concentrate on feats that put damage on your target. Weapon Focus and Weapon Specialization are key.

MONK

Alignment restriction aside, this is one of the best choices for the orc or half-orc character. Orcs do not have racial penalties to Strength, Dexterity, or Wisdom (the key abilities for monks), and their high Strength just lets them hand out big helpings of punchy damage. On the background side, it's hard to justify a martial order of orcs endlessly practicing *kata* as they strive for enlightenment, but orcs who worship Iron Fist or Seven Hunt Seven (see **Chapter 5: The Gods and Their Servants**) might be organized enough to do exactly that.

GM's Option: Orc monks will be pretty rare without some special steps being taken. Consider relaxing the alignment restrictions for orc monks to any nonchaotic alignment (instead of any lawful alignment) to encourage this choice.



CHAPTER ONE: THE WAY OF THE SCAR

PALADIN

The orc penalty to Charisma and the evil tendencies of most orcs combine to make orc and half-orc paladins rare. The very few who are encountered are exceptions (see Archetypes, above) by definition, and they tend to overcompensate for their beastly nature by serving with honor and distinction. Orc paladins favor great cats, rhinos, and elephants as mounts.

GM's Option: Because of the rarity of orc and half-orc paladins, consider giving these characters free access to unusual mounts (such as tigers and rhinos) as recognition of their special, one-of-a-kind nature.

RANGER

Rangers fill a very different role in orc society than they do for humans and elves. Orc rangers are more like tribal avengers; dedicated warriors who hunt down the race's many enemies, rather than a line of defense against monsters and forest creatures. Almost all orc (and many half-orc) rangers take good humanoids as their favored enemies, generally beginning with elves and dwarves before moving on to humans and the rest.

GM's Option: Orcs are such experienced enemies of the civilized races that you might consider allowing them to choose character classes, instead of races, as favored enemies. An orc ranger with wizards as his favored enemy would be a dedicated mage-killer, while an orc with favored enemy (rogues) would be a countersurveillance expert, working far out on the vanguard to slay enemy spies.

ROGUE

Most orc and half-orc rogues fall under the back-alley kneecapper archetype (see Archetypes, above), and do much to worsen the other races' opinion of orc-kind. Many orc rogues take a level or two of fighter or ranger to enhance their combat abilities, and although they are not as stealthy as the small races or elves, their sheer power more than makes up for this small deficiency.

Player's Option: Feats like Distracting Shot, Full of Surprises, and Street Fighter (see Chapter 2: Feats) expand on your natural talents for mayhem.

SORCERER AND WIZARD

With their racial penalties to Intelligence and Charisma, orcs and half-orcs simply lack the smarts and personality to make good sorcerers and wizards. A single level of sorcerer, however, gives any orc the ability to cast *expeditious retreat* or *true strike* three times per day—making this an interesting choice for a multiclassed barbarian or fighter.

WARRIOR

Warrior orcs are the most numerous of all their kind, and this class is also common among half-orcs. Like the adept, the warrior is a surprisingly good class with a great deal of versatility, though it suffers compared to PC classes, especially at high levels.

GM's Option: Granting warriors a free fighter feat at 1st level is an easy way to make this class more powerful and to differentiate one warrior from another.



- ALTERNATIVE ORC RACIAL CONCEPTS -

Although orcs have not changed much in twenty-five years of fantasy roleplaying, they still have a lot of flexibility left in them. In your campaign orcs might not be evil or savage, might not be stupid or ugly, or might never invade their neighbors. The following portrayals of orcs differ from the standard view in significant ways, and allow the GM to paint a very different picture of these ancient enemies in his campaign.

These descriptions are not necessarily exclusive; you can easily combine two or more concepts to suit your vision. Alternatively, different subraces or types might embody different themes. Each suggestion includes ideas for modifying the race in minor ways to embody a given theme.

THE SAUSAGE HORDE

One way to use orcs in a campaign is to play them as frantic, screaming hordes of inhuman monsters, totally without sympathy or the slightest capacity for doing good. In this portrayal, the orc race is nothing like humans or elves—orcs are not even humanoid. Instead these hairy brutes are monstrous humanoids, great savages who advance like monsters—by growing huge and powerful—instead of by taking levels in a character class.

This is obviously a very different picture of the orc race, and it goes against many conventional precepts. Its biggest advantage is that it makes orcs different; they are no longer just mean people in orc suits, but a completely alien race, with their own motivations and goals.

The disadvantage is that this major shift could go against part of a GM's campaign setting, and it requires some work to build into a standard roleplaying world.

ENCOUNTERS

Savage orcs breed only when there is enough food to go around, much like rats. But since all the orcs breed at once, the food supply is always suddenly depleted, and the now-huge tribe must look elsewhere for resources. As a result, every few years a great wave of savage orcs comes spilling out of the mountains into the civilized lands, killing and looting as they go. The party could be asked to help stem the tide of invasion or to spy out a growing horde; they could even be hired by the horde itself to determine which of the towns in a river valley are ripe for slaughter.

ALTERNATIVE RACIAL ABILITIES

Orcs in this option are monstrous humanoids, with game statistics as set out below.

THE CREATED

In this view of orcs, the race was not born in the ordinary sense but was artificially constructed by an unknown hand. There are many possibilities in this view, from orcs as victims of elaborate torture, to the product of magical experiments, to a divinely

generated plague upon the planet (though see The Cancer, below, for more on this last option). One of the best solutions is to tie the orcs' created status with the fact that they can crossbreed with everything but elves; in this option, the orcs were created from elf stock, and their extensive alterations make them unable to breed with their parent race. In any case, they do not follow the ordinary rules for humanoid evolution and breeding. They are (in modern terms) genetically engineered as perfect survivors, much like big, two-legged cockroaches.

This is a subtle option, and the truth behind the orcs' origin (or the fact that there is anything unusual about them at all) is revealed through pieces of information that the PCs might not acquire until months into a campaign.

ENCOUNTERS

Created orcs behave exactly like regular orcs, so most encounters with them are unchanged. Encounters *about* created orcs are something else entirely. For example, the PCs could discover an abandoned wizard's tower with the remnants of magical experimentation, and notes that describe the mad mage's progress towards creating a new creature. They could also learn that orcs' hatred for elves arises from the fact that they descended from the fair race—perhaps the elves are even aware of this fact and work to suppress it. The intrigues and plot twists that accompany this investigation could encompass an entire campaign.

ALTERNATIVE RACIAL ABILITIES

Created orcs have the standard orc statistics, but they gain one new special quality, Lamarckian evolution, that accelerates their advancement.

SAVAGE ORC

Medium-Size Monstrous Humanoid (Orc)

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 20 ft. (scale mail); base 30 ft.

AC: 14 (+4 scale mail)

Attacks: Greataxe +3 melee; or javelin +1 ranged

Damage: Greataxe 1d12+3; or javelin 1d6+2

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

Special Qualities: Darkvision 60 ft., light sensitivity

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

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

Skills: Listen +10, Spot +10

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Gang (2–4), squad (11–20 plus 2 3-HD toughs and 1 6-HD leader), or band (30–100 plus 150% noncombatants plus 1 3-HD tough per 10 adults, 5 6-HD captains, 3 7-HD lieutenants, and 1 15-HD king)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 2–7 HD (Medium-size); 8–14 HD (Large); 15–20 HD (Huge)

LAMARCKIAN EVOLUTION (EX)

The descendants of created orcs who earned experience before their child's birth receive 1/5 the sum of their parents' XP total at birth. For example, the son of an adept with 1,150 XP and a barbarian with 4,300 XP would begin life with 1,090 XP $(1,150 + 4,300/5)$, enough to start out with two class levels.

THE BETRAYED

This is among the easiest and most effective changes you can make to orcs in your campaign. Instead of portraying them as bellowing lunatics bent on meaningless slaughter, simply give a good reason for their rage. If the orc race is justifiably angry, they come to be sympathetic, even tragic figures. Perhaps they were tricked by the elves at the dawn of time, and then repeatedly betrayed throughout history.

The danger with this approach is that you could potentially lose an excellent bad guy for your campaign. If the PCs identify too closely with the downtrodden masses of the orcs, they might refuse to fight them, or actually switch sides and support them in their noble struggle against their oppressors.

If, on the other hand, you paint the orcs' rage as misguided—perhaps the elves have their own version of what happened back in the old days—then the orcs lose some of their sympathetic air and become monsters again, albeit misinformed instead of merely evil.

In any case, humanizing the orcs of your campaign in this way adds a depth and complexity to them that most players will appreciate, and can turn even the most straightforward dungeon crawl into a roleplaying opportunity. The PCs could find themselves negotiating a truce on behalf of an orc kingdom, or pleading the elves' case before an orc tribunal, navigating through ancient hatreds at each step of the way.

ENCOUNTERS

Betrayed orcs are just like regular orcs, only more so. They hate elves and dwarves with a consuming passion that defines their very existence and identity as a race. They dedicate themselves to war against their enemies and prepare endlessly for combat, even making pacts with lesser enemies in order to further their ultimate goal. In this picture of the race, petty concerns are totally eclipsed by a single, driving hatred and ambition.

Because of their abiding rage, encounters with betrayed orcs might be prefaced by encounters with anathema creatures that are spawned by the accumulation of fury around orc encampments (see **Chapter 4: Creatures** for the anathema template).

ALTERNATIVE RACIAL ABILITIES

Replace orcs' favored class of barbarian with ranger to emphasize the sharp focus they place on defeating specific racial enemies. Orcs with elves and dwarves as their first favored enemies would be common if you choose this option.

Additionally, betrayed orcs gain the smite good ability when they reach 5th level, regardless of their class.

SMITE GOOD (SU)

Once per day you can focus your anger into a devastating melee attack. Add your Charisma modifier (if positive) to your attack roll, and deal 1 extra point of damage per HD. This ability functions only against good-aligned opponents. You can trigger this ability at will, but only on your turn.

THE CANCER

In many ways this option is similar to The Created, above. Both provide an alternative origin story for orcs, and both give the race unusual new abilities related to reproduction. In this alternative, orcs are a divinely created race, sent down to the world as punishment for its sins. They breed like rabbits and spread like kudzu, invading every ecological niche they encounter in short order, and dominating whole landscapes with their offspring. They are a virus and a plague, meant to instruct wayward mortals in the folly of opposing the gods.

These cancerous orcs are aggressive only while they move into a new area; once it is pacified, they get down to the business of love, and within weeks new litters of the menace are on their way. Under this option, orc litters are between three and six offspring in size (unlike the standard one or two) and the young reach physical and sexual maturity in a mere nine months.

ENCOUNTERS

These orcs provide an immediate threat to any campaign setting, and a quest to either slow down their reproductive rate or appease the gods that sent them could be tied to a whole series of adventures. Besides their fecundity and tenacity (see below), orcs

THE PROPHETS OF RAGE

In the earliest records of the orc peoples the rune for "anger," also translated as "vengeance" or "righteous anger," is indistinguishable from the rune for "deity." Some scholars interpret this to mean that the orcs' first religion was not centered around a god at all, but was instead a kind of totemic reverence for anger in its purest form.

As time went on, the rune for "deity" was gradually refined into its present form: a never-blinking eye. In fact, orcs alone among the sentient races have moved backward on the language scale over their history, discarding their first symbolic rune alphabet in favor of a representational alphabet of pictograms. Resembling crude caricatures more than words, these simple etchings contain powerful narrative and symbolic significance for the orc people. They blur the boundary between the elements of a language and the use of those elements to tell a story.

The orc alphabet today is told, not taught, and each "letter"—more like a short story or myth—carries a multitude of meanings. The first pictogram of this strange alphabet, and the one that even the youngest orc can recognize, translates roughly as "When the first orcs were betrayed," and means both the beginning of recorded time and the bottomless rage that lies at the heart of orc culture.

under this option would likely be encountered with rabid creatures (see **Chapter 4: Creatures** for the rabid template) driven mad by drinking water polluted with orc wastes.

ALTERNATIVE RACIAL ABILITIES

Orcs of this option are built to last, and what kills one generation has no effect on the next. They have all the standard abilities of orcs, plus the following special quality.

WEEDLIKE TENACITY (SU)

If one of these orcs dies of poison or disease, its unborn offspring gain immunity to this specific toxin or disease. If one of these orcs dies as a result of a spell, its unborn offspring gain a +4 resistance bonus on saves against that specific spell.

These immunities and save bonuses persist through multiple generations, and there is no limit to the number of immunities and bonuses that may accumulate in this manner.

THE CONQUERORS

Not all orcs are relegated to the back row of history. In some worlds, orcs have overcome adversity and discrimination to become continent-spanning powers. Their armies sweep across the globe, driving the civilized races before them like cattle and putting whole civilizations to the torch. The best real-world comparison for this phenomenon is the Mongol warlord Genghis Khan, who united all the disparate Mongol tribes and led them on a wildly successful rampage across Eastern Europe and Asia. The world was his for a time, taken by right of conquest.

Depending on your campaign world, conqueror orcs could be rulers of a hemisphere, a continent, a county, or merely a city-state. They could have formed a somewhat stable and structured society of their own, or be content to dance and sing upon the ashes of vanquished foes. They could be in the twilight of their rule, centuries after taking over the civilized world, or still in their infancy, with dreams of seizing power but no victories under their belt. Perhaps the entire world is held under an orcish heel, and the rest of the mortal races chafe and yearn for freedom from this brutal rule.

ENCOUNTERS

Conqueror orcs are typically smarter, better equipped, and less chaotic than their mistreated cousins. They prefer to go to war with allies and slaves at their sides, favoring giants (including athachs, ogres, and ettins), other humanoids (goblins make a perfect orc slave race), and war beasts such as chimeras and hydras. They often use siege engines, especially juggernauts, mantlets, and scaling ladders (see **Chapter 7: Equipment** for more on these new battlefield items).

ALTERNATIVE RACIAL ABILITIES

Conqueror orcs replace the race's usual -2 penalty to Intelligence and Charisma with a -2 penalty to Dexterity, becoming clumsier than normal orcs, but also smarter and better able to work together. Additionally, their favored class switches from barbarian to fighter. Orc sorcerers and wizards are not uncommon, especially in large armies.



CHAPTER TWO: FEATS

Orcs are generalists, and most of the feats described here are of general application. However, the abiding rage that is so much a part of the orc people's history does reveal itself in a suite of specialized feats that allow even the crudest barbarian a chance to have some special effect. Orc and half-orc clerics are also able to turn the power of pain and sacrifice into spontaneous casting ability—at a hefty cost.

Most of the feats described here do not have a racial prerequisite; however, a Gamemaster (GM) can give each race its own feel by limiting certain feats to members of certain races. Obviously, many feats emphasize certain aspects of orc culture, and a GM might limit any or all of them to orcs or half-orcs. Conversely, a GM is free to allow members of other races to take orc-specific feats if it is appropriate for that campaign.

RAGE CHANNELING FEATS

Rage channeling feats allow orcs and half-orcs a chance to turn inchoate fury into a specific effect. By “spending” daily uses of the rage ability, a character can attack more ferociously, better resist harmful effects, or even focus on critical tasks.

Such feats are not restricted to any race or character class, but the ability to rage is almost entirely the province of barbarians (a favored class of orcs and half-orcs).

"EYE" FEAT

A suite of metamagic feats are founded on the Eye of He-Who-Watches feat. Open only to clerics of this supreme orc deity (see **Chapter 5: The Gods and Their Servants**), this feat requires the character sacrifice his or her left eye to their deity. Although this results in numerous physical penalties, the reward for this devotional act of self-mutilation is considerable to an orc: improved clerical spellcasting.

This sacrifice also opens the path to increasingly powerful spontaneous casting abilities, which trade a prepared spell for an effect cast through the cleric's remaining eye. Again, these feats are not restricted by race, but few who do not share the orc bloodline would be willing to worship He-Who-Watches, let alone undertake such a drastic demonstration of faith.

- FEAT DESCRIPTIONS -

The following feats are presented in alphabetical order.

ALARUM (GENERAL)

You can issue a call to arms to quickly rally your followers in defense.

Prerequisite: Leadership.

Benefit: When your retinue (your followers and cohort) are surprised (not just flat-footed), they gain a +4 dodge bonus to AC, just as if they had taken the total defense action. This bonus does not last beyond the surprise round. They still lose their Dexterity bonus to AC while flat-footed and surprised, as normal. This bonus applies only to your followers and cohort, not to you.

Normal: Characters who are surprised cannot act during the surprise round.

BATTLE SHOUT (GENERAL)

You can inspire your followers to great feats of courage in battle.

Prerequisite: Leadership.

Benefit: Three times per day, you can take a full-round action to issue a battle shout. All members of your retinue (your followers and

cohort) within the sound of your voice gain a +2 morale bonus on attack and damage rolls, and on saving throws against fear effects, for 1 minute. This bonus applies only to your followers and cohort, not to you.

Special: Issuing a battle shout is an extraordinary, mind-affecting, language-dependent ability.

BATTLEFIELD TRIAGE (GENERAL)

Some orcs are exceptionally skilled at assessing the wounds of others. You have a keen eye for suffering and can tell the condition of those around you with a glance.

Prerequisite: Heal 6+ ranks.

Benefit: As a move-equivalent action, you can make a quick assessment of the status of every creature within a radius of 15 feet. Make a Heal check for every creature you inspect, with a DC of 10. If this check is successful, you can determine if the creature is dead, dying, disabled, seriously wounded (less than half its hit points left), moderately wounded (more than half its hit points left), or in good condition. A failed check gives you no information or false information, at the GM's discretion.

CHAPTER TWO: FEATS

TABLE 2-1: FEATS

General Feats	Prerequisite	General Feats	Prerequisite
Alarum	Leadership	Silverback	Orc, Leadership, 25+ years old
Battle Shout	Leadership	Slave Driver	Leadership, nongood alignment
Battlefield Triage	Heal 6+ ranks	Spear Elite	Weapon Focus (any spear), base attack bonus +3 or higher
Berserk Charge	Power Attack	Spoilsport	Combat Reflexes
Bigger Hammer	Sunder	Street Fighter	Base attack bonus +2 or higher
Bite	Savage humanoid	Thick Skin	Orc
Brain Damage	Savage humanoid	Traveler on the Great Wheel	Any neutral alignment, must have died at least once
Career Change	Level 5+, multiclassed	Weapon Crew Veteran	Profession (siege engineer) 5+ ranks
Combat Tutor	Base attack bonus +1 or higher	Metamagic Feats	Prerequisite
Cup-Ward	Scent	Eye of He-Who-Watches	Cleric of He-Who-Watches
Distracting Shot	Point-Blank Shot, Wis 13+	Eye of the Basilisk	Eye of He-Who-Watches, ability to cast 6th-level cleric spells
Filthy	Nonelf, Cha 9-	Eye of Blindness	Eye of He-Who-Watches, ability to cast 3rd-level cleric spells
Plague Rat	Filthy Base Fortitude save +3 or higher	Eye of Destruction	Eye of He-Who-Watches, ability to cast 7th-level cleric spells
Full of Surprises	Base attack bonus +1 or higher, nongood alignment	Eye of Fear	Eye of He-Who-Watches, ability to cast 1st-level cleric spells
Greataxe Diplomacy	Leadership, Intimidate 4+ ranks	Eye of Vengeance	Eye of He-Who-Watches, ability to cast 9th-level cleric spells
Gullet	Savage humanoid, Medium-size or larger	Eye of the Watcher	Eye of He-Who-Watches, ability to cast 5th-level cleric spells
Home Schooling	Orc or half-orc, barbarian	Monster Feats	Prerequisite
Idiot Savant	Int 9-	Nouveau Riche	NPC
Improved Grapple	Power Attack, base attack bonus +4 or higher	Rich	NPC, base attack bonus +5 or higher
Improved Natural Attack	Natural attack that deals piercing or slashing damage	Rage Channeling Feats	Prerequisite
Leaper	Run	Defensive Rage	Ability to rage
Little People	Leadership, nongood alignment	Focused Rage	Ability to rage
Mighty Throw	Power Attack	Ghost Rage	Ability to rage
Orcborn	Orc or half-orc, base attack bonus +1 or higher	Punishing Rage	Ability to rage
Pass for Human	Half-orc humanoid	Unholy Rage	Ability to rage, Evil alignment
Power Casting	Spellcaster, Str 13+	Unstoppable Rage	Ability to rage
Prickly Thumbs	Alertness	Whirlwind Rage	Ability to rage, Punishing Rage
Resourceful	—		
Rugged	Great Fortitude		
Runt	Any humanoid		
Scent	Wis 11+, savage humanoid		
Keen Scent	Scentm, Wis 15+		
Nose for Magic	Scent, Keen Scent		

BERSERK CHARGE (GENERAL)

You can charge right through defenders.

Prerequisite: Power Attack.

Benefit: You gain a +4 circumstance bonus on trip attacks made as part of an overrun attempt by you.

BIGGER HAMMER (GENERAL)

You prefer to use force when mere finesse would suffice.

Prerequisite: Sunder.

Benefit: You can choose to apply your Strength modifier instead of your

Intelligence modifier to Disable Device checks. Checks with a DC of 20 or higher receive a -4 circumstance penalty when you use this method.

BITE (GENERAL)

You can make a powerful bite attack.

Prerequisite: Savage humanoid.

Benefit: You can make a secondary bite attack as an unarmed attack to deal 1d6 points of piercing damage, adding one-half your Strength bonus to damage. This bite damage improves by one die step (from 1d6 to 1d8, for example) for each size you are larger than Medium-size, and decreases by one die step for each size smaller than Medium-size (minimum 1d2).

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BRAIN DAMAGE (GENERAL)

A head wound has left you rattled but serenely unaffected by spells that attack the mind.

Prerequisite: Savage humanoid.

Benefit: Your Intelligence score is set to 3 and your Wisdom and Charisma scores are set to 1, but you gain immunity to mind-affecting spells and effects as a result of your near mindlessness.

CAREER CHANGE (GENERAL)

You can trade in any one feat to gain skill points.

Prerequisite: Level 5+, multiclassed.

Benefit: You can convert any one feat you have previously chosen (besides Career Change itself) into 8 skill points, which must be spent immediately. The spent feat is lost completely; you gain no more benefit from the feat, and it does not count towards the prerequisite for any other feat or prestige class. You cannot trade in virtual feats (those granted as bonus feats by a character class).

Example: Krug (War5/Rog1) takes the Career Change feat when he reaches 6th level. He chooses to trade in Power Attack, spending the 8 resulting skill points to buy 8 ranks in Move Silently. He can no longer use the Power Attack feat and no longer qualifies for the Cleave feat.

COMBAT TUTOR (GENERAL)

You are especially good at aiding others in combat.

Prerequisite: Base attack bonus +1 or higher.

Benefit: When you take the aid another action to help a friend in combat, you can add a +4 circumstance bonus to either your friend's AC or his attack roll versus one opponent.

Normal: You add a +2 circumstance bonus to your friend's AC or attack roll.

CUP-WARD (GENERAL)

You can detect the presence of poisons by smell.

Prerequisite: Scent.

Benefit: You automatically detect the presence of poisons within a 10-foot radius. This ability otherwise exactly mimics the effects of the *detect poison* spell.

DEFENSIVE RAGE (RAGE CHANNELING)

You can channel the power of your rage to defend yourself against physical attack.

Prerequisite: Ability to rage.

Benefit: By "spending" one of your rages, you gain a +6 haste bonus to AC for 1 round. You can activate this ability at will, even during your opponent's turn.

DISTRACTING SHOT (GENERAL)

You can make a special ranged attack that is potent against spellcasters.

Prerequisite: Point Blank Shot, Wis 13+.

Benefit: If you ready a ranged attack against and deal damage with your readied weapon to a spellcaster in the act of casting, the spellcaster suffers a -6 penalty on the Concentration check to avoid losing the spell.

EYE OF THE BASILISK (METAMAGIC)

You can deliver a ranged touch spell as a gaze attack instead.

Prerequisite: Eye of He-Who-Watches, ability to cast 6th-level cleric spells.

Benefit: Cast any spell that is delivered by ranged touch attack. This spell does not take immediate effect; instead it is stored in your one remaining eye. The spell becomes a gaze attack, beginning on the round after the spell is cast, and follows all the normal rules for gaze attacks. The gaze attack is active for 10 rounds or until discharged.

EYE OF BLINDNESS (METAMAGIC)

You can convert any prepared spell of at least 3rd level to *blindness*.

Prerequisite: Eye of He-Who-Watches, ability to cast 3rd-level cleric spells.

Benefit: You may "lose" any cleric spell of at least 3rd level to cast *blindness*, channeling the spontaneous spell through your one remaining eye.

EYE OF DESTRUCTION (METAMAGIC)

You can convert any prepared spell of at least 7th level to *destruction*.

Prerequisite: Eye of He-Who-Watches, ability to cast 7th-level cleric spells.



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Benefit: You may “lose” any cleric spell of at least 7th level to cast *destruction*, channeling the spontaneous spell through your one remaining eye.

EYE OF FEAR (METAMAGIC)

You can convert any prepared spell of at least 1st level to *cause fear*.

Prerequisite: Eye of He-Who-Watches, ability to cast 1st-level cleric spells.

Benefit: You may “lose” any cleric spell of at least 1st level to cast *cause fear*, channeling the spontaneous spell through your one remaining eye.

EYE OF HE-WHO-WATCHES (METAMAGIC)

You sacrifice one of your eyes to your god for a bonus to clerical spellcasting.

Prerequisite: Cleric of He-Who-Watches.

Special: Taking this feat requires a test of the cleric’s faith by putting out the left eye. A red-hot spear point is traditional, but nearly any method will work. This act imposes a permanent –2 competence penalty on all Alchemy, Appraise, Craft, Decipher Script, Disable Device, Forgery, Open Lock, Read Lips, Scry, Search, Sense Motive, Spellcraft, Spot, and Wilderness Lore (for tracking) skill checks; this penalty also applies to all initiative checks, Dexterity checks, and Reflex saving throws.

Benefit: You prepare and cast spells as a cleric one level higher than your actual cleric level. This feat does not improve your class abilities, saves, checks, or base attack bonus.

EYE OF VENGEANCE (METAMAGIC)

You can convert any prepared spell of at least 9th level to *implosion*.

Prerequisite: Eye of He-Who-Watches, ability to cast 9th-level cleric spells.

Benefit: You may “lose” any cleric spell of at least 9th level to cast *implosion*, channeling the spontaneous spell through your one remaining eye.

EYE OF THE WATCHER (METAMAGIC)

You can convert any prepared spell of at least 5th level to *scrying* or *true seeing*.

Prerequisite: Eye of He-Who-Watches, ability to cast 5th-level cleric spells.

Benefit: You may “lose” any cleric spell of at least 5th level to cast *scrying* or *true seeing*, channeling the spontaneous spell through your one remaining eye.

FILTHY (GENERAL)

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Nonelf, Cha 9–.

Benefit: You receive a +2 circumstance bonus on all saves against poison and disease.

Special: You can take this feat only at 1st level.

FOCUSED RAGE (GENERAL)

You can channel the power of your rage to focus on tasks.

Prerequisite: Ability to rage.

Benefit: By “spending” one of your rages, you gain a +6 morale bonus on all skill checks for 1 round. You can activate this ability at will, but only on your turn.

FULL OF SURPRISES (GENERAL)

You are proficient with small, easily concealable ranged weapons.

Prerequisite: Base attack bonus +1 or higher, nongood alignment.

Benefit: You gain the Exotic Weapon Proficiency feat with shuriken and hand crossbow.

GHOST RAGE (RAGE CHANNELING)

You can channel the power of your rage to gain the ability to strike incorporeal creatures.

Prerequisite: Ability to rage.

Benefit: By “spending” one of your rages, you grant all of your attacks the *ghost touch* special quality for a number of rounds equal to 3 + your (newly increased) Constitution bonus. You can activate this ability at will, but only on your turn.

GREATAXE DIPLOMACY (GENERAL)

You prefer to do business with a gang of toughs at your back.

Prerequisite: Leadership, Intimidate 4+ ranks.

Benefit: When accompanied by your entire retinue of followers and your cohort (if any), you add your Leadership score to all Intimidate checks. Note that you must actually have at least one follower for this feat to be effective.

GULLET (GENERAL)

You can swallow an object and keep it hidden in an internal pouch.

Prerequisite: Savage humanoid, Medium-size or larger.

Benefit: You can swallow up to 1 cubic foot of material per point of your Constitution score. Swallowing or retrieving an object takes a base time of 1 minute, regardless of size, but an Escape Artist check can speed it up. Consult the following table.

GULLET TABLE

Escape Artist Check	Time
10 or less	1 minute
11–15	5 rounds
16–20	2 rounds
21–25	1 round
26+	Partial action

Items are stored in an inert fleshy pouch that conceals them from detection, as the *obscure object* spell. (This is an extraordinary ability.) This pouch is a normal part of orc anatomy, but you have gained limited control over it. Hidden items do not take damage from stomach acid nor come into contact with any body fluids. Normal objects, even weapons and sharp items, cause you no harm while they are so concealed. However,

CHAPTER TWO: FEATS

you are harmed by objects that are corrosive, poisonous, diseased, produce energy of some sort, or are animated. You automatically fail any saving throws you are called upon to make by such cargo.

An object stored in this gullet for more than a day becomes a bit gamy, but it can remain in storage for up to six weeks before it must be removed. If left inside any longer, the item becomes embedded in the pouch's tissues, requiring a successful Heal check (DC 25) to cut it free. If the check fails, the healer can try again, but each check (successful or not) deals 1d4 points of damage to the patient.

HOME SCHOOLING (GENERAL)

One or both of your parents gave you the rudiments of an education.

Prerequisite: Orc or half-orc, barbarian.

Benefit: You gain any one Knowledge skill as a class skill, and you know how to read and write any language you can speak.

Normal: Barbarians are illiterate.

Special: You can take this feat only at 1st level.

IDIOT SAVANT (GENERAL)

Despite your below-average intelligence, you have a knack for picking up and remembering obscure bits of information.

Prerequisite: Int 9–.

Benefit: You gain a +3 insight bonus on all Knowledge skill checks.

IMPROVED GRAPPLE (GENERAL)

You can initiate a grapple without the risk of counterattack.

Prerequisite: Power Attack, base attack bonus +4 or higher.

Benefit: You do not incur an attack of opportunity when you attempt to start a grapple.

IMPROVED NATURAL ATTACK (GENERAL)

Your natural weapons are especially sharp and vicious.

Prerequisite: Natural attack that deals piercing or slashing damage.

Benefit: Your natural attacks improve by one die step: from 1d4 to 1d6, for example.

Special: You can take this feat more than once, but each time it applies to a different natural attack.

KEEN SCENT (GENERAL)

Your sense of smell rivals that of a bloodhound.

Prerequisite: Scent, Wis 15+.

Benefit: Your scent ability has a range of 60 feet instead of 30 feet.

Special: You can take this feat only at 1st level.

LEAPER (GENERAL)

You have a unique talent for long jumping.

Prerequisite: Run.

Benefit: Your maximum jump distance is not limited by your height.

This feat has no effect on the height of high jumps, including running high jumps.

LITTLE PEOPLE (GENERAL)

You can avoid harm by hiding behind your followers.

Prerequisite: Leadership, nongood alignment.

Benefit: When you would be hit by a ranged attack (including a ranged touch attack but not an area effect) you may make a Leadership check (d20 + Leadership score) with a DC equal to the damage dealt. If this check is successful, the attack instead affects a cohort or follower of your choice within 5 feet of you. If there is no cohort or follower within range, this ability has no effect.

MIGHTY THROW (GENERAL)

You can make exceptionally powerful attacks with thrown weapons.

Prerequisite: Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from a ranged attack roll with a thrown weapon and add the same number to the damage roll with the weapon. This number may not exceed your base attack bonus. This ability has no effect on projectile weapons (such as bows and crossbows), or on thrown weapons that do not benefit from a Strength bonus to damage (such as shuriken).

NOSE FOR MAGIC (GENERAL)

You can detect the presence and character of magic by its distinctive smell.

Prerequisite: Keen Scent.

Benefit: You automatically detect the presence of magical auras within a 10-foot radius. This extraordinary ability otherwise exactly mimics the effects of the *detect magic* spell.

NOUVEAU RICHE (MONSTER)

Your greed and keen sense for spoils have made you better equipped than your peers.

Prerequisite: NPC.

Benefit: You have gear appropriate for a creature one level higher. For example, a 5th-level orc warrior would have gear totaling 5,600 gp instead of 4,300 gp.

ORCBORN (GENERAL)

Your upbringing has made you proficient in traditional orc weapons.

Prerequisite: Orc or half-orc, base attack bonus +1 or higher.

Benefit: You gain the Martial Weapon Proficiency (greataxe) and Exotic Weapon Proficiency (orc double axe) feats.

PASS FOR HUMAN (GENERAL)

You favor the human side of your parentage and can pass for a normal human in a pinch.

Prerequisite: Half-orc humanoid.

Benefit: You gain a +10 racial bonus on Disguise checks made to appear human.

CHAPTER TWO: FEATS

PLAGUE RAT (GENERAL)

You carry a nasty disease, which you can spread by attacking with your natural weapons.

Prerequisite: Filthy, base Fortitude save +3 or higher.

Benefit: When you make an unarmed attack that deals damage, your opponent must make a Fortitude save (DC 10 + your HD + your Con modifier) or be infected with filth fever (see DMG).

POWER CASTING (GENERAL)

Your sheer strength allows you to ignore damage while casting spells.

Prerequisite: Spellcaster, Str 13+.

Benefit: Apply your Strength modifier instead of Constitution modifier on Concentration checks made to cast spells when hit in combat.

PRICKLY THUMBS (GENERAL)

You have a preternatural sense for scrying attempts made against you.

Prerequisite: Alertness.

Benefit: You gain a +8 insight bonus on Scry checks made to detect scrying and are entitled to check whenever you are being scried (the GM should make these checks secretly). This ability grants no benefit to any other use of the Scry skill.

PUNISHING RAGE (GENERAL)

You can channel the power of your rage to take out many opponents during one round.

Prerequisite: Ability to rage.

Benefit: By “spending” one of your rages, you gain the benefit of the Great Cleave feat for one round. Additionally, you can take a 5-foot step each time you drop an opponent, up to your maximum movement. You can activate this ability at will, but only on your turn.

RESOURCEFUL (GENERAL)

Your natural talent for improvisation allows you to operate normally under any circumstances.

Benefit: You do not suffer the standard -2 circumstance penalty on skill checks made in unfavorable conditions, such as when using improvised tools.

Special: This feat has no effect on circumstance penalties greater than -2.

RICH (MONSTER)

You are wealthy beyond dreams of avarice, with gear appropriate to a player character of your level, instead of a lowly NPC.

Prerequisite: NPC, base attack bonus +5 or higher.

Benefit: You have gear appropriate for a PC of your level. For example, a 5th-level orc warrior would have gear totaling 9,000 gp instead of 4,300 gp.

Special: This feat stacks with the benefit provided by Nouveau Riche (above). An NPC with both feats has gear appropriate for a PC one level higher.

RUGGED (GENERAL)

You are especially tough and able to resist extremes of weather.

Prerequisite: Great Fortitude.

Benefit: You gain a +2 innate bonus on Fortitude saves and Constitution checks made to resist drowning, suffocation, starvation, thirst, and the natural environmental effects of heat, cold, wind, and weather.

RUNT (GENERAL)

You are much smaller than other members of your race.

Prerequisite: Any humanoid.

Benefit: Your size drops by one step. For example, if you would normally be Medium-size, you are now Small. If you would be Small, you are now Tiny.

Special: You can take this feat only at 1st level.

SCENT (GENERAL)

Your sharp sense of smell allows you to detect and even track creatures by their odor.

Prerequisite: Wis 11+, savage humanoid.

Benefit: You gain the scent ability.

SILVERBACK (GENERAL)

Your back and shoulders are covered in a luxurious silver pelt, the traditional symbol of orc tribal leadership.

Prerequisite: Orc, Leadership, 25+ years old.



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Benefit: You gain a +2 circumstance bonus on Intimidate checks and a +2 innate bonus to your Leadership score.

SLAVE DRIVER (GENERAL)

You motivate your retinue through sheer intimidation.

Prerequisite: Leadership, nongood alignment.

Benefit: Make an Intimidate check (DC 10 + the highest HD total among your retinue (your followers and cohort, if any). On a success, you gain a +2 morale bonus on all your retinue's Strength-based skill checks and Fortitude saves for 1 hour. This benefit applies only to your followers and cohort, not to you.

Special: Each hour of slave driving after the first requires each of your followers and cohort to make a successful Constitution check (DC 15 + 1 per extra hour) or take 1d6 points of subdual damage. If any follower passes out from this treatment, you suffer a permanent -2 penalty to your Leadership score.

SPEAR ELITE (GENERAL)

You are trained to meet a charge with devastating resistance.

Prerequisite: Weapon Focus (any spear), base attack bonus +3 or higher.

Benefit: When you ready a weapon against a charge, you deal an additional 1d6 damage and your weapon's threat range is doubled.

SPOILSPORT (GENERAL)

You can stop an attacker from tumbling past you.

Prerequisite: Combat Reflexes.

Benefit: Once per round, when an opponent makes a successful Tumble check to move through your threatened area, you may make an attack roll to negate the tumble. The opponent's Tumble check is unsuccessful (and you make an attack of opportunity) if your attack roll is equal to or greater than the opponent's Tumble check roll, and if it equals or exceeds that opponent's AC.

STREET FIGHTER (GENERAL)

You are exceptionally skilled in the arts of dirty fighting.

Prerequisite: Base attack bonus +2 or higher.

Benefit: You gain a +2 competence bonus on all trip and disarm attempts.

THICK SKIN (GENERAL)

Your hide and pelt are tough even by orc standards.

Prerequisite: Orc.

Benefit: You gain a +1 natural armor bonus to AC.

TRAVELER ON THE GREAT WHEEL (GENERAL)

Your worldview makes the experience of death and rebirth much less traumatic than for other creatures.

Prerequisite: Any neutral alignment, must have died at least once.

Benefit: Whenever you are returned to life, you do not suffer level or Constitution loss.

Normal: Characters brought back to life lose 1 level, or 1 point of Constitution if 1st level.

UNHOLY RAGE (GENERAL)

You can channel the power of your rage to smite good enemies.

Prerequisite: Ability to rage, evil alignment.

Benefit: By "spending" one of your rages, you can attempt to smite good, as the Evil domain granted power, with one normal melee attack. You add your Charisma bonus (if positive) to your attack roll and deal 1 extra point of damage per Hit Die, plus any additional bonuses that would normally apply. You can activate this ability at will, but only on your turn.

UNSTOPPABLE RAGE (GENERAL)

You can channel the power of your powerful rage to improve your saves.

Prerequisite: Ability to rage.

Benefit: By "spending" one of your rages, you gain a +6 morale bonus on all saving throws for one round. You can activate this ability at will, even during your opponent's turn.

WEAPON CREW VETERAN (GENERAL)

You are an expert with crew-operated weapons, such as catapults, ballistae, and battering rams.

Prerequisite: Profession (siege engineer) 5+ ranks.

Benefit: All fire deviation rolls made for a catapult you crew are on the Deviation (6 Ft. to 10 Ft.) table instead of the Deviation (10 Ft. to 16 Ft.) table. Light catapults that you crew instead use the Deviation (1 Ft. to 5 Ft.) table. Additionally, you gain a +2 competence bonus on attack rolls made with arbalests (see Siege Engines in Chapter 7: Equipment), ballistae, and battering rams.

Special: If more than one member of a weapon's crew has this feat, the modifiers do not improve but the weapon may be fired more rapidly, according to the following table. These numbers assume a full crew for the weapon.

RATE OF FIRE (IN ROUNDS)

Weapon	Standard	Improved
Catapult, heavy	8	6
Catapult, light	5	3
Ballista	3	2
Ram	3	2
Arbalest	2	1

WHIRLWIND RAGE (GENERAL)

You can channel the power of your rage to attack all adjacent enemies.

Prerequisite: Ability to rage, Punishing Rage.

Benefit: By "spending" one of your rages, you gain the benefit of the Whirlwind Attack feat for one round. You can activate this ability at will, but only on your turn.

CHAPTER THREE: PRESTIGE CLASSES

Orcs do not often follow a specialized path. (Generally, this is because they don't live long enough.) But certain aspects of orc character and society do lend themselves to focused approach. As in so many other parts of their lives, rage informs some orcs' career paths. Others, though, are able to dedicate themselves to a particular goal and become expert at it—even if the ultimate aim is still bloodshed. One of these “prestige” classes, the honored host, has much in common with a monstrous template—choosing this path is not usually voluntary.

The bride of He-Who-Watches, cutthroat, honored host, mother of rage, orc sapper, rage smith, and soul gorgor are all prestige classes tailored to orc and half-orc characters. The abilities of some of these classes are so narrowly focused that they are less appropriate for player characters. The cutthroat, orc sapper, and soul gorgor are well suited to PCs, but the others are best used by the GM to flesh out orc culture and build unique and memorable encounters with orcs.

- BRIDE OF HE-WHO-WATCHES -

Females occupy the lowest rungs of orc society, and most are valued only for their capabilities as slaves, pack mules, and providers of male children. The males, larger and more aggressive, are unquestioned masters of their dominion and tolerate no sign of dissension.

Very rarely, a female child is born with the heavy bone growth and muscles of a male orc, and these strong females are—if possible—even more aggressive and belligerent than the males. They are so exceptional, in fact, that they are exempted from the rigid striations of orc society: They do not serve as slaves or bearers of children but instead form a secret society of priestesses who serve He-Who-Watches as his ceremonial wives. (For more on He-Who-Watches, see **Chapter 5: The Gods and Their Servants**.)

These so-called brides of He-Who-Watches answer only to religious authorities and do not speak to anyone outside their tight-knit group. Adding to their mystique, they are never seen without a ceremonial head wrapping customarily worn by orc brides. This black wrap obscures their features, making these enigmatic warriors even more mysterious.

Almost all brides begin their careers as warriors or barbarians, but a small number train first as adepts or clerics.

Abbreviation: Bri
Hit Die: d8.

REQUIREMENTS

To qualify to become a bride of He-Who-Watches, a character must fulfill all the following criteria.

Alignment: Any evil.
Sex: Female.
Race: Orc or half-orc.
Base Attack Bonus: +5.
Knowledge (Religion): 4 ranks.

Special: The bride must be a virgin, and must take an oath of chastity and fealty to the cult and her god.

CLASS SKILLS

The bride's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Swim (Str). See **Chapter 4: Skills in the *Player's Handbook*** for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the bride of He-Who-Watches prestige class.

WEAPON AND ARMOR PROFICIENCY

Brides of He-Who-Watches are proficient with all simple and martial weapons, with all armors, and with shields.

FEARLESS (EX)

All brides are immune to fear (magical or otherwise). Allies within 10 feet of the bride gain a +4 morale bonus on saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

CHALLENGE HERO (SU)

Beginning at 2nd level, a bride may issue a ceremonial challenge to the leader of an enemy force. If no clear military leader is present, the GM chooses whom the bride challenges instead: first, any opponent with the Leadership feat, then the opponent with the highest base attack bonus, and finally, if no opponent fits any of

TABLE 3-1: THE BRIDE OF HE-WHO-WATCHES

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Fearless
2nd	+2	+3	+0	+3	Challenge hero
3rd	+3	+3	+1	+3	Nameless
4th	+4	+4	+1	+4	Smite good 1/day
5th	+5	+4	+1	+4	Sisterhood (save)
6th	+6	+5	+2	+5	Faceless
7th	+7	+5	+2	+5	Smite good 2/day
8th	+8	+6	+2	+6	Sisterhood (hp)
9th	+9	+6	+3	+6	Side by side
10th	+10	+7	+3	+7	Smite good 3/day

these other qualifications, the opponent with the highest Charisma ability score. The challenge itself is a mind-affecting compulsion effect that is not language-dependent: In most cases, a crooked finger or wave is enough to get the message across.

Refusing the challenge requires the opponent to make a Will save (DC 15 + the bride's Intimidate bonus). An opponent who fails the save, or chooses not to resist, immediately moves by the shortest possible path adjacent to the challenging bride, who can engage him in melee combat. (The opponent is subject to attacks of opportunity as normal for moving through threatened areas.) The challenged opponent is not stunned or negatively affected in any other way.

If the challenged opponent backs out of melee, runs away, or falls in combat to the bride, all combatants on the opponent's side suffer a -4 morale penalty on attacks, checks, and saves for the duration of the combat. If the bride falls or runs, combatants on her side suffer an identical penalty. Multiple uses of this ability are not cumulative; a side can be demoralized only once per combat.

NAMELESS (SU)

At 3rd level, as the bride's identity continues to dissolve into the sisterhood, she loses her name but gains a +4 resistance bonus against Enchantment spells and effects.

SMITE GOOD (SU)

At 4th level, the bride gains the ability to focus her divine husband's wrath into a devastating melee attack. Once per day, she adds her Charisma modifier (if positive) to her attack roll and deals 1 extra point of damage per bride class level. This ability functions only against good-aligned opponents. At 7th and 10th level, the bride may perform this ability an additional time per day.

SISTERHOOD (SU)

As she is accepted into the secret society, the bride's physical uniqueness becomes less and less important. Their wrappings make all brides look the same, and their emotional bond makes them identical on a spiritual and mental level.

At 5th level, a bride may grant a +4 resistance bonus on any single save to any other bride within 30 feet, once per round. This ability is a free action that does not provoke an attack of opportunity, and it may be used after the target bride is required to make a save. The bride who grants this bonus suffers a -4 resistance penalty on all saving throws during the same round.

At 8th level, a bride may transfer up to 10 hp to any other bride within 30 feet, following the same rules as above. As with saves, this ability is a free action, but it may be used only once per round.

Transferred hit points are permanent—they do not revert to the sending bride when the effect ends. This ability can be used to raise a character's hp total above her normal total, but these extra hit points disappear after an hour. The sending bride can replace her lost hit points with natural or magical healing as normal.

FACELESS (SU)

At 6th level, the bride's physical identity is consumed by the totality of the group. She is no longer recognizable as an individual (even with her wrappings removed) and gains a +4 resistance bonus on saves against all Transmutation spells and effects.

SIDE BY SIDE (EX)

On attaining 9th level, brides think and act as one creature. As long as the bride is adjacent to any other bride (of any level) she gains a +2 insight bonus on attacks, AC, saves, and skill checks.



SAMPLE BRIDE OF HE-WHO-WATCHES

Bride of He-Who-Watches: Female orc War5/Bri7; CR 11; Medium-size humanoid (orc); HD 12d8+12; hp 66; Init -1; Spd 20 ft.; AC 20 (touch 9, flat-footed 20); Atk +20/+15/+10 melee (1d8+7/19-20/x3, +3 *longspear*); SA Challenge hero, smite good +7 (2/day); SQ Darkvision 60 ft., light sensitivity, fearless, sisterhood, +4 on saves against Enchantment and Transmutation effects; AL CE; SV Fort +10, Ref +2, Will +6; Str 16, Dex 9, Con 12, Int 6, Wis 10, Cha 11.

Skills and Feats: Intimidate +7, Jump -2, Knowledge (religion) +4; Cleave, Great Cleave, Improved Critical (*longspear*), Power Attack, Weapon Focus (*longspear*).

Challenge Hero (Su)

The bride may issue a ceremonial challenge to the leader of an enemy force as a mind-affecting compulsion effect. Refusing the challenge requires the opponent to make a Will save (DC 22). An

opponent who fails the save, or chooses not to resist, immediately moves by the shortest possible path adjacent to the challenging bride, who can engage him in melee combat. If the challenged opponent backs out of melee, runs away, or falls in combat to the bride, all combatants on the opponent's side suffer a -4 morale penalty on attacks, checks, and saves for the duration of the combat. If the bride falls or runs, combatants on her side suffer an identical penalty.

Fearless (Ex)

Immune to fear effects; grant allies within 10 feet a +4 morale bonus on saving throws against fear effects.

Sisterhood (Su)

The bride may grant a +4 resistance bonus on any single save to any other bride within 30 feet, once per round. This ability is a free action that does not provoke an attack of opportunity, and it may be used after the target bride is required to make a save. The bride who grants this bonus suffers a -4 resistance penalty on all saving throws during the same round.

Equipment: +3 *longspear*, +2 *full plate*, *amulet of natural armor +1*, *potions of cure serious wounds*.

- CUTTHROAT -

The cutthroat occupies a unique place in orc society. Only those half-breeds most human in appearance are trained for this role; although most hybrids are shunned within their tribes, those chosen for this duty gain the respect due an experienced full-blood warrior. For many half-orcs, this is their only avenue for acceptance within the tribe. The pink-skins (as they are politely known) study the customs and culture of polite society, eventually to be set loose in civilized lands to wreak havoc among the hated oppressors.

Thanks to cutthroats' exceptional disguise abilities, most who encounter them never know they are facing orcs. Cutthroats are neither as stealthy as elves nor as skilled or talented as humans, but their ruthless animal cunning is unmatched. These creatures are utterly depraved and amoral—their exploits are the stuff of whispered legend among common brigands and thugs.

Some cutthroats find work as advance scouts and spies for orc invasion forces, but more often they turn up in the retinue of an evil necromancer or local tough, where their unique talents make them admirably suited to security work, enforcement, and espionage with a distinctly orc flavor. All too often, a cutthroat ends up on top of the criminal heap, and a thieves' guild under the leadership of one is among the most dangerous threats a community can encounter.

Because of the steep requirements for the class, most cutthroats begin their adventuring life as multiclassed ranger/rogues.

Abbreviation: Cut

Hit Die: d8.

REQUIREMENTS

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

Race: Half-orc.

Base Attack Bonus: +5.

Disguise: 5 ranks.

Gather Information: 5 ranks.

Favored Enemy: Any humanoid.

Feats: Pass for Human.

CLASS SKILLS

The cutthroat's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the cutthroat prestige class.

WEAPON AND ARMOR PROFICIENCY

Cutthroats are proficient with all simple and martial weapons, as well as hand crossbows and repeating crossbows. In addition they do not suffer the standard -4 nonproficiency penalty for attacking with an improvised weapon. All cutthroats are proficient with light and medium armor, and with shields.

SNEAK ATTACK (EX)

A cutthroat gains the ability to make sneak attacks as a rogue whenever his target is denied a Dexterity bonus to AC or when he flanks his target. At 4th level, the cutthroat deals an extra 1d6 points

TABLE 3-2: THE CUTTHROAT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6
2nd	+1	+0	+3	+0	Filthy
3rd	+2	+1	+3	+1	Improved Disguise
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Poison use
6th	+4	+2	+5	+2	Improved Gather Information
7th	+5	+2	+5	+2	Sneak attack +3d6
8th	+6	+2	+6	+2	Loaded for bear
9th	+6	+3	+6	+3	Blinding strike
10th	+7	+3	+7	+3	Sneak attack +4d6

of damage with his sneak attack, and an additional 1d6 every three levels thereafter. This ability follows the normal restrictions of the rogue's sneak attack ability. If the cutthroat gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

FILTHY (EX)

At 2nd level, the cutthroat gains Filthy as a bonus feat.

IMPROVED DISGUISE (EX)

At 3rd level, the cutthroat's mastery of physical disguise and mimicry develops to a near art form. He may make a normal Disguise check with only 1d6 minutes of work, or make an accelerated check in only 1 minute with a -4 circumstance penalty. Additionally, he may attempt an apparent change of up to one-quarter of his normal height and weight. Finally, the cutthroat gains a +4 competence bonus on all Disguise checks.

POISON USE (EX)

At 5th level, the cutthroat's experience with poisons enables him to envenom a blade without risk of accidentally poisoning himself.

IMPROVED GATHER INFORMATION (EX)

At 6th level, the cutthroat's ability to gain an informer's confidence becomes second nature. He can always take 10

on a Gather Information check for general information (GM's discretion). Additionally, he adds a +4 competence bonus on Gather Information checks to learn about a specific person or item.

LOADED FOR BEAR (EX)

A cutthroat of sufficient skill is a double threat with ranged weapons. On attaining 8th level, the cutthroat may use a Medium-size or smaller crossbow in each hand without suffering the usual attack penalty. (The off-hand weapon attack penalty still applies.) This feature does not grant any special ability to load crossbows with one hand, so this tactic is usually reserved for the surprise round and abandoned once both weapons are fired.

BLINDING STRIKE (EX)

On reaching 9th level, the cutthroat may attempt a special blinding strike once per day instead of a normal melee attack.

If this extremely cruel attack hits, it deals damage normally,

and the target must make a Fortitude saving throw (DC 15 + cutthroat's Wis modifier). A target that fails the saving throw is blinded for 3d10 minutes.

A blinding strike has no effect on a creature or being that is immune to critical hits. It also has no effect on targets that have no sense of sight.



SAMPLE CUTTHROAT

Cutthroat: Male half-orc Rog2/Rgr4/Cut5; CR 11; Medium-size humanoid (half-orc); HD 2d6+4d10+5d8+11; hp 65; Init +4; Spd 20 ft.; AC 23; Atk +14/+9 melee (2d6+6/19–20 and 1d6 fire, +2 *flaming greatsword*) or +10 ranged (1d10+2/19–20, +2 *heavy crossbow*); SA Sneak attack +3d6, favored enemy +1 (elves); SQ Darkvision 60 ft., evasion, improved disguise, +2 on saves against disease and poison, poison use; AL CE; SV Fort +6, Ref +8, Will +2; Str 16, Dex 10, Con 12, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +14, Climb +26, Disable Device +7, Disguise +16, Escape Artist +7, Gather Information +14, Jump +8, Move

Silently +17, Use Rope +7, Wilderness Lore +7; Filthy, Improved Initiative, Pass for Human, Rich, Track, Weapon Focus (greatsword).

Improved Disguise (Ex)

The cutthroat may make a normal Disguise check with only 1d6 minutes of work, or make an accelerated check in only 1 minute with a –4 circumstance penalty. Additionally, he may attempt an apparent change of up to one-quarter of his normal height and weight.

Equipment: +2 *flaming greatsword*, +2 *heavy crossbow*, +4 *breastplate*, *amulet of natural armor* +2, *ring of protection* +2, *boots of elvenkind*, *gloves of swimming and climbing*, masterwork thieves' tools.

- HONORED HOST -

Parasites are a fact of life in orc society, and rare indeed is the orc who has not housed worms or lice at least once. Tribal healers have long experience with infestations and are usually able to deal with both internal and external parasites with little problem, but sometimes a patient's parasitic infestation develops to such a point that even healing magic has no effect.

Those who die from parasites are commended to Grandfather White Hands, the orc god of death (see **Chapter 5: The Gods and Their Servants**), and occasionally he answers the sacrifice by bringing the patient back in a sort of half-life. Those who return are sustained not by their own metabolic processes, but by the mass of parasites that infest their flesh. While they retain their intelligence, honored hosts are often driven insane by their condition. Despite their horrific appearance and habits, these new hosts are sacred to the priesthood and are granted status as honored guests within the tribe.

Abbreviation: Hon
Hit Die: d4.

REQUIREMENTS

To qualify to become an honored host, a character must fulfill all the following criteria.

Race: Orc or half-orc.

Special: Must have died from the effects of a parasitic infestation.

CLASS SKILLS

The honored host's class skills (and the key ability for each skill) are Listen (Wis) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the honored host prestige class.

WEAPON AND ARMOR PROFICIENCY

Honored hosts gain no proficiency with any weapons, armor, or shields.

ROTTEN JOINTS (EX)

Decomposition and the presence of ropy worms in the honored host's joints make it unnaturally flexible. It gains a +10 circumstance bonus on Escape Artist checks, including checks made to escape an opponent's grapple. At the same time, it loses the ability to run (and does not benefit from the Run feat) but may still take a double move as normal.

TABLE 3-3: THE HONORED HOST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Rotten joints
2nd	+1	+3	+0	+0	Wormskin (5/+1)
3rd	+1	+3	+1	+1	Speak with vermin
4th	+2	+4	+1	+1	Kiss of life
5th	+2	+4	+1	+1	Soil affinity
6th	+3	+5	+2	+2	Wormskin (10/+2)
7th	+3	+5	+2	+2	Invisibility to nonintelligent creatures
8th	+4	+6	+2	+2	—
9th	+4	+6	+3	+3	Implacable
10th	+5	+7	+3	+3	Wormskin (immune to critical hits)

WORMSKIN (EX)

Over time the honored host's skin and bones soften to a uniform texture, and eventually connective tissues and internal cavities fill up with thousands and thousands of parasites and their eggs. These disgusting qualities combine to make the honored host highly resistant to physical attacks. At 2nd level, it gains damage reduction 5/+1, and at 6th level this improves to 10/+2. At 10th level the honored host's skeleton and internal organs are completely irrelevant to its functioning, and it gains immunity to critical hits.

SPEAK WITH VERMIN (SU)

At 3rd level the honored host may communicate with vermin of all sorts, including monstrous vermin. Using this ability requires a full-round action, and it imposes no obligation on the vermin to respond. Vermin generally have limited awareness and are unable to communicate complex information.

KISS OF LIFE (EX)

By the time it reaches 4th level, an honored host's internal parasites have reached the peak of physical maturity—breeding age. This maturity allows the honored host to deposit a slurry of their eggs and young into a new carrier. The honored host must succeed at a grapple check against a humanoid opponent to deliver this hideous reproductive soup directly into the mouth and nose. Infestation has the same effect as demon fever (see DMG), but any permanent Constitution drain requires the victim to make a successful Fortitude save (DC 14 + the honored host's Constitution modifier) or die. This is a death effect.

SOIL AFFINITY (EX)

At 5th level, the honored host's few remaining physical needs are all provided by interaction with the soil itself. So long as the honored host is in contact with soil, it is immune to the effects of poison, disease, drowning, suffocation, hunger, and thirst. If this contact is broken, the honored host begins to suffocate as though drowning and suffers from hunger and thirst (over time) just like any other character.

INVISIBILITY TO NONINTELLIGENT CREATURES (EX)

At 7th level, the honored host's metabolism has faded to the point that nonintelligent creatures do not recognize it as living. This ability works just like the *improved invisibility* spell against those creatures but has no effect on creatures with Intelligence scores.

IMPLACABLE (EX)

At 9th level, the honored host's joints have become entirely composed of fluid sacs and writhing parasites. It becomes totally immune to all spells and effects that impede movement, such as *hold person* and *slow*, but it also loses the ability to take a double move (it can only move at its normal speed or slower).

SAMPLE HONORED HOST

Honored Host: Male Orc War1/Hon7; CR 7; Medium-size humanoid (orc); HD 1d8+7d4+8; hp 30; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18); Atk +8 melee (1d12+5/x3, +2 *greataxe*); SA Kiss of life; SQ Darkvision 60 ft, light sensitivity, damage reduction 10/+2, invisibility to nonintelligent creatures, soil affinity, speak with vermin; AL CE; SV Fort +8, Ref +1, Will +1; Str 15, Dex 9, Con 12, Int 11, Wis 8, Cha 8.



Skills and Feats: Escape Artist +4, Listen +8, Spot +8; Cleave, Improved Bull Rush, Power Attack.

Kiss of Life (Ex): If the honored host succeeds at a grapple check against a humanoid opponent, it can inject a slurry of parasites and eggs directly into the mouth and nose. Infestation has the same effect as demon fever, but any permanent Constitution drain requires the victim to make a Fortitude save (DC 15) or die.

Soil Affinity (Ex): So long as the host is in contact with soil, it is immune to the effects of poison, disease, drowning, suffocation, hunger, and thirst.

Equipment: +2 *greataxe*, +1 *full plate*.

- MOTHER OF RAGE -

The oldest and darkest orc magic is practiced by crones, from whose barren wombs are born children of rage. These children are not mere metaphor: They are flesh and blood, quasi-real creatures that feed on their mothers for strength and eventually eclipse them in power.

Only females who are past childbearing age may become mothers of rage. Their monstrous children are born of dashed hopes, blunted ambitions, and long years of stagnant fury. They grow fat on their mothers' blood in the deep dark of the caverns, even as the parent wanes.

Almost all mothers of rage have levels of adept. The ancient teachings of orc spellcraft are encapsulated in the folk traditions of that class, including invocations to primordial spirits of fertility and birth pangs as well as modern deities of health and growth. A few mothers of rage began their careers as clerics, and even fewer as druids. Rangers almost never follow this twisted path.

Abbreviation: Mrg

Hit Die: d4.

REQUIREMENTS

To qualify to become a mother of rage, a character must fulfill all the following criteria.

Race: Orc or half-orc.

Alignment: Any evil.

Sex: Must be female.

Age: 35+ years old.

Heal: 5 ranks.

Profession (Midwife): 5 ranks.

Spells: Ability to cast divine spells.

CLASS SKILLS

The mother of rage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mother of rage prestige class.

WEAPON AND ARMOR PROFICIENCY

Mothers of rage are proficient with all simple weapons. They are not proficient with any type of armor or with shields.

SPELLCASTING

A mother of rage continues training in magic. Thus, when a new mother of rage level is gained, the character gains new spells known and spells per day as if she had also gained a level in a Wisdom-based spellcasting class (such as adept, cleric, or druid) she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained

(improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of mother of rage to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

CHILD OF RAGE (SU)

At 1st level, after a six-month gestation (typical of orcs), the mother of rage gives birth to an obscene assemblage of soft tissue, mouths, scablike natural armor, and flailing limbs. Delivery takes one full day, and the mother of rage takes 3d6 points of subdual damage and 1d6 points of temporary Constitution damage at the end of the process.

The creature begins life as a Small quasi-real creature and grows one size with each level its mother gains in this class. The child's statistics at each size are set out in the following table.

CHILD OF RAGE

Child Size	Statistics As	HD	CR
Small	Fiendish dire rat	1	1/3
Medium-size	Fiendish dire badger	3	3
Large	Fiendish dire bear	12	9
Huge	Fiendish dire tiger	16	10
Gargantuan	Fiendish giant squid (20 HD)*	20	12

*This is not an aquatic creature; replace the squid's swim rate with a land speed of 30 feet. It does not have the ink cloud and jet special qualities.

These creatures have average hit points and the standard ability scores. (The child of rage only has a given creature's abilities; it does not otherwise resemble the creature in question.)

If the child is slain (even by its mother; see below) or the mother rejects it and sends it away, the mother of rage takes 2 points of permanent Constitution drain. This drain cannot be reversed by normal means, including *restoration* spells. (A *miracle* or *wish* spell, however, can restore Constitution lost in this way.) Afterward, she can immediately become pregnant with a new child of rage. Gestation takes the usual six months, but the new child is born at the same size as the old child—if it is larger than Small, the mother of rage dies horribly in delivery, and her mind and essence permanently transfer to the new child. The resulting blend of creatures retains the child's Hit Dice, natural attacks, and all extraordinary and supernatural abilities but gains the mother of rage's class abilities, skills, feats, and spellcasting ability.

BLOOD COST (EX)

The child of rage is suckled on its mother's blood and life essence, and as it grows it exacts a terrible price from the parent. At each increase in her child's size past Small, the mother of rage receives a negative level. These negative levels never result in actual level loss, but they cannot be removed by any means (including *restoration*, *miracle*, and *wish* spells). If her child dies, or in times of great hardship, the mother of rage can consume the child's heart and liver to get her stored essence back. This removes the negative levels, but the mother still takes 2 points of permanent Constitution drain from the death of her child. In cases where the mother of rage's mind is transferred to her child, these negative levels also disappear.

TABLE 3-4: THE MOTHER OF RAGE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Child of rage (Small), empathic link	+1 level of existing class
2nd	+1	+0	+0	+3	Child of rage (Medium-size), blood cost, touch	+1 level of existing class
3rd	+1	+1	+1	+3	Child of rage (Large), speak	+1 level of existing class
4th	+2	+1	+1	+4	Child of rage (Huge), scry	+1 level of existing class
5th	+2	+1	+1	+4	Child of rage (Gargantuan), one mind	+1 level of existing class

EMPATHIC LINK (SU)

At birth, a child of rage is connected to its mother by an empathic link, identical to that shared by a spellcaster and familiar. This link has a maximum range of 1 mile.

TOUCH (SU)

When the mother of rage reaches 2nd level, her child can deliver touch spells for her. When she casts a touch spell, she can designate the child of rage as the "toucher." The two must be in contact at the time of casting. The child can then deliver the touch spell just as its mother could. As normal, if the mother casts another spell, the touch spell dissipates.

SPEAK (EX)

At 3rd level, the mother of rage and her child can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

SCRY (SP)

On reaching 4th level, the mother of rage may *scry* on her child (as if casting the spell *scrying*) once per day. This ability requires no material components or focus.

ONE MIND (SU)

At 5th level, the mother of rage and her child are in constant telepathic contact, sharing each other's eyes and ears. If one is aware of an event or a particular danger, they both are. If one of them is not surprised or flat-footed, neither of them is. This ability has a range of 50 miles.

SAMPLE MOTHER OF RAGE

Mother of Rage: Female Orc Adp7/Mrg5; CR 8*; Medium-size humanoid (orc); HD 7d6+5d4; hp 37; Init -1; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Atk +3 (+7) melee (1d6+2, +1 *quarterstaff*), +1 (+5) ranged (1d8+1/19-20, +1 *light crossbow*); SA Child of rage (empathic

link, touch spells, speak, scry, one mind); SQ Blood cost (4 negative levels), darkvision 60 ft., light sensitivity; AL CE; SV Fort +1 (+5), Ref +0 (+4), Will +10 (+14); Str 12, Dex 9, Con 10, Int 9, Wis 16, Cha 8.

Skills and Feats: Heal +7 (+11), Profession (midwife) +6 (+10); Craft Wondrous Item, Keen Scent, Nose for Magic, Nouveau Riche, Scent.

Spells Prepared (3/4/2; save DC 13 + spell level): 0—*detect magic*, *ghost sound*, *guidance*, 1st—*bless* (2), *protection from evil* [*protection from evil*], 2nd—*bull's strength*, *cure moderate wounds*, *invisibility*).

Equipment: +1 *quarterstaff*, +1 *light crossbow*, *amulet of natural armor* +2, *bracers of armor* +3, *ring of protection* +2, *cloak of resistance* +2, *periapt of Wisdom* +2, 2 *potions of invisibility*.

Child of Rage: CR 12*; Gargantuan magical beast; HD 20d8+60; hp 150; Init +3; Spd 30 ft.; AC 15; Atk +23 melee (1d8+12, 10 tentacle rakes), +18

melee (4d6+6, bite); Face/Reach 20 ft. by 40 ft./10 ft. (60 ft. with tentacle); SA Improved grab, constrict 1d6+12, smite good +20 1/day; SQ Darkvision 60 ft., cold and fire resistance 20, damage reduction 10/+3, SR 25; AL NE; SV Fort +15, Ref +15, Will +7; Str 34, Dex 17, Con 17, Int 3, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +9.

*The EL for an encounter with both mother and child is 13.



- ORC SAPPER -

The orcs' ancestral enemies—such as elves and dwarves—learned long ago to put walls of stone and iron between themselves and the barbaric hordes. From inside such secure bastions and fortresses these enemies have wreaked havoc on the ranks of the orcs. But the vengeance of He-Who-Watches is not easily stopped, and his young have spent bitter centuries perfecting the art of breaching these walls. The most skilled among them are known as orc sappers.

These specialized troops are far more cerebral than most orcs, and when compared to the typical barbarian found in an orc war host, they are positively sagacious. Still, they are orcs at heart. They do not practice their craft for its own sake, but only for its effect on fortifications. Once the mines have done their work and the walls are down, orc sappers join in the slaughter of innocents alongside their savage fellows.

Most orc sappers begin life as experts or rogues, but many also have some training as fighters, warriors, or barbarians.

Abbreviation: Sap
Hit Die: d6.

REQUIREMENTS

To qualify to become an orc sapper, a character must fulfill all the following criteria.

Race: Orc or half-orc.
Profession (Miner): 8 ranks.
Knowledge (Engineering): 5 ranks.
Disable Device: 5 ranks.
Feats: Sunder.

CLASS SKILLS

The orc sapper's class skills (and the key ability for each skill) are Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Spot (Wis), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the orc sapper prestige class.

WEAPON AND ARMOR PROFICIENCY

Orc sappers are proficient with all simple weapons, with light and heavy picks, and with light and medium armor.

DIG PIT (EX)

Orc sappers are masters of the ancient arts of battlefield engineering: digging trenches, raising earthworks, and shoring up walls. When pressed, they can dig out a simple pit trap in almost no time.

The orc sapper must make a Profession (miner) or Craft (trapmaking) check, with a DC equal to 15 + the trap's CR. If this check is successful, digging the pit requires a base time of 4 hours per 20 feet of depth. This base time can be reduced by one half-hour for every additional worker with at least 4 ranks in Profession (miner) or Craft (trapmaking), to a minimum of one half-hour per 20 feet of depth.

SNIPER (EX)

In their drive to defeat troops behind heavy cover, orc sappers learn the patience and deadly accuracy of a trained sniper. Beginning at 2nd level, an orc sapper who readies an attack with a ranged weapon gains the listed bonus on attacks against opponents behind cover. This bonus only applies to targets benefiting from cover; it has no effect on miss chances due to concealment, or on targets that are not in cover.

TUNNEL (EX)

At 3rd level, the orc sapper becomes proficient in tunneling. If he succeeds at a Profession (miner) check against the listed DC (see below) he can burrow through the earth at a speed of 10 feet. The orc sapper must make another check each round he chooses to burrow. This ability requires access to specialized mining tools

TABLE 3-6: THE ORC SAPPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Dig pit
2nd	+2	+3	+3	+0	Sniper +2
3rd	+3	+3	+3	+1	Tunnel
4th	+4	+4	+4	+1	Property damage (+4 to break checks)
5th	+5	+4	+4	+1	Sniper +4
6th	+6	+5	+5	+2	Improved tunnel, property damage (+1d6)
7th	+7	+5	+5	+2	Sniper +7
8th	+8	+6	+6	+2	Property damage (+2d6, ignore hardness)
9th	+9	+6	+6	+3	Sniper +10
10th	+10	+7	+7	+3	Property damage (+3d6, golembane)

(equal in price and weight to an alchemist's lab). The orc sapper cannot use the run action while burrowing. If he fails the check, he must make a successful Fortitude save with a DC equal to the tunnel DC or take 1d6 subdual damage from exhaustion. The following chart gives the DC for various typical soil types.

TUNNEL

Soil Type	Tunnel DC
Muddy earth	10
Loose soil	15
Packed soil	20
Rocky soil	25
Solid rock	35

PROPERTY DAMAGE (Ex)

At 4th level, the orc sapper's intimate understanding of mechanical structures grants him a +4 bonus on break checks made against an object. At 6th level, and every other level thereafter, he deals an additional 1d6 points of damage when attacking an object if he would otherwise score a critical hit. At 8th level, he can take a full-round action to ignore hardness when attacking an object, and at 10th level, an orc sapper can ignore damage reduction when dealing damage to a construct.

IMPROVED TUNNEL (Ex)

At 6th level, the orc sapper becomes amazingly skilled at tunneling. This ability works like the tunnel ability, but the orc sapper burrows at a speed of 20 feet and may use the run action at a -10



circumstance penalty on his Profession (miner) check. If he fails his tunnel check while running, he takes 3d6 subdual damage.

SAMPLE ORC SAPPER

Orc Sapper: Male orc Exp5/Sap5; CR 9; Medium-size humanoid (orc); HD 10d6+10; hp 45; Init +0; Spd 30 ft., burrow 10 ft.; AC 15 (touch 10, flat-footed 15); Atk +13/+8 melee (1d6+6, +2 *heavy pick*), +10/+5 ranged (1d10+2/19-20, +2 *heavy crossbow*); SA Dig pit, property damage, sniper +4; SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +6, Ref +5, Will +4; Str 16, Dex 10, Con 12, Int 11, Wis 9, Cha 9.

Skills and Feats: Disable Device +15, Escape Artist +6, Hide +5, Knowledge (engineering) +13, Listen +12, Profession (miner) +15, Spot +12; Blind-Fight, Cleave, Power Attack, Sunder.

Dig Pit (Ex): The orc sapper must make a Profession (miner) check, with a DC equal to 15 + the trap's CR. If this check is successful, digging the pit requires a base time of 4 hours per 20 feet of depth.

Property Damage (Ex): The orc sapper gains a +4 bonus on break checks made against an object.

Sniper (Ex): An orc sapper who readies an attack with a ranged weapon gains a +4 bonus on attacks against opponents behind cover.

Equipment: +2 *heavy pick*, +2 *heavy crossbow*, +1 *studded leather*, *amulet of natural armor* +1, masterwork thieves' tools.

- RAGE SMITH -

Not all orcs have the patience, talent, or ability to craft magic items, but certain individuals, called rage smiths, overcome these obstacles with sheer intensity of emotion.

These rare orcs turn away from the battlefield and spend their fury at the anvil. They lack all conventional requirements for an artificer, but their total dedication and drive for vengeance make up for it—though each act of creation costs them dearly. At the end of his career, a rage smith crafts a final item that is not only his greatest achievement; it is also his tomb and a repository for his soul.

Only those orcs with exceptional skill become smiths, and among their ranks only those with the ability to rage may imbue their creations with the magic of fury.

All rage smiths have at least one level in barbarian, and most have many levels, since their talent is converting the ability to rage into items of power.

Abbreviation: Ras

Hit Die: d10.

REQUIREMENTS

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

Race: Orc or half-orc.

Craft (Weaponsmithing or Armorsmithing): 8 ranks.

Special: Ability to rage.

TABLE 3-5: THE RAGE SMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sublimate rage (x1)
2nd	+2	+3	+0	+0	Sublimate rage (x2)
3rd	+3	+3	+1	+1	Sublimate rage (x3)
4th	+4	+4	+1	+1	Sublimate rage (x4)
5th	+5	+4	+1	+1	Swan song

CLASS SKILLS

The rage smith's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the rage smith prestige class.

WEAPON AND ARMOR PROFICIENCY

Rage smiths are proficient with all simple and martial weapons, with all armors, and with shields.

SUBLIMATE RAGE (SU)

Once per level, the rage smith may permanently lose one use of rage to create a potent magic item from pure anger and determination.

Item creation using this method costs the normal amount of gold and takes the normal amount time, but the rage smith does not spend any XP and automatically fulfills all prerequisites for creating the item, including minimum caster level, the appropriate item creation feats, and the ability to cast any spells.

At each level, the rage smith may create any one magic weapon, armor, or shield up to the following effective enhancement bonus. The rage smith cannot "save up" these to increase the enhancement bonus of a later weapon or to create additional items at higher levels.

SUBLIMATE RAGE

Level	Bonus
1	+1
2	+2
3	+3
4	+4
5	+7

SWAN SONG

The rage of a truly dedicated orc is a truly fearsome thing to behold—and the fires of that rage can be invested in a way to carry on after death. At 5th level, the rage smith gains the ability to create a supremely powerful magic item. This is an act of almost impossible effort: When the process is complete, the creator's spark of life is extinguished. The smith dies, and his soul is bonded to the item, which becomes intelligent.

The created weapon or item inherits the rage smith's alignment and his Intelligence, Wisdom, and Charisma scores, and it can speak any languages the smith knew while alive. Additionally, the item gains one primary ability and one extraordinary power chosen by the smith. At the GM's discretion, it may gain one purpose and one special purpose power (GM's choice), but only if the rage smith was truly dedicated to a specific goal while alive.

SAMPLE RAGE SMITH

Rage Smith: Male orc Bar8/Ras3; CR 11; Medium-size humanoid (orc); HD 8d12+3d10+22; hp 96; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 16); Atk +20/+15/+10 melee (2d6+10/17–20, +3 *greatsword*), +13/+8/+3 ranged (1d8+5/x3, +1 *mighty* [+4] *composite longbow*); SQ Darkvision 60 ft., light sensitivity, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +14, Ref +5, Will +4; Str 21, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Craft (weaponsmithing) +13, Listen +14, Climb +17; Cleave, Improved Critical (*greatsword*), Power Attack, Weapon Focus (*greatsword*).

Created Items: +3 *greatsword* ("Cave-Song"), +2 *hide* ("Bear-Brother"), +1 *mighty* [+4] *composite longbow* ("First Light").

Other Equipment: Cloak of resistance +1, *potion of bull's strength* (3), *potion of cure serious wounds* (2), *potion of haste*.



- SOUL GORGER -

The roots of savagery run deep in orc life, and some orcs still hold by the old ways. Among the most ferocious are individuals known as soul gorgers, who gain power by consuming their enemies in ritualized feasts. These bloody banquets are often held in the predawn hours before a battle. The orcs who indulge are not picky about cooking—or even killing—their victims first.

This barbaric practice is not simply for show. Over time the soul gorgers learn to steal more and more of his victim's essence, imitating first the appearance and then acquiring the speed, strength, skills, and ultimately the entire form of the consumed one. At high levels the soul gorgers can boost his own strength by consuming an enemy's heart, or learn an enemy's innermost thoughts by consuming its brain. Soul gorgers make cruelly effective spies (and counterspies), and many warbands recruit them for this reason.

The class's ranks are filled with an assortment of rabble: barbarians, druids, and rangers are the most common, but rogues, fighters, and even clerics find they have something to gain from the ancient tradition. All share a common interest in the particulars of flesh, whether as butchers, field surgeons, or simply hunters, and many carry field-dressing instruments as tools of their trade.

Abbreviation:
Hit Die: d8.

REQUIREMENTS

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

Race: Orc or half-orc.

Heal, Profession (Butcher), or Wilderness Lore: 8 ranks.

Feats: Great Fortitude, Gullet*.

Special: Must eat an enemy he has defeated in single combat.

CLASS SKILLS

The soul gorgers' class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the soul gorgers prestige class.

WEAPON AND ARMOR PROFICIENCY

Soul gorgers are proficient with all simple and martial weapons, with light armor, and with shields.

CONSUME (SU)

Soul gorgers consume their enemy's bodies in an ancient ritual to take the creatures' likeness, powers, and memories, and ultimately their shape. At each new level they may consume an additional body part to gain a new ability, and eventually they can consume an entire creature and gain accumulated benefits.

The consumed body must be of a corporeal creature that has a discernible and functional anatomy. Constructs, elementals, oozes, plants, and undead, as well as all incorporeal creatures, may not be consumed in this manner. Removing a part, or consuming

a part of or an entire creature, takes a variable amount of time depending on the creature's size, as shown on the following table.

These times assume that the soul gorgers is a Medium-size creature. If he is larger or smaller than Medium-size, adjust the time required by a number of "steps" on the table corresponding to the difference. For example, an orc soul gorgers normally requires 10 minutes to remove and 1 minute to consume the heart of a Large creature. If he is increased to Large size by a *righteous might* spell, the same heart requires only 1 minute to remove and a full-round action to consume.

TABLE 3-6: THE SOUL GORGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Consume skin
2nd	+2	+3	+0	+0	Consume lungs
3rd	+3	+3	+1	+1	Consume brain
4th	+4	+4	+1	+1	Consume heart
5th	+5	+4	+1	+1	Consume enemy

TABLE 3-7 CONSUME

Creature Size	Time to Remove (Per Part)	Time to Consume (Per Part)	Time to Consume (Entire Creature)
Fine	Standard action	Standard action	Standard action
Diminutive	Standard action	Standard action	Full-round action
Tiny	Full-round action	Standard action	1 minute
Small	1 minute	Full-round action	10 minutes
Medium-size	1 minute	Full-round action	1 hour
Large	10 minutes	1 minute	5 hours
Huge	1 hour	10 minutes	10 hours
Gargantuan	2 hours	1 hour	1 week
Colossal	3 hours	10 hours	5 weeks

REMOVING PARTS

The soul gorgers may attempt a Heal, Profession (butcher), or Wilderness Lore check to remove parts in such a way as to preserve the rest of the corpse for further consumption. (Thus, with successful checks the soul gorgers may be able to remove both the heart and the skin, for example.) The DC for each check

CHAPTER THREE: PRESTIGE CLASSES

is given on the chart below. A soul gorgor with at least 4 ranks in Knowledge (nature) gains a +2 synergy bonus on this check.

If the check is successful, the soul gorgor may carry the removed body part with him for later use. It rots within 2 days, but it can be preserved in salt or by spells such as *gentle repose*. Each part weighs 1/30 of the creature's total weight.

If the check fails, the part is successfully removed but the rest of the corpse is too mangled for further consumption. (No additional parts can be salvaged.)

REMOVING PARTS

Part	DC to Remove
Skin	15 + creature's natural armor bonus
Lungs	15 + creature's Constitution bonus
Brain	15 + creature's Wisdom bonus
Heart	15 + creature's Strength bonus

CONSUME SKIN

At 1st level, the soul gorgor gains the ability to steal an opponent's appearance by consuming its skin. This ability has a duration of 1 day and can be used only to imitate the consumed creature; it is otherwise identical to *alter self* cast by a sorcerer whose level equals the soul gorgor's HD. Additionally, the soul gorgor gains a +1 natural armor bonus for every +4 natural armor bonus of the consumed creature. This armor bonus also lasts for 1 day.

This ability is restricted to the skin of creatures of the same size as the soul gorgor.

CONSUME LUNGS

On reaching 2nd level, the soul gorgor learns to consume a creature's lungs (or gills, or other breathing apparatus), gaining a portion of its speed and endurance.

If the consumed creature has a higher base speed, the soul gorgor moves at that speed for 1 hour, although he does not gain the ability to climb, swim, fly, burrow, and so on. Additionally, the soul gorgor gains a +1 resistance bonus on all saves for every 4 HD of the consumed creature, to a maximum of +8. This save bonus also lasts for 1 hour. For example, a soul gorgor who consumed the lungs of a 12 HD dire bear would have a base speed of 40 feet and gain a +3 resistance bonus on all saves for 1 hour.

CONSUME BRAIN

The 3rd-level soul gorgor can steal an enemy's memories and skills by consuming its brain. He gains access to the creature's

most closely guarded thoughts, but he cannot discern whether a memory is natural, implanted (such as by the *modify memory* spell), or the result of a compulsion or charm effect. These stolen memories quickly fade; after an hour it requires a successful Concentration check to access them. This check has a DC of 15 + 2 for each hour after the first.

Additionally, the soul gorgor gains the consumed creature's racial bonuses on skill checks and attacks for 1 hour. Only bonuses that result from training, memory, or innate talent are transmitted in this manner. The soul gorgor does not benefit from a racial bonus to Hide, for example, that depends on the color of the creature's coat, or a Jump bonus that depends on the strength of its legs. However a dwarf's stonemasonry could be acquired, as could a gnome's attack bonus against kobolds and goblinoids.

CONSUME HEART

At 4th level, the soul gorgor is able to gain some of a creature's strength and power by consuming its heart. He gains a +1 enhancement bonus to Strength and Constitution for every 4 HD of the consumed creature, to a maximum of +6. This enhancement bonus lasts for 1 hour.

CONSUME ENEMY

Finally, at 5th level the soul gorgor learns to consume an entire creature, gaining the benefit from its skin, lungs, brain, and heart in one huge meal, without making checks for each new step. The benefits of eating an entire creature are gained only when the meal is finished.

Additionally, the soul gorgor gains the ability to take the form of the consumed creature for up to 1 day. This effect is otherwise identical to the *polymorph self* spell.

SAMPLE SOUL GORGER

Soul Gorgor: Male orc Rgr 5/Sgr 3; CR 8; Medium-size humanoid (orc); HD 5d10+3d8+8; hp 53; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +12/+7 melee (1d8+5/x3, +1 *battleaxe*), +11 melee (1d6+3/x3, +1 *handaxe*) or +11/+6 ranged (1d8+4, masterwork mighty composite longbow [+4]); SA Favored enemy (humans +2, elves +1); SQ Light sensitivity, darkvision 60 ft., consume (skin, lungs, brain); AL NE; SV Fort +9, Ref +4, Will +3; Str 19, Dex 14, Con 12, Int 9, Wis 12, Cha 8.

Skills and Feats: Climb +14, Heal +12, Wilderness Lore +12; Great Fortitude, Gullet, Track, Weapon Focus (*battleaxe*).

Spells Prepared (1; base DC 11 + spell level): 1st—*pass without trace*.

Equipment: +1 *battleaxe*, +1 *handaxe*, masterwork mighty composite longbow [+4], +1 *chain shirt*, *potion of cure serious wounds* (2), *potion of haste* (2), healer's kit, salted skins of a human merchant and an elf scout.



CHAPTER FOUR: CREATURES

Orcs often ally themselves (or at least make use of) terrible creatures that share their outcast status. Through powerful psychic vibrations, and incredible lust, they also tend to corrupt existing beings and propagate new, foul hybrids wherever they dwell. This chapter sets out some new foes and many new templates relating to orc existence, as well as a taste of the sorts of creatures orcs force into their service.

ALLIED CREATURES AND MOUNTS

Encounters with orcs frequently include run-ins with the creatures that keep their company. Adding allied and domesticated creatures to an orc encounter allows the GM to add flavor and character to the race, and the sort of creature that accompanies an orc band can say a lot about orcs' role in your campaign world.

The portrayals of orcs presented in **Chapter 1: The Way of the Scar** take two main forms: primitives with links to an older, more savage world; and violent, bloodthirsty barbarians. The tables below correspond to each of these portraits of the race. As a general rule, creatures that serve primitive orcs are primitive themselves, and creatures that accompany warlike orcs are suited to fighting and bloodshed.

Table 4-1: Primitive Orc Creatures lists a number of primitive and prehistoric animals, things that no longer exist in our modern world. These usually correspond to an existing monster from the MM or elsewhere, which is noted in parentheses next to the name.

**TABLE 4-1:
PRIMITIVE ORC CREATURES**

Creature	CR	Role
Dire rat	1/3	Companion
Giant leech*	2	Guard
Dire boar	4	Mount
Cave lion (dire lion)	5	Mount
Axebeak*	6	Guard
Megatherium (dire bear)	7	Mount
Giant slug*	8	Guard
Mastodon (elephant)	8	Mount
Smilodon (dire tiger)	8	Guard
Woolly rhinoceros (dire rhino)*	10	Mount

*This is a new creature, described later in this chapter.

**TABLE 4-2:
WARLIKE ORC CREATURES**

Creature	CR	Role
Hydra (any)	Variable	Mount/guard
Ogre	2	Ally
Yeth hound	3	Companion
Owlbear	4	Guard
Ettin	5	Ally
Wyvern	6	Mount
Athach	7	Guard
Chimera	7	Mount/guard
Dinosaur, triceratops	7	Mount
Hill giant	7	Ally

ANATHEMA CREATURES

In addition to their physical impact on a region, orcs cast a long psychic shadow wherever they lair. The stench of defeat and rage follows them everywhere, and whatever they touch for long carries the taint of futile, incoherent fury.

In rare cases, orcs' bitterness leaches into the soil and water, giving rise to anathema creatures twisted from the pristine fauna. These appear as gnarled caricatures of the original beings, their features deformed by rage. Their minds are similarly twisted and have no room for thought outside their eternal quest to punish the enemies of the orc race.

CREATING A ANATHEMA CREATURE

"Anathema" is a template that can be applied to any corporeal creature with a Charisma score greater than 3 (hereafter referred to as the "base creature"). The base creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Special Attacks: An anathema creature retains all the special attacks of the base creature and also gains the following.

Create Spawn (Su): Any elf destroyed by the anathema creature's turn attack rises as an anathema creature within 1d6 rounds. Spawn are under the command of the creature that created them and remain enslaved until its death.

CHAPTER FOUR: CREATURES

Spell-like Abilities: Anathema creatures with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their HD as the caster level, as specified in the table below. These abilities benefit from a high Charisma score, just like spells cast by a sorcerer. Unless otherwise indicated, each ability is usable once per day.

HD	Abilities
1–2	<i>Doom</i> 3/day
3–4	<i>Desecrate</i>
5–6	<i>Bestow curse</i>
7–8	<i>Contagion</i> 3/day
9–10	<i>Mark of justice</i>
11–12	<i>Nightmare</i>
13–14	<i>Insanity</i>
15–16	<i>Horrid wilting</i>
17–18	<i>Antipathy</i>
19+	<i>Imprisonment</i>

Turn Elves (Su): Anathema creatures exist only to exact vengeance on the betrayers of the orcs, and their righteous fury is too terrible for any elf to withstand for long. The anathema creature may attempt to turn elves a number of times per day equal to 3 + its Charisma modifier. It makes a standard turning check as a cleric of a level equal to its HD. Turned elves flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower. The turning effect ends, and the elves can act normally, if the anathema creature gets within 10 feet of the turned elves.

SAMPLE ANATHEMA CREATURE

This example uses a nymph as the base creature.

ANATHEMA NYMPH

Medium-Size Undead

Hit Dice: 3d12 (19 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 20 ft.

AC: 11 (+1 Dex)

Attacks: Dagger +1 melee

Damage: Dagger 1d4

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

Special Attacks: Blinding beauty, create spawn, spell-like abilities, spells, turn elves, unearthly beauty

Special Qualities: Darkvision 60 ft., spell-like abilities, +4 turn resistance, undead

Saves: Fort +1, Ref +4, Will +8

Abilities: Str 10, Dex 13, Con —, Int 16, Wis 17, Cha 23

Skills: Animal Empathy +12, Knowledge (local) +7, Escape Artist +7, Heal +9, Hide +15, Listen +11, Move Silently +15, Sense Motive +9, Spot +11

Feats: Ability Focus (unearthly beauty), Alertness, Dodge, Iron Will

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 4–9 HD (Medium-size)

ECL: 9

Special Qualities: An anathema creature retains all the special qualities of the base creature, plus darkvision with a range of 60 feet. It also gains the following.

Turn Resistance (Ex): Anathema creatures have +4 turn resistance.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Saves: Same as the base creature

Abilities: Same as the base creature, except that the anathema creature has no Constitution score, and its Charisma score increases by +4.

Skills: Anathema creatures receive a +8 racial bonus on Hide and Move Silently checks.

Feats: Same as the base creature

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Always chaotic evil

Advancement: Same as the base creature

ECL: +3



CHAPTER FOUR: CREATURES

These spirits of vengeance are all the more terrifying for their dazzling beauty. An anathema nymph is corruption incarnate; a creature of purest loveliness turned to hatred and retribution by the psychic taint of the orc race. They are found in forests racked by war, and in ruined parks and lonely boulevards where orcs once walked under the sun.

COMBAT

Though they retain the powers of their gentler cousins, anathema nymphs also enjoy using their offensive spell-like abilities, and they always attempt to turn elves if present.

Blinding Beauty (Su): All humanoids within 60 feet must make a successful Fortitude save (DC 17) or be permanently blinded. The anathema nymph can suppress or resume this ability as a free action.

Unearthly Beauty (Su): Once every 10 minutes, all humanoids within 30 feet must make a successful Will save (DC 19) or die.

Spell-like Abilities: 3/day—*doom*, 1/day—*desecrate*. These abilities are as the spells cast by a 3rd-level sorcerer (DC 16 + spell level). 1/day—*dimension door*. This ability is as the spell cast by a 7th-level sorcerer.

Spells: As a 7th-level druid (save DC 13 + spell level).

Turn Elves (Su): Nine times per day, the anathema nymph can attempt to turn elves as a 3rd-level cleric.

Create Spawn (Su): Elves slain by a turn attempt rise in 1d6 rounds as anathema creatures under the command of the anathema nymph.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage

DIRE ANIMALS

AXEBEAK (DIRE OSTRICH)

Hit Dice:	9d8+36 (76 hp)
Initiative:	+0
Speed:	40 ft.
AC:	12 (-1 size, +3 natural)
Attacks:	Bite +11 melee, 2 kicks +6 melee
Damage:	Bite 2d8+6, kick 1d6+3
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Pounce, improved grab, rake 1d6+3
Special Qualities:	Scent
Saves:	Fort +10, Ref +6, Will +5
Abilities:	Str 22, Dex 11, Con 18, Int 2, Wis 14, Cha 6
Skills:	Jump +7*, Listen +9, Spot +9
Climate/Terrain:	Warm forest, hill, and plains
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Large); 19–27 HD (Huge)

DIRE RHINOCEROS

Huge Animal
18d8+72 (153 hp)
-1 (Dex)
30 ft.
18 (-2 size, -1 Dex, +11 natural)
Gore +23 melee
Gore 2d8+18
10 ft. by 20 ft./10 ft.
Trample 2d12+18
Scent
Fort +15, Ref +10, Will +7
Str 34, Dex 8, Con 19, Int 2, Wis 13, Cha 2
Listen +20
Any plains
Solitary, pair, or herd (2–12)
10
None
Always neutral
19–36 HD (Huge); 37–54 HD (Gargantuan)

AXEBEAK (DIRE OSTRICH)

The axebeak, or dire ostrich, is a towering flightless bird, a solidly built predator designed to run its prey to ground.

An adult axebeak stands 10 feet high, with strong, clawed legs and a powerful beak. It is covered in dense feathers, with plumage that changes from shadow gray to marsh brown in response to the seasons. Axebeaks are fiercely territorial animals and mark the boundaries of their land by scarring trees and even rocks with their massive beaks. These characteristic marks, which resemble axe gashes, are what give these creatures their common name.

Orcs often put these creatures to work as guards, counting on their natural instincts to keep intruders away from tribal territory.

COMBAT

Axebeaks attack when hungry, or when any creature larger than a small dog enters their territory. They love to leap onto their enemies after charging at a dead run, then seizing them in their beaks and kicking them to death with their daggerlike talons.

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Pounce (Ex): If an axebeak leaps upon a foe in the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the axebeak must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): An axebeak can make two rake attacks (+11 melee) against a held creature with its talons for 1d6+3 damage each. If the axebeak pounces on an opponent, it can also rake.

Skills: *Axebeaks receive a +8 racial bonus on Jump checks made when running.

DIRE RHINOCEROS

The dire rhinoceros is one of the largest mammals to roam the earth, with a stature approaching that of the elephant. Like its smaller cousin, the dire rhinoceros is belligerent and highly protective of its young. It compensates for its poor eyesight with a keen sense of smell.

These enormous creatures are domesticated as mounts by some orc tribes, who use them as living war machines and heavy shock cavalry.

WOOLY RHINOCEROS

In temperate and cold regions, dire rhinos are called wooly rhinoceroses. These creatures are covered in a thick wooly pelt that grants them cold resistance 10 and +1 additional natural armor.

COMBAT

A dire rhinoceros attacks anything it perceives to be a threat to its herd, or anything that smells or sounds suspicious. A startled dire rhino charges in a random direction during the surprise round, and only then does it circle back to trample the intruder into the dust.

Trample (Ex): A dire rhinoceros can trample Medium-size or smaller creatures for 2d12+18 points of damage. Opponents who do not make attacks of opportunity against the dire rhinoceros can attempt a Reflex save (DC 31) to halve the damage.

Skills: Dire rhinoceroses receive a +4 racial bonus on Listen checks.



HALF-ORC

Orcs are fecund beyond the ability of sages to explain, and their frequent dalliances among other races—typically with prisoners or so-called war brides, but all too often with pack animals—produce these hybrids. Elves are the only humanoid race that has never been cross-fertilized by orcs, and some speculate that this fact is somehow related to their ages-long enmity.

No matter the other parent, all half-orcs retain some measure of their orc ancestry, usually a pronounced brow and lower jaw, and a proclivity for random acts of violence. Many show the characteristic hairline and facial hair patterns of a pureblood orc, and almost all have skin color somewhere between gray and dirty green.

When a half-orc child is born to a civilized mother, or adopted by a civilized race, the integration of the child is rarely smooth. Orcs have proven themselves dangerous and violent too many times over the centuries, and most humanoid races consider these half-breeds too close to the old bloodline for comfort. As a result they are usually found at the fringes of society, putting their great strength to work as jailers, thugs, soldiers, and heavy laborers. Not a few turn against both lines of their heritage and work to bring all purebloods down as revenge for their exile from both parent cultures.

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Half-orcs born to monsters or animals are frequently loners. Their belligerence, stupidity, and physical power makes them especially nasty opponents.

CREATING A HALF-ORC

“Half-orc” is a template that can be added to any corporeal animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, or outsider (hereafter referred to as the “base creature”), with the single exception of elves. The base creature’s type does not change, but it gains the subtype “orc.” It uses all the base creature’s statistics and special abilities except as noted here.

This template is designed to be compatible with the standard half-orc race but allows GMs to apply the half-orc modifier to many other base creature types.

Special Qualities: A half-orc has all the special qualities of the base creature, plus darkvision with a range of 60 feet. If the base creature already has darkvision, the range of this ability increases to 90 feet.

Saves: Same as the base creature.

Abilities: Modify from the base creature as follows.

Base Creature Size	Modifier
Medium-size or smaller	Str +2, Int -2, Cha -2
Large	Str +6, Int -4, Cha -4
Huge or larger	Str +8, Int -6, Cha -6

Note that these modifications cannot reduce the base creature’s Intelligence or Charisma below 1. Any result lower than 1 is treated as 1.

SAMPLE HALF-ORC

This example uses an owlbear as the base creature.

HALF-ORC/HALF-OWLBEAR

Large Beast (Orc)

Hit Dice: 5d10+20 (47 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 1d6+8, bite 1d8+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Scent, darkvision 90 ft.

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 6

Skills: Listen +8, Spot +7

Climate/Terrain: Temperate forest

Organization: Solitary, pair, or pack (5–8)

Challenge Rating: 5

Treasure: None

Alignment: Usually chaotic evil

Advancement: 6–8 HD (Large); 9–15 HD (Huge)

ECL: This creature is not suitable as a player character.

Owlbears are frequently part of orc settlements, usually serving as guards and beasts of burden. Occasionally one of these half-breeds turns up, to the chagrin of its mother’s handler.

Skills and Feats: Orcs are not known for their ingenuity, ambition, or love of learning. If the base creature has bonus feats or skill points as a racial benefit (not just specific bonus feats, or a racial bonus to specific skills) it loses them. For example, a half-orc that uses a human as the base creature would not gain the human’s bonus skill points or bonus feat, but a half-orc that uses a gnome as the base creature would still benefit from the gnome’s +2 racial bonus on Alchemy checks.

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating:

Medium-size or smaller, as base creature

Large, as base creature +1

Huge or larger, as base creature +2

Treasure: Same as the base creature

Alignment: Often chaotic evil; if the base creature’s alignment is already usually or always chaotic evil, use that alignment instead

Advancement: Same as the base creature

ECL: +0.

HALF-ORC CHARACTERS

A deep and abiding rage runs in the orc bloodline, and half-orcs are often barbarians. A multiclassed half-orc’s barbarian class does not count when determining whether it suffers an XP penalty for multiclassing.

Note that half-orc creatures with an Intelligence score below 3 are not suitable as player characters.



Half-orc/half-owlbears are among the stupidest and most powerful creatures for their size, but what makes them truly dangerous is that they breed true with pureblood owlbears. The resulting half-orc offspring eventually come to dominate the local owlbear population.

COMBAT

Half-orc/half-owlbears are no less ferocious or ill-tempered than either parent, and in combat they attack anything that moves, attempting to grab and destroy their enemies in a blind fury.

Improved Grab (Ex): To use this ability, the half-orc owlbear must hit with a claw attack.

RABID CREATURE

Orc wastes are foul beyond description, and in addition to its hideous smell and appearance it also teems with diseases and parasites. A magical variant of rabies is induced by a tiny organism spread in water infected with orc wastes. It infests the brain and nervous system of its host, turning even the most timid creature into an aggressive, mindless killer.

Because this organism is found in orc wastes, rabid creatures are commonly found downstream of orc settlements. Often the first clue that orcs have colonized a region is a wave of attacks by rabid animals.

CREATING A RABID CREATURE

“Rabid” is a template that can be applied to any corporeal animal, beast, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (hereafter referred to as the “base creature”), with an Intelligence score greater than 0.

The base creature’s type does not change. A rabid creature uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: A rabid creature retains all the special attacks of the base creature and also gains the following.

Ferocity (Ex): Rabid creatures are so hateful and tenacious that they continue to fight without penalty even while disabled or dying. If the base creature already has this ability, the rabid creature gains a +2 morale bonus on attack and damage rolls while disabled or dying.

Frenzy (Ex): Once per day, a rabid creature may fly into a paroxysm of destructive fury. A frenzied creature may take an extra partial action either before or after its regular action, and can move one-and-a-half times as fast as normal. Both of these effects count as morale bonuses. Frenzy lasts a number of rounds equal to the rabid creature’s HD (minimum 1).

Special Qualities: A rabid creature retains all the special qualities of the base creature and also gains the following.

Mindless (Ex): Rabid creatures have no Intelligence scores. They are immune to all mind-influencing spells and effects, and they automatically fail Intelligence checks.

Tortured Senses (Ex): This agonizing disease leaves the victim with its sensory apparatus intact but in constant, searing pain. The rabid creature gains a +8 enhancement bonus on Listen and Spot checks but takes twice the normal damage from sonic attacks.

Saves: Same as the base creature

Abilities: Same as the base creature, except the rabid creature has no Intelligence score.

Skills: A rabid creature has 0 skill points; it loses all previously purchased skill ranks.

Feats: Same as the base creature

Climate/Terrain: Same as the base creature

Organization: Solitary

Challenge Rating: Fewer than 2 HD, as base creature

2–5 HD, as base creature + 1

6+ HD, as base creature + 2

Treasure: Same as the base creature

Alignment: Always neutral

Advancement: Same as the base creature

ECL: A rabid creature has no Intelligence score and is not suitable as a player character.

SAMPLE RABID CREATURE

This example uses a dire boar as the base creature.

RABID DIRE BOAR

Large Animal

Hit Dice: 7d8+21 (52 hp)

Initiative: +0

Speed: 40 ft.

AC: 15 (–1 size, +6 natural)

Attacks: Bite +12 melee

Damage: Bite 1d8+12

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Ferocity, frenzy



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Special Qualities: Mindless, tortured senses, scent
Saves: Fort +8, Ref +5, Will +6
Abilities: Str 27, Dex 10, Con 17, Int —, Wis 13, Cha 8
Skills: Listen +17, Spot +16

Climate/Terrain: Temperate and warm forest
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always neutral
Advancement: 8–16 HD (Large); 17–21 HD (Huge)

A dire boar in its full mind is dangerous enough, but when rabies destroys the animal's brains and sense, it becomes a mindless engine of destruction.

These beasts rampage across the countryside, attacking any living thing they encounter until they die of exhaustion or are slain. The effects of the disease, coupled with the animal's natural resilience, make these creatures even more dangerous while dying than when healthy.

COMBAT

A rabid dire boar is a nasty, unpredictable opponent. It always attempts to charge into combat, and it locks onto the nearest target with a single-mindedness that is terrifying to behold.

Ferocity (Ex): A rabid dire boar continues to fight normally, with a +2 morale bonus on attack and damage rolls, even while disabled and dying.

Frenzy (Ex): Once per day, a rabid dire boar gains an extra partial action per round and can move at 60 feet. Both of these effects last for 7 rounds.

Mindless (Ex): Immune to all mind-influencing spells and effects, and automatically fail Intelligence checks.

Tortured Senses (Ex): A rabid dire boar receives a +8 enhancement bonus on Listen and Spot checks but takes double damage from sonic attacks.

VERMIN, GIANT

Hit Dice:
Initiative:
Speed:
AC:
Attacks:
Damage:
Face/Reach:
Special Attacks:
Special Qualities:

Saves:
Abilities:

Skills:

Climate/Terrain:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:

GIANT LEECH

Large Vermin
4d8 (18 hp)
+2 (Dex)
20 ft., swim 40 ft.
11 (–1 size, +2 Dex)
Bite +3 melee
Bite 1d8+1
5 ft. by 10 ft./5 ft.
Attach, blood drain
Vermin, amorphous, amphibious, half damage, fire vulnerability
Fort +4, Ref +3, Will +1
Str 13, Dex 15, Con 10, Int —, Wis 10, Cha 9
Hide +2*, Listen +3, Move Silently +7, Spot +3

Temperate and warm/swamp and aquatic
Swarm (2–5) or nest (6–11)
2
None
Always neutral
5–8 HD (Large); 9–12 HD (Huge)

GIANT SLUG

Huge Vermin
16d8+32 (104 hp)
–2 (Dex)
15 ft.
6 (–2 size, –2 Dex)
Bite +15 melee
Bite 2d6+7
10 ft. by 20 ft./10 ft.
Acid spray, rush, trample 4d6+7
Vermin, amorphous, half damage, tremorsense, acid immunity, salt vulnerability
Fort +12, Ref +3, Will +5
Str 21, Dex 7, Con 14, Int —, Wis 10, Cha 9
Escape Artist +3*, Listen +5, Spot +5

Temperate and warm/marsh and underground
Solitary or pair
8
None
Always neutral
17–32 HD (Huge); 33–48 HD (Gargantuan)

These giant vermin, though mindless and uncontrollable, are useful enough as guard creatures around an orc settlement. They thrive in the foul environment associated with orcs and are excellent deterrents to would-be intruders.

COMBAT

Except where otherwise noted, vermin attack whenever hungry or threatened.

Vermin: Immune to mind-influencing effects.

Amorphous (Ex): These giant vermin have shapeless bodies and are not subject to critical hits.

Half Damage (Ex): Any nonmagical attack against these giant vermin, including hits from magic weapons, deals only half damage.

GIANT LEECH

These hideous bloodsuckers infest brackish swamps and lakes. Unlike their smaller cousins, these monsters can breathe air and hunt on dry land if aquatic pickings are slim.

Orcs do not train or domesticate these vile creatures, but they are common in the ruined, war-ravaged areas that orcs claim as their own. In at least one case, a remote orc tribe has come to worship giant leeches, sacrificing their old and sick to particularly large specimens.

Giant leech statistics can also be used for giant lampreys and hagfish. (Being fish, however, such creatures are not amphibious.)

COMBAT

A giant leech lies in wait, relying on its dark coloration to avoid notice, then attacks with its razor-edged bite and attempts to suck the blood from its victim.

Attach (Ex): A giant leech that hits with its bite attack latches onto the opponent's body with its suctioning mouth. An attached giant leech loses its Dex bonus to AC and thus has an AC of 9.

Blood Drain (Ex): A giant leech drains blood for 2d6 points of temporary Constitution damage each round it remains attached.

Amphibious (Ex): Although giant leeches normally breathe water, they can survive indefinitely on land.

Fire Vulnerability (Ex): A giant leech takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Skills: *Because of its ink-black hide, a giant leech receives a +4 racial bonus on Hide checks at night and in conditions of darkness.



GIANT SLUG

Giant slugs are feared predators in warm, wet areas and throughout the subterranean world. They hunt prey with an unerring vibration sense, and overwhelm opposition with their massive bulk. An adult giant slug stands 15 feet in height, but can squish its form down to fit through much smaller spaces.

These eating machines are drawn to the damp, warm, filthy conditions orcs love, and various orc tribes have tried to domesticate them—and failed—for generations. The giant slugs' aversion to salt makes them easy to control, however, and more than one orc stronghold is patrolled by one that follows an endless circular track between two thick lines of rock salt.

COMBAT

Giant slugs are always hungry, roaming night and day on an endless search for food. They attack by trampling through the middle of a group and spitting acid at anything not battered senseless.

Acid Spray (Ex): A giant slug can spray acid in a cone 20 feet long, dealing 4d8 points of damage to everything in the area. Once it uses this ability, the giant slug can't use it again until 1d4 rounds later. The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 10 feet. In either case, a successful Reflex save (DC 20) halves the damage.

Rush (Ex): Once per minute, the normally slow-moving giant slug can move at a speed of 40 feet.

Trample (Ex): A giant slug can trample Medium-size or smaller creatures for 4d6+7 points of damage. Opponents who do not make attacks of opportunity against the giant slug can attempt a Reflex save (DC 23) to halve the damage.

Tremorsense (Ex): A giant slug can automatically sense the location of anything within 60 feet that is in contact with the ground.

Salt Vulnerability (Ex): Giant slugs are vulnerable to salt and salt water. A flask of seawater thrown as a grenadelike weapon deals 2d4 points of damage to the creature on a direct hit or 1 point of damage on a splash. Other salt- or dehydration-based attacks, such as *dust of dryness*, a salt mephit's breath weapon, or the *horrid wilting* spell deal double damage unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.

Skills: *Giant slugs receive a +8 racial bonus on Escape Artist checks when attempting to squeeze through an opening.



CHAPTER FOUR: THE GODS & THEIR SERVANTS

Savage and brutal though they may be, orcs have room for spirituality in their lives. Worship is often a pragmatic affair, aimed at placating hostile deities or gaining some advantage in combat, but religion is still a part of the race's heritage.

What follow are two orc pantheons designed for use in any campaign. The first is a typical pantheon, with deities who watch over different aspects of orc life, while the second is much more unusual, describing a very different prehistory for the orc people. These pantheons interact in interesting ways with the alternative portrayals of orcs found in **Chapter 1: Way of the Scar**, and by using different combinations of these elements the GM can drastically change the nature of orcs in his or her campaign.

- THE GREAT WARBAND -

The Great Warband is a traditional racial pantheon. Like most such pantheons, it not only provides divine spells, but also serves as a template for orc society, and a model for social relationships. It gives holy warriors something to fight for and lends iconography and flavor to the orc race in your campaign world.

OVERVIEW

In the Great Warband, the strongest mature male is in charge, and only he may sire children. His first wife has a special place within the social order, but this does not prevent the chief from taking many wives from the ranks of the pantheon's demigods and even mortal females. The chief's sons serve him in the field as commanders, or in the shadows as assassins. His venerable father is greatly honored but has no real power to set policy, and he always supports his son's right to rule.

Two members of the warband appear to live outside conventional social strata. These are the Pale Lady, the chief's only daughter, and the illegitimate half-breed called the Mule. Both are actually archetypes of orc family situations: Half-breeds are born with surprising regularity, and girl children that survive the bullying and abuse of childhood frequently act out against the chief during their adolescence. Even these seemingly miscast characters provide role models for orc society, demonstrating how a tribe or warband should behave toward its members.

Finally, the Great Warband provides an explanation for both the poor position of orcs in the world and the prosperity of the elves. It tells a prototypical story of betrayal, of simple tribesfolk tricked by

a slick and deceptive race, and gives every living orc a reason to keep on fighting in the face of overwhelming odds.

ORIGIN STORY

In the old days when the world was young, He-Who-Watches hunted all the green fields and grasslands under the sun. With his sons by his side, he followed the herds of mammoth and bison across the surface world, and his wives bore him many children. In those days, all the gods lived as brothers, and history did not yet know treachery or war.

But the orc gods lived in a tall stone house and had the best of all grazing lands, and the other gods were jealous of their wealth. One day the Creator of the Elves came to He-Who-Watches and warned of a great flood that was coming, warning him to gather his family and leave their home. The elf god told of a cave that was many miles away in the high mountains, where the orcs could take refuge against the storm, and where the floodwaters would never reach.

The gods of the elves had long been friendly with He-Who-Watches, and the orc god was tricked by the sweet-sounding words. He gathered his wife and their children, and slaughtered enough bison to keep them fed during the coming flood. The clan took with them just their clothes and bedding, leaving their great hoard of gold and gems and steel weapons behind.

Many weeks later they found the hidden cave deep in the mountains. It was deep and cold, but there was a spring at the bottom and a good chimney. They strung hide across the entrance and lit fires, and waited for the storm to come.

CHAPTER FIVE: THE GODS & THEIR SERVANTS

Meanwhile the Creator of the Elves returned to his family and told them how he had tricked the foolish orc god into leaving his home. The elf gods at that time lived in reed huts in the marshes and fens, and they knew nothing of jewelry or metalworking. The elf clans moved into the empty orc halls and dressed themselves in fine orc clothes and jewelry, filled their purses with orc gold, and wore bright orc steel at their sides.

In his cave in the mountains, He-Who-Watches opened the hide screen once a month to check the skies. If it was raining, he told his family the flood was near. If the rain had stopped, he told his family they would wait a month for the grasslands to dry. A season passed in this way, and then a year. The orcs learned to find food in their deep cave, and their eyes grew keen in the darkest shadows.

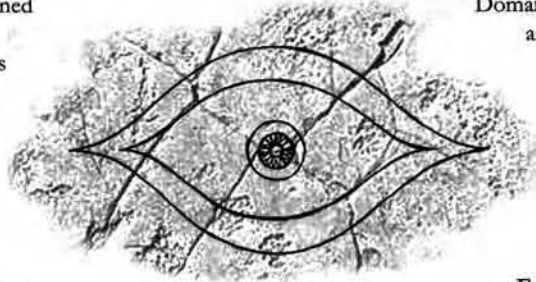
Finally, Grandfather White Hands came to his son He-Who-Watches and told him it was time to return to their home. All agreed that the flood must have passed, and they packed up their camp and marched weeks through the bright sun until they returned to their home on the grasslands.

But the Creator of the Elves and his clan rode out to meet them on tall horses, wearing orc armor and bearing orc swords. He-Who-Watches saw the elf children playing around his house, and elf women tilling the soil, and finally understood he had been tricked. His rage was terrible to see. He uprooted a pine tree and stripped its branches to use it as a spear. He and his sons Warchief and Iron Fist fought the elf gods to the steps of their house, but just as they were poised to take revenge, the elves used their magic to blind the orcs with bolts of bright sunlight. Then the treacherous elf god sneaked up and stabbed He-Who-Watches, taking his eye as a trophy.

Wounded and blind, He-Who-Watches fled with the orc gods back to their cave atop the high mountain. In time he recovered his strength, but his sight was lost forever. Ever since, he and his sons, and their sons, and all the orc tribes of the world, have fought against the hated elves to regain what once belonged to the orcs.

GODS OF THE GREAT WARBAND

Although player characters are likely never to confront their enemies' gods directly, they can work against these evil deities' plans, such as by destroying a high priest of He-Who-Watches or a cabal led by followers of the Cave Mother.



Domains marked with an asterisk (*) are new and are fully described in **Chapter 6: Spells and Magic**.

HE-WHO-WATCHES (GREATER GOD)

Symbol: A single unblinking eye
Alignment: Chaotic evil
Favored Weapon: Spear (any)
Domains: Chaos, Destruction, Evil, War

He-Who-Watches is the master of the orc pantheon, father of all the lesser deities. His progeny embody the highest virtues of orc society, from unyielding fury to mastery of dark magic. He is typically depicted as an enormous silverback orc clad in black splint mail, bearing a long spear and with a bloody socket in place of his left eye.

THE CAVE MOTHER (GREATER GOD)

Symbol: A stylized cave entrance, lined with stalactite "teeth"
Alignment: Neutral evil
Favored Weapon: Bite
Domains: Breeding*, Earth, Evil

The Cave Mother is the first wife to He-Who-Watches and mother of all the lesser deities of the pantheon. She appears to her worshipers as an ancient, bent orc crone with soot-blackened skin and hair. Her mouth is a cavernous expanse lined with jagged broken teeth, and orc legend tells that these teeth have been the death of dozens of female children, which He-Who-Watches forbids her to bear.

GRANDFATHER WHITE HANDS (GREATER GOD)

Symbol: The imprint of a white hand on a dark field
Alignment: Chaotic evil
Favored Weapon: Dagger
Domains: Chaos, Death, Evil, Magic

Grandfather White Hands is the father of He-Who-Watches and the spiritual leader of the Great Warband. He is widely credited with founding the orc faith and with teaching the first orc adepts the secret of spellcasting. His own origins are a mystery. No orc still living can recall a time before He-Who-Watches ruled, and no tales exist of Grandfather White Hands before his son was grown.

CHAPTER FIVE: THE GODS & THEIR SERVANTS

Grandfather White Hands takes the form of a bald, wizened orc in clerical robes, with hands covered in the white lime used in orc burials. His tusks are rotten and his arms withered, but he still commands the respect of the younger members of the pantheon.

IRON FIST (LESSER GOD)

Symbol: A mailed fist
Alignment: Lawful evil
Favored Weapon: Orc double axe
Domains: Command*, Evil, Law, War

Iron Fist commands one of He-Who-Watches' two armies in battle. He is the first son of the Great Warband, the named successor to his father's throne, and the pride of the pantheon. Where Warchief (see below) is brutal and savage, Iron Fist is calculating and coldly cruel, almost like a hobgoblin in his resolute determination on the battlefield. Those who suggest these qualities are not properly orclike end up hanging from their own innards.

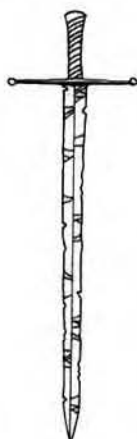
Iron Fist takes the form of a tall, straight-backed orc in bare steel full plate, bearing a flaming double axe. His head is crowned with a sinister basket helm.

THE MULE (DEMIGOD)

Symbol: A tarnished and battle-worn bastard sword
Alignment: Neutral evil
Favored Weapon: Bastard sword
Domains: Evil, Treachery*, Trickery

Orcs are well-known for their lust, and their gods are no exception. The Mule's father is unknown (though Warchief is widely suspected), but his mother is the human pantheon's lesser deity of youth and beauty. She was raped while cavorting in an earthly wood and hid her condition from the rest of her pantheon—until she delivered the half-orc deity known as the Mule. Left to die by his horrified mother, he was raised by a pack of coyotes until he reached manhood and claimed the mantle of his divine nature.

Today the Mule walks the thin line between the divine and mortal worlds, spreading dissension and trouble wherever he goes. He is the patron of all half-orcs, and many other evil half-breeds pay homage to the demigod. He appears alternately as an orc, a human, and a half-orc, seemingly at random.



NIGHTLORD (LESSER GOD)

Symbol: An "X" drawn in fresh blood
Alignment: Neutral evil
Favored Weapon: Crossbow (any)
Domains: Evil, Lycanthropy*, Murder*, Poison*

Nightlord is another son of He-Who-Watches, but unlike his brothers he has no interest in commanding troops in the field. Instead he works in the background, using poison and subterfuge to destroy the enemies of the Great Warband. He appears as a gaunt, dark orc always draped in shadows. He favors crossbows of all kinds.

THE PALE LADY (LESSER GOD)

Symbol: The orc rune for "curse"
Alignment: Chaotic evil
Favored Weapon: Dagger
Domains: Blight*, Chaos, Curse*, Evil

The Pale Lady is the only surviving daughter of the Cave Mother and He-Who-Watches. At the child's birth her mother hid her away from her father, who had forbidden any daughters to be born.

She grew up in the filthiest reaches of the cave, living on discarded waste and sleeping in the cold sand of the cistern.

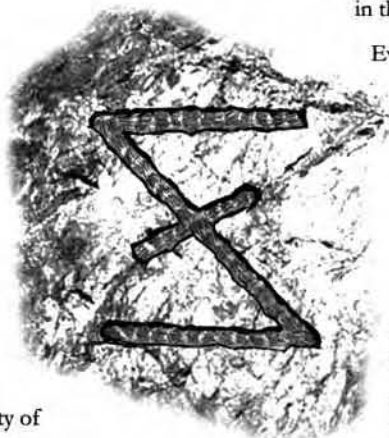
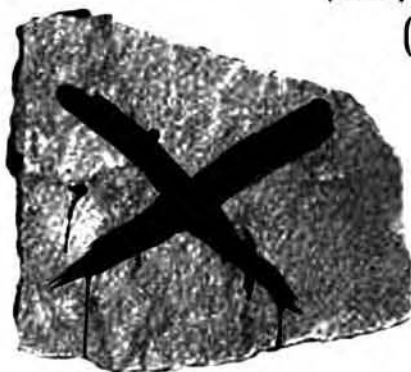
Eventually she was discovered and cast out, but she spoke a terrible curse to her father's face before leaving. Soon his prize dogs fell to mange, his spears snapped from rot, and his legs bent with rickets. The great chief called his daughter back and begged her forgiveness, and at last she relented and broke the curse. Ever since she has enjoyed an honored place by her father's side.

The Pale Lady is an albino orc maiden, a beauty among her kind, who is always armed with a long curved dagger.

WARCHIEF (LESSER GOD)

Symbol: A skull cleft by an axe
Alignment: Chaotic evil
Favored Weapon: Greataxe
Domains: Chaos, Evil, Savagery*, Strength

Warchief commands the second of his father's armies in battle. He is the youngest son of the pantheon, even stronger than his father, and unbelievably, even stupider than the old chieftain. He appears as an orc the size of a hill giant, wearing the hides of ancient animals and armed with an immense, bloodstained greataxe.



- THE PATRONS -

Where the Great Warband follows the established model for racial pantheons, the Patrons give orcs a unique flavor reflecting their ragtag beliefs and savage culture.

In most campaigns, player characters never come face-to-face with their enemies' true strength. A strike on a drow outpost is roughly equivalent to an attack on a mid-sized town in a human nation, and it's unlikely to affect the dark elves' long-term behavior—it might not even make news outside the region. Entire races are difficult to face as enemies, not only because of the sheer scope but also because they were founded, instructed, and ultimately driven by racial deities—beings so far outside the PCs' grasp that they might as well attack the sun and stars.

The six patrons of this alternative pantheon are designed to put the heart of evil within the PCs' reach. No single one controls the race's destiny, but the death of even one such being could forever cripple the orcs' ability and their willingness to make war on civilization. A high-level party could defeat any of them—and this is exactly their point. These creatures are “level bosses,” to borrow a term from console gaming. They enter the scene at the end of an adventure arc, when the PCs enter the lowest depths of an orc-controlled dungeon and are ready to confront the lord of the manor.

OVERVIEW

In this model, the race was not created by an orc deity and did not benefit from divine intervention during its early trials. Instead, at various times in their prehistory, the fledgling tribes made contact

with outsiders and other powerful creatures, and swore their allegiance to those entities. The divine energy created by worship on a mass scale has actually made those creatures something more than mortal over time, and today they rank with the lower range of demigods.

This alternative requires that the campaign setting have some provision for divine ascension. If it does not, or if the GM decides that the Patrons are simply powerful creatures, then he or she must also determine how orc adepts and clerics receive new spells. One possibility is described under Option: False Pantheon, at the end of this chapter. In this scheme, orcs do not receive divine spells as normal; instead they are only able to summon the servants of their powerful patron beings.

ORIGIN STORY

In the earliest days, the orc tribes were few in number and restricted to the high mountain valleys and caves that kept them safe from their many enemies. They were also utterly alone in the world, to a degree no other race can ever understand.

No sage or bard still living knows the secret of the orcs' creation. Some research hints that they might be the result of a long-lost form of torture or magical experimentation, while scholars of the planes insist that orcs are merely a fiendish form of elves, created when that ancient race colonized the Lower Planes. Whatever their true origin, all parties agree that orcs were not born from a divinity.



CHAPTER FIVE: THE GODS & THEIR SERVANTS

This fact had its greatest impact in the dawn of orcs' history, when their tiny settlements were in danger of being snuffed out by attack. Dwarves invaded from below, and elves from the green world, and the cruel light of the sun shone in from above. Giants and trolls took over their caverns, and goblins fought them for every pool of fresh water and every patch of mold. The orcs' hopes were shattered again and again, their prayers always unanswered, as they were pushed to the very edge of extinction.

Then one day, everything changed.

There should be hymns to that praying warrior; there should be a cathedral where he knelt down in the face of vain hope. His name is not recorded, and the identity of the first Patron that responded to his call is lost. All that is certain is that one day the orcs' prayers were answered, and ever since the orcs' enemies have trembled at their awakened wrath.

THE PATRONS

Because they can be run either as true demigods or as mortal creatures, these patron beings have domains and favored weapons for clerical reference, as well as conventional game statistics for GMs who wish to use them as powerful monsters.

ALL-EATER (PATRON DEMIGOD)

Symbol: A black circle ringed with teeth, usually drawn in charcoal on a cavern wall

Alignment: Neutral

Favored Weapon: None

Domains: Blight*, Breeding*

All-Eater is the strangest of the Patrons, and its exact origins and intentions are unclear. Its base nature is plain: All-Eater is an immense black pudding, so large that its outlines are only dimly visible in the cavern where it makes its lair. It is unimaginably old, and there are those who whisper that All-Eater is the progenitor of all the oozes and slimy things in the world.

Opinions differ on exactly how it came to be, and whether it is truly intelligent at all. Some believe that early orcs revered the great ooze in their midst, much as ants might live in awe of a spider that preys upon them, and that this accumulated worship somehow enacted a change in the creature. Others believe that All-Eater is simply an ancient member of its species that acquired intelligence through long experience. No one can be sure, and only its attendants know whether the great black mass is aware of its place or simply tolerates the pawns that mill in its shadow.

Worship of All-Eater is a straightforward proposition. Its clerics receive offerings from the faithful in the form of organic matter of every variety—corpses, offal, manure, composting leaves, and even dirt—which they place before the divine bulk by the wagonload. It shows no sign of recognizing this treatment, but it does not refuse the food; and if well fed, it does not devour its handlers as frequently as usual.

ALL-EATER

Black pudding; CR 21; Colossal ooze; HD 40d10+360; hp 580; Init -5; Spd 20 ft., climb 20 ft.; AC -3; Atk +33 melee (4d6+16 and 4d6 acid, slam); Face/Reach 40 ft. by 80 ft./15 ft.; SA Acid, constrict 4d6+16 and 4d6 acid, improved grab; SQ Ooze, blindsight, split; AL N; SV Fort +21, Ref +8, Will +8; Str 33, Dex 1, Con 27, Int 1, Wis 1, Cha 1.

Skills: Climb +19.

Acid (Ex): All-Eater secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. Its acidic touch deals 100 points of damage per round to wood and metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 38). The acid can dissolve stone, dealing 40 points of damage per round of contact.

A metal or wooden object that strikes All-Eater also dissolves immediately unless it succeeds at a Reflex save (DC 38).

Constrict (Ex): All-Eater deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor suffer a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, All-Eater must hit with its slam attack. If it gets a hold, it can constrict.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Blindsight (Ex): All-Eater's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 120 feet.

Split (Ex): Weapons deal no damage to All-Eater. Instead, it splits into two identical black puddings, each with 290 hit points. These can be further split,

just as any black pudding, each with half the original's hit points (round down). A creature with only 1 hit point cannot be further split.

BLACKJACK (PATRON DEMIGOD)

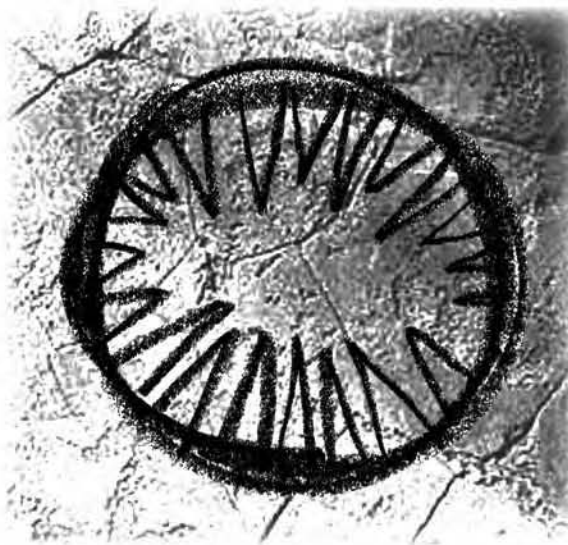
Symbol: A human-headed serpent wound around a clutch of crossbow bolts

Alignment: Lawful evil

Favored Weapon: Any crossbow

Domains: Curse*, Treachery*

Blackjack's legacy as a Patron stretches back eons, to the dim history of the orcs' first subterranean settlements. It is said that this then-young dark naga took the fledgling orc tribes under her protection and taught them the arts of survival in the endless night of the underground world.



CHAPTER FIVE: THE GODS & THEIR SERVANTS

Since that time, the creature has grown both enormous and powerful, but her maternal instincts toward the orc race have not diminished. She actively revenges herself upon their racial enemies and bestows horrendous curses on those who would dare to invade their territory. In return, the orcs revere the creature as a sort of racial guardian spirit and a herald of their coming glory. Once a year the faithful make a pilgrimage to Blackjack's sunless lair and pay her a tithe of a dozen orc youths. These adolescents are trained as her elite guard, the best of them becoming crack commandos under the ancient monster's personal direction. These cadres commonly go into battle with the help of Blackjack's magic, transported by *dimension door*, *etherealness*, or *teleport without error*, and protected by spells like *cat's grace*, *mass haste*, *polymorph other*, and *seeming*. Every member of Blackjack's guard bears potent magic arms and armor.

Blackjack speaks Common, Draconic, Infernal, and Undercommon.

BLACKJACK

Dark naga; CR 20; Gargantuan aberration; HD 40d8+240; hp 420; Init +1; Spd 40 ft.; AC 17 (touch 7, flat-footed 16); Atk +36 melee (2d8+10 and poison, sting) +31 melee (1d8+5, bite); Face/Reach 30 ft. by 30 ft. (coiled)/15 ft.; SA Detect thoughts, poison, spells; SQ Charm resistance, guarded thoughts, poison immunity; AL LE; SV Fort +19, Ref +16, Will +24; Str 30, Dex 13, Con 22, Int 16, Wis 15, Cha 20.

Skills and Feats: Bluff +20, Concentration +21, Diplomacy +9, Intimidate +7, Listen +16, Sense Motive +14, Spellcraft +17, Spot +16; Alertness, Combat Casting, Dodge, Empower Spell, Extend Spell, Lightning Reflexes, Maximize Spell, Silent Spell, Spell Focus (Transmutation).

Detect Thoughts (Su): Blackjack can continuously *detect thoughts* as the spell cast by a 20th-level sorcerer (DC 17). This ability is always active.

Poison (Ex): Sting, Fortitude save (DC 36) or lapse into a nightmare-haunted sleep for 2d6 minutes.

Charm Resistance (Ex): Blackjack receives a +2 racial bonus on saving throws against all charm effects.

Guarded Thoughts (Ex): Blackjack is immune to any form of mind reading.

Sorcerer Spells Known (6/8/7/7/7/7/6/6/6/6; save DC 15 + spell level): 0—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending**, *open/close**, *prestidigitation*, *read magic*, 1st—*alarm*, *animate rope*, *expeditious retreat*, *ray of enfeeblement*, *spider climb**; 2nd—*cat's grace*, *endurance*, *levitate*, *pyrotechnics**, *see invisibility*; 3rd—*dispel magic*, *gaseous form*, *haste**, *slow**; 4th—*bestow curse**, *dimension door*, *polymorph other**, *polymorph self*; 5th—*dream*, *passwall*, *seeming*, *telekinesis**; 6th—*disintegrate**, *flesh to stone**, *mass haste**; 7th—*plane shift**, *statue**, *teleport without error**; 8th—*clone*, *etherealness*, *polymorph any object**; 9th—*Mordenkainen's disjunction*, *shapechange*, *time stop*.

*Spell Focus (Transmutation): Save DC 17 + spell level.

GWULLGI (PATRON DEMIGOD)

Symbol: A flaming greatsword

Alignment: Chaotic evil

Favored Weapon: Greatsword

Domains: Chaos, Murder*

Early orc experiences with arcane magic soon brought them into contact with the ageless slaadi race, and over the centuries the two peoples entered into many pacts of allegiance. The orcs' oldest and strongest friend in the Plane of Chaos is this lesser slaad lord, a creature venerated as the Stranger or the Silent Step.

A death slaad, Gwullgi enjoys the wild, bloodthirsty form of war waged by orcs, and he often adds his minions to the effort for the sheer love of mindless violence. He has also been known to appear in person on the battlefield, where he takes the form of a towering orc dressed in a jet-black breastplate and wielding the dread greatsword *Lawbreaker*. At these times he stalks the rear of the battle line shrouded in mist and darkness, picking off stragglers and the wounded, and waiting for a rout to bring enemies running blindly into his grasp. He loves nothing more than to tear the limbs from elves and humans, and at times his compulsion to bring agony and death overwhelms his ability to think clearly, and he loses himself in a blood-soaked orgy of killing.

Gwullgi speaks Slaad, Abyssal, Celestial, and Infernal, and can also communicate telepathically.



GWULLGI

Death slaad; CR 22; Large outsider (Chaotic); HD 40d8+200; hp 380; Init +7; Spd 20 ft.; AC 36 (touch 12, flat-footed 33); Atk +48 melee (3d8+9, 2 claws), +46 melee (4d6+4, bite) or +53/+48/+43/+38 melee (2d8+18/19–20 and 1d6 fire, +5 *Huge chaotic flaming unholy greatsword*); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell-like abilities, stun, summon slaad; SQ Alternate form, damage reduction 40/+4, fast healing 5, resistances, telepathy; AL CE; SV Fort +29, Ref +27, Will +28; Str 28, Dex 16, Con 21, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +49, Escape Artist +43, Hide +49, Jump +49, Knowledge (arcana) +34, Knowledge (history) +24, Knowledge (the planes) +47, Knowledge (religion) +47, Listen +47, Move Silently +53, Search +47, Spot +47; Armor Proficiency (light), Armor Proficiency (medium), Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Multiattack, Power Attack.

Spell-Like Abilities: At will—*animate objects*, *circle of death*, *chaos hammer*, *cloak of chaos*, *deeper darkness*, *detect magic*, *dispel law*, *fear*, *finger of death*, *fireball*, *fly*, *identify*, *invisibility*, *magic circle against law*, *power word blind*, *see invisibility*, *shatter*, and *word of chaos*; 1/day—*implosion*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 14 + spell level).

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Stun (Ex): Gwullgi can use Stunning Fist as the feat, three times per day (save DC 24).

Summon Slaad (Sp): Twice per day Gwullgi can attempt to summon 1d3 red or blue slaadi with a 40% chance of success, or 1–2 green slaadi with a 20% chance of success. Summoned creatures return whence they came after 1 hour. A slaad that has just been summoned cannot use its own summon ability for 1 hour.

Alternate Form (Su): Gwullgi can shift between his natural and any humanoid form at will as a standard action. Gwullgi's natural form resembles a shadowy skeletal death slaad, wrapped in wisps of fog. In humanoid form he usually resembles a grim orc the size of an ogre, but can take any form he wishes. He can retain either form indefinitely. The ability is otherwise similar to *polymorph self* cast by a 20th-level sorcerer.

Resistances (Ex): Gwullgi has acid, cold, electricity, fire, and sonic resistance 5.

Telepathy (Su): Gwullgi can communicate telepathically with any creature within 100 feet that has a language.

Equipment: +5 Huge flaming chaotic unholy greatsword ("Lawbreaker"), +5 shadow breastplate of silent moves.

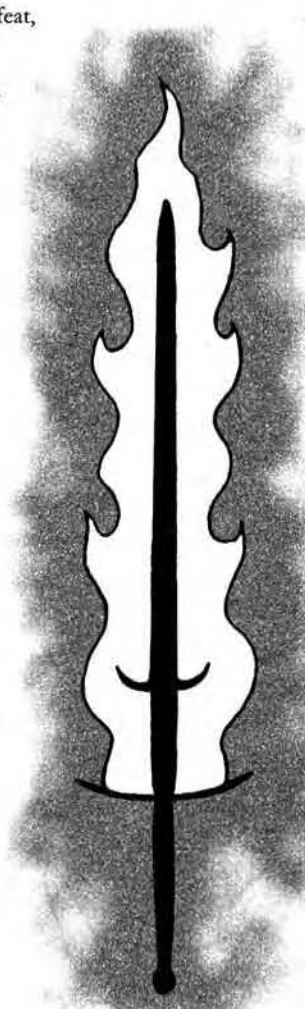
IMDUGUD (PATRON DEMIGOD)

Symbol: A stylized octopus, frequently depicted pulling a ship into the depths

Alignment: Neutral evil
Favored Weapon: Whip
Domains: Death, Magic

Those orc tribes that settled in coastal caves soon came into conflict with the kuo-toa, sahuagin, and aboleths, and eventually they made contact with the deep-water horrors known as kraken. One of these beasts in particular, Imdugud, was instrumental in building a long-term peace between the orcs and the aquatic races, but its help came at a dear price. The coastal tribes were forced to sacrifice an entire generation of young to it and swore blood-oaths to bind their fate with Imdugud's for the remainder of time.

Today this ancient pact is stronger than ever. Imdugud receives his yearly levy from the cream of orc youth, and in return he keeps hostile sea creatures from the orcs' border and occasionally passes along some tidbit



of blasphemous arcane knowledge. On at least two occasions, he has come to the defense of the orc tribes following a great sacrifice of blood.

Imdugud is among the oldest of his ancient race, and his immense, bloated form is corpse white from age, crusted in barnacles and growths of coral. He is thought to dwell in a deep continental rift, but he surfaces in the crater lake of a high mountain to receive offerings from the faithful. He speaks Common, Aquan, Abyssal, Draconic, and Infernal.

IMDUGUD

Kraken; CR 22; Colossal magical beast (aquatic); HD 40d10+440; hp 660; Init +4; Spd swim 20 ft.; AC 21 (touch 2, flat-footed 21); Atk +48 melee (4d6+16, 2 tentacle rakes), +43 melee (1d8+8, 6 arms), +43 melee (4d8+8, bite); Face/Reach 40 ft. by 80 ft. 15 ft. (100 ft. with tentacle); SA Constrict 4d6+16 or 1d8+8, improved grab, spell-like abilities; SQ Ink cloud, jet; AL NE; SV Fort +33, Ref +24, Will +20; Str 42, Dex 10, Con 33, Int 26, Wis 20, Cha 10.

Skills and Feats: Concentration +21, Knowledge (arcana) +18, Knowledge (nature) +18, Listen +17, Search +18, Spot +17; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Critical (tentacle rake), Improved Initiative, Improved Trip, Iron Will, Leadership, Lightning Reflexes, Quicken Spell-Like Ability.

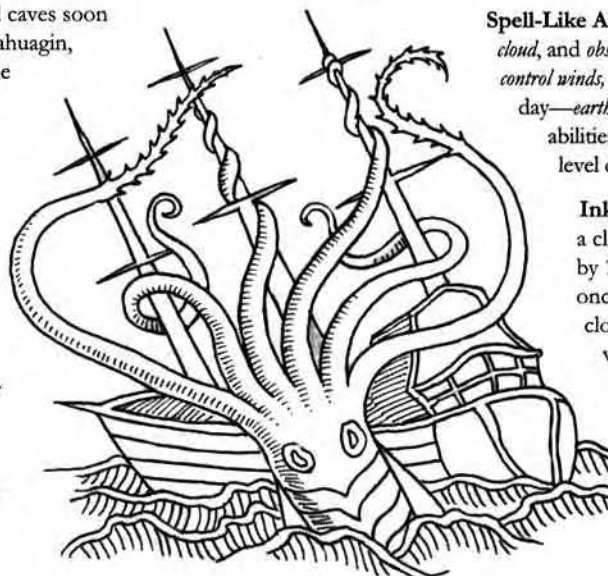
Constrict (Ex): Imdugud deals automatic arm or tentacle damage with a successful grapple check against Gargantuan or smaller creatures.

Improved Grab (Ex): To use this ability, Imdugud must hit an opponent of up to Gargantuan size with an arm or tentacle attack. If he gets a hold, he can constrict.

Spell-Like Abilities: At will—*control water, fog cloud, and obscuring mist*; 3/day—*control weather, control winds, dominate animal, and resist elements*; 1/day—*earthquake, ice storm, and whirlwind*. These abilities are as the spells cast by a 20th-level druid (save DC 15 + spell level).

Ink Cloud (Ex): Imdugud can emit a cloud of jet-black ink 100 feet high by 100 feet wide by 150 feet long once per minute as a free action. The cloud provides total concealment, which Imdugud normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total (nonmagical) darkness.

Jet (Ex): Imdugud can jet backward once per round as a double move action, at a speed of 280 feet.



SEVEN HUNT SEVEN (PATRON DEMIGOD)

Symbol: An antlike insect head wearing a monarch's crown

Alignment: Lawful evil

Favored Weapon: Javelin

Domains: Command*, Law

Standing stones covered in the earliest known examples of orc writing describe the appearance of a strange creature nearly four thousand years ago. Its name combines the orc rune for "insect" with the rune for "slave driver." Construction dating from the same region and period shows an uncharacteristic precision in its planning and crafting, and the skulls mounded up inside the buildings' now-ruined walls testify to how hard these orc crews were worked.

This strange insect creature was actually a formian myrmarch, a builder from the great queen's inner circle who was sent to the Material Plane to establish a beachhead for eventual large-scale mining. He crashed through the barrier near a large orc settlement and immediately brought the clan under his control. The creature, following his programming, put the tribe to work building fortifications and mining metal ore. This enslavement went on for almost a century, but orc myth hints that the experience was equally traumatic for the outsider. The orcs' violent, cruel nature seems to have rubbed off on the myrmarch, turning him more and more evil over the years, until he changed so much that his alignment shifted to lawful evil, and he broke from his original programming.

This was a turning point both for the creature, now referred to as Seven Hunt Seven in orc writings, as well as for the tribe. He stopped construction on the half-finished fortress—already among the largest buildings in the known world—and turned the orcs to doing what they do best: killing and looting. Backed by their mighty patron, the tribe soon became a major power in the region. Eventually the tribe grew into an orc nation, and their formian master took up power behind the throne, commanding the great chief and his council from hiding, and working to undermine the civilized kingdoms of the world.

Today Seven Hunt Seven remains a great tyrant, controlling at least two whole orc tribes and influencing dozens more. His agents are found in almost every court, and his network of informers and observers grows daily. He has learned subtlety in his old age, preferring to work through intermediaries rather than wielding power from the front lines. Seven Hunt Seven speaks Formian, Orc, Common, and Draconic, and with his *helm of telepathy* he can also communicate mentally.

SEVEN HUNT SEVEN

Corrupted formian myrmarch; CR 19; Huge outsider (Lawful); HD 24d8+144; hp 252; Init +7; Spd 30 ft.; AC 39 (touch 11, flat-footed 36); Atk +30 melee (2d6+8 and poison, sting), +28 melee (2d8+4, bite), or +30 ranged (1d8+13 and 1d6 electricity, +5 *Large lawful returning shocking burst javelin*); Face/Reach 10 ft. by 20 ft./10 ft.; SA Hive mind, poison,

spell-like abilities; SQ Fast healing 2, immunities, resistances, SR 25; AL LE; SV Fort +20, Ref +17, Will +17; Str 27, Dex 16, Con 22, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +29, Craft (calligraphy) +27, Diplomacy +27, Hide +16, Knowledge (philosophy) +27, Listen +27, Move Silently +24, Profession (architect) +27, Search +27, Sense Motive +27, Spot +27; Armor Proficiency (light), Armor Proficiency (medium), Dodge, Expertise, Improved Initiative, Mobility, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen (which Seven Hunt Seven has not been for thousands of years) are in constant communication. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

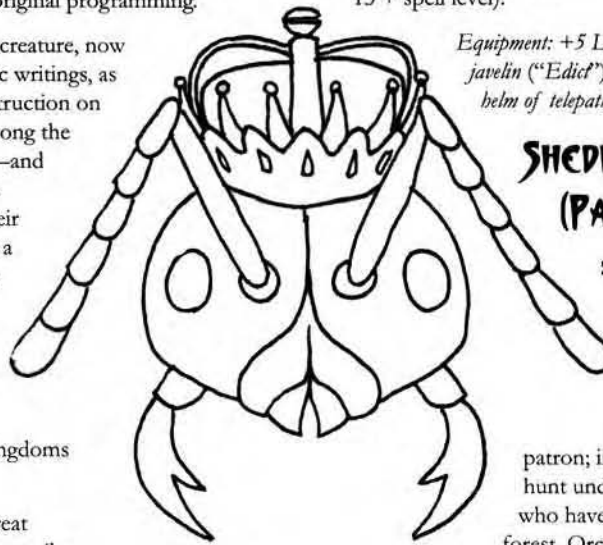
Poison (Ex): Sting, Fortitude save (DC 28); initial and secondary damage 2d6 temporary Dexterity.

Immunities (Ex): Cold, petrification, and poison immunity.

Resistances (Ex): Electricity, fire, and sonic resistance 20.

Spell-Like Abilities: At will—*charm monster*, *clairaudience/clairvoyance*, *detect chaos*, *detect thoughts*, *magic circle against chaos*, and *teleport without error*; 1/day—*dictum* and *order's wrath*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 13 + spell level).

Equipment: +5 *Large lawful returning shocking burst javelin* ("Edic"), +5 *ghost touch breastplate (barding)*, *helm of telepathy*, *ring of evasion*, *rod of rulership*.



SHEDIM (PATRON DEMIGOD)

Symbol: A blood-red crescent moon

Alignment: Chaotic evil

Favored Weapon: Falchion

Domains: Lycanthropy*, Savagery*

Shedim is not an exclusively orc patron; instead he works with all creatures that hunt under the white face of the moon, and who have forsaken the goodly deities of the forest. Orcs and their kin have paid homage to this demon prince since they took their first steps into the wilderness.

He is called Green Teeth in the deep pine woods, Hunter's Bane by the people of the hills, and the northern tribes know him as Windigo, where he is linked with cannibalism. In all his guises, Shedim is the patron of evil lycanthropes, though other beasts (notably winter wolves, worgs, and hieracosphinxes) also pay him tribute. Orc tribes in his demesnes often maintain a priesthood of lycanthropes and revere the were-creatures in rituals bastardized from druidic practice.

Shedim stands three times the height of a man and appears as a hybrid-form werewolf with bright orange flames for eyes. His pelt is shaggy with moss and lichens, crawling with vermin and biting flies. His teeth and claws are jagged black stumps, and he carries an enormous blood-red falchion, which he swings with both hands.

CHAPTER FIVE: THE GODS & THEIR SERVANTS

Shedim speaks Abyssal, Orc, Sphinx, and Worg, and can communicate telepathically with any creature within 100 feet that has a language.

SHEDIM

CR 24; Huge outsider (tanar'ri) (Chaotic, Evil); HD 39d8+234; hp 409; Init +4; Spd 40 ft., fly 90 ft.(good); AC 31 (touch 8, flat-footed 31); Atk +48 melee (1d8+11, 2 slams); +54/+49/+44/+39 melee (2d8+21, 15–20/x2, +5 *Gargantuan vorpal falchion*); Face/Reach 10 ft. by 10 ft./15 ft.; SA Curse of lycanthropy, fear aura, ferocity, howl, spell-like abilities, summon tanar'ri; SQ Damage reduction 40/+4, lycanthropic empathy, SR 30, tanar'ri resistances and immunities, telepathy; AL CE; SV Fort +27, Ref +23, Will +28; Str 33, Dex 11, Con 23, Int 20, Wis 20, Cha 16.

Skills and Feats: Bluff +42, Concentration +45, Diplomacy +50, Hide +31 (+39 in a wooded environment), Intimidate +46, Knowledge (nature) +44, Listen +44, Move Silently +39 (+47 in a wooded environment), Scry +44, Search +44, Sense Motive +44, Spellcraft +44, Spot +44; Blind-Fight, Cleave, Great Cleave, Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability, Weapon Focus (falchion).

Curse of Lycanthropy (Su): Any humanoid hit by Shedim's bite or falchion attack must succeed at a Fortitude save (DC 35) or contract lycanthropy.

Fear Aura (Su): As a free action, Shedim can create an aura of fear in a 10-foot radius. It is otherwise identical with *fear* cast by a 20th-level sorcerer (save DC 17). If the save is successful, that creature cannot be affected again by Shedim's fear aura for one day. Shedim's allies are immune to this aura.

Ferocity (Ex): Shedim is so ferocious and savage that he continues to fight without penalty even while disabled or dying.

Howl (Su): When Shedim howls, all creatures except evil outsiders within a 300-foot spread must succeed at a Will save (DC 32) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to Shedim's howl for one day.

Spell-Like Abilities: At will—*detect animals or plants, detect snares and pits, entangle, greater magic fang, hold animal, obscuring mist, pass without trace, plant growth, speak with animals, speak with plants, warp wood*, and *water breathing*, 3/day—*animal growth, commune with nature, control plants, cure critical wounds, freedom of movement, transmute rock to mud*, and *tree stride*, 1/day—*antilife shell, find the path, greater dispelling*, and *stone tell*. These abilities are as the spells cast by a 20th-level druid (save DC 15 + spell level).

Lycanthropic Empathy (Ex): Shedim can communicate and empathize with normal or dire wolves and rats. This gives him a +4 racial bonus on checks to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Summon Tanar'ri (Sp): Once per day, Shedim can automatically summon 6d10 dretches, 2d4 hezrous, 1d3 glabrezu, 1–2 nalfeshnees or mariliths, or one balor. Summoned creatures return whence they came after 1 hour. A tanar'ri that has just been summoned cannot use its own summon ability for 1 hour.

Tanar'ri Immunities (Ex): Poison and electricity immunity.

Tanar'ri Resistances (Ex): Acid, cold, and fire resistance 20.

Telepathy (Su): Shedim can communicate telepathically with any creature within 100 feet that has a language.

Equipment: +5 *Gargantuan vorpal falchion* ("Bloodmoon").

OPTION: FALSE PANTHEON

In this option, orcs worship a pantheon of false deities (such as the Patrons) that cannot grant spells. As a result, orc clerics and adepts do not receive spells from their normal spell lists. Instead, they can appeal to their patrons for direct assistance, which these powerful (but nondivine) creatures provide by sending their minions.

Under this optional rule, divine orc spellcasters gain only one spell, a variant of the *summon monster* spells called *summon patron creature* at each new spell level, which they can cast as a normal spell of that level. They do not gain domain spells. For example, a 3rd-level orc cleric with average Wisdom could prepare *summon patron creature I* twice and *summon patron creature II* once.

Clerics of the false pantheon do not gain domain spells or domain special abilities, and they cannot spontaneously cast *cure* or *inflict* spells. Neither clerics nor adepts of the false pantheon gain 0-level spells. At the GM's discretion, they may be able to cast standard orisons through sheer personal willpower.

Clerics and adepts of the false pantheon choose two patrons to follow. They may summon only creatures associated with their patrons, but they do not need to choose one patron or another when preparing their spells—they may appeal to either during the act of casting.

PATRON SPELLS

The *summon patron creature* spells follow. GMs should only allow these spells if using the false pantheon option. The summoned creatures are simply too powerful for these spells to be used as normal divine spells. They are presented here and not in **Chapter Six: Spells and Magic** to avoid confusion.

SUMMON PATRON

Conjuration (Summoning)

Level: Clr 9

Components: V, S, DF, XP (see text)

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)



SUMMON PATRON CREATURE

Creature	Patron	Creature	Patron
1st Level		5th Level (continued)	
Fiendish stirge	All-Eater	Fiendish squid (5 HD)	Imdugud
Fiendish viper (Small)	Blackjack	Fiendish giant wasp	Seven Hunt Seven
Fiendish darkmantle	Gwullgi	Fiendish dire wolverine	Shedim
Fiendish octopus	Imdugud	6th Level	
Formian worker	Seven Hunt Seven	Fiendish otyugh	All-Eater
Fiendish wererat	Shedim	Fiendish six-headed hydra	Blackjack
2nd Level		Red slaad	Gwullgi
Fiendish violet fungus	All-Eater	Fiendish troll (scrag)	Imdugud
Fiendish lizardfolk	Blackjack	Formian taskmaster	Seven Hunt Seven
Dretch	Gwullgi	Fiendish dire bear	Shedim
Fiendish skum	Imdugud	7th Level	
Fiendish giant ant worker	Seven Hunt Seven	Fiendish remorhaz	All-Eater
Fiendish werewolf	Shedim	Fiendish seven-headed hydra	Blackjack
3rd Level		Blue slaad	Gwullgi
Fiendish gray ooze	All-Eater	Fiendish giant crocodile	Imdugud
Fiendish crocodile	Blackjack	Formian taskmaster (7 HD)	Seven Hunt Seven
Fiendish choker	Gwullgi	Fiendish dire tiger	Shedim
Fiendish sea hag	Imdugud	8th Level	
Fiendish giant ant soldier	Seven Hunt Seven	Chaos beast	All-Eater
Fiendish wolverine	Shedim	Fiendish eight-headed hydra	Blackjack
4th Level		Green slaad	Gwullgi
Fiendish gibbering moulder	All-Eater	Fiendish aboleth	Imdugud
Fiendish viper (Huge)	Blackjack	Formian taskmaster (8 HD)	Seven Hunt Seven
Fiendish doppelganger	Gwullgi	Barghest	Shedim
Fiendish water elemental (Large)	Imdugud	9th Level	
Formian warrior	Seven Hunt Seven	Fiendish black pudding	All-Eater
Fiendish ape	Shedim	Fiendish dark naga	Blackjack
5th Level		Gray slaad	Gwullgi
Fiendish ochre jelly	All-Eater	Fiendish aboleth (10 HD)	Imdugud
Fiendish five-headed hydra	Blackjack	Formian taskmaster (10 HD)	Seven Hunt Seven
Fiendish ethereal filcher	Gwullgi	Greater barghest	Shedim

Effect: One summoned creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell summons one of your two patrons to your side. Casting this spell takes a terrible toll, though. You lose enough XP to take you midway to the next lower level, exactly as if you had died and been brought back to life.

Unlike a *summon monster* spell, this spell imposes no obligation on the patron to take any action at all; it simply calls the being to the battlefield, where it makes its own decisions on how to behave.

There is also no limit to how long the summoned patron may remain. In this respect *summon patron* more closely resembles a *teleport* spell. If a patron is summoned for spurious reasons or not shown the proper obeisance, it is likely to attack its summoner before turning on any other creatures in the area.

SUMMON PATRON CREATURE I

Conjuration (Summoning)

Level: Adp 1, Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions exactly as *summon monster I*, but you may only select servants of your two patrons.

Choose a 1st-level creature corresponding to your patron, as shown in the table below.

CHAPTER FIVE: THE GODS & THEIR SERVANTS

SUMMON PATRON CREATURE II

Conjuration (Summoning)

Level: Adp 2, Clr 2

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 2nd-level list below or 1d3 creatures serving the same patron from the 1st-level list.

SUMMON PATRON CREATURE III

Conjuration (Summoning)

Level: Adp 3, Clr 3

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 3rd-level list below, 1d3 creatures serving the same patron from the 2nd-level list, or 1d4+1 creatures serving the same patron from the 1st-level list.

SUMMON PATRON CREATURE IV

Conjuration (Summoning)

Level: Adp 4, Clr 4

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 4th-level list below, 1d3 creatures serving the same patron from the 3rd-level list, or 1d4+1 creatures serving the same patron from a lower-level list.

SUMMON PATRON CREATURE V

Conjuration (Summoning)

Level: Adp 5, Clr 5

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 5th-level list below, 1d3 creatures serving the same patron from the 4th-level list, or 1d4+1 creatures serving the same patron from a lower-level list.

SUMMON PATRON CREATURE VI

Conjuration (Summoning)

Level: Clr 6

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 6th-level list below, 1d3 creatures serving the same patron from the 5th-level list, or 1d4+1 creatures serving the same patron from a lower-level list.

SUMMON PATRON CREATURE VII

Conjuration (Summoning)

Level: Clr 7

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 7th-level list below, 1d3 creatures serving the same patron from the 6th-level list, or 1d4+1 creatures serving the same patron from a lower-level list.

SUMMON PATRON CREATURE VIII

Conjuration (Summoning)

Level: Clr 8

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 8th-level list below, 1d3 creatures serving the same patron from the 7th-level list, or 1d4+1 creatures serving the same patron from a lower-level list.

SUMMON PATRON CREATURE IX

Conjuration (Summoning)

Level: Clr 9

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon patron creature I*, except you can summon one creature from the 8th-level list below, 1d3 creatures serving the same patron from the 7th-level list, or 1d4+1 creatures serving the same patron from a lower-level list.



CHAPTER SIX: SPELLS & MAGIC

Orc magic tends to be spiteful, designed to let others share in the pain and frustration that orcs have endured for millennia. However, shamanistic traditions also produce folk magic to ease the hardships of a primitive life.

- SPELL LISTS -

ADEPT SPELLS

1ST-LEVEL ADEPT SPELLS

Ease Labor. Subject gets +30 on Escape Artist checks.

Endure Sunlight. Creatures vulnerable to sunlight can withstand it for 1 day.

Folk Learning. Subject gets +10 on Heal, Intuit Direction, and Knowledge (nature) checks.

3RD-LEVEL ADEPT SPELLS

Multiply. Makes females fertile and causes children to grow quickly.

<H4>5th-Level Adept Spells</H4>

Befoul Spring. Pollutes one water source with a disease.

CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Ease Labor. Subject gets +30 on Escape Artist checks.

Endure Sunlight. Creatures vulnerable to sunlight can withstand it for 1 day.

Folk Learning. Subject gets +10 on Heal, Intuit Direction, and Knowledge (nature) checks.

4TH-LEVEL CLERIC SPELLS

Kismet. One creature per 5 levels takes damage when you do.

Miscast Spells. Target must save or suffer the effects of a scroll mishap on target's next spell.

6TH-LEVEL CLERIC SPELLS

Bestow Greater Curse. -10 to an ability; -8 on attacks, saves, and checks; or 75% chance of losing each action.

Mass Rage. All allies in a 30-ft. radius gain the benefits of barbarian rage.

7TH-LEVEL CLERIC SPELLS

Pain Circuit. One creature per 5 levels takes damage instead of you.

Spear of Vengeance. Floating magic spear strikes opponents.

9TH-LEVEL CLERIC SPELLS

Bestow Malediction. One mental ability becomes a nonability; -20 on attacks, saves, and checks; 100% chance of failing saves and skill checks; target ages to near-death; or lose all magic items.

SORCERER & WIZARD SPELLS

1ST-LEVEL SORCERER AND WIZARD SPELLS

Trans **Jinx.** Subject gets +30 bonus on Disable Device checks to sabotage a mechanism.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Trans **Pounce.** Subject gets +10 ft. speed and +30 on running Jump checks, and can make pounce attacks.

Necro **Stinking Bolt.** Ray causes nausea in one target.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Ench **Miscast Spells.** Target must save or suffer the effects of a scroll mishap on target's next spell.

4TH-LEVEL SORCERER AND WIZARD SPELLS

Necro **Ray of Weariness.** Ray causes exhaustion in one target.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Conj **Arrow Storm.** Barrage of arrows rain down on the target.

Evoc **Force Ram.** Deals 2d6 damage/level to one inanimate object.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Trans **Skip Generation.** Subjects enter pocket dimension for 25 years.

- NEW CLERIC DOMAINS -

BLIGHT

Deities: The Pale Lady, All-Eater.

Granted Power: Once per day you can make a melee touch attack to deal 1d6 temporary Constitution damage to a target. This effect is negated if the target makes a successful Fortitude save (DC 10 + your Charisma modifier + your class level).

BLIGHT DOMAIN SPELLS

- 1 **Sterilize.** One creature (or egg) is rendered infertile.
- 2 *Desecrate*
- 3 *Contagion*
- 4 *Spike stones*
- 5 **Befoul Spring.** Pollutes one water source with a disease.
- 6 *Nightmare*
- 7 *Creeping doom*
- 8 *Horrid wilting*
- 9 *Antipathy*

BREEDING

Deities: Cave Mother, All-Eater.

Granted Power: Once per day you can cause one humanoid to fall in love with another. This effect is similar to *charm person*, but it wears off in 1d3 hours. The target must succeed at a Will saving throw to resist (DC 10 + your Wisdom modifier + your class level).

BREEDING DOMAIN SPELLS

- 1 **Ease Labor.** Subject gets +30 on Escape Artist checks.
- 2 **Multiply.** Makes females fertile and causes children to grow quickly.
- 3 *Emotion (friendship)*
- 4 *Charm monster*
- 5 *Mind fog*
- 6 *Geas/quest*
- 7 *Veil*
- 8 *Mordenkainen's magnificent mansion*
- 9 **Skip Generation.** Subjects enter pocket dimension for 25 years.

COMMAND

Deities: Iron Fist, Seven Hunt Seven.

Granted Power: Add +2 to the save DC against all compulsions you cast.

COMMAND DOMAIN SPELLS

- 1 *Command*
- 2 *Zone of truth*
- 3 *Suggestion*
- 4 *Greater command*
- 5 *Dominate person*
- 6 *Mass suggestion*
- 7 *Power word, stun*
- 8 *Demand*
- 9 *Dominate monster*

CURSE

Deities: The Pale Lady, Blackjack.

Granted Power: Add +2 to the save DC against all spells you cast against elves and humans.

CURSE DOMAIN SPELLS

- 1 *Doom*
- 2 *Blindness/deafness*
- 3 *Bestow curse*
- 4 *Contagion*
- 5 *Mark of justice*
- 6 **Bestow Greater Curse.** -10 to an ability; -8 on attacks, saves, and checks; or 75% chance of losing each action.
- 7 **Mass Curse.** Craft, Knowledge, and Profession checks fail; settlement is affected by *screen*; all within settlement forget the outside world; or -8 on attacks, saves, and checks within settlement's borders.
- 8 *Trap the soul*
- 9 **Bestow Malediction.** One mental ability becomes a nonability; -20 on attacks, saves, and checks; 100% chance of failing saves and skill checks; target ages to near-death; or lose all magic items.

LYCANTHROPY

Deities: Nightlord, Shedim.

Granted Power: You receive a +4 bonus on Control Shape checks and gain Control Shape as a class skill.

LYCANTHROPY DOMAIN SPELLS

- 1 *Magic fang*
- 2 **Rangers' Blessing.** +20 on all checks to follow the subject's tracks.
- 3 *Greater magic fang*
- 4 *Reincarnate*
- 5 *Animal growth*
- 6 *Find the path*
- 7 *Summon nature's ally VII*
- 8 *Animal shapes*
- 9 *Shapechange*

MURDER

Deities: Nightlord, Gwullgi.

Granted Power: You may deliver a coup de grace against a helpless opponent as a standard action that doesn't provoke an attack of opportunity.

MURDER DOMAIN SPELLS

- 1 *Obscuring mist*
- 2 *True strike*
- 3 *Keen edge*
- 4 *Locate creature*
- 5 *Tenser's transformation*
- 6 *Ethereal jaunt*
- 7 **Spear of Vengeance.** Floating magic spear strikes opponents.

- 8 *Screen*
- 9 *Soul bind*

POISON

Deities: Nightlord.

Granted Power: You never risk accidentally poisoning yourself when applying poison to a blade.

POISON DOMAIN SPELLS

- 1 *Curse water*
- 2 **Stinking Bolt.** Ray causes nausea in one target.
- 3 *Poison*
- 4 *Neutralize poison*
- 5 *Cloudkill*
- 6 *Harm*
- 7 *Acid fog*
- 8 *Horrid wilting*
- 9 *Energy drain*

SAVAGERY

Deities: Warchief, Shedim.

Granted Power: You gain the ability to rage as a barbarian once per day. If you already have the rage ability, you can use it one additional time per day.

SAVAGERY DOMAIN SPELLS

- 1 **Spleen.** Extends the duration of rage and other morale bonuses to abilities, checks, and saves.
- 2 *Bull's strength*
- 3 **Pounce.** Subject gets +10 ft. speed and +30 on running Jump checks, and can make pounce attacks.
- 4 *Divine power*
- 5 *Righteous might*
- 6 **Mass Rage.** All allies in a 30-ft. radius gain the benefits of barbarian rage.
- 7 *Control weather*
- 8 *Earthquake*
- 9 *Storm of vengeance*

TREACHERY

Deities: The Mule, Blackjack.

Granted Power: You gain a +2 competence bonus on all trip and disarm attempts.

TREACHERY DOMAIN SPELLS

- 1 **Jinx.** Subject gets +30 bonus on Disable Device checks to sabotage a mechanism.
- 2 *Blur*
- 3 **Miscast Spells.** Target must save or suffer the effects of a scroll mishap on target's next spell.
- 4 **Kismet.** One creature per 5 levels takes damage when you do.
- 5 *Leomund's secret chest*
- 6 *Contingency*
- 7 **Pain Circuit.** One creature per 5 levels takes damage instead of you.
- 8 *Clone*
- 9 *Foresight*

NEW SPELL DESCRIPTIONS

The mystic ways of the orcs are many and varied. The following spells are presented in alphabetical order.

ARROW STORM

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The *arrow storm* spell launches a fusillade of arrows into a designated area. The barrage of arrows pelts down on everything within the spell's radius, dealing 1d8 points of piercing damage per caster level to each target (maximum 15d8). Subjects in cover take a fraction of the damage dealt corresponding to the degree of cover. For example, a creature with three-quarters cover would take only one-quarter damage, a creature with one-half cover would take only half damage, and so on. This reduction is calculated before the target attempts its save.

Material Component: A tiny steel arrow.

BEFOUL SPRING

Necromancy

Level: Adp 5, Blight 5

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Touch

Target: One spring, stream, or cistern

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

This spell permanently fouls any single source of fresh water no larger than a small stream or spring, or a small cistern. It has no effect on salt water, on larger sources of water, or on any other liquid of any sort.

Any creature that drinks from the fouled water source must immediately make a successful Fortitude save (DC 16) or contract blinding sickness.

Befoul spring permanently ruins a healing spring (see the *create healing spring* spell in the *Freeport: The City of Adventure* sourcebook).

Material Component: A few ounces of bile taken from an otyugh, which is dripped into the water source to be ruined.

XP Cost: 100 XP.

BESTOW GREATER CURSE

Transmutation

Level: Cleric 6, Curse 6
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You place a potent curse on the creature touched. You choose one of the three following effects, depending on the version selected:

- -10 effective decrease to an ability score (minimum 1).
- -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own greater curse, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.

The *greater curse* cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

BESTOW MALEDICTION

Transmutation

Level: Curse 9, Cleric 9
Components: V, S, XP
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: None
Spell Resistance: Yes

By spending some of your personal energy, you place an especially powerful curse on the creature touched. You choose one of the following effects, depending on the version selected:

- One of the target's mental ability scores becomes a nonability. (Its score becomes "—".)
- Target always fails saving throws and skill checks.
- -20 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.

- Target's age increases to his maximum age minus one year. (Take the venerable age for the target's race, then roll as normal for maximum age and subtract 1 from the result.)
- All magic items on the target's person become nonmagical.

You may also invent your own malediction, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.



The *malediction* cannot be removed by any spells short of *wish* or *miracle*, both of which require the caster to spend 5,000 XP to reverse this effect.

XP Cost: 1,000 XP.

CHASE LABOR

Transmutation

Level: Adp 1, Breeding 1, Clr 1
Components: V, M, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

You help a struggling baby—or overweight rogue—fit through a narrow aperture. The subject gets a +30 enhancement bonus on Escape Artist checks to squeeze through a tight space, and may squeeze through up to 5 feet of distance per full-round action.

Material Component: A ripe plum, which is squeezed until the stone pops free.

ENDURE SUNLIGHT

Abjuration

Level: Adp 1, Clr 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes

This spell grants a creature who suffers penalties from bright light total immunity to the effects of ordinary sunlight and the *daylight* spell.

It has no effect on other blinding or damaging light effects (such as *sunbeam*), on figments, or on spells with the "pattern" descriptor. It also has no effect if cast on a creature that is not vulnerable to the effects of bright light or sunlight.

FOLK LEARNING

Divination

Level: Adp 1, Clr 1
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

By channeling the accumulated wisdom of your ancestors, you are better able to survive in the wild. You gain a +10 enhancement bonus on Heal, Intuit Direction, and Wilderness Lore checks while the spell is active.

FORCE RAM

Evocation [Force]

Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Targets: One object of any size
Duration: Instantaneous
Saving Throw: Fortitude half (object)
Spell Resistance: Yes

This spell launches a devastating magic attack on a physical object. You fire a battering ram of magical force that unerringly strikes any solid object within range, dealing 2d6 points of damage per caster level (maximum 20d6). Additionally, you may make a caster level check against the target's break DC to shatter the object with one blow.

The *force ram* always hits, even if the targeted object is being used in melee. Nothing less than total cover or total concealment protects the target.

Creatures and animated objects (including constructs) cannot be targeted by this spell.

JINX

Transmutation

Level: Sor/Wiz 1, Treachery 1
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

The subject of this spell gets a +30 enhancement bonus for Disable Device checks made to sabotage an ordinary device. She gains no benefit on checks made to disable or reset a trap, or to sabotage an elaborate or clockwork device. Note that this spell does not grant ranks in Disable Device, which cannot be used untrained.

Material Component: A dead moth or other insect, which is thrown into the mechanism to be disrupted.

KISMET

Necromancy

Level: Clr 4, Treachery 4
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/5 levels
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell creates a mystic connection between you and the spell's subjects so that they share all of your wounds. You still take damage normally, but while this spell is active any damage you are dealt is dealt to the spell's subjects also. Only damage is transferred, not any additional effects that accompany it (such as poison or energy drain), or that are caused by another source.

If all of the spell's subjects are slain by transferred damage, the spell ends. If two casters cast *kismet* on each other, the spells end immediately with no effect, and both casters take 3d6 points of damage from magical feedback.

Material Component: A length of copper wire, which is closed into a loop as the spell is cast.

MASS CURSE

Transmutation

Level: Curse 7
Components: V, S, XP
Casting Time: 1 action
Range: Sight
Target: One permanent settlement of humanoids
Duration: Permanent
Saving Throw: Will negates (special)
Spell Resistance: Yes

You place a powerful curse upon a single permanent settlement. This spell actually targets the community's champion, and only he or she may attempt a save against the effect. The champion is usually (but not always) the community's political or spiritual leader, at the GM's discretion. You choose one of the following four effects, depending on the version selected:

- All Craft, Knowledge, and Profession checks made within the settlement's borders automatically fail.
- The settlement and all inside are hidden from sight and divination, as if affected by the *screen* spell. Those who leave the settlement and then attempt to return are also subject to this effect.
- All within the settlement suffer from a continuous *modify memory* effect, which causes them to forget that anything exists outside the settlement's borders.
- -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks by all within the settlement's borders.

You may also invent your own mass curse, but it should be no more powerful than those listed above, and the GM has final say on the curse's effect.

CHAPTER SIX: SPELLS & MAGIC

The *mass curse* cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

XP Cost: 1 XP per settlement's inhabitant.

MASS RAGE

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Savagery 6

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Any number of allies within a 30-ft. radius

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell turns your allies (including yourself) into raging lunatics. All affected by the spell gain a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a -2 penalty to AC. When the spell ends, all creatures who were affected by rage suffer the effects of fatigue for the rest of the encounter. Fatigued creatures have a -2 penalty to Strength and Dexterity, and can't charge or run.

MISCAST SPELLS

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 4, Sor/Wiz 3,

Treachery 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spellcaster

Duration: 2 rounds + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject's ability to cast spells is sabotaged, making every act of casting a potential disaster. Each time the subject casts a spell, he must succeed at a caster level check (DC 15 + spell level) or suffer the effects of a scroll mishap, as follows:

MISCAST SPELL

D8 Roll	Mishap Effect
1-2	Surge deals 1d6 damage/spell level to caster.
3	Spell strikes the caster or ally, or a random unintended target.
4	Spell takes effect at a random location within spell range.
5	Spell has opposite effect (GM's discretion).
6	Spell fizzles, caster suffers minor cosmetic change for 2d10 rounds.
7	Spell has innocuous and unintended effect.
8	Spell effect is delayed by 1d12 hours.

MULTIPLY

Transmutation

Level: Adp 3, Breeding 2

Components: V, S, DF

Casting Time: 1 day

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell affects animals much as *plant growth* does plants. The specific effect depends on the version chosen. Multiple castings have no effect on either version of the spell.

Sprout: The first effect causes babies and children to grow like weeds, shooting up at a rate ten times that of normal. It also accelerates gestation, shortening the process by 50%. Up to twenty children of Medium-size or smaller

parents can be affected with each casting, and proportionately fewer numbers of larger children.

Fecundity: The second effect makes up to 100 Medium-size or smaller females more fertile for one year, raising their average litter size by 50% and making them twice as likely to be impregnated over the course of the following year.

PAIN CIRCUIT

Necromancy

Level: Clr 7, Treachery 7

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/5 levels

Duration: 1 round/level

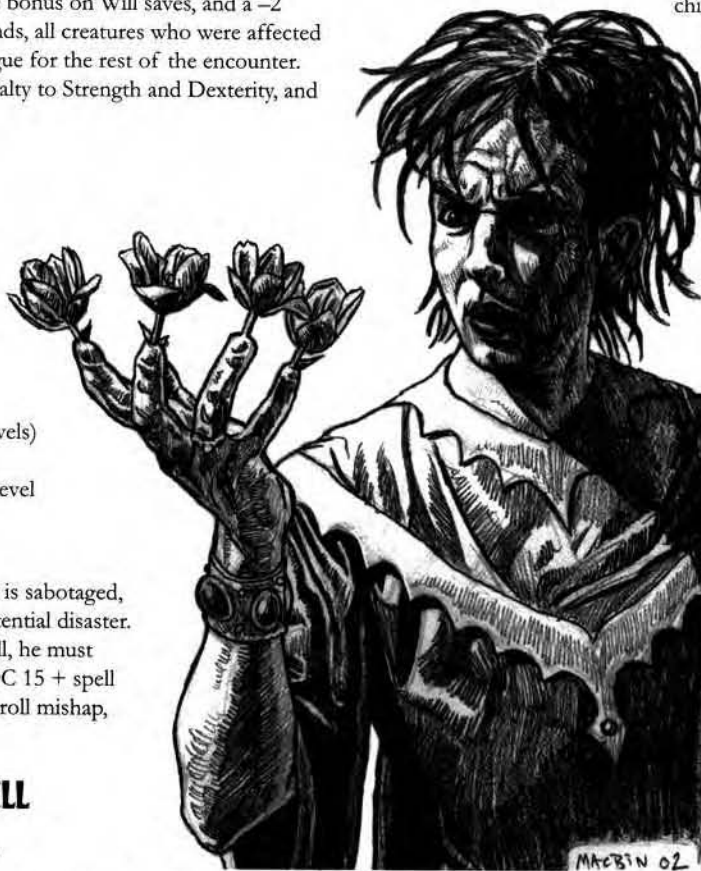
Saving Throw: Will negates

Spell Resistance: Yes

This bizarre spell opens a one-way conduit between you and the spell's subjects so

that any damage or harmful effects caused to you affect the subjects instead.

One of the spell's subjects (chosen by you) is affected instead whenever you would take damage from an attack, including energy damage (acid, cold, electricity, fire, or sonic), or would suffer from the effects of ability score loss, death attacks, disease, energy drain, petrification, poison, or polymorphing. The subject is affected by the attack normally and is entitled to a saving throw if the effect allows one; spell resistance (if any) applies to each new spell that is transferred to that subject.



Pain circuit has no effect on mind-affecting or Enchantment spells or effects, or on effects such as possession by *magic jar* that do not fit into one of the above categories.

When you are subjected to an effect that allows a saving throw, you *must* attempt a saving throw against it before the effect is passed on to a spell subject. You are not allowed to voluntarily fail your saving throw against any harmful effects while this spell is active.

If all of the spell's subjects are slain, the spell ends. If two casters cast *pain circuit* on each other, the spells end immediately with no effect, and both casters take 6d6 points of damage from magical feedback.

Material Component: A forked copper rod.

POUNCE

Transmutation

Level: Savagery 3, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell warps and twists the legs of its subject, giving them prodigious leaping ability. The transformed creature gains the musculature and leaping ability of a hunting cat.

The subject of the spell receives a +30 enhancement bonus on running Jump checks (which does not stack with the effects of the *jump* spell), and its base speed increased by 10 feet. Additionally, if the subject can leap onto an opponent during the first round of combat, it can take the full attack action even if it has already taken a move action.

Material Component: A bone gnawed by a great cat.

RANGERS' BLESSING

Illusion (Shadow)

Level: Lycanthropy 2
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: One corporeal creature
Duration: Permanent
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell makes a creature's tracks easy to follow. The tracks appear normal to the subject unless it doubles back more than 100 yards; then it can see the blatant footprints left by this spell. Any creature that attempts to follow the subject gains a +20 circumstance bonus on all Search and Wilderness Lore checks made to track it.

Rangers' blessing can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Material Component: A red flag and a cowbell.

RAY OF WEARINESS

Necromancy

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1 minute/level
Saving Throw: Fortitude negates (special)
Spell Resistance: Yes

You direct a beam of black, strength-sapping energy as a ranged touch attack. If the attack hits, the target suffers the effects of exhaustion, moving at half normal speed and suffering a -6 penalty to Strength and Dexterity. Since this spell attacks vigor, the target must use its Strength modifier instead of Constitution when making the Fortitude save against this effect.

SKIP GENERATION

Transmutation

Level: Breeding 9, Sor/Wiz 9
Components: V, S, M, XP
Casting Time: 1 day
Range: Special (see text)
Target: You and up to 50 willing creatures/level
Duration: 25 years
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

When this potent spell is cast, you and all subjects named during the casting of the spell (including possessions) slip into a pocket dimension outside the flow of time and space. It has been used in several recorded cases by powerful liches who wanted to raise whole armies of orcs at a stroke, and by mortal casters who wished to help a small community (even just their household) avoid the effects of a plague, famine, or other catastrophe.

This demiplane is a paradise of whatever form you wish, but always includes sustainable supplies of food and water, sunlight if desired, plenty of space, and anything else the occupants require for life. Once this spell is cast and the participants enter the demiplane, the effect cannot be ended until 25 years have passed, as measured by those outside. There is no limit to the number of creatures who can occupy this space once the spell is cast, and a doubling of the population by reproduction is not uncommon.

Inhabitants of this demiplane experience the passing of time at a speed relative to their age. A creature of middle age or older ages only one year during the spell's duration, while infants and children age the full 25 years or to middle age, whichever comes first. The only exception to this rule is the caster, who ages a full 25 years regardless of starting age or age category.

When the spell effect ends, all contents of the demiplane are returned to the area where the spell was cast. You have considerable discretion in choosing the exact return point and can deliver your charges to any spot within 10 miles of the original spellcasting location.

Material Component: The acorns of an ancient oak tree, which must be cultivated and the saplings carefully tended to ensure the survival and

return of those within the demiplane. (These saplings remain within the demiplane for the spell's duration.)

XP Cost: 5,000 XP.

SPEAR OF VENGEANCE

Conjuration (Creation)

Level: Clr 7, Murder 7
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One spear of fire
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You call into being a flickering spear of fire that attacks as you direct. It can strike at any opponent within range, as you desire, beginning on the round that you cast the spell. The spear attacks its designated target once each round, with an attack bonus equal to your level + your Wisdom bonus, as a +1 *Huge bane flaming long spear* (specify the creature type as you cast the spell). It deals 4d6+1 piercing damage (+3 versus the designated creature type), plus 1d6 fire damage, has a threat range of 20 and a critical multiplier of x3.

The spear always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats (such as *Weapon Focus*) or combat actions (such as *charge*) do not affect the weapon. If the spear goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the spear returns to you and hovers.

Each round after the first, you can use a standard action to switch the spear to a new target. If you do not, the spear continues to attack the previous round's target. The spear cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The spear's AC against touch attacks is 13.

If an attacked creature has SR, the resistance is checked the first time the *spear of vengeance* strikes it. If the spear is successfully resisted, the spell is dispelled. If not, the spear has its normal full effect on that creature for the duration of the spell.

SPLEEN

Enchantment (Compulsion) [Mind-Affecting]

Level: Savagery 1
Components: V, S, DF
Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/3 levels
Saving Throw: Yes (harmless)
Spell Resistance: Yes (harmless)

This spell increases the duration of any effect that grants a morale bonus to the subject's ability scores, saves, or checks. When used on a raging character, it increases the duration of the rage effect by the spell's duration.

STERILIZE

Transmutation

Level: Blight 1
Components: V
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature or egg
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject is rendered permanently unable to reproduce. This has no effect on the subject's ability scores, saves, or checks, but the subject is immediately aware of its new condition. An egg that is the target of this spell does not hatch. If the spell is cast on infestations of other reproductive agents (such as the pellets of a red slaad or a yellow mold's spores) all such agents die immediately and have no further effect.

A creature that has been sterilized with this spell cannot be the subject of a *clone* spell.



STINKING BOLT

Necromancy

Level: Poison 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You direct a ray of sickly light against one living creature as a ranged touch attack, subjecting the struck creature to wrenching nausea. Nausedated creatures are unable to attack, cast spells, or concentrate on spells; the only action they can take is a single move or move-equivalent action per turn. This effect lasts for 1d4 rounds after the subject is struck.

Material Component: The musk glands of a mink, red fox, or skunk.

CHAPTER SEVEN: EQUIPMENT

“Crude,” “vicious,” and “disgusting” are typical adjectives to describe orc items, whether mundane or magical. But orc smiths and spellcasters are capable of creating the occasional tool of surpassing subtlety or instinctive cunning, and ancient relics of a mysterious past sometimes appear in a war chief’s possession.

- EXOTIC WEAPONS -

Orcs are not often credited for their ingenuity, but their humble achievements in weaponsmithing are all the more impressive considering the race’s innate stupidity and clumsiness. Most orc weapons are designed to take advantage of their great physical strength, but a small number are geared to the sneaky side of orc nature—the strap crossbow and hook net in particular.

EXOTIC WEAPON DESCRIPTIONS

The types of weapons listed in Table 7-1: Exotic Weapons are described below in alphabetical order.

ARBALEST

The arbalest is so cumbersome that two Medium-sized creatures must team up to fire it, and Small creatures must have four crew to operate it properly. It fires a bolt that is roughly the size of a halfspear, and its recoil is so great that simply firing the weapon takes

a full-round action. Reloading the weapon requires two more full-round actions.

These weapons are assigned to two-orc teams; typically the lower-status loader also steadies the weapon on his back while the higher-status firer takes aim. Because of their size and weight, arbalests are found almost exclusively in large besieging forces and rarely show up in a patrol or raiding party.

AXE, BATTERING

Only orcs and half-orcs make use these enormous and cumbersome weapons. A wielder must have a Strength score of 18 or better or suffer a –2 circumstance penalty on attack rolls with the weapon. A battering axe resembles a siege ram more than a standard weapon, with a broad, jagged blade nearly twice the size of a greataxe head. When used to break down a door, it grants a +4 circumstance bonus on Strength checks, but the check cannot benefit from the help of a second person.

TABLE 7-1: EXOTIC WEAPONS

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny						
Crossbow, strap	35 gp	1d2	—	10 ft.	1 lb.	Piercing
Medium-size						
Net, hooked	25 gp	*	*	10 ft.	10 lb.	*
Large						
Axe, battering	200 gp	3d6	x3	—	40 lb.	Piercing and slashing
Footbow (+5 Str bonus)	800 gp	1d8	x3	180 ft.	6 lb.	Piercing
Footbow (+6 Str bonus)	900 gp	1d8	x3	180 ft.	6 lb.	Piercing
Huge						
Arbalest	400 gp	2d8	x3	120 ft.	45 lb.	Piercing

*See the description of this weapon for special rules.

CHAPTER SEVEN: EQUIPMENT

In combat, just swinging these immense weapons requires the full attack action, so they cannot benefit from multiple attacks per round.

Additionally, each time the wielder misses his target with a battering axe, he takes 1d6 subdual damage from the exhausting process of swinging the weapon back into attack position.

CROSSBOW, STRAP

Conventional wisdom would never have the brutal and unsubtle orc hordes using a weapon of this fragility and size, but their tiny bolts turn up in a lot of unsuspecting throats. The strap crossbow is a minuscule weapon that attaches to the wielder's gauntlet or to a leather strap on the back of the wrist. It is kept loaded and cocked, set to fire on a hair trigger. Reloading a strap crossbow requires a full-round action.

A strap crossbow can be fired as a free action, and because of the speed of its action it does not provoke an attack of opportunity. The wielder simply bends the wrist slightly, and the bolt speeds to its target before the defender can react. Its needle-thin bolt deals little damage and has no threat range or critical multiplier (so it cannot deliver a critical hit). Despite these drawbacks, it is a popular weapon for delivering poisons at close range.

FOOTBOW

This massive variant of the composite longbow stands 8 feet tall and is

crafted from strips of tough, flexible bone layered with tortoise shell, often strung with steel wire. A footbow is a mighty bow and adds its bonus (+5 or +6) to damage dealt by the weapon. The bow's pull is incredibly strong, and its wielder must have sufficient Strength (20 for the +5 version, or 22 for the +6 version) to even string it.

Regardless of Strength, these bows cannot be fired from a standing position. The wielder must lie with the bow across his heels, and draw the string back with the combined strength of his arms and legs. Note that standing from prone is a move-equivalent action, so the wielder cannot fire one of these weapons and move in the same round.

NET, HOOKED

This orc variant of the fishing net adds cruel barbs and hooks to the standard design, making escape a dangerous proposition. It works like an ordinary net, but Escape Artist checks to escape the net have DC 22, though the DC of the Strength check to break it is unchanged. Any attempt to escape the hooked net (successful or not) deals 1d4 damage to the netted target, and each failed test increases the DC of the next escape attempt by +2, as the hooks work their way deeper into the victim's flesh.



- SPECIAL AND SUPERIOR ITEMS -

Orcs create special items to enhance their abilities in combat or for specific purposes. The following are described in alphabetical order and, where applicable, list the Alchemy check DC to create.

SPECIAL AND SUPERIOR ITEM DESCRIPTIONS

The types of weapons listed in Table 7-2: Special and Superior Items are described below in alphabetical order.

ARROW, SMOKE

This alchemically treated arrow is lit before firing, creating thick clouds of smoke in a 10-foot cube wherever it strikes. The arrow is consumed after 1 round, and the smoke dissipates normally.

Smoke arrows can be used against a specific object or location, but the standard -4 penalty for attacking prone targets applies when aiming at a flat piece of ground. Missed shots are treated as duds and do not create any smoke.

BOLT, DOORBREAKER

These blunt rods of pig iron resemble hammers more than projectiles and are so massive that they cannot be fired from anything smaller than a heavy crossbow. A doorbreaker bolt reduces the weapon's range increment to 1/10th normal, deals bludgeoning damage instead of piercing damage, and deals normal damage against objects. Orc warlords frequently use these bolts against doors and walls in sieges, and they occasionally turn up in the hands of dungeon-dwelling warbands.

COMBAT DRUGS

Every tribal spellcaster has her own version of this ancient orc recipe, but all have the same effect: They turn the user into a frothing maniac. The user ingests the drugs as a full-round action (different forms are smoked, eaten, or drunk). The user is then able to fight without penalty even while disabled or dying, but also automatically fails any non-Strength-based skill check and suffers a -2 circumstance penalty on Will saving throws.

CHAPTER SEVEN: EQUIPMENT

The effects of combat drugs last for 1d6 x 10 minutes. The user must make a successful Fortitude save (DC 14) when they leave his system or take 2d6 subdual damage from the aftereffects.

MAGEBANE

This foul-smelling, waxy substance is rendered from nettles, poison sumac, and devil's club, and has such a powerful irritant effect that it must be transported in sealed clay pots. Burning a pot releases clouds of dense white smoke on the battlefield. Anyone caught in the cloud suffers from the burning, irritating substance, and spellcasters are at a special disadvantage.

Burning magebane creates thick clouds of smoke in a 10-foot cube wherever the pot strikes. The smoke takes one round to spread. All creatures within the area suffer a -4 circumstance penalty on Concentration checks, and all spells cast within the cloud that take one action instead take one full round to cast. The pot is consumed after releasing the smoke, and the cloud dissipates normally.

PAINKILLERS

Orcs on the march commonly carry the bulbs of a pale white marsh flower, known to sages as corpsefinger. The bulbs have no effect on other humanoids, but one dose makes orcs virtually immune to the effects of pain.

A dose of painkillers grants the user 10 temporary hit points but also imposes a -4 circumstance penalty to AC. Each dose lasts for 1d6 x 10 minutes, and the user must make a successful Fortitude save (DC 14) when the drugs leave his system or take 2d6 subdual damage from the aftereffects. Each additional dose increases the duration of the effect

TABLE 7-2: SPECIAL AND SUPERIOR ITEMS

Item	Cost	Weight	Alchemy DC to Create
Arrow, smoke (1)	20 gp	1/10 lb.	20
Bolt, doorbreaker (1)	15 gp	6 lb.	—
Combat drugs	50 gp	—	30
Magebane	100 gp	5 lb.	25
Painkillers	30 gp	—	—
Tar pot	200 gp	20 lb.	—
Trance smoke	50 gp	1 lb.	30

by 1d6 minutes but increases the Fortitude save DC by +2.

TAR POT

Orcs long ago learned to put a pall of smoke between themselves and the sun's disorienting rays when fighting in direct daylight. Tar pots are simple, successful solutions to the problem, and it is not uncommon for a surface force to carry scores of them.

A tar pot is a heavy iron device resembling a crude furnace. In battle the pot is filled with tar and sawdust and lit. The thick iron shell lets in just enough air to keep the mixture smoldering and belching black smoke, shrouding the battlefield in a toxic, artificial dusk after only a few minutes.

One tar pot creates an area of smoke identical to the cloud of an *obscuring mist* spell and also blocks the effects of sunlight (including a *daylight* spell) on creatures with light sensitivity. Unless the fire is extinguished, a tar pot produces smoke for 10 rounds before it needs more fuel. The radius of the smoke cloud expands at a rate of 10 feet per round, to a maximum of 100 feet. The smoke then dissipates normally.

TRANCE SMOKE

Orc spellcasters dry and preserve the sweet-smelling bark of the gallows tree, burning it in ceremonies before major battles. A dose of trance smoke allows all Wisdom-based spellcasters (such as an adept or a cleric, but not a wizard) within 10 feet of the burning substance to prepare one additional 0-level, 1st-level, or 2nd-level spell for one day.

Trance smoke cannot be used multiple times to gain multiple benefits.

- MAGIC ITEMS -

Orcs have surprising skill at producing magic items, although their purpose is generally to aid the business of war.

ARMOR AND SHIELDS

ARMOR AND SHIELD SPECIAL ABILITIES DESCRIPTIONS

Most magic armor and shields only have enhancement bonuses. They can also have the special abilities detailed here. A suit of armor or shield with a special ability must have at least a +1 enhancement bonus.

Spell prerequisites marked with an asterisk (*) are new spells covered in Chapter 6: Spells and Magic.

DAYLIGHT WARD

Armor and shields with this special ability grant creatures with light sensitivity the ability to ignore the negative effects of sunlight and *daylight* spells.

Caster Level: 2nd; *Prerequisites:* Craft Magic Arms and Armor, *endure sunlight**; *Market Price:* +1 bonus.

FLEET

Fleet armor is built using the very lightest materials and processes available. It also incorporates ingenious springs and rollers to move the wearer quickly along the ground. A creature in fleet armor increases its base speed by 10 feet. Only light armor may have this special ability.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *expeditious retreat*; *Market Price:* +1 bonus.

GRUDGE

Grudge armor and shields excel at defending against one type of creature. Against the designated foe, their effective enhancement bonus is +3 better than normal (so a +1 buckler is a +4 buckler against its foe). To randomly determine a designated foe, roll on the following table.

d%	Designated Foe
01–05	Aberrations
06–08	Animals
09–13	Beasts
14–20	Constructs
21–25	Dragons
26–30	Elementals
31–35	Fey
36–40	Giants
41–45	Magical Beasts
46–50	Monstrous Humanoids
51–53	Oozes
54–58	Outsiders, chaotic
59–65	Outsiders, evil
66–70	Outsiders, good
71–75	Outsiders, lawful
76–77	Plants
78–85	Shapechangers
86–92	Undead
93–94	Vermin
95–00	Humanoid (choose subtype)

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*; *Market Price:* +2 bonus.

HORSELORD

This armor is built for mounted combat and includes spurs and intricate systems of rings to tie its wearer to a mount. It grants a +10 circumstance bonus on Ride checks. Only light and medium armor may have this special ability.

Caster Level: 2nd; *Prerequisites:* Craft Magic Arms and Armor, creator must have at least 8 ranks in Ride; *Market Price:* +1 bonus.

PACK MULE

Armor with this special ability is designed to balance as much weight as possible on the hips, allowing its wearer to carry far more weight than normal. A wearer of pack mule armor suffers no encumbrance penalty for carrying a medium load, and incurs only the normal penalty for a medium load while carrying a heavy load. The wearer's maximum load is unchanged. Only armor may have this special ability.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *divine power*; *Market Price:* +2 bonus.

RAM

Ram armor is specially reinforced along the joints and buttressed with heavy struts that run along the wearer's back and shoulders. It also includes various handles and grips on the back. The wearer gains a +8 competence bonus on Strength checks made to break open doors, and the armor's construction allows a second person to aid the attempt, adding another +2 circumstance bonus to the check if successful. Opponents who attempt to grapple the wearer also gain a +2 circumstance bonus on the grapple check from the many handholds on this armor. Only medium and heavy armor may have this special ability.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *force ram**; *Market Price:* +1 bonus.



SEEMING

Armor of seeming is a favorite of assassins and burglars alike. Once per day with a command word, the wearer can instantly disguise himself as with the spell *alter self* cast by a 6th-level caster (1 hour duration). Only armor may have this special ability.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *alter self*; *Market Price:* +2 bonus.

TAILORED

As the name implies, tailored armor must be built for a particular creature. When worn by the intended wearer, its armor check penalty is 1 better than that of masterwork armor (so +1 tailored hide has an armor check penalty of just -1). A suit of tailored armor worn by anyone other than the intended wearer does not confer this benefit, and actually worsens the armor check penalty by 1—just as if the armor were not masterwork.

Only armor may have this special ability.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, creator must have at least 8 ranks in Craft (armorsmithing); *Market Price:* +1 bonus.

WELLSPRING

This armor is specially attuned to the Elemental Plane of Water, and to either the Negative Energy Plane or Positive Energy Plane as well (depending on the version). Both versions have the full abilities of a *decanter of endless water* and can produce varying streams according to the command given. (The wearer must still make a Strength check to avoid being knocked back when firing a stream.) In addition, once per day on command, the armor can produce enough holy or

unholy water (depending on variety) to fill three flasks. Both functions produce water from spigots located on the armpieces, near the wearer's wrists. Holy and unholy water created in this way loses its effectiveness when removed from the suit for more than 1 minute. Only armor may have this special ability.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *bless* or *curse water*, *control water*; *Market Price:* +3 bonus.

WILD SHAPE

Armor and shields with this ability are designed to accommodate lycanthropic wearers. They include rapid-release catches that allow the armor to safely pop off at need. Wild shape armor and shields grant the wielder a +6 enhancement bonus on Control Shape checks, and they are never damaged by an involuntary change. Wild shape armor can also be removed very quickly, requiring just 1 round, even if the wearer is not undergoing a shapechange.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *polymorph self*; *Market Price:* +1 bonus.

WEAPONS

WEAPON SPECIAL ABILITIES DESCRIPTIONS

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

Spell prerequisites marked with an asterisk (*) are new spells covered in Chapter 6: Spells and Magic.

EXHAUSTING

Exhausting weapons are heavy and crude even by orc standards, built to be as massive as possible. A blow from one of these weapons saps the life of the struck creature, draining strength from the limbs and making the opponent as tired as an old campaigner. Any creature struck by an exhausting weapon must make a successful Fortitude save (DC 16) or suffer the effects of exhaustion for 1d3 rounds. The target adds its Strength modifier rather than

**TABLE 7-3:
ARMOR AND SHIELD SPECIAL ABILITIES**

Special Ability	Market Price Modifier
Daylight ward	+1
Fleet	+1
Horselord	+1
Ram	+1
Tailored	+1
Wild shape	+1
Grudge	+2
Pack mule	+2
Seeming	+2
Wellspring	+3

its Constitution modifier to the base Fortitude save. An exhausted creature moves at half normal speed and suffers a -6 penalty to Strength and Dexterity.

Only bludgeoning melee weapons may have this special ability. Exhausting weapons are 200% heavier than normal.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *ray of weariness**; *Market Price:* +4 bonus.

FURIOUS

Furious weapons are at the core of more than one orc warband,

and they are rightly feared by civilized authorities. A character with the ability to rage who wields one of these weapons may rage two additional times per day, and each rage lasts one round longer than normal. Only melee weapons may have this special ability.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *emotion (rage)*; *Market Price:* +2 bonus.

MALEDICTION

The only known examples of these weapons date to the dawn of orc history. All are covered in foul oaths and pacts of revenge, and all are strongly rooted in the time of the first betrayal, when He-Who-Watches was tricked by the elves into surrendering his family's lands (see Chapter 5: The Gods and Their Servants).

A malediction weapon allows the wielder to cast *bestow greater curse* once per day as a 13th-level cleric (see Chapter 6: Spells and Magic) upon a creature struck by the weapon. The Will save DC to resist the spell is 17. The wielder can decide to use the weapon's ability after striking the blow. Doing so is a free action, but the *greater curse* must be pronounced on the same round as the strike. If this ability is used against a nonelf, the wielder gains a negative level. The DC to remove this negative level is 15.

The victim of the curse suffers a -6 effective decrease to Intelligence and Charisma, gains the light sensitivity of an orc, and is subject to a *polymorph other* effect that permanently changes the victim's appearance to resemble a pureblood orc. The victim does not gain the ability scores, saves, or darkvision ability of an orc, and the creature's type and subtype are unchanged.

Bows, crossbows, and slings with this special quality bestow the malediction special ability upon their ammunition.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *bestow greater curse**; *Market Price:* +4 bonus.

**TABLE 7-4:
WEAPON SPECIAL ABILITIES**

Special Ability	Market Price Modifier
Furious	+2
Moldering	+2
Reprisal	+3
Sickening	+3
Exhausting	+4
Malediction	+4
Ruinous	+4
Rusting	+5

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MOLDERING

Only melee weapons with a significant portion of wood (such as a longspear or greatclub, but not a longsword) may have this special ability. The weapon is infested with the spores of various dungeon molds that are magically preserved deep in the wood. When the weapon strikes an opponent, the spores are released in a 5-foot-diameter cloud centered on the victim. All creatures within this area must make a successful Fortitude save (DC 15) or take 1d6+2 points of temporary Constitution damage. Creatures immune to poison or ability damage are not subject to this effect.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *contagion*; *Market Price:* +2 bonus.

REPRISAL

These weapons are imbued with the spiteful, eye-for-an-eye magic orcs love to practice. Once per round, if hit in melee by an opponent within melee range of this weapon, the wielder of a reprisal weapon may make a counterattack immediately as if making an attack of opportunity. This counterattack is made at the wielder's highest attack bonus. Only one counterattack may be made per round, regardless of how many times the wielder is hit. This does not count against the wielder's normal opportunity attacks for a round. Only melee weapons may have this special ability.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *kismet**; *Market Price:* +3 bonus.

RUINOUS

These horrible weapons are thankfully rare, and they are sometimes gifts to evil clerics from their unholy patrons.

A ruinous weapon allows the wielder to cast *destruction* as a 13th-level cleric upon a creature struck once per day. The DC of the Fortitude save to avoid death is 17. The wielder can decide to use the weapon's ability after striking the blow. Doing so is a free action, but the *destruction* must be cast on the same round as the strike.

A ruinous weapon bestows two negative levels on any nonevil creature that wields it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way while the weapon is wielded.

Bows, crossbows, and slings so ensorcelled bestow the ruinous ability upon their ammunition.

Caster Level: 13th; *Prerequisites:* Craft Magic Arms and Armor, *destruction*; *Market Price:* +4 bonus.

RUSTING

Rusting weapons are always badly pitted and corroded, and the weapon with this special ability confers a -1 circumstance penalty on attacks made by its wielder due to its poor condition. Some sages have speculated that the rusting ability is not purposely added to a weapon, but is instead the result of an earlier ensorcelment that has "rotted" within it. In any case, these weapons seem to bear a special hatred for pristine steel, and when used in combat they have the effect of the *rusting grasp* spell cast by a 7th-level druid.

Only melee weapons with a significant portion of metal (such as a longsword, but not a longspear or greatclub) may have this special ability. Rusting weapons never shed light when drawn.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, *rusting grasp*; *Market Price:* +5 bonus.

SICKENING

Sickening weapons are among the most disgusting items ever created. These revolting weapons ooze foul-smelling slime and give off the fetid odor of a corpse rotting in the sun, even when submerged in water or surrounded by the most intense perfume and piles of flowers. Any creature struck by a sickening weapon is instantly drenched in the smell and must make a Fortitude save (DC 14) to avoid the effects of nausea. A nauseated creature is unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move or move-equivalent action per round. Bows, crossbows, and slings so ensorcelled bestow the sickening ability upon their ammunition.

Caster Level: 4th; *Prerequisites:* Craft Magic Arms and Armor, *stinking bolt**; *Market Price:* +3 bonus.

SPECIFIC WEAPONS

The following specific weapons have the listed qualities and costs and are presented in alphabetical order.

FINALE

Named for its ability to end a song, this +3 *longspear* is a sinister enemy of bards and other spellcasters who depend on sound for their power. It grants its wielder a +4 profane bonus on saves against magical effects that depend on sound, including bardic music as well as all language-dependent enchantments and attacks with the sonic descriptor. The wielder also gains a +10 enhancement bonus on Listen checks.

Three times per day, the wielder can cast *silence* as a 3rd-level cleric (Will save DC 12) by speaking a command word. Additionally, each round *Finale* is in the presence of an active bard song, it gains a "spell point." Spell points can be redeemed to produce the following spell-like abilities.

FINALE

Points	Spell Effect
1	<i>Ventriloquism</i>
2	<i>Sound burst</i>
2	<i>Shatter</i>
3	<i>Sculpt sound</i>
4	<i>Shout</i>

Up to 4 spell points may be accumulated at a time; additional energy is vented harmlessly in the form of a low-frequency rumble. When *Finale* slays a bard or enchanter of any level, it gains 4 spell points immediately.

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, *sculpt sound*, *shatter*, *shout*, *silence*, *sound burst*, *ventriloquism*; *Market Price:* 35,311 gp.



SPELLDRAUGHT

Spellcasters who know of its existence shudder when mention is made of this magic-thirsting blade. This unique $+3$ *bastard sword* is made to find and consume the magic of spellcasting beings. It has the *bane* special ability against spellcasters (any creature with spell-like abilities or levels in a spellcasting class), glows in the presence of magic (indicating proximity, direction, and strength as a *detect magic* spell) and allows the wielder to detect spellcasters within 60 feet as a partial action. *Spelldraught* has attained a degree of self-awareness over centuries of absorbing the products of talented minds (Int 9, Wis 9, Cha 12, Ego 12) and has become thoroughly neutral evil.

When the wielder strikes a spellcaster in the act of casting a spell or concentrating to maintain a spell, *Spelldraught* imposes a -6 enhancement penalty on the target's Concentration check to avoid losing the spell. If the caster fails the check, the lost or disrupted spell is absorbed into the sword's blade, which begins to hum and vibrate in response to the charge.

Spelldraught's wielder may cast the stored spell as a free action upon striking an opponent in melee, if it is a spell that targets a creature, or as a full-round action in any other circumstance. The spell responds as if the sword's wielder were the caster for purposes of choosing targets and so on, but the spell's save DC and other variable effects are as though cast by the original caster. A drained spell may be stored indefinitely, but only one spell may be stored at a time. The weapon cannot absorb a new spell until the stored one has been discharged.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *detect magic*, *locate creature*, *miscast spells**; *Market Price:* 48,335 gp.

RINGS

Rings are not typical of orcs, but they do craft one sort, the totem ring, that complements their savagery perfectly.

TOTEM RINGS

These magic rings are generally carved from bone or horn and grant the wearer the ability to *polymorph self* into the form of a single animal once per day, for up to 1 hour. There are three versions of this ring: lesser, standard, and greater. Each version can be of a limited number of types, as listed below.

Lesser totem rings can be of the following types:

Baboon, Black Bear, Boar, Cheetah, Crocodile, Dog (any), Eagle, Leopard, Lizard, giant, Octopus, Pony (any) Porpoise, Shark (Medium-size), Snake (constrictor) Snake, (viper, Small or Medium-size), Squid, Wolf, Wolverine

Standard totem rings can be of the following types:

Ape, Badger, Bear (brown), Bear (polar), Bison, Cat, Hawk, Horse (any), Lion, Lizard, Monkey, Octopus (giant), Owl, Rat, Raven, Shark (Large), Rhinoceros, Snake, (viper, Tiny or Large), Tiger, Weasel

Greater totem rings can be of the following types:

Crocodile (giant), Dire ape, Dire badger, Dire bat, Dire bear, Dire boar, Dire lion, Dire rat, Dire shark, Dire tiger, Dire weasel, Dire wolf, Dire wolverine, Elephant, Shark (Huge), Snake (giant constrictor), Snake (viper, Huge), Squid (giant), Whale (orca)

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Unlike standard uses of the *polymorph self* spell, these rings allow change into only one form, which is set at item creation. The wearer gains the natural abilities and movement modes of the new form (such as the ability to fly or swim), but not any extraordinary abilities. Additionally, the wearer does not benefit from healing by changing form. The wearer's gear, weapons, and armor are transformed as part of the ring's magic and subsumed into the new form.

Caster Level: 5th (lesser), 9th (standard), 12th (greater); *Prerequisites:* Forge Ring, *polymorph self*; *Market Price:* 6,000 gp (lesser), 18,000 gp (standard), 28,800 gp (greater).

RODS

Orcs generally do not produce rods. The *rod of the caver*, described below, may be an adaptation of existing devices.

ROD OF THE CAVER

This versatile device was probably not invented by orc artificers, as they claim, but instead adapted from an original dwarven design. Still, more rods are found more every year, almost always in the hands of a powerful orc war chief or cleric.

A *rod of the caver* is crafted from adamantine and resembles a compact crowbar carved with runes, with five studlike switches along its length.

The following spell-like functions of the rod are as the spells cast by a 15th-level sorcerer. They can each be used once per day as a standard action.

- Alarm
- Clairaudience
- Create food and water

The following weapon uses of the rod have no limits on their use:

- In its normal form, the rod can be used as a +2 club.
- When switch 1 is thrown, the rod becomes a +3 keen heavy pick. A spike springs from one end, and the handle lengthens to 4 feet.
- When switch 2 is thrown, the rod becomes a +4 warhammer. The weapon's head springs from one end, and the handle lengthens to 4 feet.

The following mundane uses of the rod also have no limits on their use:

- In its normal form, the rod grants a +2 enhancement bonus on attempts to force open a lock, door, or chest.
- When switch 3 is thrown, the rod extends to a length of 10 feet and can be used as a standard 10-foot pole.
- When switch 4 is thrown, the rod displays the user's exact depth underground and the direction of magnetic north.
- When switch 5 is thrown, the rod separates into three connected parts that act as a grappling hook, 100 feet of silk rope, and a stout spike that can be anchored in stone.

Caster Level: 10th; *Prerequisites:* Craft Rod, Craft Magic Arms and Armor, *alarm*, *clairaudience*, *create food and water*, *know direction*, *spider climb*; *Market Price:* 60,000 gp; *Weight:* 10 lb.

STAFFS

Many orc staffs are dedicated to particular aspects of the Great Warband (see **Chapter 5: The Gods and Their Servants**). Each is devoted to the deity governing its aspects.

Spell prerequisites marked with an asterisk (*) are new spells covered in **Chapter 6: Spells and Magic**.

STAFF OF THE CAVE MOTHER

These horrid staffs are carved from the spines of girl children murdered by their fathers, topped with the tusks of dead chiefs. They allow the use of the following spells:

- *Charm person* (1 charge)
- *Ease labor** (1 charge)
- *Folk learning** (1 charge)

The wielder of a *staff of the Cave Mother* adds +2 to the DC of saves against all Enchantment spells she casts.

Caster Level: 5th; *Prerequisites:* Craft Staff, *charm person*, *ease labor*, *folk learning*; *Market Price:* 6,000 gp.

STAFF OF GRANDFATHER WHITE HANDS

Carved from the roots of a treant that has died of old age, these staffs are understandably scarce. They are usually tipped with a glass sphere filled with quicksilver, to better conduct magical energy. They allow the use of the following spells:

- *Dispel magic* (1 charge)
- *Spell resistance* (2 charges)

Caster Level: 12th; *Prerequisites:* Craft Staff, *dispel magic*, *spell resistance*; *Market Price:* 56,250 gp.

STAFF OF IRON FIST

These staffs resemble elongated swagger sticks, complete with electrum fittings and a rigid steel core. They are crafted with metal smelted from captured banner-poles and crests, and they sometimes even contain the tongue and teeth of a charismatic leader. They allow the use of the following spells:

- *Command* (1 charge)
- *Suggestion* (1 charge)

Additionally, the wielder of one of these staffs can use it in combat as a +2 quarterstaff.

Caster Level: 12th; *Prerequisites:* Craft Staff, *command*, *suggestion*; *Market Price:* 41,200 gp.

STAFF OF THE MULE

A *staff of the Mule* is rarely found unguarded; these items are more often the prize possession of a bandit mage or a half-orc adept. Although crafted in the name of the Mule, that god characteristically shows no recognition for these items or special favor for their wielders. They allow the use of the following spells:

- *Blur* (1 charge)
- *Miscast spells** (1 charge)

Caster Level: 12th; *Prerequisites:* Craft Staff, *blur*, *miscast spells*; *Market Price:* 31,500 gp.

STAFF OF NIGHTLORD

These staves are invariably carved from jet or fire-blackened ivory, capped with obsidian or black jade of the finest quality. They are the treasured possessions of footpads and assassins, as well as court magicians and wealthy casters of all kinds. A *staff of the Nightlord* allows the use of the following spells:

- *True strike* (1 charge)
- *Poison* (1 charge)

Caster Level: 12th; *Prerequisites:* Craft Staff, *poison*, *true strike*, *Market Price:* 43,500 gp.

STAFF OF THE PALE LADY

Carved from the bloodstained wood of a torturer's rack and shod with iron from the shackles of a wrongly-condemned prisoner, these staves carry the stench of death and suffering wherever they go. They are wielded only by the desperate and the truly evil, and their capacity to spread misery is legendary. They allow the use of the following spells:

- *Desecrate* (1 charge)
- *Bestow Curse* (1 charge)
- *Sterilize** (1 charge)

Caster Level: 12th; *Prerequisites:* Craft Staff, *bestow curse*, *desecrate*, *sterilize*; *Market Price:* 33,000 gp.

STAFF OF VENGEANCE

These staves are always cut from the spears of orc leaders who fell in battle, and as a consequence they inevitably bear the marks of bitter, futile struggle. Only a handful are known to exist, and each is dedicated to the destruction of a particular racial enemy: dwarves, humans, and especially the hated elves. If used in battle against its dedicated enemy, a *staff of vengeance* adds +2 to the DC of saves against all spells cast by the wielder, including spells cast from the staff. Each staff also allows the use of the following spells:

- *Blindness/deafness* (1 charge)
- *Emotion (rage)* (1 charge)
- *Eyebite* (2 charges)

Additionally, the wielder of one of these staves can use it in melee as a +2 *quarterstaff* with the *bane* special ability against its dedicated enemy.

Caster Level: 12th; *Prerequisites:* Craft Staff, *blindness/deafness*, *emotion (rage)*, *eyebite*, creator must be an orc or half-orc; *Market Price:* 151,200 gp.

STAFF OF WARCHIEF

Resembling iron-shod clubs more than staves, these massive items are intended for use by true fighting spellcasters. In the hands of an ambitious cleric, one of these staves can turn a marginal warband into a ravaging horde. They allow the use of the following spells:

- *Bull's strength* (1 charge)
- *Pounce** (1 charge)
- *Spleen** (1 charge)

Additionally, the wielder of one of these staves can use it in melee as a +2 *greatclub*.

Caster Level: 5th; *Prerequisites:* Craft Staff, *bull's strength*, *pounce*, *spleen*; *Market Price:* 36,110 gp.

WONDROUS ITEMS

Orc wondrous items, like so much of their magic, are made for warfare, vengeance, and cruelty. The following wondrous items descriptions are listed in alphabetical order.

CAMPAIGNER'S POT HELM

Orcs on a long march aren't picky about what they eat, but sometimes there's nothing edible to be found. The *campaigner's pot helm* serves in times of plenty or famine; it doubles as cooking pot when inverted, and at a command word it heats the contents to boiling up to three times per day. It can also convert up to 1 cubic foot of any organic matter into an edible (if disgusting) swill able to feed four hungry orcs for a day. Anyone who eats this converted food for at least a week straight gains a +4 bonus on required Constitution checks while making a forced march.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *endurance*; *Market Price:* 6,400 gp.

CUTTHROAT CHARMS

The mysterious character known to history as Three-Fingered Ike is credited with crafting these items in his old age, when he retired from active adventuring and founded the now-infamous thuggery school that bears his name. *Cutthroat charms* appear to be innocuous bracelets, decorated with charms that resemble miniature implements of the professional killer and footpad. When the user pulls a charm from the bracelet and speaks the command word, the object grows to its full size and functions as listed below. At the end of 1 hour, the item shrinks back to a charm and may be linked back to the bracelet. Each charm can be used just once per week.

Each bracelet has 1d4 charms, chosen or rolled randomly from the following list.

CUTTHROAT CHARMS

d%	Charm	Function
01–14	Diamond boots	<i>Boots of speed</i>
15–28	Ebony thieves' tools	+10 on Open Lock checks
29–42	Emerald boots	<i>Boots of levitation</i>
43–57	Gold crossbow	+3 <i>keen flaming heavy crossbow</i>
58–71	Ivory thieves' tools	+10 on Disable Device checks
72–85	Mithral crossbow	+1 <i>hand crossbow of speed</i>
86–100	Silver crossbow	+3 <i>keen frost light crossbow</i>

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, Craft Wondrous Item, *polymorph any object*, plus standard spellcasting requirements for each item; *Market Price:* 9,600 gp +1,000 gp (each set of thieves' tools), +2,000 gp (each pair of boots), or +10,000 gp (each crossbow); *Weight:* —.

EFFIGIES

These crude caricatures are a longtime favorite of orc mobs, and for many orcs they represent the pinnacle of the fine arts. Effigies are built around a wire or wood frame, covered in layers of cloth or paper soaked in a binding agent, typically saliva. They are made in the semblance of enemy leaders and burned before battle to rouse the warriors' spirits. Nonmagical versions are crafted by almost every recorded orc band, but only a few adepts have learned the secret of imbuing these crude creations with magic.

Constructing a magic effigy requires the creator to have a supply of wood, cloth, paper, woodworking tools, and paint, as well as access to a disguise kit. Additionally, the creator should have an article of clothing, lock of hair, personal effect, or at least an ounce of blood from the enemy leader to be targeted. Without such a fetish, the item costs twice as much as normal to construct.

The power of the effigy is released by fire and public spectacle. By witnessing the burning of a magic effigy before a battle against the targeted enemy leader, a number of orcs gain the specific benefit of the item for a full day. The ceremony of burning takes 1 hour, and if it is interrupted during this time the effigy is destroyed without granting its effect. A creature may be affected by only one effigy at any given time.

Note that these effects apply only when fighting against forces personally led by the targeted enemy leader (including his companions, followers, and cohorts). If there are more attendees present than the item can affect, the overseer of the ceremony must determine which orcs receive its benefits.

EFFIGY OF RAGE

This spectacle of injustice is more than a simple effigy. According to spies and scrying pools it resembles a flaming puppet show, with multiple characters, entrances, exits, and a crashing crescendo. It always depicts the targeted enemy leader as a devouring, rapacious villain whose victims are typically miniature orc women, children, and old males, each trotted out and consumed in turn.

After an hour of this treatment, the orc audience is ready for blood. Up to twenty orcs gain a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 circumstance penalty to AC.

Caster Level: 8th;
Prerequisites: Craft Wondrous Item,

emotion (rage), creator must have at least 5 ranks in Craft (sculpture); *Market Price:* 9,200 gp.; *Weight:* 10 lb.

EFFIGY OF SPELL RESISTANCE

These elaborate showpieces incorporate spark-throwers, figment effects, and lenses that shine beams of light around a darkened cavern. Ceremonies that incorporate these effigies are cautionary tales to warn the orc warriors about enemy spellcasters, and the burning ceremony often incorporates a litany of recitals designed to toughen the mind and quicken the nerves against hostile spells.

Once the effigy is burned, up to fifty orcs gain a +4 morale bonus on all saves against spells and spell-like effects, and an additional +2 resistance bonus on saves against mind-affecting enchantments.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *major image*, creator must have at least 5 ranks in Craft (sculpture); *Market Price:* 5,000 gp.; *Weight:* 5 lb.

EFFIGY OF SWIFT HUNTING

This is actually a group of many smaller effigies, all arranged around a track—typically a string or wire course that carries the creations above the heads of the orc faithful. During the ceremony, these effigies are lit and launched along their course, and the howling masses below leap and chase them, tearing them to shreds when they catch one.

When the ceremony closes, all the effigies have been caught and ripped to pieces, and the orcs are literally jumping with eagerness to get into battle. Up to fifty orcs gain a 10-foot increase in speed and the benefits of the Berserk Charge feat (see **Chapter 2: Feats**).

Caster Level: 2nd; *Prerequisites:* Craft Wondrous Item, *expeditious retreat*, creator must have at least 5 ranks in Craft (sculpture); *Market Price:* 4,320 gp.; *Weight:* 10 lb.



EFFIGY OF TERROR

The sheer terror provoked by the orc pantheon (see **Chapter 5: The Gods and Their Servants**) in the race's enemies takes center stage during this performance, with a target effigy initially boastful and then cowed by the god's divine presence. Orc observers are reassured that their curse of ugliness and exile has its advantages on the battlefield, and they march to war eager to shock their enemies into frightened submission.

Once the target effigy is burned, up to twenty orcs gain a +8 morale bonus on saves against fear effects. Each also gains the ability to perform a dominance display once per day. This display requires a move-equivalent action and has the effect of the *emotion (fear)* spell centered on the performer, as if cast by a 10th-level sorcerer (DC 14 + performer's Charisma modifier).

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *emotion (fear)*, creator must have at least 5 ranks in Craft (sculpture); **Market Price:** 7,200 gp; **Weight:** 5 lb.

EFFIGY OF VENGEANCE

Likely the first effigies crafted by a young orc race, these simplistic caricatures are still highly effective at turning a crowd of orcs into bloodthirsty killers. They always portray an enemy leader who is a member of one of the orcs' most hated racial enemies: dwarves and elves. The other races do not conjure sufficient fury to make these devices truly effective.

The effigy is burned in an orgy of hate, and afterward up to fifty orcs in attendance gain a +2 morale bonus on attack and damage rolls and the benefits of the Power Attack feat for the duration of the item's effect.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *emotion (hate)*, creator must have at least 5 ranks in Craft (sculpture); **Market Price:** 10,000 gp; **Weight:** 5 lb.

SCARS

Since the first orcs took to caves, they have commemorated life events and transitions with ritual scarring of their faces, hands, chests, and backs—and even engravings on their tusks. Over time, spellcasters learned to lend real-world significance to these symbolic gestures by imbuing them with magic.

To impart a magic scar, the creator must have access to a masterwork scarring kit (equivalent to masterwork artisan's tools) and a specially prepared paste that encourages scar tissue to form. Creating this paste requires a successful Wilderness Lore check (DC 15) to gather the

materials, and a successful Heal or Alchemy check (DC 15) to render the foul-smelling woody pulp into a usable substance. The scarring itself requires ranks in Craft (scarring), an ancient art of the orc people.

Note that magic scars are permanent but always have some negative effect on their "wearer." Unlike typical tribal scarring, magic scars must be cut deeply into tissue, often damaging nerves and muscles in the process. The damage dealt by using these items cannot be reversed by Heal checks, *restoration*, *cure* or *heal* spells, or any other magic effect short of a *wish* or *miracle*.

SCAR OF FAITH

These deep cuts are sometimes part of a junior adept's ascension to a senior post, and they often accompany the Eye of He-Who-Watches feat (see **Chapter 2: Feats**). Such a scar is always made on the subject's face, usually the area around the left eye, but sometimes forms a false third eye in the center of the forehead.

An orc who receives this scar takes 2 points of permanent Charisma drain from extensive wounds to facial nerves and soft tissue. In return, he gains a special bond with his patron or deity.

Once per week, the orc may cast each of *commune* and *find the path* as a 20th-level cleric, without incurring the usual 100 XP cost for casting *commune*.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *commune*, *find the path*, creator must have at least 5 ranks in Craft (scarring); **Market Price:** 54,880 gp.

SCAR OF THE MAGE-KILLER

Although they are rare, cautious and even thoughtful orcs are occasionally born to a tribe. They serve a valuable purpose in orc society, not usually as war leaders (this honor goes to the strongest, not the smartest) or as adepts (where anything more than horse sense is wasted) but as mage-killers, dedicated specialists who hunt down enemy spellcasters in battle.

Those who show special promise are chosen for this treatment. The subject is chained in total darkness

and his skin shaved off in layers

as magic-resistant inks are applied directly to the raw flesh. This agonizing process literally burns away the subject's muscles, causing him to take 2 points of permanent Strength drain. As a consequence of this horrifying experience, he gains SR 13 and a +4 resistance bonus on all saves against spells and spell-like effects.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, *spell resistance*, creator must have at least 5 ranks in Craft (scarring); **Market Price:** 10,000 gp.

SCAR OF MIGHTY HEWING

Among the most severe cuts that an orc can endure, these diagonal slashes along the subject's chest, back, and arms expose bone and



sinew in many places. The subject takes 2 points of permanent Dexterity drain from severed ligaments and nerves, but in return he gains the benefits of the Cleave, Power Attack, and Sunder feats. (These do not count as prerequisites for other feats.)

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *righteous might*, creator must have at least 5 ranks in Craft (scarring); *Market Price:* 14,000 gp.

SCAR OF RAGE

Those orcs who show exceptional strength and fury are sometimes chosen for this honor. After cutting a series of jagged marks into the sides of the subject's head, the crafter drills rough holes into the skull. Smoking-hot brands are then inserted into the incisions, burning out those small portions of the orc's brain that are responsible for something like polite behavior (for orcs). The result is a raving lunatic, unsuited to any task but slaughter—the stuff of orc legend.

The subject gains the barbarian's greater rage ability once per day, gaining a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and a –2 penalty to AC while in this state. If he already has the greater rage ability, he can use it one additional time per day. Additionally, the character gains damage reduction 2/—. As a consequence of these benefits, the subject takes 2 points of permanent Intelligence drain from the massive trauma to his brain.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *emotion (rage)*, creator must have at least 5 ranks in Craft (scarring); *Market Price:* 27,000 gp.

SCAR OF THE WOODS

Traditionally awarded for acts of great cunning in battle, these scars circle the subject's chest and trunk and reach clear to the bone in places. They usually take the form of a stylized wolf or dire rat, with limbs stretched out across the subject's breast.

An orc who endures these scars takes 2 points of permanent Constitution drain from deep cuts to his bones and muscles. In return, he becomes a lycanthrope (werewolf or wererat, at the crafter's discretion) and gains Control Shape as a class skill, with a +10 racial bonus on all Control Shape checks. Additionally, he gains Track as a free virtual feat.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *polymorph self*, creator must have at least 5 ranks in Craft (scarring); *Market Price:* 18,000 gp.

MINOR ARTIFACTS

The orc race is ancient, and it too has its objects of primordial lore.

PATRON RINGS

Each of these six rings seals an ancient pact between the orc people and the Patrons, powerful entities that have shaped orc history since the dawn of the race. (For more information on the Patrons, see **Chapter 5: The Gods and Their Servants**.) Over the eons most of the rings have been scattered, stolen, lost in battle, or simply forgotten in long-buried orc strongholds. When one turns up, orc tribes as well as civilized authorities rush to recover it. Each ring is dedicated to one of the Patrons.

RING OF ALL-EATER

This ring is forged from a mysterious dull-gray metal that is totally unaffected by extremes of heat and cold, by electricity and sonic attacks, and by the corrosive effects of acid. The ring's origin is unknown, but it was first mentioned in connection with one of All-Eater's earliest and most zealous clerics, who met his end after many journeys to the Outer Planes.

The ring grants immunity to acid, disease, and poison to its wearer, and also grants cold, fire, and electricity resistance 20. Three times per day, the wearer can cast *Melf's acid arrow* as a 20th-level sorcerer (dealing 2d4 damage per round for 7 rounds).

Additionally, the wearer of this ring is never targeted for attack by any ooze, slime, or mold (though he may still be accidentally caught in an area effect); those creatures seem to recognize him as an honored guest, though any companions receive no such benefit.

Caster Level: 20th; *Weight:* —.

RING OF BLACKJACK

This unassuming black ring is carved from the fire-blackened bones of a long-dead orc high priest. Legends hold that Blackjack cemented her alliance with the orcs over this priest's murder at the hands of an elven war party. When the elves had been hunted down to the last and their lands put to the torch, Blackjack herself ordered the forging of this ring from her friend's remains.

The wearer of this ring gains Weapon Proficiency and Weapon Focus in all crossbows as free virtual feats, and gains a +8 insight bonus on Hide and Move Silently checks, as long as it is worn. Additionally, the wearer gains a +4 insight bonus on damage rolls made against elves (including half-elves).

The ring's wearer can also use the following spell-like abilities: 3/day—*bestow curse*, 1/day—*mark of justice* and *storm of vengeance*. These abilities are as the spells cast by a 20th-level sorcerer (DC 18 + spell level).

Caster Level: 20th; *Weight:* —.

RING OF GWULLGI

This electrum band seems to change form before one's eyes, and it weeps blood and venom in equal measure as it twists around the wearer's finger. It was forged in the planes of pure chaos, and divinations reveal that a powerful trumpet archon was tortured to death to provide energy for its construction.

The wearer of this ring gains the following spell-like abilities: at will—*keen edge*, *obscuring mist*, and *true strike*; 3/day—*ethereal jaunt* and *locate creature*; 1/day—*Mord's sword* and *soul bind*. These abilities are as the spells cast by a 20th-level sorcerer (DC 18 + spell level).

Additionally, as long as the ring is worn the wearer gains Improved Disarm, Improved Trip, Mobility, and Spring Attack as free virtual feats, even if he lacks the prerequisites.

Caster Level: 20th; *Weight:* —.

RING OF IMPUGUD

This ancient bronze ring was at one time a single link in a massive anchor chain, but it was cut free and imbued with potent magic in the distant past. Dimly visible under the thick patina of verdigris are

runes in some long-forgotten tongue, thought to be an elder form of Aquan.

The ring grants its wearer continuous *water breathing* as the spell and a +30 enhancement bonus on Swim checks as long as it is worn. Additionally, the wearer is immune to the effects of pressure, gains cold resistance 20, and can see underwater with no penalty.

The ring's wearer also gains the following spell-like abilities: at will—*death knell*, *dispel magic*, and *identify*; 3/day—*antimagic field* and *slay living*; 1/day—*destruction*, *Mord's disjunction*, and *protection from spells*. These abilities are as the spells cast by a 20th-level sorcerer (DC 18 + spell level).

Caster Level: 20th; Weight: —.

RING OF SEVEN HUNT SEVEN

Still notched by the axe that cut it open, this simple iron loop is actually a key ring—the same key ring that kept an orc tribe enslaved to Seven Hunt Seven for almost a century. When the formian myrmarch threw his embedded programming, his first act was to sever this ring and turn the keys over to the orcs themselves. The ring was kept and became a symbol of authority within the fledgling orc nation, and over generations it has brought them even closer to their patron.

The ring's wearer gains a +4 insight bonus on Diplomacy and Intimidate checks, and a +4 resistance bonus on saves against mind-affecting enchantments. However, a wearer who learns and speaks the command word (rumored to be the patron's true name, spoken in Formian) suffers a –8 resistance penalty on saves against these spells instead, and a –4 insight penalty on all Sense Motive checks. This is Seven Hunt Seven's insurance policy against an upstart ruler who dares to challenge his authority.

Additionally, the wearer gains the following spell-like abilities: at will—*command*, *suggestion*, and *zone of truth*; 3/day—*dominate person*, *greater command*, and *mass suggestion*; 1/day—*demand*, *dominate monster*, and *geas/quest*. These abilities are as the spells cast by a 20th-level sorcerer (DC 18 + spell level).

Caster Level: 20th; Weight: —.

RING OF SHEDIM

When the demon prince claimed his orc tribe, he led the frenzied warriors on a raid into a dwarf redoubt to seize the orcs' long-lost ancestral hunting lands. In the bloodbath that followed, Shedim personally took the dwarf king's scalp and beard, and these bloodstained trophies were woven together with strands of dwarven gold to make this ring. Today the gory artifact cements the bond between Shedim and his faithful and calls young orcs to the Great Hunt.

When a creature wearing the ring participates in a sanctified blood sacrifice, that creature becomes a lycanthrope immediately, with no save allowed. The wearer has an equal chance of becoming a wererat or werewolf. This change is permanent; it cannot be cured by *heal* or *remove disease*, or by Heal checks. At the same time, the creature

gains Control Shape as a class skill, and a +4 circumstance bonus on Control Shape checks as long as it wears the ring.

The wearer also gains the following spell-like abilities: at will—*expeditious retreat*, *pass without trace*, and *speak with animals*; 3/day—*animal growth*, *find the path*, and *righteous might*; 1/day—*animal shapes*, *control weather*, and *earthquake*. These abilities are as the spells cast by a 20th-level sorcerer (DC 18 + spell level).

Caster Level: 20th; Weight: —.

THIRSTING ROD

These dread rods are carved from the thighbones of ancient orc vampire kings, covered in imprecations to dark entities of the Lower Planes. Despite its great power, few mortals own a *thirsting rod* for long—the temptation to use it carries its own terrible price.

A *thirsting rod* allows the wielder to cast the following spells on command, as a 20th-level sorcerer (save DC 19 + wielder's Charisma): *energy drain*, *freedom*, *gate*, *implosion*, *imprisonment*, *meteor swarm*, *miracle*, *Mord's disjunction*, *power word kill*, *shapechange*, *skip generation*, *soul bind*, *time stop*, *true resurrection*, and *wish*.

Each use of the *thirsting rod's* powers deals the wielder 2 points of permanent Constitution drain as the rod drinks in some of his blood and essence. This drain cannot be reversed by any means, including *restoration*, *miracle*, or *wish*. If the wielder's Constitution is reduced to 0 by the device, the wielder rises the next night as a vampire spawn.

Caster Level: 20th; Weight: —.

MAJOR ARTIFACTS

The origins of these legendary items are lost in the mists of antiquity.

HIDE OF THE OLD FORM

Orc legend maintains that the race's present form—stooped, coarse, ugly, and light-averse—is the result of betrayal by the elves that led their gods to take shelter underground, to avoid a storm that would never come. (For more information, see the origin story of the Great Warband in **Chapter 5: The Gods and Their Servants**.) The myth describes their stay as “a year,” but since the low Orc tongue does not recognize a longer unit of time, and numbers are a mystery to most orcs, this could mean centuries, or eons—perhaps longer—in mythological time. In any case, when the orc deities emerged from their exile they bore their current form, which has bred true to the present day.

Tales of so-called “old form” orcs have cropped up throughout history. Some elders maintain that an entire tribe of orcs escaped the curse of their forefathers and wait to return their race to glory. No proof for this tale has ever emerged, but several noted authorities do mention orcs that were clearly different from the norm. Lord Balthus



of Corin wrote of a manlike orc he captured in the Firbolg Wars during the time of the Old Empire:

... (This) beaste had not ye mouthe of an Orc, nor ye eyes or hide of an Orc, nor yet did he appeare as the mongrels of that race, yet he spat and sang most terribly in their tongue ... (and he) did lead ye tribe for many years. We executed him at ye first lighte, and his screams were most human-like, as a parrot may imitate a man's voice through recitale.

Balthus was familiar with at least one strain of half-orcs, so we must assume that he was right: This creature was not a hybrid.

Yet the strongest proof that these orcs existed at one time comes in the form of this grim artifact, known as the *Hide of the Old Form*. It appears to be the tanned hide of a humanoid of unknown type. If alive, the creature would stand the height of a man, with a strong, upright build and features more reminiscent of primitive humans than savage orcs. It has sandy blond hair and a trace of a beard. There is a slit cut up the back, allowing a humanoid to slip it on like a one-piece jumpsuit.

A nonorc who puts on the *Hide of the Old Form* must make a successful Fortitude save (DC 23) or die. The artifact has no other effect on any creatures besides orcs and half-orc humanoids. Any orc or half-orc humanoid who puts on this macabre item must succeed at a Fortitude save (DC 23) every minute it is worn or lapse into a deep sleep, which lasts for a year. During this time, the *Hide* cannot be removed without killing the wearer, though it does not harm the artifact itself. At the end of the year, the wearer awakes refreshed, with no memory of the intervening time, and has also undergone a profound physical and mental change. The creature that emerges is tall and strong, resembling an early human or tall dwarf. During its long sleep it has lost its heavy body hair, jutting tusks, and most of its heavy bone growth, and its eyes shine with a newfound spark of intelligence.

An orc who undergoes this transformation gains a +2 inherent bonus to Intelligence, Wisdom, and Charisma, but suffers a -2 inherent penalty to Strength, and his darkvision is replaced with low-light vision. He loses his racial sensitivity to sunlight, and he gains a +8 circumstance

bonus on Bluff, Diplomacy, and Intimidate checks made against all other orcs. Finally, this "old form" orc breeds true: His offspring and their descendents are likewise freed from the age-old curse.

When the transformation is complete, the *Hide* must be soaked in the blood of elves for a fortnight before it is ready to be used again. The very existence and nature of this item is a topic of no little disagreement among learned humans, though the elves—who could end all speculation about this "old form" with a few words—have remained strangely silent.

SPEAR OF THE BETRAYED

This artifact is only recognizable as a weapon, or indeed as an item of value, by the oldest and wisest of orc adepts. To untutored eyes it resembles simply the timeworn trunk of a pine tree, its limbs crudely hacked off at their bases. On closer examination, the pointed tip bears stains that could be blood, and marks along its length could only have come from swords and axes. In truth, this immense piece of wood was once wielded as a spear by He-Who-Watches, plucked from the ground in fury over his betrayal at the hands of the elves. (See the origin story of the Great Warband in **Chapter 5: The Gods and Their Servants**.) It was in the god's hands when his eye was taken, and the psychic shock of this event is stored in its very grain.

Even thousands of years later, its magic is still potent. The *Spear of the Betrayed* is a +5 *Huge* *longspear* with a reach of 15 feet (base damage 2d6+5). It is anathema to elves, dealing double damage to them on a successful strike (quadruple damage on a critical hit) and increasing its enhancement bonus by +6 when used against an elf opponent. Additionally, the artifact grants the wielder a +6 morale bonus to Strength and Constitution, and a +4 resistance bonus on all saves against spells and spell-like effects.

The *Spear* bestows three negative levels on any nonorc who attempts to wield it. The negative levels remain as long as the weapon is in hand and disappear when the weapon is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way while the weapon is wielded. An elf who so much as touches the artifact must succeed at a Fortitude save (DC 23) or be instantly slain.

- SIEGE ENGINES -

Orcs use siege engines and other strange weapons of war. These might not be as sophisticated as dwarven creations, but they accomplish the desired task—generally sowing as much terror and destruction as possible.

SIEGE ENGINES IN COMBAT

Siege engines are not for every combat. Most fire extremely slowly, and while they carry the punch necessary to flatten buildings, they are no threat to individual creatures. Nevertheless, including siege engines in an occasional battle can add interesting twists to a campaign and changes the dynamics of an encounter.

Large or immobile siege engines obviously can't keep pace with a fast-moving skirmish involving an adventuring party, but prepared in advance, they launch a powerful opening salvo for either side of the engagement. The Weapon Crew Veteran feat (see **Chapter 2: Feats**)

allows orc characters to fire siege engines faster and more accurately. The new siege engines presented here are best suited to the massed fighting typical of orcs, and they provide more varied tactics.

NEW SIEGE ENGINES

The following siege engines are in general not made for precision. Orc tactics are rarely organized, so the advantage gained by these weapons may not last much past the first round or two before the screaming mob reaches the walls. (Of course, orc operators may have no compunction against continuing to lob death and destruction into the masses of friend and foe alike.)

Unless otherwise specified, attacking with a siege engine requires a Profession (siege engineer) check by a crew member. Crew must remain adjacent to the siege engine and must take a full-round action to count as crew for a round.

CORPSE LOAD

A staple of siege warfare for centuries, the corpse load is simply a barrel or burlap sack filled with rotten corpses (or parts thereof), dung, rancid meat, and other battlefield detritus, and flung over the enemy castle's wall. Preparing these loads is not as haphazard as it sounds (or smells); a successful Heal or Profession (siege engineer) check (DC 14) is necessary to make each batch properly contagious.

If a corpse load strikes a solid object, it deals 2d6 bludgeoning damage and showers unspeakable filth and slime on everything within a 30-foot radius. All within this area must succeed at a Fortitude save (DC 14) or be infected with slimy doom. The area remains contagious for 1 week (at a reduced save DC of 12) unless it is scrubbed with a powerful acid or base solution (vinegar and lye are popular choices).

Note that the cost listed above assumes that bodies are free during wartime, and that the user must purchase a new barrel for each load. If either assumption is untrue, adjust the price accordingly.

GREAT LENS

Known only to the savage orc tribes of the deep jungle, these towering machines are incredibly rare and valuable. Only two have been documented, and their current status and whereabouts are unknown.

A great lens is a massive circular slab of cut rock crystal, standing three times the height of a man. Anchored in stone, clay, or even wound rope, it is transported and turned only by the efforts of dozens of straining slaves, who are chained in long lines from its front. These items are very heavy—the smallest of them weighs at least 50 tons, and larger specimens weigh up to 80 tons.

To use a great lens, the slaves first turn it so that the crystal stands between the target and the sun. This process takes 1 minute per 10 degrees of adjustment. The crystal focuses the sun's rays, producing a beam of heat and light that can strike any target within the spotter's line of sight—it has no theoretical maximum range. This beam is perfectly straight and can be blocked by smoke and concealment like any other ranged attack.

The damage and range increment listed above assume that the great lens is in direct sunlight. In conditions of light cloud cover, damage

and range increment drop by 25% and the critical multiplier drops to x2. If the skies are moderately cloudy, both values drop by 50% and the beam is not capable of delivering a critical hit. In overcast or darker conditions, the great lens does not have enough light to produce an effective beam at any range.

JUGGERNAUT

These heavily armored vehicles are rarely seen except in the largest and wealthiest warbands, where they serve as hard command centers for the besieging force or at the vanguard of an assault. With a full team of four oxen yoked to the axles, these three-story death machines are nearly unstoppable. The ox teams are concealed behind a wooden skirt that surrounds the ground level of the vehicle, and the upper stories are girded in iron and slate shingles (hardness 8, 120 hp). Its studded wheels can crush opponents into smears of blood and hair.

The inside of the juggernaut is divided into three levels. The ground floor houses the oxen, axles, and machinery of steering. The second floor houses a single driver who sits in a small armored compartment in the "bow" (hardness 10, 60 hp), and the rest of the story is large enough to carry up to twenty orcs into battle, discharging them through the rear and sides of the vehicle.

The top story is an armored vantage point, with a reinforced, iron-lined cockpit for the vessel's captain in a raised portion of the bow (hardness 15, 90 hp), and three ballistae behind arrow slits at the nose and sides of the craft. An additional ballista may be added to the roof, but this space is more often reserved for additional troops with mantlets and siege ladders (see below).

The juggernaut has a speed of 20 feet and cannot turn more sharply than 45 degrees in a given round. If it takes a double move, it cannot turn at all. The vehicle's dimensions are 20 feet wide by 30 feet long, by 30 feet high. The listed price does not include oxen but does include three ballistae.

MANTLET

This common siege implement resembles a rolling wall. The wide wooden face measures 10 feet across and 8 feet high, and it provides full cover for up to four Medium-size creatures walking behind it. It has two long wooden handles that must be lifted as it is moved, and because the device is so unwieldy, those lifting it suffer the effects of heavy encumbrance (maximum +1 Dex bonus to AC, -6 armor check

TABLE 7-5: NEW SIEGE ENGINES

Weapon	Cost	Damage	Critical	Range Increment	Crew
Catapult loads				As catapult	As catapult
Corpse load	2 gp	Special	—	—	—
Quicklime load	500 gp	Special	—	—	—
Great lens	50,000 gp	10d6	x3	300 ft.	50
Juggernaut	10,000 gp	—	—	—	10
Mantlet	50 gp	—	—	—	2-4
Mouse	2,000 gp	3d6	x3	—	10
Runt glider	400 gp	Special	—	—	1
Scaling ladder	50 gp	—	—	—	5
Tortoise	+1,000 gp	—	—	—	As weapon +2
War drum stage	1,000 gp	—	—	—	20

penalty, movement as if wearing heavy armor, and run speed of x3). Mantlets are often set up to provide stationary cover on the battlefield.

MOUSE

The incongruously named mouse is a sharp-tipped lever used much like a ram, but instead of battering down a heavy door, the mouse picks out the mortar between stones and eventually dislodges the stones themselves until a breach is made in the wall. It deals double damage to masonry walls (including superior and reinforced masonry walls), but half damage to all other forms of construction.

QUICKLIME LOAD

Limestone cooked at very high temperatures produces this white powder, a caustic substance that boils on contact with water. Barrels and sacks loaded with quicklime are lobbed into enemy fortifications, where they burst. Each produces a 30-foot-radius cloud of blinding smoke. Any creature caught in this cloud is subject to the effects of a powerful contact poison: Fortitude save DC 15, initial damage blindness for 1d6 hours, secondary damage permanent blindness.

Creating quicklime requires a high-temperature kiln and quantities of limestone, and the creator must succeed at an Alchemy check with a DC of 15. (See the Craft skill description for rules on cost and time to create.)

RUNT GLIDER

Smaller orcs not only have to face constant bullying and abuse by their larger peers, they are also sent aloft in these insanely dangerous contraptions, where their light weight is an advantage.

A runt glider is a fragile frame of wood or bone covered in stretched skin or paper, and launched from an elevation toward a target below. The unlucky pilot usually carries vials of alchemist's fire or a load of corpses or quicklime (see above), attempting to drop the payload inside the enemy's walls.

Flying a runt glider is a straightforward matter of glide ratio. Each round of flight carries the glider 200 feet forward and drops it by 20 feet. The device is treated as a clumsy flying creature for purposes of turning and diving speed, but each attempt to turn requires the pilot to make a Ride (glider) check (DC 15). On a failure, the glider does not execute the turn and drops by 20 feet instead.

When the glider finally hits the ground, the pilot must succeed at a Ride (glider) check (DC 15) or both pilot and glider take falling damage as if they dropped half the original launch height.

The glider itself has hardness 5 and 10 hit points, and takes double damage from fire. It can carry a maximum of 200 pounds.

SCALING LADDER

These 30-foot-long ladders feature steel side-slats that provide one-half cover to climbers. In addition, the top end of the ladder has sharp steel spikes that drive into the material of the walls. Defenders who wish to dislodge the ladder must destroy the ladder itself (hardness 10, 20 hit points) or dislodge it with a successful Strength check (DC 13). Scaling ladders weigh 90 pounds. Longer versions are also available with extra reinforcement to support the length; double the price and weight for each additional 20 feet.

TORTOISE

Not an item so much as an addition to another item, this movable roof is layered with slate, stone, and steel to make it nearly immune to ranged weapons and fire. A tortoise can be added to a battering ram, mouse, or war drum stage for the listed additional cost. It grants all crew underneath full cover against attacks from above and half cover against attacks from the front and side. The roof itself has hardness 10 and 120 hit points, and takes only half damage from energy attacks.

A siege engine that incorporates a tortoise requires two additional crewmembers to deal with the extra weight.

WAR DRUM STAGE

No one would confuse orcs with clever creatures, but sometimes their understanding of war and psychology borders on the supernatural. These strange mobile pavilions are built like enormous drums themselves, with huge stretched-skin floors and hardwood walls to echo and amplify any noise made within. Twenty or more performers seat themselves in a circle on this stage, and each bangs on a huge wooden war drum. The resulting cacophony is comparable to thunder, and it has such deep low notes that it can be felt, if not heard, from miles away.

Enemies within 10 miles subjected to this treatment suffer no real penalty, but the sheer noise means that simply speaking requires a move-equivalent action, instead of a free action. Within 5 miles of the war drum stage, spellcasters suffer a -2 circumstance penalty on Concentration and Spellcraft checks, and the din makes speaking a partial action instead of a move-equivalent action. Within 1 mile, all defenders suffer the effects of being shaken (-2 morale penalty on attack rolls, weapon damage, and saves); speech requires a full-round action, and spellcasters suffer a -2 circumstance penalty on Concentration and Spellcraft checks.



APPENDIX: TYPICAL NPCs

This chapter presents tables containing statistics for five typical orc NPCs at various levels. Two, the warrior and the adept, are detailed for 10 levels while the others, members of adventuring classes, are detailed for 20 levels. These charts are meant to help GMs run encounters with large groups of orcs or in unexpected situations, or to serve as a guideline when generating an orc NPC from scratch. Making small adjustments to the statistics below can also greatly ease the workload of creating individualized NPCs.

- WARRIOR -

These rank-and-file orcs are the most commonly encountered of their kind. They fight in loose, disorganized formations, counting on their great strength to finish a combat quickly. This sample orc warrior starts with the standard creature statistics and advances the character to 10th level.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Greataxe (1d12)	Javelin (1d6)	AC	Touch AC	F-F AC
1	5	15	10	11	9	8	8	20	+5 (+3)	+1 (+2)	16	10	16
2	11	15	10	11	9	8	8	20	+6 (+3)	+2 (+2)	17	10	17
3	16	15	10	11	9	8	8	20	+7 (+3)	+3 (+2)	17	10	17
4	22	16	10	11	9	8	8	20	+9 (+4)	+4 (+3)	17	10	17
5	27	16	10	11	9	8	8	20	+10 (+5)	+6 (+3)	18	10	18
6	33	16	10	11	9	8	8	20	+11/+6 (+5)	+7 (+3)	19	11	18
7	38	16	10	11	9	8	8	20	+12/+7 (+5)	+8 (+3)	20	11	19
8	44	17	10	11	9	8	8	20	+13/+8 (+7)	+9 (+3)	21	12	19
9	49	17	10	11	9	8	8	20	+14/+9 (+7)	+10 (+3)	23	13	20
10	55	19*	10	11	9	8	8	20	+16/+11 (+8)	+11 (+4)	23	13	20

Level	Fort.	Ref.	Will	Feats	Skill Climb	Armor Check	Equipment
1	2	0	-1	Weapon Focus (greataxe)	-1	-7	Masterwork greataxe, 3 javelins, splint mail, potion of cure light wounds x5
2	4	1	0		0	-7	Masterwork greataxe, 3 javelins, half-plate, cloak of resistance +1, potion of cure light wounds x5
3	5	2	1	Power Attack	2	-6	Masterwork greataxe, 3 javelins, masterwork half-plate, cloak of resistance +1, potion of cure moderate wounds
4	5	2	1		4	-6	Masterwork greataxe, 3 javelins, masterwork half-plate, cloak of resistance +1, potion of cure moderate wounds, potion of haste
5	5	2	1		5	-6	+1 greataxe, masterwork javelin, full plate, cloak of resistance +1, potion of cure moderate wounds, potion of haste
6	6	3	2	Cleave	7	-5	+1 greataxe, masterwork javelin, masterwork full plate, amulet of natural armor +1, cloak of resistance +1, potion of cure moderate wounds x2, potion of haste
7	6	3	2		8	-5	+1 greataxe, 2 masterwork javelins, +1 full plate, amulet of natural armor +1, cloak of resistance +1, potion of cure moderate wounds x2, potion of haste
8	7	3	2		9	-5	+1 greataxe, 3 masterwork javelins, +1 full plate, amulet of natural armor +2, cloak of resistance +1, potion of cure moderate wounds x2
9	7	4	3	Improved Critical (greataxe)	10	-5	+1 greataxe, 3 masterwork javelins, +2 full plate, amulet of natural armor +2, cloak of resistance +1, ring of protection +1
10	8	4	3		12	-5	+1 greataxe, 3 masterwork javelins, +2 full plate, cloak of resistance +1, amulet of natural armor +2, ring of protection +1, gauntlets of ogre power

- ADEPT -

Adepts fulfill the spiritual and medical needs of most orc communities. In wartime they are found at the rear of the battle, patching up warriors and improving morale with their flexible spell list.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Club (1d6)	Crossbow (1d8)	AC	Touch AC	F-F AC
1	3	12	10	11	7	11	10	30	+1 (+1)	0	10	10	10
2	7	12	10	11	7	11	10	30	+2 (+1)	2	11	11	11
3	10	12	10	11	7	11	10	30	+2 (+1)	2	11	11	11

CHAPTER SIX: TYPICAL NPCs

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Club (ld6)	Crossbow (ld8)	AC	Touch AC	F-F AC
4	14	12	10	11	7	12	10	30	+4 (+1)	3	12	12	12
5	17	12	10	11	7	12	10	30	+4 (+1)	3	13	12	13
6	21	12	10	11	7	12	10	30	+5 (+1)	4	14	13	14
7	24	12	10	11	7	14	10	30	+5 (+1)	4	14	13	14
8	28	12	10	11	7	15	10	30	+6 (+1)	+5 (+1)	14	13	14
9	31	12	10	11	7	15	10	30	+6 (+1)	+5 (+1)	15	14	15
10	35	12	10	11	7	15	10	30	+7 (+1)	+6 (+1)	16	14	16

Level	Fort.	Ref.	Will	Feats	Skill Climb	Armor Check	Equipment
1	0	0	2	Scribe Scroll	4	0	Club, light crossbow, scroll of cure light wounds x6, potion of mage armor x3, potion of cure moderate wounds
2	0	0	3		5	0	Club, masterwork light crossbow, bracers of armor +1, scroll of cure light wounds x3, potion of cure moderate wounds
3	2	2	4	Brew Potion	6	0	Club, masterwork light crossbow, bracers of armor +1, cloak of resistance +1, scroll of cure light wounds x3, potion of cure moderate wounds
4	2	2	6		7	0	Masterwork club, masterwork light crossbow, bracers of armor +1, ring of protection +1, cloak of resistance +1, potion of cure moderate wounds
5	2	2	6		8	0	Masterwork club, masterwork light crossbow, bracers of armor +1, ring of protection +1, cloak of resistance +1, amulet of natural armor +1, potion of cure moderate wounds x3
6	3	3	7	Craft Wand	9	0	Masterwork club, masterwork light crossbow, bracers of armor +2, ring of protection +1, cloak of resistance +1, amulet of natural armor +1, potion of cure moderate wounds x3
7	4	4	9		10	0	Masterwork club, masterwork light crossbow, bracers of armor +2, ring of protection +1, cloak of resistance +2, amulet of natural armor +1, potion of cure moderate wounds x3
8	4	4	10		11	0	Masterwork club, +1 light crossbow, amulet of natural armor +1, bracers of armor +2, ring of protection +1, cloak of resistance +2, periapt of Wisdom +2, potion of cure moderate wounds x3
9	5	5	10	Craft Magic Arms and Armor	12	0	Masterwork club, +1 light crossbow, bracers of armor +2, ring of protection +2, cloak of resistance +2, amulet of natural armor +1, periapt of Wisdom +2, wand of cure moderate wounds
10	5	5	11		13	0	Masterwork club, +1 light crossbow, bracers of armor +2, ring of protection +2, cloak of resistance +2, amulet of natural armor +2, periapt of Wisdom +2, wand of cure moderate wounds

Level	Wis	Spells per Day			
		0	1	2	3
1	11	3	1		
2	11	3	1		
3	11	3	2		
4	12	3	3		
5	12	3	3	1	
6	12	3	3	1	
7	14	3	4	3	
8	15	3	4	3	
9	15	3	4	3	1
10	15	3	4	3	1

- CLERIC OF HE-WHO-WATCHES -

Clerics of He-Who-Watches are notable for their single-mindedness and fury, even among other orcs. They are the only creatures brave enough to challenge an orc silverback for leadership of his tribe, and they often put their fanaticism on display by sacrificing their left eyes in sympathy with their divine father.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Longspear (ld8)	Crossbow (ld10)	AC	Touch AC	F-F AC
1	9	17	10	12	12	13	6	20	+4 (+4)	0	16	10	16
2	14	17	10	12	12	13	6	20	+6 (+4)	2	16	10	16
3	20	17	10	12	12	13	6	20	+7 (+4)	3	17	10	17
4	25	18	10	12	12	13	6	20	+9 (+6)	4	17	10	17
5	31	18	10	12	12	13	6	20	+9 (+6)	4	18	10	18
6	36	18	10	12	12	13	6	20	+10 (+6)	5	18	10	18
7	42	18	10	12	12	13	6	20	+11 (+6)	6	19	10	19
8	47	18	10	12	12	14	6	20	+12/+7 (+7)	7	19	10	19
9	53	18	10	12	12	14	6	20	+12/+7 (+7)	7	19	10	19
10	58	18	10	12	12	14	6	20	+13/+8 (+7)	8	20	10	20
11	64	18	10	12	12	14	6	20	+14/+9 (+7)	9	20	10	20
12	69	18	10	12	12	15	6	20	+15/+10 (+7)	+10 (+1)	20	10	20
13	75	18	10	12	12	15	6	20	+16/+11 (+8)	+10 (+1)	21	10	21
14	80	18	10	12	12	15	6	20	+17/+12 (+8)	+11 (+1)	22	11	22
15	86	18	10	12	12	17**	6	20	+18/+13/+8 (+8)	+12 (+1)	23	11	23
16	91	18	10	12	12	18	6	20	+20/+15/+10 (+9)	+13 (+1)	24	11	24
17	97	18	10	12	12	18	6	20	+20/+15/+10 (+9)	+14 (+2)	24	11	24
18	102	18	10	12	12	18	6	20	+22/+17/+12 (+10)	+15 (+2)	24	11	24
19	108	18	10	12	12	18	6	20	+23/+18/+13 (+10)	+16 (+2)	24	11	24
20	113	18	10	12	12	22	6	20	+25/+20/+15 (+11)	+18 (+3)	24	11	24

Level	Fort.	Ref.	Will	Feats	Skill Concentration	Skill Heal	Armor Check	Equipment
1	3	0	3	Scribe Scroll	5	5	-6	Longspear, heavy crossbow, masterwork splint mail, potion of cure light wounds x4
2	4	0	4		6	6	-6	Masterwork longspear, masterwork heavy crossbow, masterwork splint mail, potion of cure light wounds x4, potion of blur, scroll of protection from elements

CHAPTER SIX: TYPICAL NPCs

Level	Fort.	Ref.	Will	Feats	Skill Concentration	Skill Heal	Armor Check	Equipment
3	4	1	4	Combat Casting	7	7	-6	Masterwork longpear, masterwork heavy crossbow, masterwork half-plate, potion of cure light wounds x4, scroll of protection from elements x3
4	5	1	5		8	8	-6	Masterwork longpear, masterwork heavy crossbow, masterwork half-plate, potion of cure moderate wounds, scroll of protection from elements
5	5	1	5		9	9	-6	Masterwork longpear, masterwork heavy crossbow, full plate, potion of cure moderate wounds, potion of blur x2
6	6	2	6	Brew Potion	10	10	-5	Masterwork longpear, masterwork heavy crossbow, masterwork full plate, potion of cure moderate wounds, potion of blur x2, potion of bull's strength
7	6	2	6		11	11	-5	Masterwork longpear, masterwork heavy crossbow, +1 full plate, potion of bull's strength x2
8	7	2	8		13	15	-5	+1 longpear, masterwork heavy crossbow, +1 full plate, scroll of dispel magic x2
9	7	3	8	Craft Wand	14	16	-5	+1 longpear, masterwork heavy crossbow, +1 full plate, scroll of dispel magic x2, scroll of cure serious wounds
10	8	3	9		15	18	-5	+1 longpear, masterwork heavy crossbow, +2 full plate, scroll of dispel magic, scroll of cure serious wounds, scroll of righteous might
11	9	4	10		16	19	-5	+1 longpear, masterwork heavy crossbow, +2 full plate, cloak of resistance +1, scroll of prayer, scroll of cure serious wounds
12	10	3	11	Eye of He-Who-Watches	17	21	-5	+1 longpear, +1 heavy crossbow, +2 full plate, cloak of resistance +1, scroll of harm, scroll of cure serious wounds
13	10	3	11		18	22	-5	+2 longpear, +1 heavy crossbow, +3 full plate, cloak of resistance +1, scroll of harm, scroll of summon monster V, potion of heroism
14	11	3	12		19	23	-5	+2 longpear, +1 heavy crossbow, +3 full plate, cloak of resistance +1, ring of protection +1, scroll of harm, potion of heroism x2
15	11	4	13	Eye of Destruction	21	26	-5	+2 longpear, +1 heavy crossbow, +4 full plate, cloak of resistance +1, ring of protection +1, periapt of Wisdom +2, scroll of harm, potion of heroism x2
16	12	4	15		23	28	-5	+3 longpear, +1 heavy crossbow, +5 full plate, cloak of resistance +1, ring of protection +1, periapt of Wisdom +2, wand cure moderate wounds
17	12	4	15		24	29	-5	+3 longpear, +2 heavy crossbow, +5 full plate, cloak of resistance +1, ring of protection +1, periapt of Wisdom +2, wand of cure moderate wounds, wand of bold person
18	15	7	18	Maximize Spell	+25	30	-5	+4 longpear, +2 heavy crossbow, +5 full plate, cloak of resistance +3, ring of protection +1, periapt of Wisdom +2, wand of cure moderate wounds, wand of bold person
19	15	7	18		26	32	-5	+4 longpear, +2 heavy crossbow, +5 light fortification full plate, cloak of resistance +3, ring of protection +1, periapt of Wisdom +2, wand of bold person, scroll of earthquake, elemental swarm, implosion
20	16	7	21		29	35	-5	+5 longpear, +3 heavy crossbow, +5 moderate fortification full plate, cloak of resistance +3, ring of protection +1, periapt of Wisdom +4, scroll of earthquake, elemental swarm, implosion

Level	Wis	Spells per Day												
		0	1	2	3	4	5	6	7	8	9			
1	13	3	2+1											
2	13	4	3+1											
3	13	4	3+1	1+1										
4	13	5	4+1	2+1										
5	13	5	4+1	2+1	1+1									
6	13	5	4+1	3+1	2+1									
7	13	6	5+1	3+1	2+1	1+1								
8	14	6	5+1	4+1	3+1	2+1								
9	14	6	5+1	5+1	3+1	2+1	1+1							
10	14	6	5+1	5+1	3+1	2+1	2+1							
11	14	6	6+1	5+1	4+1	3+1	2+1	1+1						
12	15	6	6+1	6+1	4+1	4+1	3+1	2+1	1+1					
13	15	6	6+1	6+1	4+1	4+1	3+1	3+1	2+1					
14	15	6	6+1	6+1	5+1	4+1	4+1	3+1	2+1	1+1				
15	17	6	6+1	6+1	6+1	6+1	4+1	4+1	3+1	2+1				
16	18	6	6+1	6+1	6+1	6+1	4+1	4+1	3+1	2+1	1+1			
17	18	6	6+1	6+1	6+1	6+1	4+1	4+1	3+1	3+1	2+1			
18	18	6	6+1	6+1	6+1	6+1	5+1	4+1	4+1	3+1	3+1			
19	18	6	6+1	6+1	6+1	6+1	5+1	4+1	4+1	4+1	4+1			
20	22	6	7+1	7+1	7+1	6+1	6+1	5+1	4+1	4+1	4+1			

- BARBARIAN -

These ferocious orcs are the unquestioned masters of any orc warband, and the lucky few who live to be silverbacks often become chiefs of their tribe. Far more die raging in battle, cut down when they take on hopeless odds in a blind blood-fury. (Note that this sample barbarian does not include raging statistics.)

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Greataxe (1d12)	Composite Longbow (1d8)	AC	Touch AC	F-F AC
1	14	19	13	14	8	10	6	30	+7 (+6)	2	14	11	13
2	22	19	13	14	8	10	6	30	+8 (+6)	+3 (+4)	14	11	13*
3	31	19	13	14	8	10	6	30	+9 (+6)	+5 (+4)	14	11	13*
4	39	20	13	14	8	10	6	30	+11 (+7)	+6 (+4)	14	11	13*
5	48	20	13	14	8	10	6	30	+12 (+8)	+7 (+4)	15	11	14*
6	56	20	13	14	8	10	6	30	+13/+8 (+8)	+8/+3 (+4)	15	11	14*
7	65	20	13	14	8	10	6	30	+14/+9 (+8)	+9/+4 (+4)	15	11	14*
8	73	21	13	14	8	10	6	30	+15/+10 (+8)	+10/+5 (+4)	15	11	14***
9	82	21	13	14	8	10	6	30	+16/+11 (+8)	+11/+6 (+5)	16	11	15*

CHAPTER SIX: TYPICAL NPCs

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Greataxe (1d12)	Composite Longbow (1d8)	AC	Touch AC	F-F AC
10	90	21	13	14	8	10	6	30	+18/+13 (+9)	+12/+7 (+5)	16	11	15*
11	99	21	13	14	8	10	6	30	+19/+14/+9 (+9)	+13/+8/+3 (+5)	16	11	15*
12	107	22	13	14	8	10	6	30	+21/+16/+11 (+11)	+14/+9/+4 (+5)	17	11	16*
13	116	22	13	14	8	10	6	30	+22/+17/+12 (+11)	+15/+10/+5 (+5)	18	11	17*
14	124	22	13	14	8	10	6	60**	+24/+19/+14 (+12)	+17/+12/+7 (+6)	18	11	17*
15	133	24*	13	14	8	10	6	60	+26/+21/+16 (+13)	+18/+13/+8 (+6)	19	11	18*
16	141	25	13	14	8	10	6	60	+28/+23/+18/+13 (+14)	+21/+16/+11/+6 (+6)	20	11	19*
17	150	25	13	14	8	10	6	60	+30/+25/+20/+15 (+15)	+23/+18/+13/+8 (+7)	21	11	20*
18	158	25	13	14	8	10	6	60	+31/+26/+21/+16 (+15)	+24/+19/+14/+9 (+7)	22	13	21*
19	167	25	13	14	8	10	6	60	+32/+27/+22/+17 (+16)	+26/+21/+16/+11 (+8)	23	13	22*
20	175	26	13	14	8	10	6	60	+34/+29/+24/+19 (+18)	+27/+22/+17/+12 (+8)	23	13	22*

*Uncanny Dodge usually prevents character from losing Dex bonus to AC

Level	Fort.	Ref.	Will	Feats	Skill Climb	Skill Jump	Armor Check	Equipment
1	4	1	0	Weapon Focus (greataxe)	6	7	-2	Masterwork greataxe, composite longbow, masterwork hide
2	5	1	0		7	8	-2	Masterwork greataxe, mighty composite longbow (+4), masterwork hide
3	5	2	1	Dodge	8	9	-2	Masterwork greataxe, masterwork mighty composite longbow (+4), masterwork hide, potion of cure light wounds x3
4	6	2	1		10	11	-2	Masterwork greataxe, masterwork mighty composite longbow (+4), masterwork hide, potion of cure light wounds x3, potion of bull's strength
5	6	2	1		11	12	-2	+1 greataxe, masterwork mighty composite longbow (+4), +1 hide, potion of cure light wounds x3, potion of bull's strength, potion of cure moderate wounds
6	7	3	2	Improved Critical (greataxe)	12	13	-2	+1 greataxe, masterwork mighty composite longbow (+4), +1 hide, potion of cure light wounds x3, potion of bull's strength, potion of cure moderate wounds
7	7	3	2		13	14	-2	+1 greataxe, masterwork mighty composite longbow (+4), +1 hide, potion of cure light wounds x3, potion of bull's strength x3, potion of cure moderate wounds
8	8	3	2		14	15	-2	+1 greataxe, masterwork mighty composite longbow (+4), +1 hide, potion of cure light wounds x3, potion of bull's strength x3, potion of cure moderate wounds, potion of cure serious wounds
9	8	4	3	Punishing Rage	15	16	-2	+1 greataxe, +1 mighty composite longbow (+4), +2 hide, potion of cure light wounds x3, potion of bull's strength x3, potion of cure moderate wounds, potion of cure serious wounds, potion of haste
10	10	5	4		16	18	-2	+2 greataxe, +1 mighty composite longbow (+4), +2 hide, cloak of resistance +1, potion of cure light wounds x3, potion of bull's strength x3, potion of cure moderate wounds, potion of cure serious wounds, potion of haste
11	10	5	4		17	19	-2	+2 greataxe, +1 mighty composite longbow (+4), +2 hide, cloak of resistance +1, potion of cure light wounds, potion of bull's strength x3, potion of cure moderate wounds, potion of cure serious wounds x2, potion of haste
12	11	6	5	Unstoppable Rage	19	22	-2	+2 greataxe, +1 mighty composite longbow (+4), +3 hide, cloak of resistance +1, potion of bull's strength, potion of cure moderate wounds, potion of cure serious wounds x2, potion of haste, potion of heroism
13	11	6	5		20	23	-2	+2 greataxe, +1 mighty composite longbow (+4), +3 hide, cloak of resistance +1, amulet of natural armor +1, potion of cure moderate wounds, potion of cure serious wounds x2, potion of haste, potion of heroism
14	12	6	5		21	31	-2	+3 greataxe, +2 mighty composite longbow (+4), +3 hide, cloak of resistance +1, amulet of natural armor +1, boots of striding and springing, potion of cure serious wounds x2, potion of haste, potion of heroism
15	12	7	6	Unholy Rage	23	33	-2	+3 greataxe, +2 mighty composite longbow (+4), +4 hide, cloak of resistance +1, amulet of natural armor +1, boots of striding and springing, gauntlets of ogre power, potion of cure serious wounds x2, potion of haste, potion of heroism
16	13	7	6		24	34	-2	+4 greataxe, +2 mighty composite longbow (+4), +5 hide, cloak of resistance +1, amulet of natural armor +1, boots of striding and springing, gauntlets of ogre power, bracers of archery, potion of cure serious wounds x2, potion of heroism
17	13	7	6		25	35	-2	+5 greataxe, +3 mighty composite longbow (+4), +5 hide, cloak of resistance +1, amulet of natural armor +2, boots of striding and springing, gauntlets of ogre power, bracers of archery
18	14	8	6	Leadership	26	36	-2	+5 greataxe, +3 mighty composite longbow (+4), +5 light fortification hide, cloak of resistance +1, amulet of natural armor +2, boots of striding and springing, gauntlets of ogre power, bracers of archery, ring of protection +2
19	14	8	6		27	37	-2	+5 keen greataxe, +4 mighty composite longbow (+4), +5 light fortification hide, cloak of resistance +1, amulet of natural armor +2, boots striding and springing, gauntlets of ogre power, bracers archery, ring protection +2
20	15	8	6		29	39	-2	+5 keen flaming greataxe, +4 mighty composite longbow (+4), +5 moderate fortification hide, cloak resistance +1, amulet of natural armor +2, boots striding and springing, gauntlets ogre power, bracers archery, ring of protection +2

- ROGUE -

Orc rogues are relatively rare but brutally efficient at what they do. The rogue listed below is only moderately stealthy, but his Dexterity improves with age and turns him into a classic backstabber.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Short Sword (1d6)	Shortbow (1d6)	Sneak Attack	AC	Touch AC	F-F AC
1	7	14	15	13	12	10	6	30	+3 (+2)	3	+1d6	16	12	14*
2	11	14	15	13	12	10	6	30	+4 (+2)	4	+1d6	16	12	14*
3	16	14	15	13	12	10	6	30	+5 (+2)	5	+2d6	16	12	14*

CHAPTER SIX: TYPICAL NPCs

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Short Sword (1d6)	Shortbow (1d6)	Sneak Attack	AC	Touch AC	F-F
4	20	14	16	13	12	10	6	30	+6 (+2)	7	+2d6	17	13	14*
5	25	14	16	13	12	10	6	30	+6 (+2)	7	+3d6	17	13	14*
6	29	14	16	13	12	10	6	30	+8 (+2)	8	+3d6	17	13	14*
7	34	14	16	13	12	10	6	30	+9 (+2)	+9 (+1)	+4d6	17	13	14*
8	38	14	17	13	12	10	6	30	+10/+5 (+3)	+10/+5 (+1)	+4d6	17	13	14*
9	43	14	17	13	12	10	6	30	+11/+6 (+3)	+10/+5 (+1)	+5d6	18	13	15*
10	47	14	17	13	12	10	6	30	+12/+7 (+3)	+11/+6 (+1)	+5d6	18	13	15*
11	52	14	17	13	12	10	6	30	+13/+8 (+3)	+12/+7 (+1)	+6d6	18	13	15*
12	56	14	18	13	12	10	6	30	+16/+11 (+4)	+15/+10 (+2)	+6d6	19	14	15*
13	61	14	18	13	12	10	6	30	+16/+11 (+4)	+15/+10 (+2)	+7d6	20	15	16*
14	65	14	18	13	12	10	6	30	+17/+12 (+4)	+16/+11 (+2)	+7d6	21	16	17*
15	70	14	18	13	12	10	6	30	+18/+13/+8 (+4)	+18/+13/+8 (+2)	+8d6	21	16	17*
16	74	14	21**	13	12	10	6	30	+21/+16/+11 (+5)	+20/+15/+10 (+3)	+8d6	21	17	16*
17	79	14	21	13	12	10	6	30	+21/+16/+11 (+5)	+23/+18/+13 (+3)	+9d6	22	17	17*
18	83	14	21	13	12	10	6	30	+23/+18/+13 (+6)	+24/+19/+14 (+4)	+9d6	22	17	17*
19	88	14	21	13	12	10	6	30	+25/+20/+15 (+7)	+26/+21/+16 (+5)	+10d6	24	18	19*
20	92	14	22	13	12	10	6	30	+27/+12/+17 (+7)	+28/+23/+18 (+5)	+10d6	24	18	19*

*Uncanny Dodge usually prevents character from losing Dex bonus to AC

Level	Fort.	Ref.	Will	Feats	Skill Climb	Skill Disable	Skill Hide	Skill Listen	Skill Silent	Skill Open	Skill Search	Skill Spot	Skill Tumble	Armor Check	Equipment
1	1	4	0	Improved Initiative	4	5	4	4	4	6	5	4	4	-2	Masterwork short sword, masterwork shortbow, chain shirt, potion of cure light wounds x2, potion of healing
2	1	5	0		5	6	5	5	5	7	6	5	5	-2	Masterwork short sword, masterwork shortbow, chain shirt, potion of spider climb, potion of cat's grace
3	2	5	1	Point-Blank Shot	7	7	7	6	7	8	7	6	7	-1	Masterwork short sword, masterwork shortbow, masterwork chain shirt, potion of cat's grace, potion of vision
4	2	7	1		8	8	9	7	9	10	8	7	9	-1	Masterwork short sword, masterwork shortbow, masterwork chain shirt, potion of cat's grace, potion of vision, potion of reduce
5	2	7	1		9	11	10	8	10	13	9	8	10	-1	Masterwork short sword, masterwork shortbow, masterwork chain shirt, m. thieves' tools, potion of cat's grace, potion of vision, potion of reduce
6	3	8	2	Weapon Focus (short sword)	10	12	11	9	11	14	10	9	11	-1	Masterwork short sword, masterwork shortbow, masterwork chain shirt, m. thieves' tools, potion of cat's grace, potion of alter self, potion of reduce
7	3	8	2		11	13	12	10	12	15	11	10	12	-1	Masterwork short sword, +1 shortbow, masterwork chain shirt, m. thieves' tools, potion of cat's grace, potion of cure moderate wounds
8	3	9	2		12	14	13	11	13	16	12	11	13	-1	+1 short sword, +1 shortbow, masterwork chain shirt, m. thieves' tools, potion of cat's grace x2, potion of cure moderate wounds
9	4	9	3	Weapon Finesse (short sword)	13	15	14	12	14	17	13	12	14	-1	+1 short sword, +1 shortbow, +1 chain shirt, m. thieves' tools, potion of cat's grace x2, potion of cure moderate wounds x2
10	5	11	4		14	16	15	13	15	18	14	13	15	-1	+1 short sword, +1 shortbow, +1 chain shirt, m. thieves' tools, cloak of resistance +1, potion of cat's grace x2, potion of cure moderate wounds x2
11	5	11	4		15	17	16	14	16	19	15	14	16	-1	+1 short sword, +1 shortbow, +1 chain shirt, m. thieves' tools, cloak of resistance +1, potion of fly, potion of reduce, potion of cure moderate wounds x2
12	6	13	5	Precise Shot	16	18	18	15	18	21	16	15	18	-1	+2 short sword, +2 shortbow, +1 chain shirt, m. thieves' tools, cloak of resistance +1, potion of gaseous form, potion of haste
13	6	13	5		17	19	19	16	19	22	17	16	19	-1	+2 short sword, +2 shortbow, +1 chain shirt, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, potion of gaseous form, potion of haste
14	6	14	5		18	20	30	17	20	23	18	17	20	-1	+2 short sword, +2 shortbow, +1 shadow chain shirt, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, ring of protection +1, potion of cure serious wounds
15	7	14	8	Iron Will	19	21	31	18	21	24	19	18	21	-1	+2 short sword, +3 shortbow, +1 shadow chain shirt, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, ring of protection +1, dust of disappearance
16	7	16	8		21	22	34	19	24	26	20	19	24	0	+3 short sword, +3 shortbow, +1 shadow studded leather, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, ring of protection +1, dust of disappearance, gloves of Dexterity +2
17	7	16	8		22	23	35	20	25	27	21	20	25	0	+3 short sword, +4 shortbow, +2 shadow studded leather, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, ring of protection +1, gloves of Dexterity +2, bracers of archery, potion of cure serious wounds x2
18	8	17	9	Combat Reflexes	23	24	36	21	26	28	22	21	26	0	+4 short sword, +4 shortbow, +2 shadow studded leather, m. thieves' tools, cloak of resistance +1, amulet of natural armor +1, ring of protection +1, gloves of Dexterity +2, bracers of archery, boots of levitation, potion of cure serious wounds x2
19	8	17	9		24	25	37	22	27	29	23	22	27	0	+5 short sword, +5 shortbow, +3 shadow studded leather, m. thieves' tools, cloak of resistance +1, amulet of natural armor +2, ring of protection +1, gloves of Dexterity +2, bracers of archery, boots of levitation, potion of cure serious wounds x2
20	8	19	9		25	26	39	23	29	31	24	23	29	0	+5 short sword, +5 frost shortbow, +3 shadow studded leather, m. thieves' tools, cloak of resistance +1, amulet of natural armor +2, ring of protection +1, gloves of Dexterity +2, bracers of archery, boots of levitation, ring chameleon power

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Green Ronin Publishing and Paradigm Concepts have teamed up to create OGL Interlink, a series of related sourcebooks for the d20 System. Initially, these books will come from Paradigm's *Races of Legend* series and Green Ronin's *Races of Renown* series. If you enjoy *Wrath & Rage*, you may want to check out *Eldest Sons: The Essential Guide to Elves* from Paradigm. Stop by our website for more information.



Wrath & Rage requires the *Dungeons and Dragons® Player's Handbook, Third Edition*, published by Wizards of the Coast® for use. *Dungeons and Dragons®* and *Wizards of the Coast®* are Registered Trademarks of Wizards of the Coast, and are used with Permission.

Wrath & Rage:
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