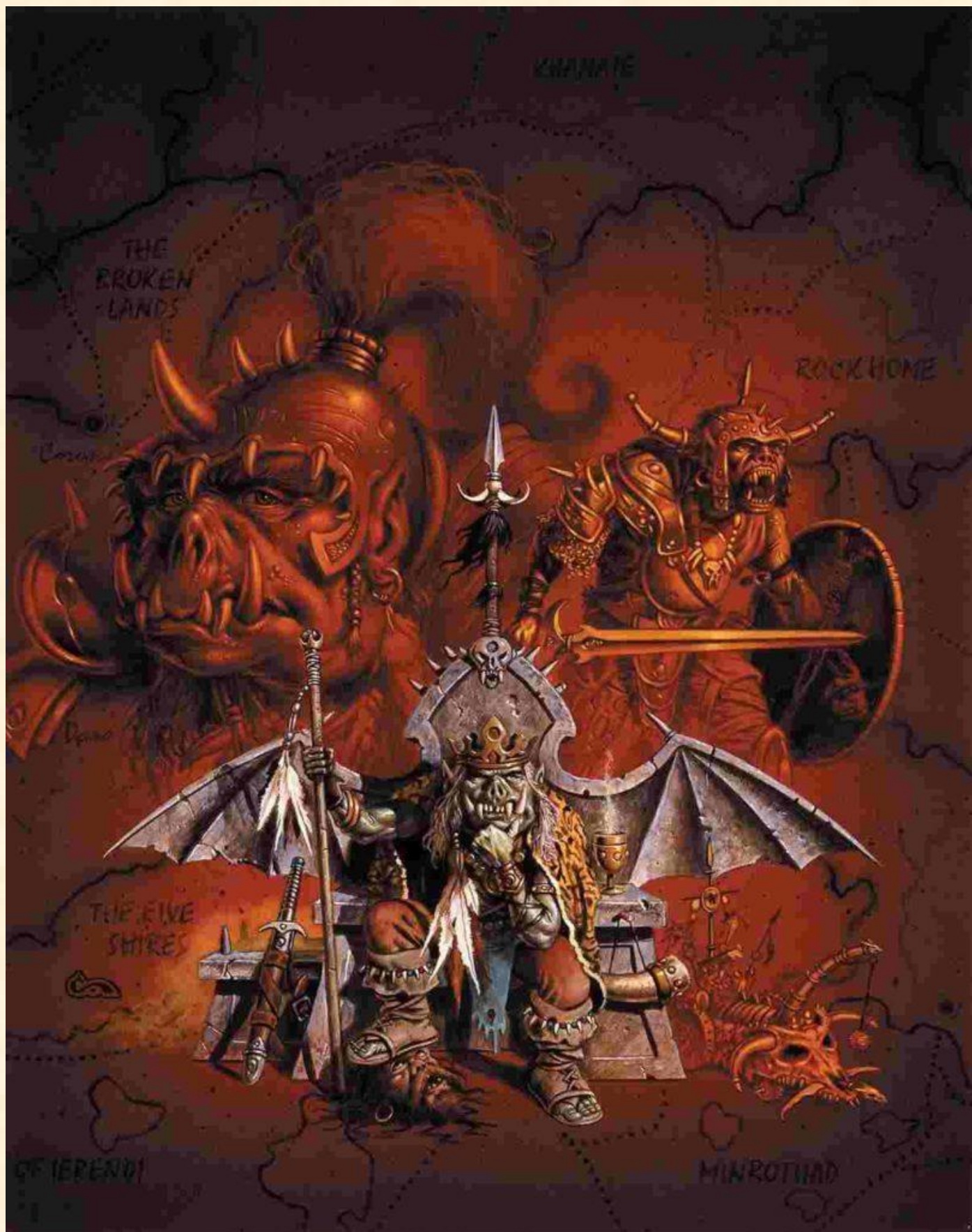


ЗАМЕТКИ ПРО ОРКОВ





ПЕРЕВОД НЕКОТОРЫХ ТЕРМИНОВ

Brute = Громила
Controller = Контроллер
Skirmisher = Налетчик
Sniper = Снайпер
Soldier = Солдат
Striker = Нападающий
Defender = Защитник
Lurk, Lurker = Скрытень
Supporter = Поддержка
Defender = Защитник
Hordling = Групповой боец
Scout = Разведчик
Commander = Командир, лидер

Заметки Паланта про историю, столкновения, тактику и особенности орков а также дополнительная информация про орков в культуре.

Не стоит рассматривать это как полностью готовый материал – это пока только наброски и рабочий материал для Вечених разговоров, во время которых мы говорим о особенностях построения столкновений и использования существ из пятой редакции

В приложения вынесена вся дополнительная информация

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Официальные статблоки орков и их анализ

СТАТБЛОК	ПОКАЗАТЕЛЬ ОПАСНОСТИ	КЛЮЧЕВЫЕ ОСОБЕННОСТИ	СЛАБЫЕ СТОРОНЫ
Орк	½	Высокая мобильность, повышенный урон, низкий КЗ	Слабая дальнобойная атака
Орог	2	Высокая мобильность, повышенный урон, тяжелые доспехи и высокий КЗ	Слабая дальнобойная атака
Орк военачальник	4	Высокая мобильность, повышенный урон, средний КЗ, дополнительные спасброски, одноразовая тактическая способность	Слабая дальнобойная атака
Орк красный клык Шаргааса	3	Очень высокий урон, возможность видеть в магической темноте и возможность ее создавать, высокая мобильность	Очень небольшой радиус дальнобойных атак
Орк клинок Илневала	4	Высокий урон в ближнем бою, дополнительные тактические способности	Слабый дальнобойный урон
Орк рука Юртруса	2	Контроллер с высоким ослабляющим потенциалом	Отсутствие дальнобойного урона, невысокий КС заклинаний
Орк око Груумша	2	Поддержка с высоким уроном	Отсутствие лечения, слабая дальнобойная атака
Орк коготь Лутик	2	Поддержка с высоким уроном в ближнем бою	Отсутствие дальнобойных атак
Танаррук	5	Высокая мобильность, высокий урон в ближнем бою, устойчивость к магии,	Отсутствие дальнобойных атак
Аурох	2	Низкий КЗ, большое количество хитов, атака с разбега	

Лидеры – клинок Илневала, военачальник

Клерики – Око Груумша (агрессивная поддержка и контроллер), Рука Юртруса (ослабляющий контроллер), Коготь Лутик (поддержка)

Громилы и солдаты – орк, орог, полуогр (огриллон), танаррук

Скрытень – красный клык Шаргааса

Упоминается но не представлен – орк наездник на аурохе поклоняющийся Багтру.

Также хотя и описан, но не представлен в виде стат блока боевой фургон

РЕКОМЕНДУЕМЫЕ ИЗМЕНЕНИЯ

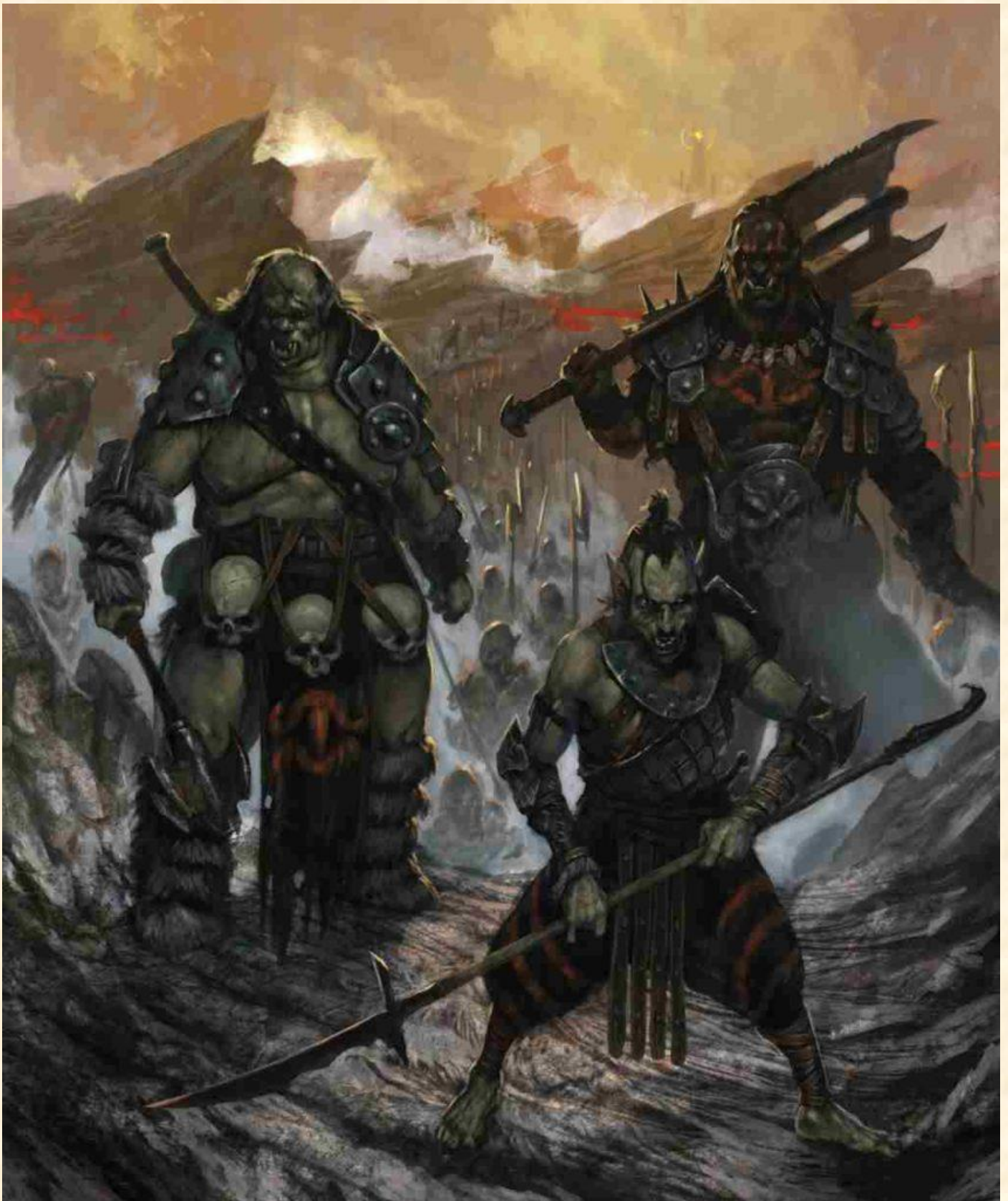
Рекомендуем добавить

Relentless Endurance.

Weapons: древковое оружие (алебарда, длинное копье), копье, арбалеты, луки

Armor:

Боевой дух: у обычных орков Steady (11-12), у орогов Elite (13-14)



БАЗОВАЯ ИНФОРМАЦИЯ О ОРКАХ

Орки — дикие грабители и налётчики; у них сутулая осанка, низкий лоб и свиноподобные лица с выступающими нижними клыками, напоминающими бивни.

Груумш Одноглазый. Орки поклоняются Груумшу, сильнейшему из орочьих богов, являющемуся также их создателем. Орки верят, что в древние времена боги собрались и поделили мир между своими последователями. Когда Груумш выбрал горы, оказалось, что их уже забрали дварфы. Тогда он выбрал леса, но там уже поселились эльфы. Что бы ни выбирал Груумш, всё уже было занято. Другие боги смеялись над Груумшем, а он отвечал яростным рёвом. Схватив своё могучее копье, он опустошил горы, сжёг леса и прорезал в полях огромные овраги. Такова будет роль орков, объявил он, — забирать силой или уничтожать всё, в чем другие расы им отказывают. И по сей день орки ведут нескончаемую войну с людьми, эльфами, дварфами и прочими народами.

Оркам особенно ненавистны эльфы. Эльфийский бог Кореллон Ларетиан наполовину ослепил Груумша метким выстрелом из лука прямо ему в глаз. С тех пор орки испытывают особую радость, убивая эльфов. Превращая эту травму в ужасный дар, Груумш дарует божественную мощь любому своему воину, который добровольно лишает себя одного глаза в его честь.

Племена как чума. Орки собираются в племена, которые распространяют свою власть и утоляют кровожадность, разграбляя деревни, пожирая или прогоняя бродячие стада, и убивая любых гуманоидов, которые осмелятся выступить против них. После уничтожения поселения орки дочиста разграбляют все сокровища и иные полезные вещи, которые можно использовать в своих землях. Остатки деревень или стоянок они сжигают, а затем уходят туда, откуда пришли, утолив свою жажду крови.

Странствующие падальщики. Жажда разрушения толкает орков селиться в пределах досягаемости новых целей. Они редко оседают на местах и не преобразовывают руины, пещерные комплексы и деревни побеждённых врагов в свои укрепленные лагеря и крепости. Орки строят только для защиты, не внося в постройки никаких новшеств или улучшений, ограничиваясь грубыми частоколами с насаженными телами своих врагов или траншеями и рвами с торчащими из них колами.

Когда на захваченной территории заканчивается пища, племя орков делится на бродячие банды, которые ищут новые земли для охоты. Когда они возвращаются с трофеями и новостями, выбирается следующая самая богатая цель. Затем племя движется всей массой, проделывая свой кровавый путь к новой территории.

В редких случаях лидер племени решает закрепиться в укрепленном логове на несколько десятков дней. Орки такого племени разбредаются по большой территории, чтобы прокормить себя.

Лидерство и мощь. Племена орков в основном патриархальны и щеголяют яркими и кричащими названиями, такими как Многострелы, Кричащий глаз, Губители эльфов. Время от времени могущественный военный вождь объединяет рассеянные племена орков в единую неистовую орду, которая попирает другие племена и поселения людей с позиции силы.

Сила и власть — величайшие добродетели орков, и они принимают в свои племена всех могучих существ. Отвергая представления о расовой чистоте, они с гордостью приветствуют огров, троллей, полуорков и орогов в своих рядах. Орки также уважают и боятся размера и силы злых великанов, и часто выступают в роли их охранников и солдат.

Орочь полукровки. **Лутик**, орочья богиня плодородия и жена Груумша, требует от орков постоянного и безразборного деторождения, тем самым увеличивая орду поколение за поколением. Стремление к размножению у орков сильнее, чем у остальных рас, и они легко скрещиваются с другими видами. При скрещивании с гуманоидом аналогичного размера и роста (например, человеком или дварфом), потомством будет **орк** или **полуорк**. В случаях скрещивания с огром, потомством будет **полуогр** с пугающей силой и грубыми чертами, называемый **огриллоном**.

Два различных подхода:

Изначально орки были законопослушно злыми гуманоидами (в старых редакциях), но позднее их базовое мировоззрение изменили на хаотично злое. Возможной причиной этого могло быть смешение с хобгоблинами (которые также 33).

Сеттинговые Особенности

В ЗК орки обладают бонусом к производительности при добыче ресурсов в шахтах и являются неплохими кузнецами, что с учетом Чувствительности к яркому свету делает их естественными конкурентами дварфов.



Око Груумша

Когда орк убивает эльфа во имя Груумша и преподносит ему тело врага как жертву, может появиться проявление бога. Он требует добавочной жертвы: один глаз орка, как символ потери Груумша от рук его великого врага Кореллона Ларетиана.

Если орк вырывает свой глаз, Груумш может одарить его способностью к заклинаниям и особой благосклонностью, также как и правом называть себя Оком Груумша. Этот дикий поборник бога резни даёт советы вождю предсказаниями, а в бою бросается первым, чтобы обогреть своё оружие кровью.



Военачальник

Военачальник орков это самый сильный и коварный член племени. Его правление длится до тех пор, пока он поддерживает страх и уважение среди членов племени и регулярно удовлетворяет их кровожадность, иначе он будет казаться слабым.

Наследники резни. Груумш дарует особые благословения вождям, которые постоянно проявляют себя в бою, и наполняет их частичкой своей дикости. Одарённый военачальник обнаруживает, что его оружие врезается глубже во врагов, позволяя ему устраивать большую бойню.

Король Обальд Многострел

Король Обальд из племени Многострелов — легенда среди боевых вождей Забытых Королевств, и самый знаменитый вождь орков в истории D&D.

Будучи умнее и интуитивнее, чем большинство орков, Обальд убил своего вождя, чтобы занять его место. Искусный в военном деле и известный своим буйным нравом, он прослыл свирепым противником в бою. На протяжении многих лет он присоединял другие племена к своему, пока не возглавил орду тысяч.

Обальд использовал свою силу и влияние, выкраивая себе царство на Хребте Мира — гряде гор, контролируемых многочисленными крепостями dwarфов, людей и эльфов.

После годов кровавого конфликта с более цивилизованными соседями, Обальд сделал немислимое, и заключил мирный договор с врагами. Этот договор смутил многих орков, находившихся под его командованием. Договор был либо хитрой уловкой Обальда, чтобы выиграть время для усиления армии и решающего натиска на Дикие Рубежи, либо он служил тревожным признаком того, что Обальд оставил пути Груумша и подлежит уничтожению.

Ороги

Примечание Паланта. Это только одна из версий.

Ороги это орки, одарённые удивительным интеллектом, который обычные орки считают даром богини Лутик. Как и их богиня, ороги предпочитают жить под землёй, но нехватка пищи часто приводит их на поверхность для охоты. Орки уважают силу и хитрость орогов, и один орог может возглавить военную банду орков.

Сильные и умные. Ороги используют свою силу, чтобы запугивать других орков, и свой интеллект, чтобы удивлять врагов на поле боя. Многие самоуверенные командиры эльфов, людей и dwarфов наблюдали как «простой» военачальник орков выполняет хитрый манёвр с фланга и уничтожает вражескую силу, и им невдомёк, что им противостоял орог.

Когда ороги встречаются в большом количестве, они собирают свои собственные отряды в составе большой орды. Они всегда на передовой линии атаки. Опираясь на превосходство в силе и знание тактики, ороги преодолевают всё, что встаёт на их пути.

Некоторые племена орков специально ищут орогов для усиления своих рядов. Превосходство орогов делает их идеальными лидерами и смертельными противниками для боевых вождей, которые должны опасаться вероломства орогов.

Отрёшенные убийцы. Не желая ничего кроме разрушения своих врагов на куски, своим присутствием ороги являют ужас на поле боя. У них нет привязанности к родителям, братьям и сёстрам, а также им чужды понятия любви и преданности. Они поклоняются орочьему пантеону богов — Груумшу и Лутик — потому что верят, что они имеют запредельную силу, а физическая мощь это всё, что они уважают.

Слуги тьмы. Не имеющие доверия среди орков, некоторые ороги образуют отряды наёмников, которые продают свои услуги тому, кто заплатит больше остальных. До тех пор, пока им платят, наёмники ороги служат элитными воинами и ударными отрядами для злых колдунов, порочных великанов и других злодеев.

ВСПОМОГАТЕЛЬНЫЕ СТАТЬБЛОКИ

Следующие статблочки с использованием шаблонов орков помогают разнообразить стандартных орков.

- Берсеркер (ПО 2)
- Ветеран (ПО 3)
- Воин племени (ПО 1/8)
- Гладиатор (ПО 5)
- Головорез (ПО ½)
- Друид (ПО 2)
- Разведчик (ПО ½)
- Священник (ПО 2)

ВОЗМОЖНЫЕ СОЮЗНИКИ ОРКОВ

- Рабы гоблины
- Хобгоблины наемники
- Огры и полуогры
- Тролли
- Ворги и волки
- Гигантские летучие мыши
- Ауорохи и наездники на ауорохах
- Боевые фургоны

ВОЗМОЖНЫЕ СТОЛКНОВЕНИЯ С ОРКАМИ

Пример быстрой генерации случайных столкновений с орками

Местность	Столкновение	Логово/Поселение
Подземелье	Банда (2к4) 2-8 орков	Логово (1 военный отряд) 4-96 орков
Дикая местность	1 военный отряд (2к6 банд) 2-8*2-12=4-96 орков	Деревня (1к10 военных отрядов) 4-960 орков

Each orc gang will be led by a champion

|| Orc champion
*AC 14, HP +1 HD, +1 to hit & damage (Strength) ||

Each orc warband will be led by a sub-chieftain

|| Orc sub-chieftain
*AC 15, HP +2 HD, +1 to hit & damage (Strength) ||

An orc lair or village will be led by a chieftain. As long as the chieftain is alive, the orcs will gain a +2 to morale rolls.

|| Orc chieftain
*AC 16, HP +3 HD, +2 to hit & damage (Strength) ||

Отряд налетчиков
Рабовладельческий караван
Военный отряд орков
Разведчики орков
Орки поселенцы
Орки наемники
Охотничий отряд

ПРИМЕРЫ СТОЛКНОВЕНИЙ

Играющие дети — Рядом с поселениями орков персонажи могут столкнуться с играющими 1к4+1 молодых орков, полуорков и/или полуогров. Они могут притворяться охотничьим отрядом или группой налетчиков, но ключевое слово — притворяться. Партия с быстрой инициативой и плохими навыками суждения может очень быстро оказаться в целой куче неприятностей, если они не смогут отличить детей орков, притворяющихся налетчиками орков, от настоящих налетчиков орков.

Охотничья группа — дальше от поселений персонажи могут столкнуться с группами по 2к4 орков или полуорков во главе с орогом. Они будут вооружены луками или пилумами, а также мечами. Они могут носить или не носить доспехи. Эти орки охотятся на животных. Возможно, они охотятся для развлечения, но, скорее всего, они охотятся за едой, шкурами, рогами и костями, либо для снабжения своей деревни, либо для продажи другим. Они могут быть недовольны тем, что делятся своими охотничьими угодьями, или могут окликнуть ИП и попытаться торговать.

Группа налетчиков — по всему лесу персонажи могут встретить 1к6+4 орков(полуорков и/или **полуогров** во главе с **орогом** или, возможно, даже с **Оком Груумша**. Они будут вооружены для войны как дальнобойным оружием, так и оружием ближнего боя. Они обязательно будут в доспехах. Их могут сопровождать **ворги**. В зависимости от того, насколько они успешны, у них также может быть добыча и пленные рабы. Если они поверят, что могут победить ИП, то просто нападут. В противном случае они будут вести переговоры или пытаться избежать группы авантюристов.

Торговый караван — по всему лесу персонаж может встретить 10к6 орков, полуорков и/или **полуогров**, возможно, во главе с **орогом**. Большинство из них будут вооружены как метательным оружием, так и оружием ближнего боя, плюс все они будут носить доспехи. У них будет от 1 до 10 повозок (1к10), запряженных мулами или волами, наполненных товарами. Это деловые люди и их охрана. Они не заинтересованы в ИП, если те не хотят стать клиентами. Они будут упорно сражаться, чтобы сохранить имущество, которое принадлежит им.

Военный отряд — по всему лесу персонажи могут встретить от 1к6+4 орков, **полуорков** и/или **огриллионов** во главе с **орогом** или, возможно, даже с **Оком Груумша**. Они будут вооружены для войны как ракетным оружием, так и оружием ближнего боя. Они обязательно будут в доспехах, и их могут сопровождать **ворги**. Большинство ИП НЕ смогли бы отличить отряд рейдов от отряда войны. Военные отряды несут знамёна; рейдеров нет. У военных отрядов есть свои цели, которые (вероятно) не имеют НИЧЕГО общего с целями ИП; налетчики просто хотят взять все, что они могут, у кого они могут. Пожалуй, самая показательная особенность в том, что отряды войны ведут себя скорее как дисциплинированные солдаты, чем как недисциплинированные бандиты.

Элементы Армии Кланов — Глубоко в лесу персонажи могут столкнуться с 60-600 орками, полуорками, ограмми, троллями и полуограмми во главе с орогами и Оками Груумша. Они будут вооружены для войны как дальнобойным оружием, так и оружием ближнего боя. Они обязательно будут в доспехах, и их могут сопровождать **ворги**. У них также, может быть, осадная техника и наемные войска. У них обязательно будут знамёна и (как и у любой армии в движении), если они столкнутся с персонажами во время движения по области, то они, скорее всего, попытаются захватить их, чтобы допросить их для получения информации, прежде чем отдать свои изломанные тела своим рабов-гоблинов есть.

Орки Мародеры: 1d10+5 орков, 1d3+1 варвара орков (1d3+1 уровень) и 1 адепт орк (1d6 уровень) вместе с 1d2 жуткими кабанами.

Военная Группа Орков: 1d10+10 орков, 1d3 варвара орков (1d3+1 уровень), 1d3 воина орков (1d3+1 уровень), 1 орк адепт (1d6 уровень) и 1 лидер орков (1d3+3 уровень) совместно с 1d2 жуткими кабанами. Чтобы определить класс лидера бросьте d%: 01-30 варвар; 31-45 жрец; 46-80 воин; 81-85 рейнджер; 86-90 вор; 91-100 чародей.

OVERVIEW

Warfare infuses every aspect of orc society. When they are not out raiding and attacking their enemies (often other orc tribes), orcs train in fighting, build and repair weapons and siege engines, and generally chomp at the bit for the next battle.

Orc tribes often make their lairs in natural caverns, since caves are easily defended and require little construction to fortify. It is just as common to find a tribe of orcs dwelling in a ruined fortress or underground complex captured by invading orcs. Orc tribes who have not found a suitable network of caverns or captured a dungeon or castle to live in build small nomadic villages instead. Orc villages consist of tents and other temporary structures arrayed in a circular pattern, guarded by a moat or palisade. These villages are built atop hills or against cliffsides, lakes, or rivers, utilizing natural obstacles to increase the defensibility of the village.

Orcs have a savage, patriarchal society. It is virtually unknown to find a female orc in a position of secular power in an orc community. Orc males typically take a handful of wives, who are usually treated as little more than trophies and slaves. Orc sons are expected to train in combat as soon as they can hold weapons, and infighting among siblings is encouraged. An orc father has no interest in rearing a child who cannot hold his own against his brothers, and a sickly or undersized orc never lives long.

Female orcs have little to look forward to. Rarely, a particularly tough orc woman can muscle her way into the orc armies and serve alongside her brothers as an equal, but for the most part, female orcs are regulated to the roles of servant and mother. Female orcs are as physically strong and capable as male orcs, but orc society is narrow-minded and brutal. The one real area in which a female orc can hope to excel is magic, particularly divine magic. Female orc adepts, clerics, and druids use their magical skills to strike fear and trepidation into the males of their community and are, for the most part, left alone to do what they want.

Slavery is common in orc communities. Usually, slaves in an orc lair consist of subjugated kobolds or goblins, although it isn't uncommon to see orcs of opposing tribes or subraces kept as slaves. Humans, gnomes, dwarves, and halflings are often kept as slaves too, although they are treated poorly and generally don't live long under such harsh conditions. Elf slaves are rare, since most orcs would prefer simply to kill and eat any elves they come across.

RACIAL HISTORY

Orcs—like elves, dwarves, and many other races now quite well known on Faerûn—are not true natives of Toril. The first migration of orcs into Faerûn occurred many thousands of years ago, through portals built by one of the creator races. For thousands of years after they first migrated to Toril, the orcs were little more than feral savages too busy fighting and warring among themselves to warrant the attention of the great elven nations. This age of true savagery among the orcs of Faerûn is believed to have lasted for well over fifteen thousand years.

It wasn't until –3800 DR that the orcs of the North finally coalesced into actual tribes. Less than 200 years later, the tribes unified under a powerful set of orc leaders, forming the first orc horde. This legion of orcs first turned its attentions south in –3605 DR, when they launched a major invasion of the fledgling nation of Netheril and wreaked much havoc before Netherese and elven armies turned them back. Despite their defeat, the orcs found that they had a taste for warfare, and since that time periodic orc invasions have continued to menace the southern realms every few generations, when orc populations grew large enough for a new horde to form.

The North wasn't the only region of Faerûn destined to feel the savage claws of the orcs. In –1081 DR, a band of rebellious Mulhorandi wizards opened a portal to the orcs' homeworld, and unleashed a massive horde of the creatures on the world several years later. The resulting Orcgate Wars stand as the single greatest time of havoc and warfare inflicted on Faerûn by the orc race. The orcs were finally defeated in –1069 DR and scattered throughout the region.

Since those long-ago times, orcs have continued as a plague on the surface of the world. In the North, orc hordes have destroyed (or helped to destroy) many great kingdoms of dwarves, humans, and elves, including Ammarindar, Phalorm, Delzoun, Eaelrann, and Illefarn. Orc hordes have at various times ravaged Chessenta, the Vast, and the Sword Coast as far south as Calimshan. It is only a matter of time before the orcs gather again.

The four subraces of Orcs are further detailed on the pages below

ПРО ДВАРФОВ И ОРКОВ В ДИКОМ ФРОНТИРЕ ПЕРВОЙ РЕДАКЦИИ

Дварфы и орки вели войну на вымирание в течение тысяч лет. И Дварфы знают, что проиграли. В этой версии Царств на всем севере есть только один король dwarфов, которому принадлежит последний крупный город dwarфов. И это не последняя героическая цитадель, где все dwarфы сплотились, чтобы переломить ситуацию и вернуть своему народу славу. Большинство dwarфов смирились с тем, что все кончено, и что у них есть только два оставшихся варианта - поселиться в качестве меньшинства в человеческом населении или запечатать двери своих горных крепостей и достойно переждать конец своей цивилизации. С большой очисткой сеттинга во 2-м издании гномы должны вернуть два своих старых города и стремиться восстановить свою былую славу, но в оригинальной версии Realms ничего этого не было. В источниках довольно часто упоминается, что основные поселения орков находятся внутри старых dwarфийских городов. Цитадель Множества Стрел прямо за воротами Сильверимуна и Сандабара является единственной описанной, но явно подразумевается, что многие другие высоко и глубоко под горами. Упоминается даже конкуренция за одни и те же ресурсы на их общей родине,

Один действительно хороший совет, который кто-то дал мне, чтобы думать о регулярных ордах орков-налетчиков, спускающихся в низменности, как перелетная саранча, которая пожирает ландшафты, через которые они проходят. Появляясь в больших количествах из ниоткуда, чтобы прокормиться, а затем как бы снова исчезая на несколько лет. Хотя это имеет давнюю связь людей с паразитами, размышления о продовольственном снабжении населения орков — отличная отправная точка для того, чтобы дать им больше глубины. Несмотря на то, что в Высоком Лесу и Вечных болотах проживают большие племена орков, самые большие популяции проживают на Хребте Мира, в Ледяных Горах и Серых Пиках. Все места с очень ограниченными источниками пищи. А при рассмотрении вымышленных обществ всегда хорошо начать с вопроса: «Что они едят?»



Первым источником пищи, когда речь идет об орках, конечно же, является охота на мясо. Жизнь под землей в горах под снегом означает, что оркам понадобится много еды, припасенной на зиму, и у них будет большой спрос на свежую пищу, как только появится возможность выйти и снова передвигаться. И то, и другое является вескими причинами для проведения огромных охотничьих экспедиций на значительные расстояния, чтобы найти добычу, достаточную для того, чтобы накормить многие десятки тысяч людей, оставшихся дома. Это может быть основным движущим фактором для большого количества воинов-орков, спускающихся с гор одновременно на регулярной основе. Не для того, чтобы напрасно разрушать фермы и убивать всех встречаемых, или удовлетворять свою бесконечную тягу к золоту, а собирать и возвращаться домой с едой. Отличная альтернатива охоте на оленей — это, конечно, просто украсть несколько коров. Много мяса, которое остается свежим, пока вы не вернетесь домой, и которое даже имеет достоинство ходить на собственных ногах. А Сарбринская и Дессаринская долины (и в меньшей степени нижняя Делимберская долина) описываются как районы крупного скотоводства. Хотя сельское хозяйство в этих северных землях не так уж развито, малонаселенные прерии идеально подходят для разведения крупного рогатого скота. И поэтому идеально подходит для угона скота. А если по пути вы встретите плохо защищенные амбары, полные мешков с зерном и мукой, такую возможность не упустит ни один орк.

Думая об орках в их горах, я подумал о викингах из Норвегии и Исландии. Важным фактором в их набегах было то, что их собственное сельское хозяйство было довольно ужасным, и в результате об их экономике тоже нечего было говорить. Имея небольшие собственные излишки для торговли, покупка хороших вещей у других народов была не лучшим вариантом. Если вы хотите привезти красивое золотое ожерелье или дорогие ткани для пошива одежды для дамы домой, купите у вас нет денег, просто украдите это дерьмо у других! Или украсть их деньги и использовать их для покупки дорогих вещей у торговцев. Я думаю, что если мы думаем о постоянно совершающих набеги бандах орков, больше похожих на викингов-рейдеров, которые охотятся за добычей, а не на орду бешеных орков, жаждущих крови и резни, у нас есть гораздо больше оснований считать орков неигровыми персонажами, а не голодными монстрами. Конечно, это не имеет большого значения для людей-фермеров или дварфских солдат, которые страдают от нападения бродячей армии орков.

DESCRIPTION

Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: humans, elves, dwarves, goblins, and other orc tribes.

Orcs vary widely in appearance, as they frequently crossbreed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair.

Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them infravision.

Male orcs are about 5 to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor is unattractive besides — dirty and often a bit rusty. Orcs speak Orcish, a language derived from older human and elvish languages. There is no common standard of Orcish, so the language has many dialects which vary from tribe to tribe. Orcs have also learned to speak local common tongues, but are not comfortable with them. Some orcs have a limited vocabulary in goblin, hobgoblin, and ogre dialects.

HABITAT / SOCIETY

For every three orcs encountered, there will be a leader and three assistants. These orcs will have 22 hit points each, being the meanest and strongest in the group.

If 150 orcs or more are encountered there will be the following additional figures with the band: one subchief and 3d6 guards, each with Armor Class 14, 30 hit points, and 18 Strength. They fight as monsters of 2 Hit Dice.

For every 100 orcs encountered, there will be either a shaman (maximum 5th level cleric) or a witch-doctor (maximum 4th-level warlock).

If the orcs are not in their lair, there is a 20% chance they will be escorting a train of 1d6 carts and 1d6 x 10 slave bearers bringing supplies, loot, or ransom and tribute to their orc chief or a stronger orc tribe.

The total value of the goods carried by all of the carts will vary between 10d100 silver pieces, and each slave bearer will bear goods valued between 5d6 silver pieces.

If the orcs are escorting a treasure train, double the number of leaders and assistants and add 10 orcs for each cart in the train; one subchief with 5d6 guards will always be in charge.

Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 1d4 x 100 orcs to mining communities with 5d4 x 100 orcs to huge cities (partially underground and partially above ground) with 2d10 x 1,000 orcs.

There will always be additional orcs when the encounter is in a creature's lair: a chief and 5d6 bodyguards (AC 14, 23 hit points, attack as monsters with 3 Hit Dice and Strength 20).

If the lair is underground, there is a 50% chance that 1d4+1 ogres per 200 orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races.

The village will have 1d4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male orcs.

Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements.

Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care are used, orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.

Orcs worship many deities (some who have different names among different tribes); the chief deity is usually a giant, one-eyed orc. Orcish religion is extremely hateful toward other species and urges violence and warfare. Orc shamans have been noted for their ambition, and many tribes have suffered because of political infighting between warriors and priests.

ECOLOGY

Orcs have an average lifespan of 40 years. They have a gestation period of 10 months and produce two to three offspring per birth. Infant mortality is high. Orcs are carnivores, but prefer game meats or livestock to demihumans and humanoids.

It is said that orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.

Orcs are skilled miners and excellent weaponsmiths.

Orcs are employed as material component to empower the following spells:

ОПИСАНИЕ

Орки — вид агрессивных плотоядных млекопитающих, которые объединяются в племена и выживают за счет охоты и набегов. Орки считают, что для того, чтобы выжить, они должны расширять свою территорию, и поэтому они постоянно вовлечены в войны против множества врагов: людей, эльфов, гномов, гоблинов и других орочьих племен.

Орки сильно различаются по внешнему виду, так как они часто скрещиваются с другими видами. В целом они напоминают первобытных людей с серо-зеленой кожей, покрытой жесткими волосами. У орков слегка сутулая осанка, низкий выступающий лоб и морда вместо носа, хотя сравнение этой черты лица со свиньями преувеличено и, возможно, несправедливо.

Орки имеют хорошо развитые клыки для поедания мяса и короткие заостренные уши, напоминающие волчьи. Морда и уши орков имеют слегка розовый оттенок. Их глаза человеческие, с красноватым оттенком, который иногда заставляет их светиться красным, когда они отражают тусклые источники света в почти полной темноте.

Мужские орки имеют рост от 5 до 6 футов. Самки в среднем на 6 дюймов короче самцов. Орки предпочитают носить цвета, которые большинству людей кажутся неприятными: кроваво-красный, ржаво-красный, горчишно-желтый, желто-зеленый, мохово-зеленый, зеленовато-фиолетовый и черновато-коричневый. К тому же доспехи у них непривлекательные — грязные и часто немного ржавые. Орки говорят на орочьем языке, происходящем от древних человеческих и эльфийских языков.



Язык

Orc is primarily composed of deep, guttural vowel sounds, their tusks present them with difficulty pronouncing hard consonants, so their language tends to avoid them. Even so, 's' tends to be slurred into 'sh', which orcs insist is the correct way to pronounce it anyway.

Orcs continuously test their strength against other members of their tribe to determine their place in the pecking order and those who do great deeds may add an epithet to their name. How well an epithet sticks is directly proportional to how hard the orc in question can punch any who care to dispute it.

Общего стандарта орочьего языка не существует, поэтому в языке есть много диалектов, которые варьируются от племени к племени. Орки также научились говорить на местных общих языках, но чувствуют себя с ними некомфортно. Некоторые орки имеют ограниченный словарный запас на диалектах гоблинов, хобгоблинов и огров.

Также у орков существует письменный вариант

Orc Names: Dugluk, Gorgum, Goshok, Gursha, Koshog, Kuzgol, Shugdosh, Ushak, Uzgog

Orc Epithets: Battle-Roarer, Blood-Axe, Head-Taker, Many-Sons, One-Eye, Skull-Smasher, The Scarred, Tusk-Puller, The Unkillable, War-Bringer, Worg-Master



СРЕДА / ОБЩЕСТВО

На каждые три встреченных орка приходится лидер и три помощника. Эти орки будут иметь по 22 хита каждый, будучи самыми злыми и сильными в группе.

|| 1 **orc champion** and 3 **orc bodyguards** per 3 orcs ||

Если встретится 150 или более орков, в банде будут следующие дополнительные фигуры: один подвождь и 3d6 охранников, каждый с классом защиты 14, 30 хитами и 18 силой. Они сражаются как монстры с 2 КХ.

|| If 150 or more orcs - 1 **orc sub-chieftain**, 3d6 **orc bodyguards** ||

На каждые 100 встреченных орков приходится либо **шаман** (максимум клерик 7-го уровня), либо **знахарь** (максимум чернокнижник 6-го уровня).

|| 1 **orc shaman** (cleric up to 7th level) or 1 **orc witch doctor** (warlock up to 6th level) per 100 orcs ||

Если орки не находятся в своем логове, есть вероятность 20%, что они будут сопровождать поезд из 1d6 повозок и 1d6 x 10 рабовладельцев, несущих припасы, добычу или выкуп и дань своему вождю орков или более сильному племени орков.

|| Train – 1d6 carts, 1d6*10 slavebearers
Total cost = 10d100 sp and 5d6 sp per slavebearer
If train is escorted
Add 10 orcs per cart
1 **orc sub-chieftain** and 5d6 **orc bodyguards** ||

Общая стоимость товаров, перевозимых всеми повозками, будет варьироваться в пределах 10d100 серебряных монет, а каждый рабовладелец будет нести товары стоимостью от 5d6 серебряных монет.

Если орки сопровождают поезд с сокровищами, удвойте количество лидеров и помощников и добавьте по 10 орков на каждую тележку в поезде; один подвождь с 5d6 охранников всегда будет главным.

Используемое оружие

- sword and flail 5%
- sword and spear 10%
- axe and spear 10%
- axe and polearm 10%
- axe and crossbow 10%
- axe and bow 10%
- sword and battleaxe 5%
- spear 10%
- axe 10%
- polearm 20%

ПОВЕДЕНИЕ

Орки агрессивны. Они считают, что другие виды ниже их и что издевательства и рабство являются частью естественного порядка вещей. Они будут сотрудничать с другими видами, но на них нельзя положиться: как рабы, они будут восставать против всех, кроме самых могущественных хозяев; как союзники они быстро обижаются и нарушают соглашения.

Орки считают битву идеальным испытанием, но некоторые лидеры достаточно прагматичны, чтобы признать ценность мира, за который они платят высокую цену. Если проявить большое терпение и осторожность, племена орков могут стать эффективными торговыми партнерами и военными союзниками.

Орки ценят территорию превыше всего; боевой опыт, богатство и количество потомков - другие основные источники гордости. Орки патриархальны; женщины годятся только для того, чтобы рожать детей и кормить их грудью. Орки имеют заслуженную репутацию жестоких людей, но люди так же способны на зло, как и орки. У орков есть брачные обычаи, но орки-мужчины не отличаются верностью.

Орки поклоняются многим божествам (некоторые из которых имеют разные имена в разных племенах); главное божество обычно гигантский одноглазый орк. Религия орков крайне ненавистна другим видам и призывает к насилию и войне. Шаманы орков были известны своими амбициями, и многие племена пострадали из-за этого.

ЭКОЛОГИЯ

Средняя продолжительность жизни орков составляет 40 лет. У них период беременности составляет 10 месяцев, и они производят от двух до трех потомков за одно рождение. Детская смертность высока. Орки плотоядны, но полулюдям и гуманоидам предпочитают дичь или домашний скот.

Говорят, что у орков нет естественных врагов, но они упорно трудятся, чтобы восполнить этот недостаток. Племена орков носят устрашающие имена, такие как Мерзкая Руна, Кровавая Голова, Сломанная Кость, Злой Глаз и Капающий Клинок.

Орки — искусные горняки и отличные оружейники.

Orcs are skilled miners who can spot new and unusual constructions 35% of the time and sloping passages 25% of the time. They are also excellent weaponsmiths.

LIFE IN THE TRIBE

Orcs survive through savagery and force of numbers. There is a life that has no place for weakness, and every warrior must be strong enough to take what is needed by force. Orcs aren't interested in treaties, trade negotiations or diplomacy. They care only for satisfying their insatiable desire for battle, to smash their foes and appease their gods.

Booming Birth Rate

In order to replenish the casualties of their endless warring, orcs breed prodigiously (and they aren't choosy about what they breed with, which is why such creatures as half-orcs and ogrillons are found in the world). Females that are about to give birth are relieved of their other roles and taken to the lair's whelping pens, where they are tended to by Luthic's followers.

Orcs don't take mates, and no pair-bonding occurs in a tribe other than at the moment when coupling takes place. At other times, males and females are more or less indifferent toward one another. All orcs consider mating to be a mundane necessity of life, and no special significance beyond that is imparted to it.

At 4 years old an orc is considered a juvenile, and by age 12 it is a fully functioning adult. Most orcs don't live past the age of 25 due to battle or illness, but an orc can live to about 40, remaining healthy almost up until the end. Luthic's divine blessing can further extend an orc's life, though Gruumsh is never happy when she uses this power and tends to frown upon the one so "blessed."

Future Warriors

Young orcs must mature quickly in order to survive their perilous upbringing. Their early years are fraught with tests of strength, fierce competition and nothing in the way of maternal or paternal love. From the time a child can wield a stick or a crude knife, it asserts itself and defends itself while learning to fight, to survive in the wild, and to fear the gods.

The children that can't endure the rigors of a life of combat are culled from the main body of the tribe, taken into the depths of the lair, and left for the followers of Yurtrus or Shargaas to accept or reject. A fully grown orc warrior is well prepared for a lifetime of combat.

Search, Destroy, Repeat

When a tribe is on the move, orc warriors are commanded to scour the surrounding landscape for any opportunity to spill blood and bring glory to their gods. Often, bands of warriors work on a rotation, with one group heading out on a raid just as another group returns, laden with severed heads, sacks of loot, and armfuls of food. Warriors also serve as scouts, bringing back detailed reports about the surrounding area so that the chief can plan where to send raiders next.

The territory that orc war parties cover can extend for many miles around the lair, and any encampment or settlement of elves, dwarves, or humans in that area is at risk. If orcs come upon a target that is too large to assault directly, they will lurk along supply routes, taking out their frustration on caravans and travelers. Left unchecked, a tribe can subsist on this sort of prey and booty for quite some time.

War Wagons

Orcs pillage and scavenge wherever they go — everything is loot, and loot is always something to be proud of. In order to haul as much food and booty as possible back to the tribe's den, every tribe has a sturdy war wagon. Since orcs are poor crafters, most of their wagons are stolen from human or dwarven strongholds, and then decorated with uniquely orcish accessories.

A war wagon is a source of great pride for a war chief, comparable to a human army's banner or flag. Many are clad in armor and festooned with garish trinkets and grisly trophies that hang from hooks and spikes. A war wagon makes a good shield against arrows when orcs besiege an elven fortress, and a heavily modified wagon could serve as a battering ram if a settlement dares to close its gates, blocking the way to the treasures and tasty food that lie within.

A heavily laden wagon that requires the strongest orcs to return it to the lair is a sign of great success. One that can be moved by the runts of the tribe is proof of a shameful performance.

The loss of a tribe's war wagon can undermine the chieftain's authority and cause the tribe to collapse into chaos, with the survivors scattering either to join new tribes or to strike out on their own. At the other extreme, warriors that return home with a heavily laden wagon or after heroically defending it from thieves gain great respect and advance higher in the tribe's pecking order.



All Are Fighters

Most of the orcs that stay behind when the warriors go on their raids are weaker than their tribe mates or otherwise not suited for a life of battle. Worshipers of Luthic fall into this category, as do some of those that revere Yurtrus or Shargaas. But even these orcs are trained in combat, and all of them are expected to act like warriors if the lair is attacked or threatened. Their numbers are augmented by any orogs in the tribe, which are primarily responsible for making sure that the lair is protected from intruders.

Special Enemies

When orcs attack a settlement of humans or halflings, they will kill anyone who presents a threat, but they are more interested in grabbing plunder and food rather than in wanton slaughter. The elderly, children, and any who seem weak or meek enough might escape death. If they leave the population more or less intact, the orcs leave themselves the option of returning to raid the community over and over.

When orcs fight elves, all of that changes. The enmity between the two races cuts to the core, and no orc will leave an elf alive. Orcs become so frenzied in combat against elves that they forget all about taking loot and valuables back to the tribe — the only trophies of any worth are the heads of their enemies.

Orcs treat dwarves somewhat differently from other foes, because they covet the homes that dwarves fashion for themselves. If a tribe succeeds in fighting its way into a dwarfhold, the orcs will butcher any dwarf that stands against them, but it's really all about the property — they would be just as happy if all the dwarves ran away.

Strength Respects Strength

Orcs appreciate physical prowess and formidable combat ability in any form. As such, they might accept other creatures into their ranks from time to time. Orcs have been known to associate with wereboars and ettins, both creatures that can markedly improve a tribe's murderous efficiency. For a promise of sufficient food and loot, a troll might accompany a tribe temporarily.

A group of orcs can be dominated by evil creatures of immense power, and they accept this subservient role either because they are forced to or because it offers them a measure of security while they engage in their savagery. Green dragons, for instance, sometimes use orcs as sentinels or shock troops. Orcs are sometimes attracted to the service of frost giants or fire giants, who then "reward" their loyalty by turning them into slaves.



If a tribe is defeated and driven from its lair, the survivors might come under the sway of a strong but dimwitted creature, such as a hill giant or an ogre. It is also not unheard of for an exceptionally strong and charismatic evil human to lead stray orcs that no longer have a tribe to call their own.

When Tribes Team Up

An orc tribe typically has no more than a few hundred members, because a larger group would need a prohibitive amount of resources to remain strong. As a rule, a tribe is violently hostile toward any other tribe it meets, seeing the rival orcs first and foremost as competitors for food and victims.

On some occasions, though, tribes that have a common concern band together. The result is an orc horde — a sea of slaving killers that washes over the countryside and leaves vast tracts of devastation in its wake. Such an event is rare in the extreme, but its consequences can lay low entire nations that are unable to stand against the wave.

Orc Culture and Beliefs

Orcs live in constant fear of their gods, and their behavior is rooted in that mentality. They believe that they can see the influence of the gods everywhere in the world around them, and the priests of a tribe are entrusted with the responsibility of identifying these signs and omens — both good and bad — and deciding how the tribe should react to them.

As a race, orcs have no noteworthy universal social traits, but some commonality does exist in the crude written communication that all orcs employ and in the way that they use pigments to decorate and distinguish themselves and their lairs.

Omens and Superstitions

Orcs believe that any seemingly unimportant discovery or event — a bear's claw marks on a tree, a flock of crows, or a sudden gust of wind — might be a communication from the gods. If the tribe has encountered a similar omen before, the priests understand how to interpret it, but if a sign from the gods has no clear explanation, the priests might have to meditate for hours or days to get a vision of its meaning.

Every group of orcs has particular superstitions and recognizes certain omens. These tenets vary from tribe to tribe, and are often based in events that the tribe has experienced. Here are a few examples:

If a dwarf or a human invokes its god upon dying, you must carry the corpse's ears for three days to ward off any retribution, and then bury or burn them.

Three ravens is always a good sign.

It is good luck to spit where you are about to sleep.

Gnome bones can ward off diseases if they are worn.

Don't stand inside a ring of stones, mushrooms, or any other kind of circle.

Seeing a shooting star before a battle is bad luck. To ward it off, you must swallow a stone.

A tribute of elf ears brings favor from Gruumsh.

If you bury five stones at dawn before a long journey, you will always find your way back to the war hearth.

Stomping your foot three times and uttering "Gruumsh" wards off bad magic.

Symbolic Communication

Orcs have a written language adapted from that of the dwarves, but they aren't a literate culture and rarely keep records or write down their thoughts. When orcs need to communicate in writing, they use crude symbols to convey basic information, such as "food stored here," "danger close," or "go this way." A orc raiding party might leave such a sign in its wake, as an aid to other warriors that travel through the same area later on. Mountain guides, druids, and rangers might be familiar with many of these symbols, enabling them to keep their charges from inadvertently stumbling into a tribe's territory.

Colors of Conquest

Three colors have special meaning to all orcs, and they adorn their bodies, possessions, and lairs with pigments that produce those hues. Red ochre is used to represent blood, grayish-white ash to represent death, and charcoal to represent darkness.

The unwritten laws that govern the status of individual orcs within a tribe are manifested to a degree in how each orc uses these colors on itself and its personal items. For instance, the chief of one tribe might be the only one that has the right to stain its tusks with red ochre, while the warriors of another tribe rub streaks of ash into their garments to signify their safe return from a raid.

Roleplaying an Orc

When you're roleplaying an orc, the following tables contain possible inspiration. They suggest characteristics that an orc might possess.

The gaze of the One Eye brings madness to many an orc.

Разновидности орков

Серые орки
 Горные орки
 Ороги
 Ондонти
 Тэянские орки – черные и красные нео-ороги
 Боггини
 Танарруки
 Полуорки
 Полуогры (огриллоны)
 Скро



СЕРЫЕ ОРКИ

The orcs of the eastern lands are concentrated in the Moonsea and Endless Wastes today, with a much smaller number scattered through the various lands that lie between. A gray orc looks less bestial than their more savage northern kin, but is still obviously nonhuman. They are somewhat hairy, with long manes of bristly hair on their heads, shoulders, and backs. Their faces are less porcine than the mountain orcs, with the exception of their tusks. They have yellow, orange, or red eyes, lupine ears, and black or gray hair. Gray orcs are more apt to wear "civilized" clothing than mountain orcs, and prefer varying shades of brown, black, blue, and other dark colors. Skin tones are usually gray with mottled patches of lighter or darker gray on the chest and flanks.

Gray orc characters have the starting age, life expectancy, and height and weight characteristics of half-orcs.

History

The lands of the East were relatively free of the orc scourge for much of Faerûn's history. Unfortunately, this all changed in -1081 DR, when the Theurgist Adept Thayd, last surviving apprentice of the ancient Imaskari wizards, opened a fateful portal to a savage world dominated by empires of fanatically religious orcs. Thayd was executed not long after for inciting the wizards of Mulhorand and Unther into rebellion, leaving no one on Faerûn who knew of the existence of the portal. For five years, the portal remained dormant until it was discovered by the orcs, who poured through and laid siege to the nations of Mulhorand and Unther. This attack lasted for six years and became known to historians as the Orcgate Wars.

The Orcgate Wars began in -1076 DR and quickly escalated into a war of devastating proportions. Orc warriors slew thousands upon thousands, but the most terrible aspect of this army was its magical might. These orcs were much more fanatical than those of the North, and their clerics had developed amazingly powerful and deadly spells. The most potent of these magics was the ability for the orc clerics to call upon direct avatars of their deities, an ability they used often to overwhelm their enemies. The gods of Mulhorand and Unther also possessed avatars that dwelt on Faerûn, but they had expended much of their power in freeing their faithful from years of oppression under the Imaskari Empire, and were ill-prepared to defend their flock from the orc hordes. Nevertheless, the deities of these two nations opposed the orcs, who responded by calling upon avatars of their own gods. The resulting battle was the Battle of the Gods, a titanic clash of power that scarred the land. The Mulhorandi deity Re was slain by the leader of the orc pantheon, Gruumsh. Many more followed, as several powers of the Untheric pantheon were slain by the avatars of the orc gods. The orc armies and their deities were terribly weakened, despite their victory over their enemies, and two years later the shattered remnants of the Mulhorandi and Untheric pantheons rallied to defeat the orcs and their deities in -1069 DR. So complete was the destruction of the orc horde that the gray orcs in the region have never been able to fully recover. Over the next several hundred years, the gray orcs fragmented time and time again into countless small tribes scattered throughout Thay, the Moonsea, and neighboring regions. Bitter infighting among their own kind has kept the gray orcs from returning to the power they once wielded during the Orcgate Wars.

Outlook

Gray orcs are just as mean, savage, and barbaric as their northern cousins, but they lack the mountain orcs' drive to conquer and enslave. A gray orc is quite likely to react suddenly and irrationally to events, trusting to his heart and instincts more readily than logic. When presented with an opportunity to attack a hated rival, a gray orc doesn't hesitate to attack even if he has been brutally defeated dozens of times before by the same enemy.

Gray Orc Characters

A gray orc's strength leads to the fighter and barbarian classes, and their perception and cunning also make them effective rangers.

Favored Class: Cleric. Although gray orcs are comfortable with the savage life of the barbarian, they tend to be more calm and collected than northern orcs, focusing their rage and hatred inward. This allows them to excel as clerics of the warlike orc deities.

Prestige Classes: Gray orcs don't have an immediate interest in most prestige classes, and prefer to remain with the one class they chose from the start. Many orc clerics become divine champions or divine disciples if they can meet the requirements, but few live long enough to do so.

Gray Orc Society

Gray orcs are nomads. They dwell in remote, desolate corners of northeast Faerûn and eke out a meager existence as they can, traveling along traditional migratory routes between established campsites and favorite caves as the seasons change. When resources in an area run low, a tribe moves on to greener fields.



A typical gray orc tribe consists of 30 to 50 members, led by the strongest orc in the tribe. This orc is known as a chieftain, and he is responsible for deciding when the tribe attacks its neighbors. The position tends to be a temporary one at best, for orc chieftains are constantly being killed (either in battle or through treachery) and replaced by new chieftains. The true power behind a tribe of gray orcs, though, is the tribe's high priest, who is typically an adept or cleric (often female) who has held the position for many years. The gray orcs are zealots, and the word of their tribal clerics is law. Clerics from other tribes are usually viewed as heretics, despite the fact that both tribes likely worship the same deity in the same manner.

Language and Literacy

The gray orcs speak a complex variant of the Orc tongue. Anyone who can speak Orc can understand this language, but many words, inflections, and pronunciations vary wildly between tribes and usually a period of a few days is required to sort out and get used to the idiosyncrasies of a new tribe. Gray orcs are not fond of learning new languages, but a tribe's clerics typically know Common (to interrogate captives) and Giant and Goblin (to interact with possible allies).

Gray orcs are not literate unless they have a level in a player character class other than barbarian.

Gray Orc Magic and Lore

Arcane spellcasters, while not unknown among gray orcs, are quite rare. In a society dominated by brutality and strength, there isn't much room for more academic study. Those orcs who do become arcane spellcasters are invariably loners or outcasts.

Divine spellcasters are much more common among the gray orcs. When they first invaded Faerûn during the Orcgate Wars, they possessed many unique and powerful spells, the most powerful of which was one that could conjure an avatar of the caster's deity. Since their defeat, knowledge of much of this magic has been lost, and now orc adepts and clerics focus on more common magics. Gray orcs do not often become druids.

Gray Orc Magic Items

Adepts and clerics often craft scrolls and potions to aid themselves or to bolster the strength of their tribe, but for the most part the majority of magical items found in a tribe of gray orcs consist of items stolen from the bodies of their enemies.

Gray Orc Deities

Gray orcs worship all the various orc deities equally. They acknowledge Gruumsh as the leader of the orc gods, but a typical gray orc doesn't feel bound to worship him above any other deity, and usually selects a deity that most closely aligns with that orc's particular interests and temperament. Most of the orcs of a particular tribe worship the same deity.

Relations with other Races

The gray orcs don't get along well with anyone apart from their immediate tribe. Other orc tribes are viewed with suspicion and jealousy. Since it's assumed that another tribe has it better off than the one you belong to, orc tribes often attack each other to steal resources. They have no particular hatred for other races; gray orcs pretty much hate everyone equally. Notable exceptions are goblins and kobolds (whom the orcs often accept into their tribes as minions or slaves) and ogres (whom the orcs admire for their savage strength).

Gray Orc Equipment

Gray orcs are marginally cleaner than mountain orcs, and their equipment is kept in better shape as a result. Axes in particular are viewed as holy, and an orc takes fastidious care of his axe, sharpening it and repairing dents and tiny fractures constantly. They often keep track of their greatest kills by notching an axe's handle or inscribing names on the head of the axe. Tokens such as feathers, beads, gems, and body parts harvested from defeated enemies (fingers and ears are a favorite) often adorn an orc's axe. Gray orcs favor light armor that allows them to use their speed to best advantage.

Animals and Pets

Gray orc tribes often keep a small family of animals or beasts as guardians, but care of such creatures are held to be the responsibility of the tribe as a whole. These guardians are not typically very dangerous, since many tribes have learned the hard way that keeping something as powerful as a bulette is a good way to get the tribe eaten. Common tribe guardians include dire weasels, dire wolverines, dire boars, owlbeats, and various kinds of vermin.

ГОРНЫЕ ОРКИ

The orcs of the North and the Spine of the World comprise the oldest and most numerous of the various orc subraces active on Faerûn. In fact, many people assume that all orcs are like the savage warmongers found in these regions, and do not identify gray orcs or even half-orcs as separate races.

A mountain orc is quite obviously a monstrous creature to most of the civilized folk of Faerûn. Mountain orcs look vaguely like primitive humans but are a fair bit taller at seven or more feet in height; a rare few exceed eight feet in height. They have stocky, powerful necks, and their bestial heads seem to sit directly on their massive shoulders. Their eyes are always a deep shade of red, and their faces are dominated by porcine snouts and large tusks. Mountain orcs often weave braids and tiny bones into their thick matted hair, which is usually black. Their clothing is crude and primitive, often composed of unpleasant colors like blood red, mustard yellow, yellow-green, and deep purple. They are far from the cleanest race on Faerûn and delight in decorating their bodies with scars and warpaint.

Mountain orcs are not a long-lived folk. They use the following aging effect characteristics, as described in Aging:

RACE	MIDDLE AGE*	OLD**	VENERABLE***	MAXIMUM AGE
Orc, Mountain	30	40	50	+2d10 years

Mountain orcs are bigger and more powerful than most other peoples of Faerûn, and use the following random height and weight characteristics (see Races of Faerûn).

ORC, MALE	5'8"	+2D10	150 LB. x (2D6) LB.
Orc, female	5'0"	+2d10	115 lb. x (2d6) lb.

History



The mountain orcs have been a part of Faerûn for thousands of years, but for most of that time they were little more than feral animals who sporadically ventured south into the lands of the elven nations. The elves had little trouble turning back these sloppy invasions, and often sent parties north toward the Spine of the World to hunt orcs as sport. To this day the mountain orcs have a deep and seething hatred of elves, as well as for humans, since the elves took it upon themselves to protect humans from the orc-raids.

During the Crown Wars and the Wandering Years that followed, the elven nations weakened, and the orcs gained their chance to grow strong. The "civilization" of the orcs of the North took many generations, and in that time the orcs developed important skills such as metalworking, armorsmithing, and weaponcraft. Finally, in -3605 DR, the orcs poured forth from the Spine of the World in the first great orc horde and brought untold slaughter and despair to the fledgling nation of Netheril. This horde was turned back by the combined might of the elves and humans, but the orcs were merely driven back, not destroyed.

Since that initial invasion, orc hordes have periodically streamed south in attempts to take the lands of the humans and elves. One great incursion of orcs occurred not long after the fall of Netheril, in -100 DR; the only kingdom to stand against their might was the elven realm of Eaerlann. Another major incursion occurred in 1235 DR; this orc horde swept down from the northernmost peaks all the way to Calimshan. This invasion lasted for six years, and was only turned away in 1241 DR by determined armies banding together. Each time a new horde appears, it has been eventually beaten back to the north. Nevertheless, the people of these regions live in constant fear that the next one might prove to be the horde that breaks the back of the civilized world once and for all.

Outlook

The mountain orcs are above all else warlike and destructive. They firmly believe that one day they shall finally crush the civilized world and inherit the lands that are rightfully theirs. Their previous defeats are not thought of as losses, but as preliminary assaults designed more to test the resources and resolve of their enemies. Despite this shared vision of a savage Faerûn ruled by orcs, the greatest hurdle they face is their inability to band together for any other reason than warfare. When the orc populations grow large enough and an orc leader emerges with enough charisma and clout to rally them, the orc tribes of the North can shake the world. But most of the time the mountain orcs are consumed with bitter infighting among themselves.

Mountain Orc Characters

Barbarians and fighters dominate among the mountain orcs, with rogues and adepts a distant third and fourth, respectively.

Favored Class: Barbarian; the mountain orcs have built their society around the concept that might makes right.

Prestige Classes: The most infamous prestige class among the tribes of the North is the dreaded orc warlord, those charismatic individuals responsible for gathering and leading the destructive orc hordes south against civilized lands. Mountain orcs sometimes become blackguards or assassins, but these are exceptional characters.

Mountain Orc Society

The mountain orcs gather in immense tribes. Unlike their gray orc kin, mountain orcs are not nomadic. They select a cavern or old ruin as a lair and settle in. As their populations grow, crude new buildings and keeps are built, and in many places in the North, orc lairs have begun to resemble actual cities. When an orc city grows too large, the usual result is a bitter civil war that ends with the losing faction breaking off and fleeing to form its own tribe elsewhere. This tradition of infighting keeps most orc cities and fortresses from becoming too large. The size of a mountain orc tribe varies greatly, depending on the success of the tribe and its age. Smaller tribes are rarely less than 50 members, and the larger tribes, such as the Tornskull Orcs, can number in excess of 5,000 fighting orcs.

The number of orc tribes in the North is past guessing, and tribes rise or vanish on a monthly basis. Nevertheless, several tribes are large and old enough to have become infamous throughout the region. The three major tribes of the Rauvin Mountains are a perfect example: the Red Fangs, the Heart Takers, and the Tornskulls have long terrorized this region. The orc tribes in the foothills and heights of the Spine of the World are by far the most numerous in total number, and it is also here that one of the most notorious and successful orc tribes now dwells - the Many Arrows tribe, led by King Obould.

Language and Literacy

All mountain orc characters can speak Orc and Common. Unlike the gray orcs, the various northern tribes speak very similar dialects of Orc, most likely due to the fact that there is much more interaction among the various mountain tribes than there is among the independent tribes of the east. Mountain orcs often learn Giant and Goblin as well, so they can communicate with their like-minded neighbors, and Common so that they can interrogate prisoners.

All mountain orcs are illiterate, except for those who have a player character class other than barbarian.

Mountain Orc Magic and Lore

The mountain orcs are more interested in physical combat than magic. Nonetheless, they understand and appreciate the tactical value of having magical support in a war. Their spellcasters focus on magic that can be directly applied to combats, especially spells like haste, keen edge, bless, prayer, and others that support the fighting troops. Despite this, many tribes of orcs think of magic as the coward's route, something used by their hated enemies (especially the elves). To embrace the use of magic is to concede that one's enemies are to be respected - a concept that doesn't sit well with many orcs.

Mountain Orc Magic Items

Mountain orc magic items are nearly always weapons or armor. They prefer to use items that anyone can access, such as potions, rings, weapons, armor, or most wondrous items and rods. Scrolls, staves, and wands are items of mockery, mostly because the majority of the mountain orcs simply can't make them work and thus deride them to inflate their own importance.

Iconic Magic Item: Some mountain orc spellcasters manufacture spears of impaling, designed to slay the elves and dwarves they hate.

Mountain orc Deities



The mountain orcs acknowledge the various orc deities, but they do not let matters of faith and religion get in the way of their goals. They assume that the orc deities placed them in this world to do what they do best and do not feel the need of constant support from clerics and the like. Almost all mountain orc clerics are worshipers of Gruumsh, since the other members of the orc pantheon are thought of as little more than the servants of Grumsh. There are also a large number of orc druids in the North; these are usually loners who dwell apart from orc tribes. An orc druid is either Chaotic Neutral or Neutral Evil. They serve as oracles and advisors for orc chieftains, and are often called upon to use their power over nature to aid orc armies.

Relations with other Races

The mountain orcs are consumed with hatred toward most non-orc races (in particular elves, humans, and dwarves). Despite this, they remain on good terms with other races like the various goblinoid races, giants, and other evil denizens of the North. Often ogres, trolls, and hill giants can be found living in orc communities. It's often said an orc will willingly breed with anything even vaguely humanoid; see Half-orc for more on their most common mixed race progeny.

Mountain orc Equipment

Mountain orcs have the technology and skill to build their own weapons and armor, and have specialized in the construction of specialty axes such as the orc double-axe. For equipment, armor, and non-axe weaponry, though, the mountain orcs prefer to outfit their armies with gear and weapons looted from their defeated enemies. A mountain orc treats his axe with respect, but most of the rest of his equipment is neglected and ignored; when it finally breaks or falls apart it is simply discarded and replaced at the earliest opportunity from loot taken from another enemy. They prefer to wear the best armor they can find or afford, usually scale mail.

Animals and Pets

Mountain orcs often use animals, beasts, and other monsters as guardians for their lairs, but usually such guardians are just as dangerous to the orcs as to potential intruders. They reason that taming a wild animal dulls the creature's instincts and senses, so a completely feral creature is much more effective a guardian. Generally, an orc tribe sets aside a section of their territory as a lair for these creatures. Chimeras, displacer beasts, manticores, phase spiders, and winter wolves are often found living with orc communities in this manner. If the guardian creatures are unintelligent, the orcs instead incorporate them into traps, stocking underground pits and caves with the monsters and then rigging chutes and trap doors in the floor to drop intruders into these caverns. Oozes and monstrous vermin are often used as living traps in this fashion.

ОРОГИ

Although everyone in Faerûn knows about the orc hordes of the North (the mountain orcs) and the nomadic orcs of the East (the gray orcs), only a relative few know of a third subrace that hails from the deeps below ground. The Underdark is the chosen haunt of these terrible creatures, the orogs. After thousands of years of survival in the harsh and dangerous Underdark, the orogs have changed to match their home, becoming more ferocious and better able to cope with the dangers found there.

Physically, an orog looks similar to a large mountain orc, except that the ears are somewhat larger, and their eyes are huge and pale. They average six and a half feet tall.

Over the centuries, orogs have mastered the art of forging armor and weapons from the strange ores found in the Underdark. They favor half-plate and full plate armor, which are typically adorned with armor spikes. Orog weapons are festooned with a multitude of hooks, spines, and redundant cutting edges. An orog rarely goes anywhere without being fully armed and armored.

Orogs use the following aging effect characteristics, as described in Aging.

RACE	MIDDLE AGE*	OLD**	VENERABLE***	MAXIMUM AGE
Orog	35	50	65	+2d10 years

Orogs are bigger and more powerful than most other peoples of Faerûn, and use the following random height and weight characteristics:

OROG, MALE	5'10"	+2d10	160 LB. x (2d6) LB.
Orog, female	5'2"	+2d10	125 lb. x (2d6) lb.

History

The orogs are descended from the Skullbiters, a large tribe that lived in the Spine of the World thousands of years ago. These orcs were among the most brutal and savage warriors of the first orc horde to attack the southern lands in -3605 DR. When the horde was finally repelled, the Skullbiter orcs were cut off from their retreat to the north. Cornered between the Netherese and elven armies, the Skullbiters fled into a narrow cave at the end of a canyon. The narrow cave quickly gave way to a seemingly endless maze of caverns; the Skullbiters had discovered the Underdark.

The orcs soon realized they were hopelessly lost, but they knew that their enemies would never follow them into these lightless vaults below. Whenever they came to a choice in their journey through the Underdark, they chose the route that led deeper into the ground. Eventually, the Skullbiters came to a vast underground cavern filled with a veritable jungle of phosphorescent fungi. The orcs figured they had fled long enough, and in the wan light of the fungus jungle, they decided to settle down.

Over the next several thousand years, the Skullbiters spread like a plague through the deeps, often choosing caverns filled with deadly fungi or other dangerous creatures. More often than not, the orcs subjugated these creatures. In their expansions outward, the orcs also discovered numerous veins of pure metal ranging from iron to mithral. By -1000 DR, the Skullbiters had split into nearly a dozen new tribes and had grown strong indeed. Before long, the one-time orcs came to be known as orogs.

With the fall of Ascalhorn, Ammarindar, and Eaerlann in the 9th century DR, the orogs found their way clear to return to the surface world. Lone orogs had long blundered up into the surface world, but they had always been isolated arrivals. Now, the orogs began to seethe up from below in greater numbers than ever. The sight of the upper world awakened a mysterious urge in their hearts. The orogs have found to their great delight that their lesser kin, the mountain orcs, are easily bullied into subservience.

The vast majority of orogs still dwell in the caves below, but when the next orc horde rises it will be one the likes of which the North has never seen. The orogs have been slowly but surely supplying their less-talented kin with deep-forged weapons and armor, and more than a few mountain orc tribes are now led by orog warlords and champions.



Outlook

The orogs spent thousands of years battling terrible creatures for living space in the Underdark. Now that they have finally begun to return to the surface world, they are finding it to be something of a paradise. Stronger and better equipped than most of their enemies, the orogs are quickly settling into positions of leadership in the eastern tribes of mountain orcs near Anauroch. Whereas mountain orcs revel in the act of war, the orogs revel in its spoils. They are quick to rise to battle, but afterward they fall back to enjoy the fruits of their victories. The concept of leading a horde of raging orcs on a pointless crusade that only ends when the last aggressor falls, still advancing, is alien to the mindset of the orog. Why go to war if you can't enjoy the results?

Orog Characters

Most orog characters are fighters or barbarians, but recently more orogs are becoming rangers and rogues as they explore the surface world.

Favored Class: Fighter. Orogcs have been battling ceaselessly in the Underdark for centuries. Because orogs have higher Charisma scores than other orc races, a significant minority of them are bards and sorcerers.

Prestige Classes: Many orogs near the surface take the orc warlord prestige class with the hope that they can harness the random, almost mindless, fury of the orc horde for their own conquests and raids.

Orog Society

Deep underground, the orogs use slave labor to expand caverns into well-defended cities. These cities are completely enclosed in the rock and consist of huge, seemingly endless rooms connected by numerous large processionalways and public squares. Orog cities often consist of layers, with rooms atop rooms atop rooms. Nobility usually resides in the highest chambers, which are accessed by trapped stairwells and vertical shafts with crude rope lifts. Orog cities such as these can house upwards of eight thousand orogs and up to three times that many slaves.

Most orog cities are much smaller and are comprised of only a few hundred orogs and slaves. All the near-surface cities are like this, although they mimic the larger cities' tendency to consist of dozens (if not hundreds) of interconnected small rooms. On the surface, orogs have so far not built cities of their own. Rather, they have simply moved in and taken over tribes of mountain orcs, seizing the best buildings for themselves and displacing the orcs to the smaller ones.

The one thing that binds together all orog societies is the placement of the forges. Orogcs have a long tradition of armor-smithing and weapon forging, and the first thing a tribe of orogs look for when they pick a site for new town is a natural place to set up a forge. Volcanic vents and pools of magma are favorites, but more traditional forges built on epic scales serve as well. Orog forges are community-held, and any orog is welcome to build armor and weaponry at the forge just as long as what is produced is either put to immediate personal use or placed in the community armory.

Language and Literacy

Orogcs speak orc and Undercommon. Those few who have a knack for languages learn another tongue common in the Underdark, such as Dwarven or the drow dialect of Elven. Now that the orogs are exploring Anauroch, it's likely some orog characters will learn the tongues of the surface world as well.

All orogs are literate, except for barbarians, commoners, and warriors.

Orog Magic and Lore

Although orogs do not have an inherent distrust of magic, they have little patience for it. Clerics are respected in orog society, not only for their curative magic but because they represent the orog race and serve as spiritual guides. They are often called upon to aid in creating magical weapons. The most common spellcaster in orog society, though, is the bard. Orog bards are often important members of a tactical strike, using drums and chanting to whip the soldiers into a frenzy, then curing them of their wounds after a battle. Orog sorcerers are rare, but the natural leadership and force of personality possessed by orogs make them ideal sorcerers. Those few who develop sorcerous powers become mighty indeed.

Orog Magic Items

Orogcs are not known for their creativity; orog magical items tend to be short and to the point. An orog crafting a magical weapon doesn't bother with fancy weapon qualities, opting instead to simply increase the enhancement bonus of a weapon. They have little interest in items like wands, staves, and scrolls, but potions are well liked due to their portability and endless uses in combat. An orog army outfitted with potions of bull's strength, endurance, enlarge, and haste is a potent force indeed.

Orog Deities

Orogcs brought the worship of Gruumsh with them into the Underdark and have more or less forgotten the other various orc deities. Certain fringe cults of orogs in the deep Underdark have started worshipping Ghaunadaur, but these orogs avoid their more traditional kin. Religion is an established facet of orog society, but not an overwhelming one. In many cities, orog clerics are thought of as little more than healers, the average orog having little interest in spiritual matters.

Relations With Other Races

Orogcs get along the best with orcs, whom they find easy to bully and subjugate. They are intrigued by the concept of the half-orc, since these hybrids can operate in the blinding light of the sun with ease and make excellent warriors for surface world campaigns.

Those orogs who remain deep underground often engage in more or less friendly trade with the gray dwarves and the drow, who value the productivity of orog mines enough to let orog cities alone. The orogs often make war on the svirfneblin, but they try to avoid the more alien races such as the illithids and aboleth, whose mental powers can cut down even the mightiest orog with ease.

Orog Equipment

Orogcs are loath to use armor or weaponry of less than masterwork quality; any weapons they construct that fall below this expected level of quality are usually set aside for young orogs to practice with. They have little interest in some of the more exotic types of weaponry found in the Underdark, preferring to use relatively simple weapons instead. The greatsword is the orogs' favorite melee weapon, and they find that throwing axes make good use of their high Strength in the close quarters of many Underdark battles.

Animals and Pets

ЗАМЕТКИ ПРО ОРКОВ -

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A typical orog lair not only includes two to three times the orog population in various humanoid slaves, but also a large number of war-trained animals as well. Near the surface, orogs favor dire animals (particularly dire boars and dire bears), while deep underground they often train giant lizards and dire bats as steeds or guardians. In some of the larger orog cities, they keep creatures like thoqqua and even salamanders or fire elementals as guardians for their forges.



Elite orcs, or orogs, are a race of great orcs, possibly mixed with ogre blood. Orog range between 6 and 6½ feet tall. They are highly disciplined warriors and have their own standards and banners which they display prominently - it is usually easy to tell when orogs are present among common orcs. Orog can be found at the vanguard of large orc armies, but rarely on patrol. There is a 10% chance that an orc tribe will have orogs, whose number equals 10% of the male population. (Thus a community of 3000 male orcs has a 10% chance of having 300 additional orogs.) Small bands of elites (20-80 orogs) will hire themselves out as mercenaries.

For every 20 orogs, there will also be one **orog leader** with additional Hit Dice (and increased bonus to hit. There is but one **orog chief**, who has even more Hit Dices (and fights as fighter 5). Orog use weaponry common to orcs but will typically possess two weapons apiece.



НЕО ОРОГИ



Боевой дух: у красных нео орогов Champion (15-16), у черных - Elite (13-14)

Neo-orogs were a race created to serve as warriors for Thay. They were hybrids of orcs and ogres, as well as of other creatures. There were two kinds: red neo-orogs and black neo-orogs.[1]

Abilities

Red neo-orogs had a unique war-cry that heartened them and all other neo-orogs, orcs, and ogres within earshot.[1]

Black neo-orogs were exceptionally stealthy, such that even alert enemies had a very small chance of spotting them while they hid.[1]

Красные нео ороги

Особенность: боевой клич

Красный нео орог (5 КХ, КЗ 17, скорость 30. +5 к попаданию)

Красный нео орог сержант

Красный нео орог офицер
 Красный нео орог генерал
 Черные нео ороги
 Особенность: Камуфляж
 Черный нео орог (4 КХ, КЗ 15, скорость 35, +4 к попаданию)
 Черный нео орог сержант
 Черный нео орог офицер
 Черный нео орог генерал



ОРКИ ВЫСОКОГО ЛЕСА

Religion



1 The High Forest orcs' holy symbol of Herne Hurgroom.

Instead of the typical orc pantheon, these orcs venerated a god of hunting named Herne, whom they knew as the Wild Hunter or Herne Hurgroom.[1][2][4] For his holy symbol, they used a single antler, usually drawn as a stylized pictograph[4] or made of wood.[3] Orc shamans of Herne commanded the spells of druids and even sprouted stag antlers from their heads.[1][2]

Relations

The High Forest orcs counted rangers of the humans, elves, and half-elves of the region as their greatest enemies. They were not particular foes of goblinoids.[1][2] They faced suspicion and even open fear and hatred in cities like Loudwater.[5]

History

From late spring of the Year of Wild Magic, 1372 DR, High Forest orcs began leaving their homeland in great numbers and moving eastward to the Graypeak Mountains, in an exodus known as the Gray Migrations. Loudwater's citizenry were consternated and supposed the appearance of the City of Shade over the Dire Wood had scared the orcs, that there was a disease in the area, or that they were fleeing something or someone.[6][7][5][8] Despite the fear and chaos, the orcs avoided settlements and violence and the majority of migrations were peaceful; conflicts and deaths were few, but notorious.[7][5][8] A story went around that a Loudwater Guard patrol had found five families in a homestead east of Orubar massacred by orcs and their homes destroyed, that the orcs had taken nothing and done it for kicks.[5] Another version had only two families killed and all their animals, including the cats.[8] Because of such stories, Blaz Merryymar believed the orcs killed his sons and nephews, when it was in fact bandits of the Hark. Local paladins, rangers, Scions of the Green Regent, the Red Fellowship, and even some orcs themselves voluntarily patrolled the roads to keep the peace.[5]

Some of the orcs migrated to the Graypeaks, but others chose to settle in and around Loudwater. They establishing a shanty town in the south outside the Forestview Gate and went into the city proper to take menial jobs to make enough coin to support their tribes.[9] When a pair of orcs were slain in the street outside the Red Boar Tavern one summer evening, High Lord Kalahar Twohands made the Decree of Reception, granting the orcs rights similar to those of citizens. Yet old enmities would not fade fast and this was met with much opposition and many still distrusted and disliked the orcs and treated them coldly. The merchants, of course, appreciated them as a source of cheap labor. The orcs, for their part, remained peaceful and considerate.[10][11][9][12][13] Yet six more orcs would be found dead in the neighborhood of the Red Boar and left with a predictable message: "The only good orc..."[9]

Tribes

They included a number of tribes:

Bloody Eye[1][2]
 Horned Lord[1][2]
 Red Stag[14]
 Sharpspike[1][2]
 Tanglethorn[1][2]
 Worgheart[15]



ОНДОНТИ



The ondontis were a rare race of orcs living in an isolated part of the Tortured Lands of north Faerûn. They were brought up to be pacifists in the faith of Eldath, the Goddess of Peace and Quiet Places.

Description

Ondontis looked like typical orcs in all external respects. Both males and females were just as strong and hardy.[1][2]

Activities

The ondonti tribes lived peaceful lives as farmers and foragers, who took from the land no more than they needed to survive.[1][2]

Abilities

Every ondonti had the ability to cast some divine spells, with sanctuary upon themselves thrice a day, purify food and drink thrice a day, barkskin once a day, and tree once a week. They were immune to charm spells and were slightly resistant to poisons.

Sanctuary – 3/day

Purify food and drink – 3/day

Barkskin – 1/day

Tree – 1/Week

Immune to charm

slightly resistant to poisons.

Combat

The first Zhentilar-trained ondontis were taught to use a bastard sword or a two-handed sword, as well as a shield. They preferred leather or studded leather armors or their own barkskin power over metal armors. Their combat ability was still limited.

Society

Ondontis had the same rate of reproduction as orcs, but with almost zero mortality among infants, thanks to the Eldathyn priests' care and watchfulness of pregnant mothers and children. With their peaceful habits and healing magic, the ondontis lived a good twenty years longer than orcs, up to 60 years.

The wisest ondonti became clerics of Eldath who prayed for defensive and curative spells. Magic that caused harm was taboo among them.

Culture

An ondonti farmer with a scythe.

Ondonti culture was almost a polar opposite of traditional orcish culture. What they valued most in life were peace, family life, and living in harmony with their environment, in accordance with the pacifist philosophy of Eldath and cleaving toward lawful good behavior. They were generally peaceful, reliable, kind, contemplative, and cooperative, and hence they did not think to expect treachery in others such as the Zhents.

They were devoted to the goddess Eldath and tried to embody her teachings in their culture. Eldathyn priests were admired for their great wisdom and closeness to Eldath, and the ondonti followed their guidance.

The only time killing occurred in ondonti society was slaughtering an animal for food or as a mercy if it was incurably insane or diseased. The majority would rather die themselves than kill another sentient being. Naturally, they opposed warfare. But, in a brutal indoctrination, the Zhentarim raised some young ondontis among the mountain orc soldiers of the Citadel and trained them in battle; while the shift away from good toward evil was mostly successful by 1369 DR, they were not as abusive or violent as their peers, but it was expected that a few generations of this might yet make them lethal warriors dedicated to the Zhentarim.

They spoke Common, and not many knew the Orc language.

Lands

They lived in fifteen tribes scattered across a secluded area of the Tortured Lands north of the Ride in the Moonsea lands.

History

The ondontis had an oral history that comprised a cycle of stories called Tarek-Passar (the Way of Peace). They told that thirty of their kind were brought as children to their ancestral homeland by a group known as "the Founders" and were taught the tenets of Eldath's faith. A sage speculated that they were orphaned infant orcs brought from their homelands and taught by a reclusive Eldathyn order. This was quite correct, although the full details seem lost to history. A group of orphaned orc children were adopted by people of Myth Ondath, a city dedicated to Eldath lying in the Tortured Lands (founded 351 DR), and raised in the faith of the Green Goddess. Their ancestors were among the few survivors when that city was destroyed by the Ice Queen and the Gatekeeper's Crystal in the Year of Chasms, 633 DR.[4][5] They lived on in peace in the Tortured Lands.[1][2]

They were discovered unexpectedly by a scouting party out of Zhentil Keep in the Year of the Lion, 1340 DR. The rapacious Zhentish lords thought their orcish strength and Eldathyn pacifism would make superior manual-labor slaves who wouldn't need close watching. Owing to their pacifist nature, the ondontis did not expect treachery and, shortly after first meeting, fourteen of the fifteen tribes were captured by Zhentilar raiders and taken to the Citadel of the Raven to be used as slaves and breeding stock for a new army.

The final tribe left, isolated at the time, escaped into deep seclusion and avoided later raids. They employed the divine magic of their clerics to conceal themselves from the slavers. Rumor even held that Eldath herself had sent one of her planar servants to protect the free ondonti and another to liberate those enslaved by the Zhents.

By a curious coincidence, in the Year of the Turret, 1360 DR, a troop of almost a thousand Zhentish orc soldiers who'd been sent to fight the Tuigan Horde as part of the Army of the Alliance, remained behind in Thesk and eventually settled peacefully in Phsant, Phent, and Tammar .



ПОЛУОРКИ

Half-orcs are fairly common throughout Faerûn. They have no true homeland to call their own and as a result most spend their lives wandering the world in search of a purpose. Half-orcs are invariably the product of a human and an orc, but stories are told of half-orcs carrying the blood of dwarves, goblins, hobgoblins, and even halflings, gnomes, and elves. Orcs are a fecund race, and such stories likely have some genesis in truth.

A half-orc is usually about as tall as a human and a little heavier. Their skin tends to be gray with green or even purple undertones, and their faces feature sloping brows, jutting jaws with prominent teeth, and flat, squashed noses. This and their coarse body hair make their lineage plain for all to see.

Outlook

Most half-orcs are surly individuals who endured horrible childhoods. They are too coarse and savage to fit in well with humans, and too fragile and thoughtful to fit in with orcs. As a result, the majority of half-orcs grow up alone and without any influence from orc or human society. Thus, half-orcs speak their mind and act upon their feelings without any fear of repercussions. They are nomads, loners, and hermits at best, and murderers and savages at worst.

Without a place to call a home, and often without a family or close friends to count on for companionship, half-orcs learn from an early age to look out for themselves. This is often interpreted as greed or selfishness by other races, but too many half-orcs have learned the hard way that they are not welcome in any land, and must provide for themselves.

Relations with Other Races



Half-orcs have uphill battles to fight when interacting with most other races, since many are quick to assume that their orcish blood carries with it an inherent savagery and cruelty. Most half-orcs return this suspicion and trepidation when interacting with others. They make friends only with difficulty. Once trust is established, it is often a fleeting thing that can be fractured with one misinterpreted comment. Often, a half-orc joins an adventuring company and never feels fully at ease with her traveling companions no matter how many times they have proven their loyalty.

Half-Orc Equipment

Half-orcs, as a race, have not developed any unique types of exotic weapons, although many individuals favor orc weapons such as the double axe. Most of them are reticent about owning more equipment and gear than they can easily carry, both because of their nomadic spirits and because they must always be ready to tear up their roots and move on if their neighbors suddenly decide to turn on them.

ANIMALS AND PETS

Half-orcs are particularly fond of keeping animals as pets, since pets have few preconceived notions about a person's background or race. Hunting dogs, horses, and falcons are all popular choices, and those with particular skill with animals sometimes train more dangerous monsters like owlbears, spider eaters, and dire animals as pets or minions.

Approximate Age Categories

Adulthood: 14 years

Middle Age: 30 years

Old: 45 years

Venerable: 60 years

Maximum Age: Most half-orcs pass before their 80th year

Half-Orc Male

Random Height: 4'10" +2d10

Random Weight: 130 lb. + Height Roll × (2d4) lb.

Half-Orc Female

Random Height: 4'4" + 2d10

Random Weight: 90 lb. + Height Roll × (2d4) lb.

ОГРИЛЛОНЫ (ПОЛУОГРЫ)

Ogrillons are the fierce offspring of ogres and orcs. They generally display the brutish tendencies of their larger sires, but are more cunning, violent, and prone to mutation. Ogrillons are almost obsessed in their single-minded drive for combat. An ogrillon out of combat is restless and troubled, but is often seen chuckling wickedly to itself during particularly brutal fights. Ogrillons often serve their orc kin as valued mercenaries, as often for the love of combat and destruction, as for the gold.

History

Library-bound sages once speculated that ogrillons and ologs were both the result of mixed ogre-orc parentage, believing ogrillons were the issue of female orcs and male ogres, while ologs were the issue of male orcs and female ogres. This absurd notion has since been dispelled by more adventurous loremasters. Nevertheless, ogrillons are still sometimes known as olog or as half-ogre (which while accurate is usually reserved for the unfortunate pairing of a human and ogre). Also contrary to speculation, these half-breeds are fully capable of siring offspring just as half-orcs may.

Physical Characteristics

Ogrillons usually favor the coloration of their orc sires with light red eyes, grayish skin, and black hair, though a small percentage have one or more characteristics of ogres, whether purple eyes with white pupils, black teeth, yellowed skin, and/or dull, dark green hair. Most ogrillons sport at least a few visible bony protrusions or spurs on their bodies, usually around their joints including their shoulders, elbows, knuckles, hips, knees, and toes.

БУГИНЫ

Boogins were crossbreeds of orcs and quaggoths.

Boogins looked like large orcs with shaggy fur.



Тактика орков

Базовая тактика орков

Orcs may attack en masse, but they fight as individuals, with little thought to utilizing their skills together tactically. They are disdainful of stealth and other underhanded tactics, preferring to charge at full pelt towards their enemy while yelling a battlecry. Each orc seeks to earn their own glory, and will aim to attack the The neo-orog is a magical hybrid of ordinary orcs, ogres, and other creatures. The two breeds of neo-orog, red and black, are warrior creatures, loyal and skillful. who live for battle. Tall and muscular, with large hooded eyes, tough leathery skin, and snouted bestial faces, nec-orogs seem to embody all the worse aspects of the creatures that went into their creation.

Red Neo-Orog are bred as elite troops. Their skin is a dark mottled red, and their eyes are deep yellow. They are usually well equipped and revel in bloodshed and violence. They speak both orc and the common tongue.

Combat: In battle, red nec-orogs can scream their unique war cy, which causes all orcs, orogs, and neo-orogs within earshot to fight at +1 on attack and damage rolls for 2d4 rounds. The effect is not cumulative, and individual neo-orogs cannot be affected by it more than once a day. Red neo-orogs receive an additional +1 on attack rolls when defending the Red Wizards of Thay.

Red neo-orogs fight with the following weapons:

Broad sword	20%
War hammer	10%
Battle axe	20%
Mace and dagger	10%
Spear and shield	20%
Crossbow and sword	10%
Hand axe	10%

Habitat/Society: All neo-orogs live in barracks built by the Red Wizards. No independent groups of them exist. They are organized into large military units. For every 10 neo-orogs in a group, there is one officer with 6 HD (THACO 15) and a +1 on all damage rolls. Each barracks is commanded by a neo-orog general with 7 HD (THACO 13), +2 on all damage rolls, and having AC 2 (5).

10 neo-orogs + 1 sergeant neo-orog

20 neo-orogs + 2 sergeant neo-orog + 1 neo-orog officer

Neo-orog general

Ecology: For many lades Thayans have tried to create their own race of orcs, violent but loyal to Thay. Their only weakness is their slow rate of reproduction - the Thayans have managed to field only a few companies of them. As a group, neo-orogs have only a marginal reproduction rate. Many are infertile.

Black Neo-Orog

The black breed of neo-orogs are similar to the red neo-orogs in many respects, but are bred to act as scouts, archers, and infiltrators. They are leaner, slightly taller than reds, and skin ranges from dark green to deep, sooty black. Their facial features are slightly less bestial and their eyes are smaller and completely black. Camouflage masters, black neo-orogs hide so effectively that even observers who know what they are looking for have only a 20% chance of detecting them. Normally alert observers have a 10% chance, while casual observation yields only a 5% chance. The camouflage is negated if the creature moves or attacks. A number of black neo-orogs have thief skills in addition to their warrior skills. They do not have the war cry of red neo-orogs, but can be affected by the war cry of a red orog.

Black neo-orog fight with the following weapons;

#| Broad sword/short how 20%|Spear/dagger 20%|Broad sword/crossbow 10%|Short sword/short bow 15%|Broad sword/longbow 15%|Short sword/spear 20%

In all other ways, black neo-orogs are like red neo-orogs. most fearsome opponent, though they won't pass up opportunities to get a few hits in on the way to their target. Orcs also seek out elves and dwarves in combat over other races, due to the long-standing feuds between their gods. As a general rule, a more devout orc will attack a lightly armored elf over a heavily armored human, with a more impious orc making the opposite choice.

Given their bravado, orcs will usually fight to the death over fleeing but, should the battle turn against them and there are no witnesses to report their cowardice to the tribe (or if more powerful individuals have already fled), it is not unknown for orcs to turn tail and run. Should the tribe find out of their cowardice, the orc in question will be publicly humiliated, usually in the form of losing an ear or their nose as a mark for all to see.

Orcs employ sniping and ambush tactics in the wild. They do not obey the "rules of war" unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag unless the orc leader feels it is advantageous to hear what the enemy has to say. They abuse human rules of engagement and chivalry to their best advantage. They have a historic enmity against elves and dwarves; many tribes will kill these demihumans on sight.

It is often believed that orcs are so bloodthirsty and cruel that they are ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading; it is true for some orc tribes but not for all. Many orc tribes have waged wars for decades and have developed a frightening efficiency with battle tactics.

Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements. Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care are used, orc tribes can be effective trading partners and military allies.

Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.

Использование штандартов

If a subchief is present, there is a 40% chance the orcs will be fighting around a standard. The presence of this standard increases attack rolls and morale by +1 for all orcs within 60 yards. Orcs typically wear studded leather armor and a shield (AC 15).

Вариант 1

Орки — неуклюжие звери. Очень высокая сила, очень высокое телосложение, ловкость выше среднего, интеллект гораздо ниже среднего. Они носят доспехи из шкур и используют двуручные топоры в ближнем бою.

У них есть «Агрессивность» в качестве бонусного действия, что означает, что они могут эффективно передвигаться и по-прежнему атаковать.



Хотя у них есть некоторый навык запугивания, я полагаю, что этот навык предназначен для того, чтобы запугивать фермеров, горожан, торговцев или другую добычу, чтобы они сдались или обратились в бегство. Чаще всего, если орк увидит вас, он нападет скорее раньше, чем позже.

Определите вероятную стратегию.

В АТАКУ!

Если у орков есть выбор, они начнут бой на расстоянии от 40 до 60 футов. Первоначально они будут рассредоточены, поскольку они достаточно мудры, чтобы знать о заклинаниях области действия. Хотя они не совсем скоординированы, все они бросаются с боевым кличем.

Определите тактику

Орки начинают бой на расстоянии от 40 до 60 футов и используют бонусное действие «Агрессивность», чтобы быстро приблизиться к своим целям. Как отмечалось выше, они будут рассредоточены, если это возможно, чтобы не все могли быть поражены заклинаниями с эффектом области.

За этим немедленно последует действие атаки их топорами. Они сосредотачивают свои атаки на одном противнике, пока тот не упадет, а затем переходят к следующему. Если им нужно снова использовать свой «агрессивный» заряд, чтобы добраться до следующего противника, почему бы и нет.

Орки вряд ли будут подвергать себя атакам при возможности не из-за стратегии, а просто потому, что их следующей целью является ближайший видимый противник.

Орки склонны сражаться насмерть, предпочитая умереть достойной смертью, чем отступить или сдаться.

Хотя это несколько глупо, но если орк сражается с несколькими целями, он меняет позицию за пределы досягаемости хотя бы одной цели. Если этот ход подвергает их атакам по возможности, это риск, на который нужно пойти.

Орки вооружены Пилумами (метательными копьями). Они могут эффективно метать это оружие и будут делать это против врагов, которые находятся вне досягаемости их топоров, или если они могут идентифицировать очевидного заклинателя, до которого они не могут добраться быстро, понимая опасность заклинателей.

Помните точку зрения орков:

Если я смогу ударить его своим топором... В АТАКУ!

Что насчет логова

Орки в логове никогда не встречаются без какого-либо лидера. Даже если текущий лидер был убит, орки, скорее всего, будут следовать «плану», который он дал им для защиты. Орки, обнаружившие вторжение в свое логово, бросаются навстречу вторжению. Это происходит от двойного желания «пролить кровь своим топором» и столь же сильного «продемонстрировать свое мужество».

Орки без предводителя, поддерживающего дисциплину, легко отвлекаются и могут покинуть назначенные посты, чтобы «пойти к чертовой матери».

Итак, давайте рассмотрим один из подходов к тактике орков. Примечание: это не RAW, а просто взвешенное мнение о том, как будут сражаться эти дикие гуманоиды.

Я позволил себе изменить их вооружение и тактику, чтобы они лучше отражали мощь этой расы в ее самой жестокой форме. Я предпочитаю использовать орков в качестве ударных отрядов второго уровня, авантюристы первого уровня редко видят их в действии.

В качестве ударных отрядов они редко встречаются в группах, состоящих исключительно из орков. По крайней мере, в группе обычно можно найти Орога, Военачальника или Ока Груумша. В этом руководстве основное внимание будет уделено оркам, найденным без лидера.

ВАРИАНТЫ ОРКОВ

Вариант изменения орков:

Изменение №1 — Оружие и доспехи:

Орки будут захватывать и использовать лучшую броню, какую смогут найти. Хотя они редко могут найти что-то, что соответствует их типу телосложения, они, когда это возможно, приобретают щиты. Это повысит их КЗ с базового 13 до скорректированных 15.

Использование щита, конечно же, лишает их возможности использовать двуручное оружие, такое как двуручный топор. Боевое оружие, такое как боевой топор, цеп, моргенштерн, длинный меч или боевой молот, — все это хороший выбор. Если вы решите использовать их в качестве ударных отрядов 2-го уровня, попробуйте дать им боевой стиль «Дуэлянт» для солидного бонуса +2 к урону.

Кроме того, вместо пилумов они будут вооружены либо ручными топорами, либо легкими молотами в качестве метательного оружия.

Пилумы, как маленькие копья, громоздки и их трудно носить с собой.

Изменение №2 — Тактика:

Использование щита открывает две тактики для орков.

Во-первых: атакуя свою цель, они будут использовать свой импульс, чтобы попытаться Сдвинуть (специальная атака) щитом и попытаться сбить ее с ног. ДА, я знаю, что это часть Мастера Щита, но это так хорошо вписывается в менталитет Орков. «Сбей его и убей», я решил, что это подходящая часть их агрессивной атаки. Как часть их атаки, я даю оркам Преимущество при проверке Силы.

Сбивание противника с ног — это состязательная проверка Силы, которой персонаж может сопротивляться с помощью навыка Атлетики или Акробатики, или проверке Силы или Ловкости, если он не владеет им. Успех означает, что цель сбита с ног, что дает атакующему «преимущество» на броски атаки в ближнем бою, пока цель не встанет.

Второе: вступив в ближний бой, орк атакует своим оружием и получает дополнительную атаку своим щитом.

Третье: если орк находится в поле зрения противника, который кажется слабым или похожим на заклинателя, он использует свою бонусную атаку, чтобы метнуть в него оружие.

Изменение оружия. Соответственно, при использовании щита орки будут использовать одноручное оружие.

Изменение доспехов. Орки являются хорошими шахтерами и неплохими кузнецами — при наличии доступа к источнику руды и ресурсов для ее выплавки орки будут использовать metallические доспехи — такие как чешуйчатый доспех или даже кольчуга.

ОРОЧЬИ ОРДЫ КАМЕННЫХ ЗЕМЕЛЬ (КОРМИР)

Хотя они и не так многочисленны, как гоблины, местные орки представляют собой жестокую и мощную угрозу для путешественников. Многие орки живут среди племен гоблинов, выступая в качестве наемников в рейдах и защищая логово в перерывах между действиями.

Орки сами по себе живут в небольших деревнях из деревянных хижин, обычно окруженных глубоким рвом и часто огражденных бревенчатым частоколом. В каждой деревне проживает от 50 до 500 орков.

Деревни орков часто расположены в укромных, скрытых местах. Война — это орки. главное преследование, поэтому их деревни охраняются патрулями и ловушками, в то время как отряд солдат остается наготове в любой момент. Эти существа сражались всю свою жизнь на протяжении поколений. Они знают, что делают.

Орки не являются расовыми изоляционистами. Обычно в этих сообществах также можно найти от пяти до 20 оргов, а также несколько гоблинов, хобгоблинов и полуорков (скрещенных с людьми или любой из рас, обитающих в деревне).

Деревню орков возглавляет **вождь** и его **помощники** (которые также выполняют функции телохранителей). Часто в деревнях есть **шаман** и, возможно, **знахарь** с небольшими магическими способностями. Эти люди не обладают большой силой по человеческим стандартам колдовства, но они вызывают уважение и страх у всех своих собратьев. Вождь обычно делает все возможное, чтобы ограничить политическую власть этих лиц, чья способность вызывать восхищение может превосходить его собственную. Не одна группа орков была полностью захвачена шаманом или знахарем.

В отличие от гоблинов, орки способны на большее, чем просто выживание. **Орки изготавливают собственное оружие, выращивают урожай и создали довольно сложное общество.** Они удивительно умны и способны к оригинальному дизайну и творчеству. К сожалению, они ленивы и предпочитают воровать чужие творения и идеи. Их врожденные способности сдерживаются их анималистическими наклонностями.

Несмотря на это, культура орков усложнена по сравнению с основной массой их гоблиноидных родственников. У них развилось сложное мировоззрение, в котором они сами являются центром всего сущего. Все остальные живые существа, по их убеждению, существуют для того, чтобы так или иначе эксплуатироваться орками.

Могущественные и хорошо обученные представители других рас особенно отвратительны в глазах орков, так как силой и умением можно владеть только в собственных руках. Орки горячо верят, что такие мерзости должны быть уничтожены, а их сила должна быть отобрана у них и использована орками.

Социальная структура орков довольно точно имитирует человеческую культуру. Орки женятся, проводят богослужения для своих богов, кодифицируют законы и даже обучают своих детей в грубой образовательной системе. Они желают доказать другим и самим себе, что они сложная раса. Возможно, убожество их двоюродных братьев-гоблинов подстегивает эту потребность в обретении (или уточнении, как хотели бы орки) собственной культурной идентичности.

Однако нередко проявляется их истинная, звериная природа. Брачные клятвы среди орков редко соблюдаются, сильные господствуют над слабыми и эксплуатируют их, а орочьих детей обучают навыкам убийства, воровства и разрушения задолго до того, как им преподают какие-либо высокие культурные уроки.

Орки — отличные горняки, они контролируют несколько шахт по добыче железной руды в Марках и Каменных землях. Они сами используют эту руду для изготовления оружия, доспехов и инструментов. Я никогда не открывал руду для экспорта, думаю, из-за двух непреодолимых препятствий. Во-первых, какой разумный чужеземец станет торговать с орками, а во-вторых, какой орк соизволит отправить свой товар низшей расе?

Достижения расы орков, в отличие от талантов гоблинов, не ограничиваются насильственными искусствами грабежа и убийства. Орки также являются опытными охотниками и сносными фермерами. Опять же, в отличие от гоблинов, они не держат **лютоволков** или любых других одомашненных или союзных существ. Иногда деревня или семья орков могут поймать животное или монстра и заставить их служить им, но они слишком жестоки и эгоистичны, чтобы быть в состоянии приручить таких существ или подружиться с ними.

Даже представители других рас, с которыми орки иногда могут вступить в союз, должны опасаться предательства или эксплуатации со стороны своих бывших друзей. Хотя орки готовы взаимодействовать и скрещиваться со всеми другими расами гоблиноидов - и даже с некоторыми человеческими пограничниками - вряд ли они действительно уважают эти другие расы. У орков много расовой гордости и высокомерия. Они уверены, что являются доминирующими людьми в мире или, по крайней мере, должны ими быть.

ВАРИАНТ ТАКТИКИ 2



Логово и поселения орков

2 Пример карты логова орков

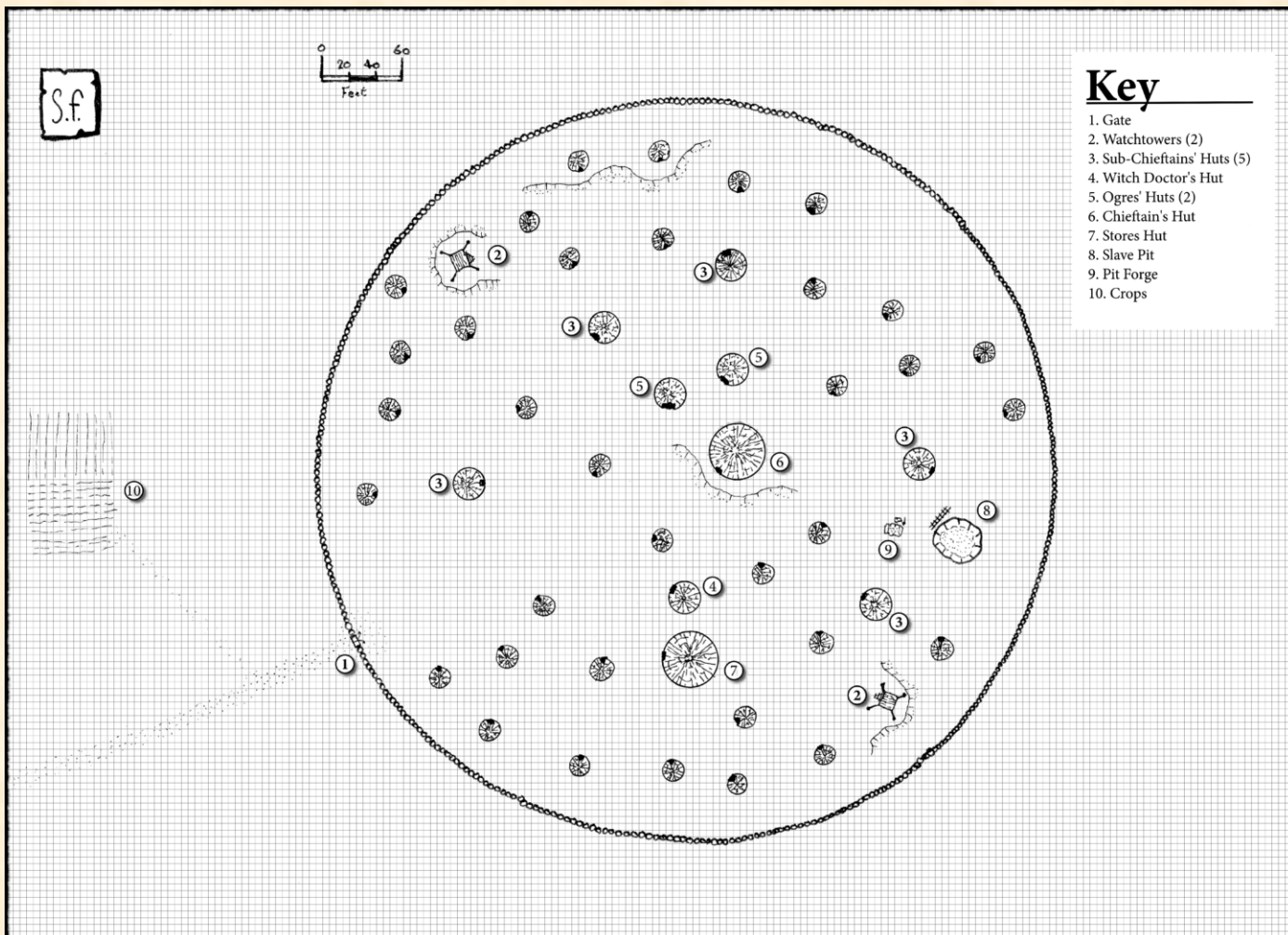
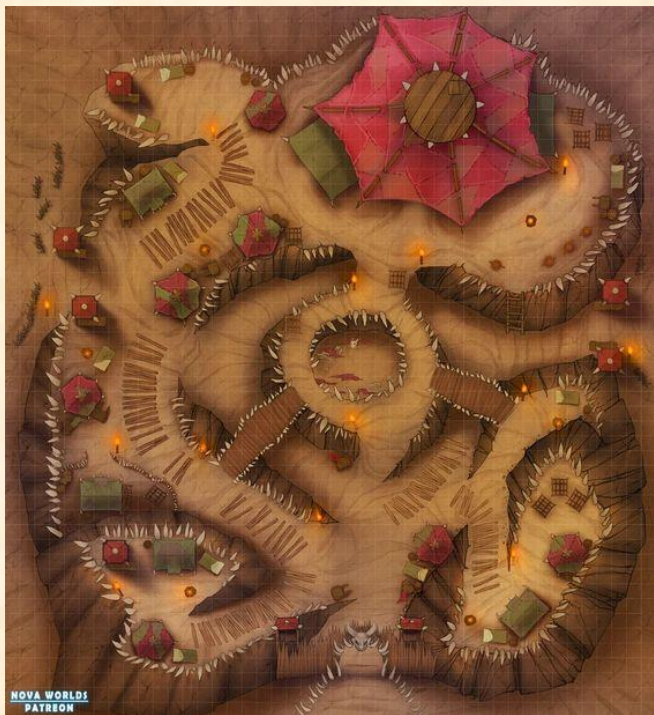
Логова орков находятся под землей 75% времени, в дикой деревне 25% времени. Сообщества орков варьируются от небольших фортов с 1к4 x 100 орков до шахтерских сообществ с 5д4 x 100 орков до огромных городов (частично под землей и частично над землей) с 2д10 x 1000 орков.

Под землей – 75%
 Над землей – 25%
 Небольшой форт – 1к4 * 100 орков (100-400)
 Шахтерское поселение – 5к4*100 орков (500-2000)
 Большой город – 2к10 * 1000 орков (2000-20000)

Всегда будут дополнительные орки, когда встреча происходит в логове существа: вождь и 5д6 телохранителей (КЗ 14, 23 хита, атака как монстры с 3 КХи Силой 20).

Вождь и 5к6 телохранителей

Орк телохранитель (orc bodyguard)



3 Пример деревни орков

Если логово находится под землей, есть 50% шанс, что в нем будет жить 1к4+1 огров на 200 орков. Большинство логовищ над землей представляют собой грубые деревни с деревянными хижинами, защищенными рвом, бревенчатым валом и бревенчатым частоколом, или более продвинутыми постройками, построенными другими расами.

Подземное логово, 50% 1к4+1 **оргов** на 200 орков
1к4 сторожевые башни и 1 ворота
1 баллиста и 1 катапульта на 100 орков

В деревне будет 1к4 сторожевых башни и одни ворота. На каждые 100 взрослых орков-мужчин приходится одна баллиста и одна катапульта.

Each orc gang (2d4 orcs) will be led by a **champion**

Each orc warband (2d6 gangs) will be led by a **sub-chieftain**

An orc lair or village (1d10 warbands) will be led by a **chieftain**

Orc lairs and villages will have females and young equal to 100% and 200% of the number of males, respectively. Female orcs fight as goblins, while young orcs do not fight

Female orcs in village -equal to male (100%)
Young orcs in village – 200% of males.

When orcs are encountered in a village, certain additional creatures will be present.

Orcs keep slaves of various human, demi-human, and humanoid races, so there will be 1d20 prisoners per 100 orcs in the village.

1d20 prisoners per 100 orcs in village

There is a 50% chance an orc village will be guarded by 1d4+1 ogres and a 25% chance for 1d4 trolls. In addition, an orc village has a 75% chance of a shaman being present, and a 50% chance of a witch doctor.

50% - 1d4 +1 ogres
25% - 1d4 trolls
75% - orc **shaman** (cleric up to 7th level)
50% - orc witch doctor (wizard/warlock up to 6th level)

УКРЕПЛЕННАЯ ДЕРЕВНЯ ОРКОВ

The fortified orc village of Urtyarg has been erected here. The village is led by Malko, a brutish and cunning chieftain equipped with lamellar armor, shield, and a sword +1, flame tongue. Half of Malko's face is badly scarred by flames, a price he paid the day he won the flame tongue in a battle with adventurers. A pair of ogres serve as Malko's bodyguards. Malko is advised by Khnan Seen, his witch-doctor. Khnan Seen is equipped with chainmail armor and a heavy, iron-shod spear +1. He carries medicine-bag with 20 bone fetishes (25gp each) and wears a pair of wrought silver unholy symbols (130gp each) around his neck.

Malko (orc chieftain): MV 90', AC 6, HD 4, hp 20, #AT 1 (sword +1 flame tongue 6+), Dmg 1d6+3, Save F4, ML +2, AL C, XP 80; Proficiencies: Combat Reflexes, Weapon Focus (swords), Siege Engineering

Khnan Seen (orc witch-doctor): MV 90', AC 4, HD 1+1**, hp 8, #AT 1 (spear +1 8+ or spell), Dmg 1d8+2 or spell, Save M4, ML 0/+2, AL C, XP 27; Proficiencies: Black Lore of Zahar, Healing; Spells: 2 1st 2 2nd, Repertoire: 1st – burning hands, summon berserkers, 2nd – deathless minion, stinking cloud

Ogres (2): MV 90', AC 4, HD 4+1, hp 21, 19, #AT 1 (large club 6+), Dmg 1d10, Save F4, ML +2, AL C, XP 140

As chieftain, Malko commands 5 warbands, each led by an orc sub-chieftain equipped with chainmail armor, shield, spear, and scimitar. Each warband consists of 7 gangs (35 gangs total). Each gang consists of an orc champions equipped with scale armor, shield, and flail, leading five orc warriors equipped with leather armor, shield, scimitar, and either (50%) spear or (50%) short bow and 20 arrows. There are a total of 5 sub-chieftains, 35 orc champions, and 175 orc warriors.

Orc sub-chieftain (5): MV 90', AC 5, HD 2, hp 12 each, #AT 1 (spear or scimitar 9+), Dmg 1d6+1, Save F2, ML 0/+2, AL C, XP 20

Orc champions (35): MV 90', AC 4, HD 1+1, hp 8 each, #AT 1 (flail 9+), Dmg 1d6+1, Save F1, ML 0/+2, AL C, XP 15

Orc warriors (175): MV 120', AC 3, HD 1, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML 0/+2, AL C, XP 10

Another 175 orc villagers and 350 orc whelps reside in the village alongside the warriors.

Orc villagers (175): MV 120', AC 3, HD 1-1, hp 3 each, #AT 1 (weapon 10+), Dmg by weapon, Save NM, ML -1/+1, AL C, XP 5

Orc whelps (350): MV 100', AC 0, Move 100', HD ½, hp 1 each, #AT -, Save NM, ML -1/+1, AL C, XP 0

Urtyarg is laid out in a rough circle about 600' in diameter, entirely circumvallated by a 9' high palisade of pointed wooden stakes. A wooden gate, guarded by a gang of orcs at all times, is the only means of entrance. On opposite sides of the palisade, the orcs have erected a pair of timber watchtowers, each 15' square and 30' high. Each watchtower is manned by a gang of orcs at all times.

Inside the palisade are 45 wattle-and-daub roundhouses. 35 of the roundhouses, about 14' in diameter each, quarter the orc gangs, with one champion, five males, four females, and eight whelps in each.

The five **sub-chieftains**, the two ogres, and the witch doctor each dwell in their own 22' diameter roundhouse, along with families of two females and four whelps. The chief himself dwells in a 42' diameter roundhouse near the center of the village, along with 19 females and 38 whelps. The last hut, also about 42' in diameter, serves as a storehouse for the tribe's plundered goods (see below). Also within the palisade is a primitive pit forge, worked by an orc and a pair of whelps day and night, and a dismal pit occupied by 18 traumatized slaves. The chief's hut, the storehouse, and the slave pit are each guarded by an orc gang at all times.

Slaves (18): MV 90', AC 0, HD 1-1, hp 2 each, #AT 1 (weapon 11+), Dmg by weapon -1, Save NM, ML -4, AL N, XP 5

The orcs' incessant raids have yielded great plunder. They collectively have coin totaling 51000cp and 19000sp. The coin is spread through the various roundhouses in sacks, with around 850cp and 300sp in each hut; 1600cp and 700sp in each of the eight leader's huts; and 8450cp and 2900sp in the chieftain's hut.

The orcs' plundered goods include

50 bricks of salt (7sp, 3/6 st each),
18 gallons of olive oil (2gp, 3/6 st each),
8 barrels of dried pork (5gp, 8 st each),
48 iron ingots (1gp, 3/6 st each),
1.4 cords of cedar logs (5gp, 8 st each),
9 barrels of locally-brewed ale (10gp, 8 st each),
5 jars of lamp oil (20gp, 8 st each),
30 bottles of various imported wines (5gp, 1 st per 5),
24 rolls of wool (10gp, 4 st each),
4 jars of madder and weld dye (50gp, 5 st each),
4 crates of Tirenean red-gloss pottery (100gp, 5 st each),
215 ram horns (2gp, 1 st per 5),
2 crates of imperial armor and weapons (225gp, 10 st each),
44 bundles of beaver pelts (15gp, 3 st each).



The chief's roundhouse is furnished with 7 wool rugs (35gp, 50 st total). The chief keeps a locked, iron-shod chest with 1000gp, 5 bloodstones (50gp each), 6 tiger eyes (25gp each), a set of three wrought silver goblets (300gp each), a brass mirror with mother-of-pearl inlay (130gp), and a pair of wrought bronze flutes (90gp each). During the day, the orcs (except for guards) will be asleep. At night, the villagers and whelps will be out tending the village's fields (a set of small plots of mixed crops crudely hoed with digging sticks) that dot the mile-and-half area around the village. Meanwhile, 1d4+1 of the warbands will head out on raids while the remainder guard the village.

ОРОЧИЙ ЛАГЕРЬ КРОВАВЫХ БИВНЕЙ

Overview

This orc tribe is known as the Bloody Tusk tribe, though they are colloquially known as the Tuskers. Like their animal namesakes, they have a reputation as fierce, tenacious, and unyielding. These orcs dye the tips of their own tusks red (with blood usually) and sometimes wear bits of metal embedded into them as decorations. Unless otherwise stated, all orcs carry leather pouches with 4d6 cp, 3d6 sp, 2d6 gp, and 1d4 trinkets.

The Surrounding Region

The orcs of the camp often patrol the surrounding region. Anyone approaching the camp runs into a patrol of 1d4+1 orcs.

Camp Description

The camp sits in on a pair of small islands near the shore of a lake north of The Storm Horns in Cormyr. The larger island is where the bulk of the orcs dwell. It is a low island, its muddy shores sloping into the water and rapidly rising to a height of 10 feet above the water level except in Area 11 where the slope is more gradual and forms a beach of sorts. Everywhere else on the main island, traversing the slope from water level to the palisade is a steep incline that is difficult terrain. The smaller island holds the leaders of the tribe, and it is a rockier affair, thrusting straight out of the water some 15 feet into the air before leveling out at its top. Climbing the rocky sides of this island, which does provide plenty of handholds, requires a successful DC 8 Strength (Athletics) check. If the result fails by 5 or more, the climber falls into the lake. Other than the fires at Area 14, the entire camp is unilluminated, as the orcs all have Darkvision.

1. Approach

The land in a wide swath around the approach to the camp has been cleared of trees and the ground churned to mud. The tree line now sits back to the west of the shoreline for about 300 feet. The now cleared area consists of the stumps of massive trees, their trunks easily 5 feet in diameter and each about 2-3 feet tall, and stunted, leafless trees, each about 15-20 feet tall. All of the trunks and leafless trees show signs of tusk marks from the camp's boars. The ground, being muddy, shows riotous evidence of activity, including the shod footprints of the orcs and the hooves of the boars. The top of the statue of Demogorgon (Area 15) is visible from the approach, peeking over the palisade walls. Also visible is the top of the wooden tower on the smaller island. Additionally, if viewed at night, the glow of the large fires surrounding the statue will be visible from afar and will cast the hideous double face of the statue in a ruddy, hellish glow.

2. Stream

This stream flows from the hills to the west into the lake. The stream is 2 feet deep for most of its length, and traversing it merely counts as difficult terrain. Within 30 feet of the lake, however, the stream becomes deeper, by 5 feet for every 5 feet towards the lake until it is 32 feet deep when it joins the lake.

3. Pig Hut

This hut consists of branches, bones, and leaves held together with mud. The structure is 10 feet in diameter and 8 feet tall. It has no windows and is entered by way of a fur-covered flap that is 5 feet tall and 3 feet wide. The hut is stable but the walls are easily breached. The floor of the place is dug out of the mud, so that the interior has an actual height of 10 feet. Within are two fur pallets, some empty wooden buckets, two 50 foot coils of hempen rope, some wooden prods (for poking the boars), and a partially eaten deer carcass.

Creatures

Within the hut dwell two **orcs** who are the keepers of the boars in Area 4. They also serve as a warning guard, though they are usually in their hut at night and tending the boars during the daytime. These orcs love their pigs and will fight to the death to protect them. If alerted to danger, they will bellow and scream, setting up a ruckus amongst the boars in Area 4 and alerting the camp.

4. Pig Pen

A large area has been fenced off with a wooden fence made from 5 horizontal logs lashed to vertical logs driven into the ground. There is enough space between the logs to see easily into the pen, while still keeping boars inside. The fence is 6 feet high. A 10-foot wide gate has been built into the fence in the middle of the south wall. The gate is closed by a strong leather lashing wound around pieces of iron. It takes an action to wind or unwind the lashing. Hanging on the fence posts of the pen are 2 exotic saddles sized for giant boars. Along with these are 2 bits and bridles and 2 sets of saddlebags suitable for giant boars as well. Within the pen, the ground is completely churned by the hooves and snouts of the boars. The entirety of the pen interior is treated as difficult terrain. Accompanying this are large piles of dung, wooden troughs of unidentifiable slop, and troughs of stream water.

Creatures

2 **giant boars** dwell here, the only remaining cavalry of the camp. These boars are trained to accept only orcs, and they will treat any and all other creatures as hostile. They are effectively warhorses for the orcs. Because of their long conditioning and the almost worshipful nature of the relationship between these orcs and the boars, the pigs cannot be broken of their hostility to non-orcs. If harassed or bothered in any way, the boars are easily capable of jumping the fence or, more likely, just ramming right through it. Fighting against orcs within about 40 feet of the pen qualifies as harassment, as does the use of loud spells (such as thunderwave) within 50 feet of the pen.

5. Rubble Pile

This is a large, 10-foot tall pile of rubble, mostly wood and logs chopped from nearby trees and used for building repair material and for fuel for the fires (see Area 14).

6. Lake



The lake is dozens of miles wide and long, so the portion shown on this map is just the tiny bit surrounding the camp. The banks heading north and south to the west of the camp quickly widen, heading pretty much straight northeast and southeast for some distance. The lakeshore on the mainland is muddy and rocky, and it slopes gently down to the lapping waters. The lake itself is about 30-40 feet deep on the portion shown on the map, and the depth drops precipitously from the shoreline. The lake is inhabited by normal fish. In addition, the lake harbors some larger and more dangerous creatures. For every minute someone spends in the water (e.g. swimming or diving beneath the surface), there is a 15% chance of an encounter; roll on the table below if one occurs. If traveling on the surface of the lake using water walking or on a raft or boat, check every 5 minutes. The orcs know there are dangerous creatures in the lake and they will only swim in it during an emergency. They are even reluctant to use their rafts (see Area 11) unless it is important for them to do so.

d4	ENCOUNTER
1	Giant Crayfish
2	Giant Poisonous Snake
3	Poisonous Snake
4	Swarm of Quippers

7. Main Bridge

This wooden bridge spans the 35-foot gap between the shore and the western end of the main island. The bridge slopes upward slightly to the east, since the island is higher than the mainland. The bridge is a rope bridge, though it is bolstered by stiff wooden beams following the ropes, so that it does not sag very much even at the center. The bridge has no handrails. It is sturdy and can support any reasonable weight. At the eastern end of the bridge is a wooden gate leading into the encampment. The gate is normally closed and barred. The gate has an AC of 15, 40 HP, and a damage threshold of 5. It is immune to psychic and poison damage and resistant to piercing damage. If the gate is barred, a DC 27 Strength check is required to force it open. The gate can be barred or unbarred from either of the two watchtowers flanking it, using ropes. It takes an action to raise or lower the bar.

8. Palisade

The 12-foot tall wooden wall surrounding both parts of the camp are made of vertical logs of dull grey wood placed next to each other and pounded into the ground. The tops of the logs are sharpened, fire-hardened spikes and the logs are all coated with mud and algae from the lake, such that they are quite slippery and resistant to fire. There is no way to climb the palisade without tools, magic, or a special ability. Decorating the top of the palisade, lashed to it with vines, rope, and mud, are hundreds of skulls. These skulls are of all type, including animals, humanoids, orcs, and even boars. A parapet runs along the inside of the palisade, about 3 feet below the top and 5 feet wide. The parapet just clears the tops of the huts within and forms part of the roof of the chieftain's dwelling (Area 18). The parapet is also attached to the wooden tower (Area 17). This parapet is accessed from the watchtowers that dot the walls (see Areas 9 and 10).

9. Watchtowers

There are nine small watchtowers placed along the walls of the camp, six on the main island and three on the smaller island. Each watchtower is 5 feet square and made of wood. The watchtowers have two levels. The first is a wooden platform 9 feet above the ground that merges with the parapet and allows access to and from it. The second level is 11 feet above that (20 feet from the ground and 9 feet higher than the palisade). This level is comprised of a wooden platform with 3-foot tall wooden rails and corner posts supporting a lashed roof of fur 8 feet overhead. Access to the watchtower is by means of a wooden ladder that runs all the way from the ground, through the first level, and to the second level. There are no trapdoors in the watchtower, so the orcs have to take care not to fall down the ladder hole. A supply of 25 javelins sits on the floor of each watchtower.

Creatures

Each watchtower has a single **orc** on guard at all times. These generally watch outward towards the lake and shoreline rather than inward towards the camp, though, being chaotic at heart, they tend to be complacent about their duty and sometimes will watch what is happening in the camp as opposed to without. The orcs have no warning devices. If they spot something suspicious, they simply call out. The camp is small enough that any shouted warning is likely to alert the entire camp.

10. Lake Watch

The orcs generally fear the lake, for they know that dangerous creatures dwell within it and their superstitious and dull-witted minds simply exacerbate this fact. Because of this, the orcs built a larger platform overlooking the lake approach. This platform is, in most ways, constructed like the other watchtowers (Area 9), except this one is 10 feet wide and 10 feet long. It also bears, on its top level, a ballista that now-dead slaves built for the orcs. The ballista has been cunningly designed to fit on the platform, and it can be swiveled 360 degrees. The ballista can incline upward to fire almost vertically and can decline enough to hit anyone on the shore to the west. There is a supply of 20 heavy ballista bolts on the platform, for use by the orcs.

Creatures

2 **orcs** keep watch on this tower. All of the orcs have been trained in the use of the ballista, and the orcs will work as a crew to fire it, with one loading while the other aims, and then firing it on the second round.

11. Beach

Unlike the rest of the main island, the muddy slope here is gentler, forming a small beach. The beach is accessed from the bridge leading to the smaller island (Area 16), as one can just step off of the northern end of the bridge onto the beach. Pulled up onto the beach and tied off by ropes attached to wooden stakes pounded into the ground are 3 crude wooden rafts. The orcs do not like the water, but they have these rafts in case the bridges are cut, as a means of escape or to mount a counterattack or to flank enemies. Each raft can be unmoored as an action and shoved into the water as another action. Stacked on the beach next to each raft are four long oars, suitable for paddling while standing on the raft. Treat each raft, which is 10 feet long and 5 feet wide, as a rowboat. The rafts have no gunwales or railing, so they provide no cover for the occupants. The raft will travel 1 mph if 1 person is rowing, and each additional rower (up to a total of 4) adds ½ mph to the speed. Therefore, with 4 rowers, the raft can travel 2 mph.

12. Huts



These 15 huts consist of branches, bones, and leaves held together with mud. Each structure is 10 feet in diameter and 8 feet tall. It has no windows and is entered by way of a fur-covered flap that is 5 feet tall and 3 feet wide. The hut is stable but the walls are easily breached. The floor of the place is dug out of the mud so that the interior has an actual height of 10 feet. Within each hut are two fur pallets and some partially eaten animal carcasses.

Creatures

Each hut is the dwelling for 2 **orcs**. There are always 9 such creatures in the small watchtowers (Area 9) and two more on the lake watch (Area 10), leaving 19 remaining. Of these, 9 are usually out of the camp, hunting or performing some other task, leaving 10 orcs inside these huts. Of these, if not on alert, 4 of these will be asleep, and the remaining 6 will be relaxing in their huts or even wandering the campgrounds.

13. Slave Pen

This is a 10-foot square wooden cage with a caged top and bottom. The bars of the cage are lashed together tightly with rope and vines and cruel wooden spikes pointing inward have been carved into the wooden bars of the walls, ceiling, and floor, the latter requiring captives within to be very careful where they move or sit and making it almost impossible to lie down. The door to the cage is simply more wooden bars set on crude iron hinges and locked with an iron padlock (the key is on the chieftain and the shaman). The padlock can be opened with a successful DC 12 Dexterity (Thieves' Tool) check.

Developments

Any attackers who are captured are likely to be held here, pending some sacrifice to Demogorgon at the proper time.

14. Fires

At the four cardinal points around the statue of Demogorgon are four large stone braziers, each 5 feet in diameter and 3 feet tall and carved to resemble demons carrying the brazier on their shoulders. Each brazier is always kept lit, with piles of branches and logs covered with pitch kept alight. Each brazier provides bright light in a 20-foot radius and dim light in a further 20-foot radius.

15. Statue of Demogorgon

This is a massive, 18-foot tall statue of Demogorgon. Where its two heads are normally represented as mandrill heads, on this statue the heads are decidedly porcine, with fierce boar-like features. The base of the statue is a 15-foot diameter pedestal of wood that is 2 feet high. This base is bloodstained all around, as if many sacrifices were made upon it. The statue radiates enchantment magic. As long as it is intact and the shaman is within 30 feet of it, he can use an action 1/day to invoke the statue to cast a bane spell (using the shaman's spell save DC) without any components. The effect has a range of 60 feet and can affect 3 creatures of the shaman's choice. The shaman does not have to see the targets, nor does the statue; the shaman must simply know of the target's existence.

16. Small Bridge

This wooden bridge spans the 15-foot gap between the southern portion of the main island and the northern portion of the small island. The bridge slopes upward to the south, since the small island is 5 feet higher than the main island. The bridge is a rope bridge, though it is bolstered by stiff wooden beams following the ropes, so that it does not sag very much even at the center. The bridge has no handrails. It is sturdy and can support any reasonable weight. At the southern end of the bridge is a wooden gate leading into the small island. The gate is normally closed and barred. The gate has an AC of 15, 40 HP, and a damage threshold of 5. It is immune to psychic and poison damage and resistance to piercing damage. If the gate is barred, a DC 27 Strength check is required to force it open. The gate can be barred or unbarred from the watchtower to the east, using ropes. It takes an action to raise or lower the bar.

17. Wooden Tower

This is a 20-foot tall tower of wood topped by a conical thatched roof. The tower has windows cut into the cardinal points at a height of 13 feet. A flap of fur covers the ground level opening to the tower on its western face. The tower has two interior levels, each 10 feet tall and reached by way of a wooden ladder. The ground level contains the living quarters of the tribal shaman, which is rife with vile trinkets including shrunken elf heads, finger bones hanging from leather strips, skulls of all sorts nailed to the walls, and strange carvings in the walls themselves. A fur pallet rests in the center of the place, and several crude braziers emit wafts of sickly smelling incense. The second level contains a skeleton lying on the floor. The skeleton is Large and looks like a conglomeration of bones from a variety of creatures set into humanoid form, topped by two long necks ending in giant boar skulls and with bony tentacles instead of arms. The figure lies inside a runic circle drawn in blood, and at several places, lumpy candles sit unlit along the perimeter. Four windows pierce the walls of the second level 3 feet from the floor. Each window is unglazed and open to the outside and is 2 feet wide and 4 feet tall. A fur-covered doorway leads from the second level to the east, debarking 1 foot down onto the palisade parapet, which is attached to the wall of the tower along the tower's eastern, northern, and southern faces. The skeleton is a project of the shaman's, designed to animate a skeleton that approximates his vision of Demogorgon. He hopes to use it to honor his patron and to strike fear in his own people and in other orc camps nearby. For now, his ritual is in the development stage and is impotent.

Creatures

The shaman, who has the statistics of an orc eye of Gruumsh, dwells here. He is second in command, subservient only to the chieftain, and, arguably, might even outrank the chieftain, though the shaman defers to him, preferring to be the power "behind the throne".

Treasure

The shaman has hidden a small wooden chest under his fur mattress. The chest is locked, with a key on the shaman's person. Without the key, a successful DC 14 Dexterity (Thieves' Tools) check can pick the lock. The chest is trapped with a witchbolt trap created by the shaman.



witchbolt trap

The trap detects as magic and is centered on the lock. If the lock is picked without the trap being disabled, the person attempting to open the chest will have a witchbolt spell spring from the lock and attack. The bolt attacks with a +7 to hit and has advantage if the opener is unaware of the trap. The bolt causes 2d12 lightning damage, and this damage continues every round that the opener is within 30 feet of the chest and in sight of it (if put in a pouch or backpack carried by the opener, it will still affect him). The bolt lasts for 1 minute or until the opener is out of sight or range. This trap can be detected with a successful DC 15 Intelligence (Investigation) check. Once detected, a DC 12 Intelligence (Arcana) check can determine the nature of the trap. A successful DC 16 Dexterity (Thieves' Tools) check can successfully mar the tiny runes powering the trap without setting it off. If this attempt fails, the trap is set off as if the person attempting the disable were the opener.

Inside the chest is 120 gp, 35 pp, a set of winged boots, and a single sending stone, the other of which is held by a glabrezu, whose common name is Drennoroth. Currently, the glabrezu is imprisoned in a statue in Level 6 of Undermountain. It can communicate through its sending stone, and will attempt to convince adventurers in possession of the stone to go to Undermountain, with the ultimate goal of releasing him.

Developments

In the event of an attack on the camp, the shaman will attempt to make his way to Area 15 of the main island. There, he will begin to pray to Demogorgon for aid. If the threat seems serious, he will also use the bane effect of the statue as appropriate.

18. Chieftain's Hut

This wooden building is a single large wooden longhouse, 25 feet long, 15 feet wide, and 8 feet tall. The southern 5 feet of the roof of the building forms part of the parapet around the palisade here, while the roof then sharply slopes to a crown at a height of 14 feet and then slopes down to the north. A single unlocked wooden door sits in the middle of the northern wall. No windows pierce the building. Inside is a single room that is unlit. Large wooden rafters support the sloped roof. Opposite the door is a wooden dais, upon which sits a wooden throne carved to look like a fearsome boar's head. Furs cover the seat of the throne. To the east is a sleeping area, with plush furs set upon a wide wooden shelf. To the west is a wooden table and several wooden barrels set atop wooden crates. Upon the table are wooden mugs. The barrels hold cheap, but strong, beer. The crates contain dried strips of unidentifiable meats.

Creatures

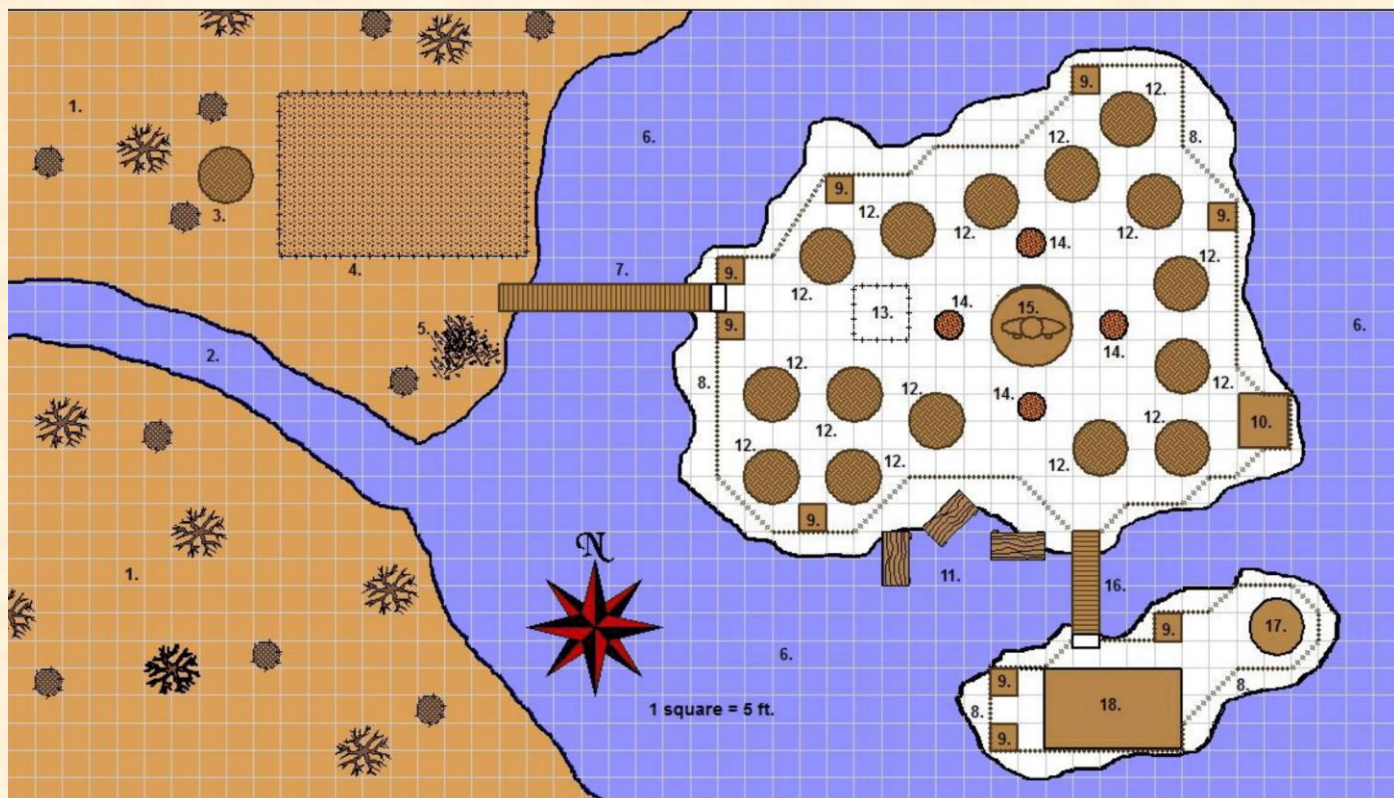
This building houses the chieftain of the camp, an **orc war chief**.

Treasure

Inside the chieftain's throne is a cache of treasure. The chieftain simply drops the treasure through an eyehole into the throne interior. If he needs to retrieve his treasure (which he has not so far), he would have to smash the throne, like a big piggy bank! If the throne is searched, the treasure inside will automatically be noticed. It includes 1,600 cp, 316 sp, 42 gp, 4 moonstones worth 50 gp each, 2 garnets worth 100 gp each, and 6 azurite worth 12 gp each.

Dealing With the Orcs

Once anyone makes contact (presumably hostile) with the orcs of the camp, the orcs will react aggressively (and not necessarily very intelligently), doubling patrols to 18 **orcs** (and leaving the camp less well-defended). If attackers retreat after an assault, the orcs are likely to try to give chase, possibly to ambush the attackers as they rest.









ДОПОЛНИТЕЛЬНЫЕ СТАТЬБЛОКИ ОРКОВ

В статблочки были добавлены следующие элементы:
Хиты Среднее/половина от среднего
[Максимум/половина от максимума] (формула)
Боевой дух Используется при проверках боевого духа во время сражения. От 1 до 20.
20 – не отступают никогда
1 – не вступает в бой никогда

ОРК

Средний гуманоид (орк), обычно хаотично злой

Класс защиты 13 (сыромятный доспех)

Хиты 15/8 [22/11] (2к8+6)

Скорость 30 фт.

СИЛ	ЛОВ	ТЕЛ	ИНТ	МУД	ХАР
16 (+3)	12 (+1)	16(+3)	7 (-2)	11 (+0)	10(+0)

Навыки Устрашение +2

Чувства темное зрение 60 фт., пассивное Восприятие 10

Языки Общий, Орочий

Опасность 1/2 (100 опыта) **Бонус владения** +2

Боевой дух 12 (выше среднего)

ДЕЙСТВИЯ

Двуручный топор. Атака оружием ближнего боя: +5 к попаданию, досягаемость 5 футов, одна цель. **Попадание:** 9 (1к12+3) рубящего урона.

Пилум. Атака оружием ближнего боя или дальнбойным оружием: +5 к попаданию, досягаемость 5 фт. Или дистанция 30/120 футов, одна цель. **Попадание:** 6(1к6+3) колющего урона.

БОНУСНЫЕ ДЕЙСТВИЯ

Агрессивный. Орк перемещается по направлению к враждебному существу на значение своей скорости.

HALF-ORC SHAMAN APPRENTICE

Medium humanoid (Half-Orc), Chaotic Evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Relentless Endurance. When reduced to 0 hit points, the half-orc drops to 1 hit point instead. He can only do this once per long rest.

Spellcasting. The half-orc is a 1st-level spellcaster. His spellcasting ability is Intelligence. He has the following wizard spells prepared:
Cantrips (at will): fire bolt, mending, prestidigitation
1st level (2 slots): burning hands, disguise self, shield

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. *Or Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

HALF-ORC SORCERER

Medium humanoid (half-orc), neutral evil

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	14(+2)	11(+0)	10(+0)	15(+2)

Skills Animal Handling +2, Athletics +5, Deception +4, Persuasion +4

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Orc

Challenge 3 (700 XP)

Relentless Endurance (1/Long Rest). When the half-orc is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Savage Attack. When the half-orc scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Spellcasting. The half-orc is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

The half-orc knows the following sorcerer spells:

Cantrips (at will): chill touch, firebolt, message, minor image, shocking grasp

1st level (4 slots): expeditious retreat, feather fall, sleep

2nd level (3 slots): blur, misty step

3rd level (2 slots): haste

ACTIONS

Multiattack. The half-orc makes two melee attacks.

Greatsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

REACTIONS

Parry. The half-orc adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

ICE SPIRE OGRE

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	10(+0)	18(+4)	9 (-1)	12(+1)	8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) slashing damage.

Frozen Head. *Ranged Weapon Attack*: +8 to hit, range 30/60 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

ICE SPIRE OGRE SHAMAN

Large giant, chaotic evil

Armor Class 17 (+1 scale mail)

Hit Points 142 (15d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	18(+4)	10(+0)	18(+4)	12(+1)

Saving Throws Con +8, Int +4, Wis +8

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giant

Challenge 8 (3,900 XP)

Magic Resistance. Beeza has advantage on **Saving Throws** against spells and other magical effects **Spellcasting**. Beeza is an 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Beeza has the following spells prepared:

Cantrips (at will): mage hand, poison spray, prestidigitation, thorn whip

1st level (4 slots): cure wounds, entangle, thunderwave

2nd level (3 slots): flame blade, spike growth

3rd level (3 slots): counterspell, fireball, haste

4th level (3 slots): greater invisibility, fire shield, blight

5th level (1 slot): cone of cold

*Beeza casts these spells on herself before combat.

ACTIONS

Multiattack. Beeza makes three melee attacks.

Greatsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 19 (4d6 + 5) slashing damage.

Frozen Head. *Ranged Weapon Attack*: +8 to hit, range 30/60 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

ORC ARCHER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 14 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +4, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Aggressive. As a bonus action the orc archer can move up to half its speed toward a hostile creature that it can see.

Overdraw. The orc archer can use a bonus action before they attack to add 1d4 to their damage on a successful attack with their bow.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack*: +5 to hit, reach 80/320 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage. The target must succeed a DC 14 Constitution saving throw or become poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ORC BATTLEBORN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 16 (studded leather)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR DEX CON INT WIS CHA 16 (+3) 13 (+1) 16 (+3) 7 (-2)
8 (-1) 13 (+1)

Skills Athletics +5, Intimidation +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action the orc battleborn can move up to half its speed toward a hostile creature that it can see.

Healing Rage (1/day). The orc battleborn can heal 18 hit points as a bonus action while it's in combat.

Tough. The orc battleborn adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc battleborn makes two attacks with its spiked gauntlets.

Spiked Gauntlet. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

2 spiked gauntlets, studded leather armor, and roll a d12:
d12 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

10-11 A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp

12 A potion of stone giant strength

Some orcs have been in enough fights to become bored with the simple pleasures of hitting something with an axe. These battleborn invent challenges to keep themselves interested and to show off their skills, such as wading into battle armed only with heavy gauntlets.

ORC BERSERKER

Medium humanoid, chaotic evil

Armor class 14 (leather armor)

Hit points 37 (5d8+15)

Speed 30 ft

STR DEX CON INT WIS CHA
18 (+4) 12 (+2) 16 (+3) 8 (-1) 10 (+0) 9 (-1)

Saving throws STR +6, CON +5

Skills Survival +2, Intimidate +1

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 9 (1d10+4) hit points once per short rest.

ACTIONS

Greataxe. Melee weapon attack. +6 to hit, reach 5 ft, one target.

Hit: 9 (1d12 + 4) slashing damage.

ORC BERSERKER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 13 (hide armor)

Hit Points 43 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +6, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Proficiency Bonus +2

Aggressive. As a bonus action, the orc can move up to its Speed toward a hostile creature it can see.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The orc makes two attacks with its greataxe or javelin.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

ORC BERSERKER

Medium humanoid, chaotic evil

Armor class 14 (leather armor)

Hit points 37 (5d8+15)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	16 (+3)	8 (-1)	10 (+0)	9 (-1)

Saving throws STR +6, CON +5

Skills Survival +2, Intimidate +1

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 9 (1d10+4) hit points once per short rest.

Actions

Greataxe. Melee weapon attack. +6 to hit, reach 5 ft, one tar-get.

Hit: 9 (1d12 + 4) slashing damage.

ORC BERSERKER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 15

Hit Points 67 (9d8 + 27)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	7 (-2)	8 (-1)	16 (+3)

Skills Athletics +7, Intimidation +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 5 (1,800 XP)

Healing Rage (1/day). The orc berserker can heal 33 hit points as a bonus action.

Mobile. Opportunity attacks made against the orc berserker are made with disadvantage.

Bloodlust. Each successful attack gives the orc berserker a +1 bonus to its attack rolls (to a maximum of +5) and a +2 to its damage rolls (to a maximum of +10). If the orc berserker misses with an attack, it loses these bonuses.

WEAPONS, ARMOR & ITEMS

Greataxe, and roll a d12:

d12 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp

12 3 (1d4 + 1) bottles of berserker brew (p. 168)

Some berserkers are orcs previously shamed, who see it as the only way to win back their lost honor; others are simply maniacs. Whatever their reasons, their battle-fury makes them seemingly impervious to pain.

ORC BLOODRAGER

Medium humanoid, chaotic evil

Armor class 15 (leather armor)

Hit points 105 (14d8+42)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (0)

Saving throws STR +7, CON +6

Skills Survival +2, Intimidate +3

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 4 (1100 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 19 (1d10+14) hit points once per short rest.

Wounded retaliation. When hit by a melee attack, the orc can use its reaction to make a single melee attack. If it hits, it regains hit points equal to the damage dealt.

Actions

Multiattack. The orc bloodrager makes two attacks.

Greataxe. Melee weapon attack. +7 to hit, reach 5 ft, one tar-get.

Hit: 10 (1d12 + 4) slashing damage.

-ORC BODYGUARD**ORC BRUISER**

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 17 (studded leather)

Speed 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 14 (+2) 16 (+3) 7 (-2) 8 (-1) 14 (+2)

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc bruiser can move up to half its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the orc bruiser hits with it (included in the attack).

Massive Swing. The orc bruiser can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each flail attack. A separate attack roll is made for each target.

Tough. The orc bruiser adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc bruiser makes two attacks with its flail.

Flail. Melee Weapon Attack: +5 to hit, reach 10 ft., up to three targets no more than 5 ft. apart. Hit 12 (2d8 + 3) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Flail, studded leather armor, and roll a d12:

d12 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp

12 2 (1d4) bottles of berserker brew (p. 168)

Freakishly strong, even amongst their kind, bruisers are orcs large and tough enough to ascend to a powerful position should they so wish, but, through a lack of wits or ambition, stay where they are in the hierarchy, content to be pointed towards things to smash.

ORC CAPTAIN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 19 (half plate)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	9 (-1)	14 (+2)

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc commander can move up to half its speed toward a hostile creature that it can see.

Tough. The orc captain adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc captain makes two attacks with its broadsword.

Broadsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Battle Cry (1/day). Each creature of the orc captain's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry adds 1d4 to their attack rolls and 2 (1d4) to their damage rolls until the start of the orc captain's next turn. The orc captain can then use a bonus action to make an attack with disadvantage.

Captains have enough fighting behind them that most of the tribe are aware enough of their strength to not bother challenging them. Those under their command tend to do as they're told most of the time.

WEAPONS, ARMOR & ITEMS Broadsword, half plate, and roll a d12: <112 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp

12 A +1 broadsword

ORC COMMANDER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 19 (half plate) Hit Points 52 (7d8 + 21) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Athletics +5, Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc commander can move up to half its speed toward a hostile creature that it can see.

Tough. The orc commander adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc commander makes three attacks with its battleaxe.

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Taunt (1/day). Each hostile creature within 60 feet of the orc commander, that can hear or see it, must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against the orc commander's allies until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

Battle Cry (Recharge 5-6). Each creature of the orc commander's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 3 (1d6) to their damage rolls until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

WEAPONS, ARMOR & ITEMS

Battleaxe, half plate, and roll a d12:

d12 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered coin purse containing 24 (7d6) cp, and

10 (3d6) sp

12 A potion of superior healing, and a bottle of berserker brew (p. 168)

Commanders have a bit more of a tactical bent than most orcs, and are often able to formulate strategies above and beyond 'run as fast as you can at the enemy and hit them with an axe', such as 'run to the sides of an enemy and both hit them with axes at the same time'.



-ORC CHAMPION

-ORC CHIEFTAIN (ORC WAR CHIEF VARIANT)



ORC CHIEFTAN

Medium humanoid, chaotic evil

Armor class 16 (chainmail)

Hit points 120 (16d8+48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	10 (+0)	14 (+2)

Saving throws STR +7, CON +6

Skills Survival +2, Intimidate +5

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 4 (1100 XP) Proficiency bonus +2

Morale 12

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 21 (1d10+16) hit points once per short rest.

Inspire ferocity (recharge 5-6). Can use a bonus action to command an ally within 50 ft to make a melee attack.

ACTIONS

Multiattack. The orc chieftan makes three attacks.

Greataxe. Melee weapon attack. +7 to hit, reach 5 ft, one target.

Hit: 10 (1d12 + 4) slashing damage.

ORC CHIEFTAN

Medium humanoid, chaotic evil

Armor class 16 (chainmail)

Hit points 120 (16d8+48)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	10 (+0)	14 (+2)

Saving throws STR +7, CON +6

Skills Survival +2, Intimidate +5

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 4 (1100 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 21 (1d10+16) hit points once per short rest.

Inspire ferocity (recharge 5-6). Can use a bonus action to command an ally within 50 ft to make a melee attack.

Actions

Multiattack. The orc chieftan makes three attacks.

Greataxe. Melee weapon attack. +7 to hit, reach 5 ft, one target.

Hit: 10 (1d12 + 4) slashing damage.



ORC COMMANDER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 19 (half plate armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Athletics +5, Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Proficiency Bonus +2

Aggressive. As a bonus action the orc commander can move up to half its **Speed** toward a hostile creature that it can see.

Tough. The orc commander adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc commander makes three attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Taunt (1/day). Each hostile creature within 60 feet of the orc commander, that can hear or see it, must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against the orc commander's allies until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

Battle Cry (Recharge 5–6). Each creature of the orc commander's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 3 (1d6) to their damage rolls until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

ORC DRUDGE

Medium humanoid, chaotic evil

Armor class 12 (hide armor)

Hit points 6 (1d8+2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Skills Stealth +4,

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge Y2 (100 XP)

Minion Resilience. Never takes damage on a missed attack or successful save.

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

Club. *Melee weapon attack.* +5 to hit, reach 5 ft, one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

ORC DRUDGE

Medium humanoid, chaotic evil

Armor class 12 (hide armor)

Hit points 6 (1d8+2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Skills Stealth +4,

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge Y2 (100 XP)

Minion Resilience. Never takes damage on a missed attack or successful save.

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

Club. Melee weapon attack. +5 to hit, reach 5 ft, one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

ORC EYE OF GRUUMSH

Medium humanoid, chaotic evil

Armor class 15 (leather armor & fur cloak)

Hit points 39 (6d8+12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+2)	14 (+2)	8 (-1)	10 (+0)	16 (+3)

Saving throws CHA +6, CON +5

Skills Survival +3, Intimidate +6, Religion +2

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 2 (450 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 10 (1d10+5) hit points once per short rest.

Death strike. When an orc within 50 ft falls to 0hp, the Eye of Gruumsh gives it the strength to make a single weapon attack.

Eye of Wrath. The Eye of Gruumsh can use a bonus action to make a single enemy within 25 ft that it can see make a DC 14 Wisdom saving throw. On a failure, the target has fear of the Eye until the end of its next turn.

Actions

Pike. Melee weapon attack. +6 to hit, reach 10 ft, one target. Hit: 9 (1d10 + 3) slashing damage.

Swift arm of destruction (recharge 5-6). One orc within 25 ft that can hear the Eye of Gruumsh makes a single melee at-tack and regains 13 (3d8) HP on a hit. Miss: Half healing.

Chaos hammer (recharge short rest). The Eye of Gruumsh hurls an orb of energy to a spot within 50 ft. Every creature in a 5 ft-radius sphere must make a DC 14 Dexterity save or take 10 (3d6) force damage and be knocked prone.

ORC EYE OF GRUUMSH

Medium humanoid, chaotic evil

Armor class 15 (leather armor & fur cloak)

Hit points 39 (6d8+12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+2)	14 (+2)	8 (-1)	10 (+0)	16 (+3)

Saving throws CHA +6, CON +5

Skills Survival +3, Intimidate +6, Religion +2

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 2 (450 XP)

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Warrior's surge. Can use a bonus action to regain 10 (1d10+5) hit points once per short rest.

Death strike. When an orc within 50 ft falls to 0hp, the Eye of Gruumsh gives it the strength to make a single weapon attack.

Eye of Wrath. The Eye of Gruumsh can use a bonus action to make a single enemy within 25 ft that it can see make a DC 14 Wisdom saving throw. On a failure, the target has fear of the Eye until the end of its next turn.

Actions

Pike. Melee weapon attack. +6 to hit, reach 10 ft, one target. Hit: 9 (1d10 + 3) slashing damage.

Swift arm of destruction (recharge 5-6). One orc within 25 ft that can hear the Eye of Gruumsh makes a single melee attack and regains 13 (3d8) HP on a hit. Miss: Half healing.

Chaos hammer (recharge short rest). The Eye of Gruumsh hurls an orb of energy to a spot within 50 ft. Every creature in a 5 ft-radius sphere must make a DC 14 Dexterity save or take 10 (3d6) force damage and be knocked prone.

ORC RAIDER

Medium humanoid, chaotic evil

Armor class 14 (leather armor)

Hit points 26 (4d8+8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Saving throws STR +5, CON +4

Skills Survival +2, Intimidate +1

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Charger. Moves an extra 10 ft when using the Dash action and can make a melee attack as a bonus action.

Warrior's surge. Can use a bonus action to regain 8 (1d10+3) hit points once per short rest.

Actions

Greataxe. Melee weapon attack. +5 to hit, reach 5 ft, one target.

Hit: 9 (1d12 + 3) slashing damage.

Handaxe. Melee or ranged weapon attack. +5 to hit, reach 5 ft/ranged 20/60, one target. Hit: 6 (1d6 + 3) slashing damage.

Carries 4.

ORC RAIDER

Medium humanoid, chaotic evil

Armor class 14 (leather armor)

Hit points 26 (4d8+8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Saving throws STR +5, CON +4

Skills Survival +2, Intimidate +1

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Charger. Moves an extra 10 ft when using the Dash action and can make a melee attack as a bonus action.

Warrior's surge. Can use a bonus action to regain 8 (1d10+3) hit points once per short rest.

Actions

Greataxe. Melee weapon attack. +5 to hit, reach 5 ft, one target.

Hit: 9 (1d12 + 3) slashing damage.

Handaxe. Melee or ranged weapon attack. +5 to hit, reach 5 ft/ranged 20/60, one target. **Hit:** 6 (1d6 + 3) slashing damage.

Carries 4.

ORC SCOUT

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 16 (studded leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1 (200 XP)

Proficiency Bonus +2

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Lightfooted. The orc can take the Dash or Disengage action as a bonus action on each of its turns.

Skirmish Advantage. The orc gains advantage on its first attack roll this turn if it has moved at least 15 feet from its space at the beginning of its turn.

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. **Hit:** 8 (1d8 + 4) piercing damage.

REACTIONS

Skirmisher. When an enemy the orc can see ends its turn within 5 feet of it, the orc can move up to half its speed. This movement doesn't provoke opportunity attacks.



ORC SHAMAN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	15 (+2)	16 (+3)	11 (+0)

Skills Athletics +3, Intimidation +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Spellcasting. The orc shaman is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): mage hand, mending, shillelagh, shocking grasp

1st level (4 slots): cure wounds, healing word, inflict wounds

2nd level (3 slots): hold person, lesser restoration, silence

3rd level (3 slots): bestow curse, spirit guardians

4th level (3 slots): banishment, conjure woodland beings

5th level (2 slots): mass cure wounds

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with shillelagh), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage with shillelagh.

ORC SHAMAN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	15 (+2)	13(+1)	15 (+2)	16 (+3)	11 (+0)

Skills Athletics +3, Intimidation +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Spellcasting. The orc shaman is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): mage hand, mending, shillelagh, shocking grasp

1st level (4 slots): cure wounds, healing word, inflict wounds

2nd level (3 slots): hold person, lesser restoration, silence

3rd level (3 slots): bestow curse, spirit guardians

4th level (3 slots): banishment, conjure woodland beings

5th Level (2 slots): mass cure wounds

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with shillelagh), reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage or 7 (1d8+3) bludgeoning damage with shillelagh.

WEAPONS, ARMOR & ITEMS

Quarterstaff, hide armor, and roll a d12:

<112 llem(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp

12 A ring of spell storing

Only the smartest warriors survive to become shamans. The only type of orc respected despite their relative lack of physical strength, shamans more than make up for their shortcomings with a crude, yet effective, control over the magical arts.

ORC SHAMAN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	15 (+2)	16 (+3)	11 (+0)

Skills Athletics +3, Intimidation +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Spellcasting. The orc shaman is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): mage hand, mending, shillelagh, shocking grasp

1st level (4 slots): cure wounds, healing word, inflict wounds

2nd level (3 slots): hold person, lesser restoration, silence

3rd level (3 slots): bestow curse, spirit guardians

4th level (3 slots): banishment, conjure woodland beings

5th level (2 slots): mass cure wounds

Actions

Quarterstaff. *Melee Weapon Attack*: +3 to hit (+5 to hit with shillelagh), reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage with shillelagh.

ORC SOLDIER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 16 (half plate armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	12 (+1)

Skills Athletics +6, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Aggressive. As a bonus action the orc soldier can move up to half its **Speed** toward a hostile creature that it can see.

Massive Swing. The orc soldier can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each greataxe attack. A separate attack roll is made for each target.

ACTIONS

Greataxe. *Melee Weapon Attack*: +6, reach 5 ft., up to three targets no more than 5 ft. apart. Hit: 10 (1d12 + 4) slashing damage.

ORC SOLDIER

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 16 (half plate) Hit Points 30 (4d8 + 12) Speed 30 ft.

STR DEX CON INT WIS CHA
18 (+4) 12 (+1) 17 (+3) 8 (-1) 10 (+0) 12 (+1)

Skills Athletics +6, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action the orc soldier can move up to half its speed toward a hostile creature that it can see.

Massive Swing. The orc soldier can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each greataxe attack. A separate attack roll is made for each target.

ACTIONS

Greataxe. Melee Weapon Attack: +6, reach 5 ft., up to three targets no more than 5 ft. apart. Hit: 10 (1d12 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Greataxe, half plate, and roll a d12:

d12 Item(s)

1-6 1d4 days' rations consisting of blood sausage and potato bread

10-11 A tattered coin purse containing 14 (4d6) cp

12 A bottle of berserker brew (p. 168)

A cut above the average orc, soldiers have access to better equipment, and a lifetime of winning most of their squabbles with others tends to make them hungry to test themselves.

ORC SUB-CHIEFTAIN

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 19 (half plate armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	9 (-1)	14 (+2)

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Proficiency Bonus +2

Aggressive. As a bonus action the orc commander can move up to half its Speed toward a hostile creature that it can see.

Tough. The orc captain adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc captain makes two attacks with its broadsword.

Broadsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Battle Cry (1/Day). Each creature of the orc captain's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry adds 1d4 to their attack rolls and 2 (1d4) to their damage rolls until the start of the orc captain's next turn. The orc captain can then use a bonus action to make an attack with disadvantage.

ORC VANGUARD

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 18 (plate armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Str +8, Dex +4, Con +7

Skills Athletics +8, History +2, Intimidation +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Indomitable (2/Day). The orc rerolls a failed save. It must use the new roll.

Punish the Marked (1/Turn). As a bonus action, the orc can make a melee weapon attack against a creature marked by it if the creature dealt damage to anyone other than the orc during the last turn. The orc's melee weapon attack has advantage on the attack roll, and if it hits, the attack's weapon deals an extra 10 (3d6) damage to the target.

Threatening. Creatures provoke an opportunity attack from the orc when they move 5 feet or more while within the orc's reach, and if the orc hits a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Actions

Multiattack. The orc makes three attacks with its greatsword or javelin.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Javelin. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage, and the target is marked until the end of the orc's next turn. This effect ends early if the orc is incapacitated or it dies, or if someone else marks the target. While it is within 5 feet of the orc, a creature marked by the orc has disadvantage on any attack roll that doesn't target the orc.

Reactions

Parry. The orc adds 3 to its AC against one melee attack that would hit it. To do so, the orc must see the attacker and be wielding a melee weapon.

ORC WAR PRIEST OF ILNEVAL

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4

Skills Insight +6, Perception +6, Religion +3

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a spear attack (included in the attack).

Spellcasting. The orc is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead

1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith

2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon

3rd level (3 slots): bestow curse, crusader's mantle, mass healing word, spirit guardians

ACTIONS

Multiattack. The orc makes two longsword attacks. If Ilneval's Command is available to use, the orc can use it after these attacks. **Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their Reactions to each make one weapon attack.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The orc grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The orc can make this choice after the roll is made but before it hits or misses.

ORC WAR PRIEST OF ILNEVAL

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +6, Cha +4

Skills Insight +6, Perception +6, Religion +3

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a spear attack (included in the attack).

Spellcasting. The orc is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy, toll the dead

1st level (4 slots): bane, command, divine favor, guiding bolt, healing word, shield of faith

2nd level (3 slots): hold person, magic weapon, silence, spiritual weapon

3rd level (3 slots): bestow curse, crusader's mantle, mass healing word, spirit guardians

Actions

Multiattack. The orc makes two longsword attacks. If Ilneval's Command is available to use, the orc can use it after these attacks.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Ilneval's Command (Recharge 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

Reactions

Guided Strike (Recharges after a Short or Long Rest). The orc grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The orc can make this choice after the roll is made but before it hits or misses.

ORC WARLORD

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 17 (hide armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

Skills Athletics +7, Intimidation +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 6 (2,300 XP)

Aggressive. As a bonus action the orc warlord can move up to half its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the orc warlord hits with it (included in the attack).

Orc warlords have survived everything the world has to throw at them—including multiple tribes' worth of envious orc seeking to supplant them—and lived to boast of it.

Tough. The orc warlord adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc warlord makes three attacks with its shortsword.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Frighten (1/day). Each hostile creature within 60 feet of the orc warlord that can hear or see it must succeed on a DC 15 Wisdom saving throw or become frightened of the orc warlord until the start of the orc warlord's next turn. The **L** orc warlord can then use a bonus action to make a shortsword attack with disadvantage.

Taunt (2/day). Each hostile creature within 60 feet of the orc warlord that can hear or see it must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against targets other than the orc warlord until the start of the orc warlord's next turn. The orc warlord can then use a bonus action to make an attack.

Battle Cry (Recharge 5-6). Each creature of the orc warlord's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 4 (1d8) to their damage rolls until the start of the orc warlord's next turn. The orc warlord can then use a bonus action to make an attack with disadvantage.

WEAPONS, ARMOR & ITEMS Shortsword, hide armor, and roll a d12:

1-6 1d4 days' rations consisting of blood sausage and potato bread

7-9 A trinket (p. 148)

10-11 A tattered coin purse containing 21 (6d6) sp, and 7 (2d6) gp

12 A set of +2 hide armor



ORC WARRIOR

Medium humanoid, chaotic evil

Armor class 15 (leather armor + shield)

Hit points 6 (1d8+2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Skills Stealth +4,

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Minion Resilience. Never takes damage on a missed attack or successful save.

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

Battleaxe. Melee weapon attack. +7 to hit, reach 5 ft, one target.

Hit: 8 (1d8 + 4) bludgeoning damage.

ORC WARRIOR

Medium humanoid, chaotic evil

Armor class 15 (leather armor + shield)

Hit points 6 (1d8+2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Skills Stealth +4,

Languages Common, Orc

Senses darkvision 60 ft, passive perception 10

Challenge 1 (200 XP)

Minion Resilience. Never takes damage on a missed attack or successful save.

Aggressive. Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

Battleaxe. Melee weapon attack. +7 to hit, reach 5 ft, one target.

Hit: 8 (1d8 + 4) bludgeoning damage.

ORC WARRIOR

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 13 (hide armor) Hit Points 22 (3d8 + 9) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Healing Rage (1/day). The orc warrior can heal 11 hit points as a bonus action.

Relentless Endurance (1/day). When the orc warrior is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

ACTIONS

Multiattack. The orc warrior makes two attacks with its hand axes.

Hand Axe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

2 hand axes, hide armor, and roll a d12:

-ORC WARRIOR (VARIANT ORC)

-ORC WITCH DOCTOR

ORC WITCHBLADE

Medium humanoid (orc), usually chaotic or lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 72 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +4, Deception +6, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature it can see.

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the orc targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the orc dies, or it is incapacitated. Until the curse ends, the orc gains the following benefits:

It deals an extra 3 damage on damage rolls against the cursed target.

Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.

If the cursed target dies, the hex knight regains 14 hit points.

Spellcasting. The orc is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

1/day: circle of death

Cantrips (at will): eldritch blast, infestation, mage hand, poison spray

1st-5th level (3 5th-level slots): blink, blur, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, shield, staggering smite, wrathful smite

ACTIONS

Scimitar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Javelin. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

REACTIONS

Armor of Hexes. When hit by an attack roll by a creature cursed by the orc's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the orc, regardless of its roll.

OROG SERGEANT

Medium humanoid (Orc), typically Chaotic Evil

Armor Class 18 (plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Str +6, Con +6

Skills Intimidation +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The orog uses Maneuver Allies, if available. It then makes two Greataxe attacks. It can replace one of its Greataxe attacks with Command Ally.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Command Ally. The orog targets one ally it can see within 30 feet of it. If the target can see and hear the orog, the target can use its reaction to make one weapon attack.

Maneuver Allies (Recharge 5–6). Up to three allies within 60 feet of this orog that can hear it can each use their reaction to move up to half their **Speed** without provoking opportunity attacks.

BONUS ACTIONS

Aggressive. The orog can move up to its **Speed** toward a hostile creature that it can see.

ORC WARLORD

The orc warlord is a savage general of an unruly army, the leader of one of the deadly and all too common orc hordes that rampage down from the Spine of the World to savage and brutalize the civilized lands of Faerûn. An orc warlord is an imposing figure, often slathered with scars both ritualistic and all too real in origin.

Barbarians and fighter/barbarians are the best suited to become orc warlords, as they already excel in battle and often attract large armies on their own. Barbarian/clerics sometimes become orc warlords to better lead their followers into religious wars. orc barbarian/rangers and barbarian/rogues usually operate alone, although it is not unknown for one of these to become a warlord in desperate times. Perhaps the most potent of orc warlords, though, is the barbarian/bard; his natural abilities to handle large groups and inspire greatness stack quite well with the abilities granted by this prestige class.

Gather Horde (Ex): An orc warlord can maintain a larger force of orc followers than a comparable leader could of other creatures. When determining the number of followers allowed for a warlord, multiply the amount listed in Table 2-25: Leadership in the DUNGEON MASTER'S Guide by the listed value. These additional forces must be orcs. For example, a character with a leadership score of 15 could normally have up to twenty 1st-level, two 2nd-level, and one 3rd-level followers. A 1st-level orc warlord could have thirty 1st-level, three 2nd-level, and one 3rd-level follower, as long as at least ten of the 1st-level and one of the 2nd-level followers were orcs. A 3rd-level orc warlord could have forty 1st-level, four 2nd-level, and two 3rd-level followers, so long as half of them were orcs.

Inspire Courage (Su): At 2nd level, the orc warlord gains the ability to inspire courage, which has the same effect as the bardic ability of the same name. The warlord makes an inspirational speech, bolstering his allies, against fear and improving their combat abilities. To be affected, an ally must hear the warlord speak for a full round. The effect lasts as long as the warlord speaks and for 5 rounds after the warlord stops speaking (or 5 rounds after the ally can no longer hear the warlord). While speaking, the warlord can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word. Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. A warlord in the midst of a rage can use this ability, but in those cases the warlord's speech is more of a rant of howls and curses than true speech.

Final Rage (Ex): At 5th level, the warlord gains the ability to incite a rage in all his nearby allies for one last phenomenal attack. Any allies within ten feet of the warlord (including the warlord himself) immediately enter a rage, even if they could not normally do so or have used all their own rage ability for the day. If the warlord or an ally is already in a rage at the time or is capable of a greater rage, the affected creatures enter a greater rage instead (if an affected creature is already in a greater rage, this ability has no additional effect). This rage (or increase to greater rage) lasts until the warlord's next turn, and all penalties for leaving a rage apply (for example, the creatures are fatigued, and if already fatigued they become exhausted). Invoking the final rage is a free action.

Orc Warlord	Hit Die:	d12				
CL	BAB	Fort	Ref	Will	Special	
1st	+1	+2	+0	+2	Gather horde x 150%	
2nd	+2	+3	+0	+3	Inspire courage	



ЗАМЕТКИ ПРО ОРКОВ -

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3rd	+3	+3	+1	+3	Gather horde x
200%					
4th	+4	+4	+1	+4	-
5th	+5	+4	+1	+4	Final rage

An NPC orc warlord is usually encountered on the field of battle, commanding his horde of orcs. Between attacks, an orc warlord can be found back in his lair training his troops for the next attack, be it in a month or a decade or even farther into the future.



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11. https://www.reddit.com/r/Forgotten_Realms/comments/etf8nb/orcish_tribes_and_culture/
12. <https://angrygolem-games.com/monster-tactics-fight-like-a-orc/>
13. <https://angrygolem-games.com/monster-manual/lettero/dd-orcs/>

АЛЬТЕРНАТИВНАЯ ТОЧКА ЗРЕНИЯ НА ОРКОВ

THE ORCS WERE THERE FIRST:

Orcs were active in the North long before the dwarves: Orcs have been deemed to have lived in a feral, disorganized state for approximately 15,000 years, before finally becoming organized into tribes and confederacies (Races of Faerûn, p69).

-24000 DR: An orc horde sacks the Northern elf city of Occidian. But the elf knight Kethryllia Amarillis, hero of many conflicts with orcs, helps turn back the horde at Sharlarion (Evermeet: Island of Elves, B2:C8; The Grand History of the Realms, p10).

Mountain orcs are not known to be nomadic, but rather, to set up permanent abodes (ROF, p70).

-3900 DR: Clan Shanat dwarves founded Delzoun, the Northkingdom (ROF, p19; LEOF, p84; TGHOTR, p27).

Because orcs were around the North a lot longer than the dwarves, it's entirely conceivable that the orcs had already proliferated and set up shop in many, if not most, of the good sites in the North by the time the dwarves belatedly got there. Therefore, dwarves were almost certainly visitors, or interlopers, or intruders, or invaders on orc territory.

No matter how much we may like or identify with the dwarves, we need to recognize that fact.

The Dwarves Actually Had to Go Out of Their Way to Look for Trouble:

The dwarves of the South had a wondrous kingdom, but they were not content with that. They needed breathing room. And they expected others to accommodate them.

-11000 DR: Dwarves of Clan Shanat of Bhaerynden (later to be known as the Great Rift) migrate from the South, and head out west, eventually founding the kingdom or empire of Shanatar (ROF, p17; Lost Empires of Faerûn, p113; TGHOTR, p14).

-10500 DR: The eight sons of Clan Shanat migrate northward (ROF, p17; LEOF, p113; TGHOTR, p15).

The orcs and goblins didn't come to the dwarves. It was the other way around.

Dwarves Would Even Steal Land from Each Other:

-9000 DR: The sons of Clan Shanat expand their territories at each other's expense, flagrantly disrespecting boundaries. They then wage civil war against one another, in the Spawn Wars (ROF, p17; LEOF, p113; TGHOTR, p16).

Now, if dwarves wouldn't even honor dwarven territorial rights, what makes any of us think they would feel compelled to honor those rights of other races? If they could justify to themselves taking whatever they want, and then fighting to hold onto it, then what does that tell us about dwarven lands in the North?

SELECTIVE DWARVEN ETHICS:

-8137 DR: The 8 dwarven kings of Shanatar pledge never to dishonor each other's territory and fight each other again (ROF, p17; LEOF, p114; TGHOTR, p19).

Notice, however, that there is no such promise to honor territory and avoid violence with members of other races. It's a dwarf thing, and wholly a dwarf thing.

Endless Wars: Whose Fault?

-9000 to -4000 DR: Shanatar dwarves continue to push ever further into the North (ROF, p18; LEOF, p118).

In the process, they wage wars with no less than drow, orcs, illithids, djinnis, giants, and humans (ROF; LEOF; TGHOTR).

Now, no matter how much we may like or identify with dwarves, we need to ask ourselves: Do we really believe that the dwarves were always the victims of others' violence, or were they, in the process of expanding ever northward, perhaps the aggressors now and then?

<"Why's Everybody Always Picking on Me?">

With as many as eight dwarven kingdoms spreading out, do we honestly believe that everyone in the North would be willing and accommodating to hand over choice land? And does it really sound like the Shanatar dwarves even cared?

DELZOUN, THE NORTHKINGDOM:

With all of the above as background context, really think about the establishment of the mighty dwarven fortresses of the North, and what sort of opposition the dwarves probably faced. Realms historians package it all neat and tidy-like for us, to fit the information into pretty little columns and such. But take the time to think about what must've went into carrying out the deeds behind these simple lines of text:

-3900 DR: Shanatar dwarves founded Delzoun, the Northkingdom (ROF, p19; LEOF, p84; TGHOTR, p27).

-3000 DR: Now-Delzoun dwarves founded the original deep subterranean dwarven fortress of Gauntlgrym (Humans founded Illusk in -3000 DR {LEOF, p84, p136; Delzoun dwarves discovered rich mines that would become Gauntlgrym during this time {Neverwinter Campaign Setting, C1:p12}}).

-1950 DR: Construction begins on Citadel Felbarr (TGHOTR, p33).

-1500 DR: Probable date for the founding of Citadel Adbar (see below).

-1150 DR: Ilgostroghe Sstar leads a massive expedition of Delzoun dwarves from Adbar towards the ruins of the dwarven fortress of Gharraghaur (the site of future Mirabar), only to be continuously harassed by orcs, and then re-locates to the northern Sea of Swords coast and founds Ironmaster; in its disillusionment, Clan Sstar becomes isolationist in the extreme (Hall of Heroes, p12-13).

-650 DR: Gandalug Battlehammer founds Mithral Hall, approximately 2000 years before the Time of Troubles (The Legacy, P5:C25).

-500 DR: Citadel Sundbarr is constructed (LEOF, p84; TGHOTR, p43).

-370 DR: Work begins on Citadel Adbar (TGHOTR, p47; However, my research indicates that Adbar may have actually been founded much earlier--as early as -1500 DR--because dwarves were said to have left Adbar to go on to found Ironmaster and Mithral Hall {Hall of Heroes, p12-13}).

Note that the eager dwarves dug their tunnels so recklessly as part of Gauntlgrym that they ran right smack dab into the big Kahuna of indigenous locals: a fire primordial!

And if they could make that mistake, what scruples do you really think they would have about stepping on a few orc or goblin toes? Let's find out, shall we?

THE FOUNDING OF MITHRAL HALL:

-850 DR to -650 DR: Gandalug spent 2 centuries seeking a location for a kingdom; his life had been hard in the untamed world (TL, P5:C25; originally attributed to a "Bunko" Battlehammer {HOH, p13}).

-650 DR: Gandalug "tamed and settled" Mithral Hall (TL, P5:C25).

This may strike a reader as a matter of minor semantics, but notice that we're told that Gandalug "tamed" the Hall. It didn't just let him in, easily. He had to fight for it; and he fought hard. Goblin-kin and giant-kin abounded.

And they persisted, despite Clan Battlehammer's best efforts:

Between 1181 & 1183 DR: Young Bruenor Battlehammer leads a group of his cousins to a tunnel outside of Mithral Hall, and therefore not yet claimed by Clan Battlehammer, where other dwarves had recently disastrously encountered goblins and an ettin; the youngsters aim to clear the tunnels in the name of the clan ("The First Notch").

Notice that these dwarves, even at a young age, considered it their duty to encroach onto the territory of another race and whack the others. Invading foreign territory of goblin-kin (and whatever else might be down there) was considered perfectly excusable because dwarves are entitled!

1358 DR: King Bruenor knew that goblins and an ettin were down in the tunnels outside of Mithral Hall's territory, for he had seen them a long time before, but with the coming of Shimmeregloom the dragon, the clan had (in Bruenor's own words) "never got the time to clean the vermin out!" (TL, P1:C1).

Goblins and giants = "vermin". How delicate!

1358 DR: Catti-brie points out to Bruenor that an attack against the goblins at this point would constitute an invasion of foreign territory, and claiming the mithral any deeper in the mountain would constitute theft, temporarily trapping Bruenor with her logic (TL, P1:C1). But RAS finds a way to give us our big battle, just the same.

EPILOGUE

As a parting anecdote, recall the scene in Sea of Swords, in which the Companions are freezing while hiking in the foothills of the Spine of the World along the Sword Coast North, and Drizzt finds a cave full of goblins. Drizzt initially considered stealing the cave right away from the goblins and killing them all, but reneges, and suggests a parlay with the goblins so that all involved might share the cave. Bruenor harumps at that notion, preferring to just kill them too, but then relents (SOSw, P4:C20). Once again, RAS finds a way to provide us the big fight scene, anyway.

If it was that easy for goodly heroes to steal land from goblins in 1371 DR, then how much easier might it have been in -1371 DR?

"Might makes Right" has been the law of nature (and evolution) since time began. Hardier lifeforms eke-out the weaker ones. Civilization itself is an aberration, when you think about it. It defies natural selection by defending the weak.

So just because Orcs think differently than humans (or dwarves, or elves) doesn't make them wrong, it just makes them different. They have their own ideas about right and wrong. Cultures that are primarily hunter/gatherer and nomadic don't even fully understand the concept of land ownership.

The orcs were there FIRST, then the elves came along and pushed them into the mountains...then the dwarves came along and tried to exterminate them...so who is defending against who?

The first concrete mention of orcs in Cormanthyr is the middle of the Crown Wars, though the section head for the First Flowering does mention their successful struggles against them.

Grand History is more specific: the first mention of orcs is when they sack the gold elves' capital of Occidan in -24,400 DR. There isn't any mention of them before this, and all of the elves' attentions seem to be on the dragons. The gold and moon elves had only been in the Realms for 1000 years at that point; it seems unlikely that they'd done much more than expand inside the High Forest. At least where it comes to the elves and orcs, it looks like the orcs started it.

In retrospect, this makes the elven wars against the orcs make a lot more sense. They'd barely escaped their first realm, and it's entirely possible there were still a few Tintageer-born alive when the horde came. They're building new homes and a new civilization in a new world, they've been focused on fighting (and dodging) the dragons, and then the orcs essentially sucker punch them. I'd take it personally as we

What were Groomsh and the orcs like before they came to Toril? Were they already belligerent warmongers? If so, then that undermines any claims to legitimacy or justice that the orcs might otherwise have down through time, since then. If they busted into the joint a-swinging and a-stomping from the very beginning just because, then they really were just plain evil villains, and the stereotypes about them are not unwarranted.

Was there ever a real divine casting of lots, which relegated the orcs to unwanted habitats? Or did orcs actually prefer cavern homes in the rocky crags?

Did the orcs attack the elves first, out of jealousy and/or bloodlust? Or did the elves attack the orcs first, out of a smug, superior sense of racism and/or bloodlust?

I think it's pretty clear (from the circumstantial evidence available to us) that the dwarves were the aggressors against the orcs.

But maybe the dwarves felt that such aggression was warranted, if the orcs had already earned a reputation for not playing nicely with others in their interactions with the elves. If you already know that they shoot first, then you don't bake them a cake and ask to be friends.

We really need to know what happened back at the beginning of orc time on Toril.

Until then, we can only really say that elves and dwarves and humans have shown the capacity to live at peace with one another for mutual benefit on a large scale, while orcs have shown a proclivity for wars of aggression and general mayhem. If any orcs wish to be differentiated from the rest of their kind, then let them come forward and be judged on their own merits. Drizzt did it. But no orc should claim victimhood. Drizzt knew full well that the racism he faced was essentially justified, because most drow are frickin' evil. So should any orc.

Where orcs are concerned, I think they were from the plane of Faerie (Feywild). Whether you want to say they were fey originally or not doesn't matter - goblin myths tie-into fairy myths in old folklore, so there should be some sort of connection there.

Anyhow, orcs all came from 'elsewhere'. They are the planar equivalent of locusts - they enter a world and swarm. Another trait is their ability to procreate with just about anything (another reason why I think they are related to fey), which is why we see so many variations of Orcs, in coloration, size, intelligence, appearance, and even temperament. We are just lucky enough in FR - given its nature - that we have examples of all types.



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Also, since evil-types love to use them as fodder, and we know they can interbreed like crazy, they are one of those races uber-baddies like to purposely crossbreed with other things to 'improve' upon them. So besides all the cross-world pollination (and 'natural selection'), we also have lots and lots (and LOTS) of small groups that could be VERY different then others.

ПРИЛОЖЕНИЕ 1. ОРОЧИЙ СЛОВАРЬ

A
Anukh!
Attack! (Stone Tooth Clan of Vaasa)[1]
arumwon
lit. "beast brother" (animal companion of rangers of the Stone Tooth Clan of Vaasa)[1]
D
dam ul dam
blood for blood (Stone Tooth Clan of Vaasa)[1]
dglinkarz
insult used for dwarves[2]
dukhal
bastard (insult) (Stone Tooth Clan of Vaasa)[1]
dulu
beware[3]
G
gareke
torch[4]
Garug-Mal
orcs of the Greypeak Mountains[5]
gubuk
derogatory term referring to other humanoids such as humans, elves, and halflings[3], closely translated as "soft-skinned people".[6]
GAUR = a chief (of an orc tribe)
K
kazaht
bull[7]
Kumash damun!
Taste the blood! (Stone Tooth Clan of Vaasa)[1]
L
LORAUKH = an emperor (long-lasting war-leader approved of by the gods and orc matriarchs, who can make tribes work together for decades, and carve out a ruled territory)
M
malwun
lit. "oathbrother" (term for blood brother among the sacred hunters of the Stone Tooth Clan of Vaasa)[1]
mal karash
oathbreaker (Stone Tooth Clan of Vaasa)[1]
Morth al haugh nothok! Bettah al nothokari!
Your heart is not that of an orc. It is that of a goblin! (insult)[8]
N
Neyë.
Come here. (Stone Tooth Clan of Vaasa)[1]
O
ORGAUR = a king (leader of several allied tribes, e.g. the head of an orc horde)
R
Ragh ala.
Calm down. (Stone Tooth Clan of Vaasa)[1]
T
terruk-ukl
giant spider[9]
U
ugruk
"broken bones" (used to refer to those too weak lame to be worthy of an orc's attention)[10]

URGAUR = a human king (or lord; it really means "ruler more powerful than a petty settlement head")

Z

zuwar

sacred hunters of the Stone Tooth Clan of Vaasa, serving the god Malar[1]

ПРИЛОЖЕНИЕ 2. ORC JEWELRY AND TRINKETS

TRINKETS

1D20	ITEM	WEIGHT	VALUE
1	1 waterskin of a clear, hard liquor	5 lb.	5 sp
2	1 leather strap lined with human scalps	2 lb.	2 sp
3	1 string lined with several humanoid ears	--	--
4	1 necklace of human bones	2 lb.	2 sp
5	1 pouch of jewelry (from victims/enemies)	3 lb.	15 gp
6	1 pouch of chewing tobacco	2 lb.	3 sp
7	1 pouch of mushrooms (poisonous?)	4 lb.	3 sp
8	1 crude wooden statue of an orc with a sword	1 lb.	5 sp
9	1 medallion engraved with an unblinking eye (symbol of Gruumsh One-eye)	2 lb.	8 sp
10	1 war drum, made of wood and a stretched animal hide	3 lb.	2 gp
11	1 war horn	2 lb.	1 gp
12	1 giant eagle claw, marked with over a dozen small notches	2 lb.	5 cp
13	1 set of lopsided playing dice, made of bones	--	2 cp
14	1 incomplete set of playing cards, in poor condition	--	3 cp
15	1 half-full vial of black ink with a sewing needle inside (for tattoos)	--	3 gp



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16	1 very poor map, drawn like a child, that could be anywhere	--	--
17	1 bear fur cloak	4 lb.	2 gp
18	1d4 dried meat ration(s)	2 lb.	5 sp
19	1d4 small animal carcass(es)	1 lb.	1 sp
20	1d4 small bottle(s) of war paint	1 lb.	7 cp

JEWELRY

1. A crystal fang suspended from a braided leather cord. The crystal glows dully in the moonlight. It is worth 25 gp.
2. A rat skull choker on a leather band decorated with large pieces of amber and silver disks. It is well-made and worth 250 gp.
3. A large pendant with a black iron pentacle surrounded by four rings: one copper, one silver, one gold, and one platinum. This is clearly NOT an orc-made piece. It is worth 500 gp.
4. A shiny and semi-precious gem-studded brass knuckle sized for an orc. It is worth 50 gp.
5. A black iron open-faced bascinet helmet decorated with a gilded goblin skull on top of it. Wearing this helm gives one +2 on charisma: intimidation checks. It is worth 100 gp.
6. A crude necklace made from a knotted leather cord and several different sets of severed and decaying elf ears. It is disgusting and worth nothing.
7. A large golden medallion, 6" in diameter, with a three dimensional relief of Gruumsh's face on it. It is amazingly detailed and a truly surprising find. It is worth 1000 gp to the right buyer, but could easily be brokered for 500 gp anywhere.
8. A well-made set of 6" wide black leather arm bracers set with silver studs. A nice find worth 50 gp.
9. A simple ring, sized for a large orc finger, made from hammered gold. It is worth 250 gp.
10. A matching pair of silver ear cuffs, one larger than the other, connected by a fine silver chain. These were definitely NOT made by orcs. They are worth 100 gp.
11. A platinum nose ring with an inset, teardrop-shaped onyx. Sized for an orc, but probably NOT made by them. It is worth 250 gp easily, probably more if you can haggle.
12. A matching pair of brown leather bracers that are spiked with bear claws and wolf fangs. These bracers would add an additional 1d6 to hand-to-hand/unarmed damage. They are worth 200 gp.
13. A pair of drop earrings made from gilded halfling finger bones. They are obviously orcish in construction and worth about 50 gp.
14. An 8" wide black leather baldric with a longsword scabbard attached, decorated with small golden studs. It is worth about 50 gp.
15. A gilded panther skull belt buckle. People won't be able to keep their eyes away from your crotch. This item is tacky and something only an orc or a barbarian could love, but it is worth about 500 gp.
16. A beautifully carved piece of antler forms the basis of a hair comb that is decorated with pearls and gold inlay. This is a beautiful piece of art and clearly orcish in make. It is worth 500 gp if you can haggle, but anyone would pay 250 gp.
17. A golden tusk, about 5" long, with three inset rubies of progressive sizes was a replacement for one of an orc warrior's tusks. It is worth 500 gp.

18. A pair of large hobnail boots covered in iron spikes. Another bold fashion choice that only a VERY FEW would wear daily. They would allow for an extra d6 damage in unarmed combat. The boots are old and smelly. They are only worth 25 gp.

19. A pair of platinum ear tips with golden highlights. They are sized for a large orc, so they must have been made by orcs. The work is beautiful and the set is worth 1000 gp.

20. A massive codpiece with a gilded rhino horn at its center is definitely a conversation starter, but not to everyone's taste perhaps. It is worth 100 gp for its novelty value.

ORC TROPHIES

d10	Trophy
1	1d12 elf ears
2	1d4 dwarf beards
3	1d6 human heads
4	Skulls and bones
5	Cave bear paw
6	1d20 severed fingers
7	1d8 eyeballs
8	Flayed elf skin
9	Dire wolf hide
10	Random trinket*

* Roll on the Trinkets table in chapter 5 of the Player's Handbook.

ПРИЛОЖЕНИЕ 3. 20 Things to Find in an Orc Encampment

1. Rusty, iron shackles that are human-sized are found lying in a small bush. They have traces of blood and skin on them.
2. Fat, skin, blood and bones from whatever game animals the orcs are eating discarded here and there.
3. Occasional pools of foamy, foul-smelling vomit containing indistinguishable chunks of either meat or bone.
4. Smashed crates and barrels from raided caravans and ships.
5. A fire pit burned down to glowing coals.
6. Numerous broken arrows and spear hafts litter the ground, along with the occasional shattered shield.
7. A felled tree with numerous branches of various sizes hacked off it blocks the main path.
8. Traces of orc blood and a few teeth from some minor brawl.
9. A 15' deep pit covered with a rectangularly-shaped, heavy wooden lattice work that serves as a place to keep prisoners of the clan.
10. One full and stinking latrine barrel for every 20 orcs in the band.
11. Dead goblin, halfling and/or kobold slaves.
12. Leather tanning racks with hides stretched out across them.
13. Discarded armor pieces and other assorted leather or clothing trash.
14. One yurt-like tent for every 2 orc warriors in the band.
15. A small anvil and a few simple smithing tools.
16. Clan totem poles or displayed banners in various colors.
17. Pony/mule hoofprints, deep wagon wheel ruts, and dung.
18. A simple altar to Gruumsh of the One Eye covered in burnt sacrificial blood.



19. Piles of decapitated, enemy heads arranged in unrecognizable patterns.
20. A weapons rack filled with wicked iron weapons for every 5 orc warriors in the band.

ПРИЛОЖЕНИЕ 4. 20 different orc clans

1. Yellow Rune Clan - Their leader is a short and nasty brute named Ureg Xaeyr. He is both strong and charismatic for an orc. Clan warriors fight with spears and shields. The clan loyally serves the cult of the King in Yellow and often shelters cultists of other races. The clan is widespread and about 500 members strong.
2. Bloody Scalps Clan - Their leader is a tall and rotund killer named Shagar Durz. She is a dark shade of green. Shagar is tougher and smarter than anyone else, thus she is the leader. Clan warriors prefer to fight with dual short swords. The clan raids up and down the Far River and is a plague to all manner of settlers on its banks. The clan is centralized in the swamp near the Far River's delta. They are almost 900 members strong.
3. Moon Skull Clan - Their leader is a short and gnarled sorcerer named Amadaak the Hoarder. He is both wiser and more charismatic than anyone else in the tribe. Clan warriors fight with all manner of weapons. The clan is known for two things: a slave market and a gladiatorial arena. The clan lives in the Orcwood in a camp-town they call Kharzaag. They are just over 300 members strong.
4. Bone Breaker Clan - Their leader is a lanky, white-skinned orc with numerous sores and boils all over her body named Ragash Bor. She is stronger and tougher than all the others in the clan. Clan warriors prefer to fight with longswords and shields. They are spread around everywhere and each band is semi-independent. They work as mercenaries and muscle. The whole clan is over 800 members strong.
5. Evil Eyes Clan - Their leader is a tall and pudgy sorcerer with mottled olive and brown skin. He is really a half orc named Dubok Parr. He is both strong and charismatic. Clan warriors fight with axes and shields. Dubok has made a pact with the Archdevil Moloch on behalf of the clan to faithfully serve him forever. The clan is spread throughout the major cities and is just over 500 members strong.
6. Rotting Hand Clan - Their leader is a short and gaunt orc with light green skin and long black hair. Her name is Gorza Mog and she is a witch. Gorza is both wise and charismatic. Clan warriors prefer to fight with spears and shields. The clan has made a pact with a family of vampires that also live in the Orcwood. The clan is over 700 members strong.
7. Wet Blades Clan - Their leader is a tall and lean orc with golden green skin named Jit Orak. He is amazingly fast and dexterous. Clan warriors use all sorts of weapons with no real preference. Small groups of the clan are spread throughout the major cities where they work as thugs and assassins for the highest bidder. The whole clan is almost 700 members strong.
8. Ice Moon Clan - Glasha Bum is a short and very strong orc with dark red skin. She stands out from her clan because nearly all others are white-skinned. They all seem immune to the effects of cold. Clan warriors prefer to fight with short swords and round shields. The clan lives at the north end of the Orcwood and raids the northern coastal settlements. They send out 4 ships with 100 orcs each on them every spring, while another 400 orcs live in the icy village called Shadback.
9. Green Leaf Clan - Their leader is a tall and broad-shouldered orc with grey-green skin named Vertharg Slag. He is both tough and dexterous. Clan warriors prefer to fight with clubs and wooden shields. The clan lives near the center of the Orcwood around the grove of Hangar Riverfall the druid. The orcs have a pact with the druid and often do his bidding. All told the clan is nearly 400 strong.
10. Broken Fang Clan - Their leader is a towering and angular, dark-skinned orc named Bashuk Gonk. She is both tough and charismatic. Clan warriors prefer to fight with maces and spiked shields. The clan has pledged its service to green hag named Morrigan Black. The witch and her magical servants live in the village of Blackmere within the Orcwood, along with the nearly 400 orcs of the clan.
11. Flying Spider Clan - Their leader is a short and thin orc with mottled green and black skin named Olfin Yak. He is both wise and intelligent. Olfin is a wizard who talks to animals. This is how he managed to make a pact with a group of giant Selenops spiders. Clan warriors prefer to fight with hand axes, both wielded and thrown, while swinging from tree to tree. None of the 200 clan members have ever been outside of the Orcwood.
12. Cave Bear Clan - Their leader is a half-orc giant with one eye named Gruk the Slayer. He is both strong and intelligent. Gruk saved the remaining members of the Bloody Axe clan from destruction by moving them into the Stetvar Caverns at the edge of the Orcwood after a clan war with the Green Leaf Clan nearly wiped them all out almost 7 years ago. The Cave Bears are new clan, unknown to nearly everyone, who number almost 300 now.
13. Night Wind Clan - Their leader is a tall and thickly-muscled dark green orc named Snak Golob. She is both dexterous and tough. Clan warriors prefer to fight with bows and blowguns. This clan is known for two things: stealth and ritual cannibalism (the harder you fight; the more they want to eat you). The clan's over 600 members are spread throughout the vast Orcwood. The other clans fear the Night Wind Clan and give them a wide territory.
14. Mud Face Clan - Their leader is named Shadback Glasha. She is a dark green orc with cream-colored splotches on her face. Shadback is both strong and wise. Clan warriors prefer to fight with dual daggers, attacking by surprise from under the water of the swamp. The clan lives at the western edge of the Orcwood in the Snakefish Bog. They number almost 300 members.
15. Trail Stalker Clan - Their leader is a tall and thin orc with brown skin named Kegan Vlog. He is both strong and tough. Warriors in the clan prefer to fight with scimitars and small shields. They raid caravans that travel the Great Northern Road south of the vast Orcwood, where they live. They are almost 400 strong and allied with the Moon Skull Clan.
16. Blue Beetle Clan - Their leader is a completely average-looking orc, with the exception of the dark blue spots common to this clan. Her name is Murbol Glob and she is both tough and charismatic. The clan is known for riding giant blue rhinoceros beetles into combat. Clan warriors prefer to fight with spears and shields. The clan is almost 500 members strong.
17. Devil Fish Clan - Their leader is tall and athletic orog with blue-black skin. His name is Dregu Snat and he is very intelligent. Dregu has aligned the clan with a warlock named Jatrix Spade, who has been experimenting on them. A number of the clan members are amphibious. The clan warriors have no weapons preference of their own, but they often pretend to be Bloody Scalps when they are raiding along the Far River. The clan is almost 300 strong.



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18. Steel Skull Clan - Their leader is a short and wiry orc with both red and blue blotches on her face. Her name is Umog Lash and she is both tough and intelligent. The clan keeps a number of gnomish tinkers as slaves. The tinkers work around the clock to develop war technologies for the clan. Clan warriors have no preference in weapons, but all have horned and spiked helmets. The Steel Skulls raids other orc clans and also work as mercenaries for other races. There are almost 500 members in the clan.

19. Desert Wind Clan - Their bare-chested leader is an extremely muscular orc with green-brown skin and white hair. His name is Darfax Xat. Clan warriors prefer to fight with falchions and small round shields. The clan is known for attacking caravans crossing the Starshine Desert. There are just over 400 members in the clan.

20. Red Arrow Clan - Their leader is a tall and shapely half orc named Sazha Grim. She is both dexterous and tough. Clan warriors prefer to fight with short bows. The clan is famous for both its excellent archers and its "good looking" members. The clan lives near Kharzaag and has a pact with both the Moon Skull Clan and the Trail Stalkers. They often work as mercenaries and bandits for non-orcs. There are almost 300 members of the clan.

ПРИЛОЖЕНИЕ 5. Создание орков и племен ИМЕНА ОРКОВ

#	Male Name	Female Name	Epiphet	SURNAM E
1	Abzug	Aelinor	Anger Carver	Dummik
2	Aghed	Agne	Bone Crusher	Horthor
3	Arntokk	Alaiszag	Bone Squelcher	Lammar
4	Badbog	Baggi	Brain Gasher	Sormuzhik
5	Bajok	Betharra	Dark Clobberer	Turnskull
6	Besk	Bor	Death Spear	Ulkrunnar
7	Bhak	Bumbgra	Doom Hammer	Zorgar
8	Dalkaar	Bumph	Elf Butcher	
9	Darfu	Creske	Eye Gouger	
10	Drorzol	Daegrub	Flesh Ripper	
11	Dumburz	Duvaega	Iron Tusk	
12	Durth	Edarreske	Pride Cutter	
13	Dushrol	Elenoss	Rib Dissector	
14	Fang	Elenwe	Skin Flayer	
15	Charr	Emen	Skull Cleaver	
16	Ghon	Engong	Spine Snapper	
17	Ghorlorz	Gaarbuck	The Brutal	
18	Gorlug	Gashnakh	The Filthy	
19	Gorslag	Geen	The Turbulent	
20	Gothog	Gilgalad	Tooth Lance	
21	Grardad	Gonk		

22	Grumshak	Jogug
23	Grutok	Kansif
24	Gudzog	Keeh
25	Harl	Lambug
26	Hortog	Lushak
27	Huthraug	Maggor
28	Jahrukk	Mazgar
29	Kesk	Mernez
30	Khurgh	Myev
31	Kurdan	Naruz
32	Kuuragh	Neega
33	Lortar	Neske
34	Mahonk	Nobfang
35	Malkthmuk	Nogbael
36	Mobad	Nognag
37	Mug	Orvaega
38	Mugrub	Ovak
39	Nagrdu	Ownka
40	Nar	Ownska
41	Nargog	Phaerl
42	Nobgrim	Raunaeril
43	Nubslag	Ravabad
44	Ojukk	Rolfish
45	Olaghig	Ryeh
46	Ongne	Saeya
47	Opilge	Sharn
48	Orrusk	Shaum
49	Othrag	Shautha
50	Randab	Sheedra
51	Rhorog	Siz
52	Ront	Sodke
53	Rotgob	Sutha
54	Ruhk	Tehlnez
55	Ruvorn	Torobog
56	Ruvurg	Trandbad
57	Shamog	Urmicca
58	Shargam	Uzshak
59	Shugog	Varra
60	Skabgrim	Vola
61	Snikgut	Volen
62	Tatkogog	Vuagvu



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63	Tharag	Waafang
64	Thaurl	Wazfang
65	Thog	Yazgash
66	Trardel	Yeskarr
67	Uggol	
68	Ughtrog	
69	Ugurth	
70	Urbakh	
71	Urimulub	
72	Urzul	
73	Ushglak	
74	Vrograg	
75	Yasagorn	
76	Yuraurgh	
77	Zalthu	
78	Zodthug	

[Orc Name Generator for D&D 5e | The Thieves Guild](#)

[Orc names \(fantasynamgenerators.com\)](#)

ЦВЕТА И НАЗВАНИЯ ПЛЕМЕН

2D6	TRIBE NAME	TRIBAL COLORS
2	Vile Rune	Blood red & Moss green
3	Bloody Head	Greenish purple & Blood Red
4	Death Moon	Black & Yellow
5	Broken Bone	Brown & Mustard Yellow
6	Evil Eye	White, Black & Moss Green
7	Leprous Hand	Yellow Green & Brown
8	Rotting Eye	Moss Green & Rust Red
9	Dripping Blade	Blood Red & Black
10	Nightcrawlers	Brown & Purple
11	Yellow Shroom	Mustard Yellow & Green
12	Frothcanker	Reddish Brown & Orange

ЛИЧНОСТНЫЕ ХАРАКТЕРИСТИКИ ОРКОВ

Личностные особенности

D6	PERSONALITY TRAIT
1	I never relinquish my weapon.
2	I welcome any chance to prove my battle skills.

3	I always appear like I am about to kill everyone around me.
4	I love a good brawl.
5	I drink the blood of monsters to consume their power.
6	I chant orcish war dirges during combat.

Идеалы

D6	IDEAL
1	Strength. Showing superior strength brings honor to Gruumsh. (Any)
2	Prowess. Killing all your enemies is the path to great-ness. (Evil)
3	Dominance. I will have achieved glory when all cower before my might. (Evil)
4	Intimidation. I can get what I want from weaklings that fear me. (Evil)
5	Glory. The goals of the tribe don't concern me. Personal glory is what I crave. (Chaotic)
6	Savagery. I will not be controlled. (Chaotic)

Привязанности

D6	BOND
1	I will defend my tribe to the death.
2	Every serious choice I make must be decided by signs or omens from the gods.
3	I carry the teeth of a great warrior. They inspire me to commit great deeds in battle.
4	To avenge Gruumsh, I will kill every elf I see.
5	I will seek and destroy those who murdered my tribe.
6	I owe my survival to a non-ore.

Недостатки

D6	FLAW
1	I have a calm temperament and let insults roll off my back.
2	I don't fear the gods and have no patience for super-stitions.
3	I am slow to anger, but when I do become enraged I fight until my enemies are dead, no matter the cost.
4	I understand the value of civilization and the order that society brings.
5	I don't trust anyone.
6	I believe in living to fight another day.

ПРИЛОЖЕНИЕ 6. ORC WARBAND GENERATION

Orcs are the biggest, toughest, and most organized of the low-level enemies. Through their intelligence and power, they are also the hardest to control, meaning that while they are strongest in of themselves, they tend not to be part of larger armies or schemes. It takes a truly mighty Orc Chief to unite large numbers of Orcs, as they are often challenged from within.

Name

D8	PART	PART 2
1	Black	Rock



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2	Red	Fang
3	White	Tooth
4	Grey	Crag
5	Vile	Hand
6	Great	Eye
7	Broken	Tusk
8	Stone	Mark

Composition

CREATURE NUMBER

Orcs	5d10
Eyes of Gruumsh	2d4
Orogs	1d6+2
Dire Wolves	2d8
Claws of Luthic	1d4-1
Trolls	1d6

Special Creatures

D20 SPECIAL CREATURES

1	1d4 Worgs
2-3	2d6 Bugbears
4	2d4 Winter Wolves
5	1d4 Sabre-Toothed Tigers
6	Ahnkeg
7	Bullette
8	Half-Dragon
9	Wyver
10-	1d6 Ogres
11	
12	Otyugh
13	Gorgon
14	Cyclops
15	Hippogryph
16	2d4 Hellhounds
17	1d4 Minotaurs
18	Tyrannosaurus Rex
19	Hydra
20	Basilisk

Leadership

D6 LEADER

1-3	Orc War Chief
4-5	Orog

6 Tanarukk

Shared Physical Trait

D6 SHARED PHYSICAL TRAIT

- 1 A significant number of broken tusks
- 2 They all grow their hair long
- 3 Numerous piercings and rings
- 4 Battle-scars are worn with pride
- 5 Spikes. Lots of spikes.
- 6 Hunched backs
- 7 Standing upright, height is a sign of strength
- 8 Armour is ornate and personal
- 9 Dark, almost black irises
- 10 Milky-white skin

Notable Behavior/Tactics

D8 NOTABLE BEHAVIOR/TACTICS

- 1 Stop trying to hit me and hit me!
- 2 Magic is a tool, use it whenever possible
- 3 Lone survivors are glorified
- 4 There is no crime worse than turning on your clan
- 5 Disputes are settled in single combat
- 6 Days are for fighting, nights are for music
- 7 Strategy over violence
- 8 Service to the Chief over personal glory

Lair Location

D6 LAIR LOCATION

- 1 Orc Stronghold
- 2 Abandoned Human Castle
- 3 Caves in the Mountains
- 4 Mobile Camp
- 5 Ruined Town
- 6 The lair of a Dragon, which they have now enslaved

Lair Features

D6

- 1 Always be fortifying, even if it makes it harder to move around
- 2 Built to flow with earthquakes, which are frequent
- 3 Spoils are displayed prominently
- 4 Made of the bones of great beasts
- 5 Cleanliness is a virtue, keep everything shining
- 6 The Encampment stops for no reason, always be moving

ПРИЛОЖЕНИЕ 7. ОРКИ - ПОЛКОВОДЦЫ

Используйте эти таблицы для вдохновения или выберите броском кости. Некоторые таблицы имеет смысл использовать больше одного раза.

Раса

д4 Раса, Этот орк...

1. Чистокровный орк, стопроцентно орович орк, полностью полагающийся на силу.
2. Орог, особенно умный тип орка. Такие возглавляют отряд, по полной используя интеллект и свои навыки тактики.
3. Огриллон, наполовину орк, наполовину огр, этот военачальник огромен и силен, хотя простодушен.
- 4.

Внешность

д20 Внешность, У полководца ...

1. Металлическая челюсть взамен утраченной в бою. Они хвастается, раскусывая и разрывая ей разное.
2. Металлический коготь вместо руки, который он использует с жестокой эффективностью.
3. Огромные, до неудобства, бивни. Неудобные, из-за них хозяин шепелявит.
4. Нос оторван под корень в драке.
5. Все тело- один шрам от ожога.
6. Отсутствуют пальцы, по коже темные пятна, от обморожения после накрытия ледяной магией.
7. Демоноподобные рога свиваются и изгибаются на голове.
8. Огромное, обрюзгшее тело, которое он использует чтобы ловить снаряды, просто поглощая их жировыми складками.
9. Тело очень тонкое и гибкое, непривычное для орка.
10. Вставные зубы из золота и драгоценностей.
11. Грубые, яркие, огромные тату, изображающие прошлые победы.
12. К доспехам прикреплен шест на который насажены головы врагов.
13. Броня из костей и чешуи дракона.
14. Странный, необычный для орка, цвет кожи.
15. Одного глаза нет. Из глазницы светит святой энергией.
16. Светящиеся татуировки по всему телу, каждая из них имеет какое-то странное значение.
17. Большая, богато украшенная борода, обычно покрытая кровью.

18. Костяные выросты торчащие из-под кожи, последствия ужасающей мутации.
19. Самостоятельно нанесенные шрамы по всему телу, которые отмечают убийства и победы.
20. Непривычно красивый внешний вид, как для орка.

Черта. Военачальник орков известен тем что.

д20 Черта. Военачальник орков известен тем что.

1. Заядлый алкоголик. Каждый день пьет бочками бухлишко и в качестве платы требует эль и другую выпивку.
2. Организует пиры, на которых главное блюдо - гуманоидные пленные. Благодаря этому знаменит в клане и для этого стремится взять как можно больше пленных.
3. Осквернен силами ада. У него странная аура адских сил.
4. Жестоко убил предыдущего военачальника на дуэли.
5. Притворяется богоизбранным и всех убедил, что он избран богами для управления кланом. Ему верят, хоть это и неправда.
6. Слеп на оба глаза, но все также эффективен в бою.
7. Произвел на свет много детей и воспитал девочек и мальчиков ужасающими воинам.
8. В счастливом браке с ведьмой. Другие орки находят это странным, но молчат, потому что сильно ее боятся.
9. Планирует организовать набег на сами небеса! Сейчас он строит планарный портал, чтобы попасть туда.
10. Все его рейды направлены против врагов оркских богов. Он думает, что слышит голоса богов, и все свои шаги соотносит с услышанным.
11. Использует биологическое оружие и магию болезней, катапультируя заразные трупы в города.
12. Открыто выступает против магии во всех формах, охотится и убивает любых пользователей магии.
13. Убивает любого рекрута-орка, который не показывает себя идеально.
14. Ликантроп, который открыто использует свою силу в бою.
15. Открыто использует силы некромантии, чтобы воскрешать мертвых солдат в бою.
16. Искалечен и нуждается в зельях, чтобы ходить и сражаться. Это секрет, скрываемый от клана.
17. Жаден и заботится только о деньгах и драгоценностях. Рейды только ради денег.



18. Настоящий рембо, в прошлом победил целую армию реально в одиночку.
19. Хочет объединить все кланы орков в огромную армию, чтобы захватить всё вокруг.
20. Любит использовать алхимию для создания мощного оружия массового поражения и магических зелий, чтобы сделать свой клан сильнее.

Бой. Известно, что военачальник сражается...

d20 Бой. Известно, что военачальник сражается...

1. Огромным двуручным мечем, нанося медленные, но мощные атаки.
2. Парными кинжалами, нанося веер маленьких ударов и причиняя смерть от 1000 порезов.
3. Традиционным боевым топором орков .
4. Шаманской стихийной магией.
5. Скрытностью, хитростью и ловушками.
6. Великим луком и волшебными стрелами.
7. Арбалетом и волшебными стрелами.
8. Мечем и щитом, зачарованным силой щитом.
9. Как чернокнижник магией.
10. Ужасно сильной магией крови.
11. Массово используя зелья силы, огненного дыхания и лечения.
12. Убегая, чтобы прожить еще день.
13. Катапультами и артиллерией.
14. Большим острым цепом.
15. Кулаками и шипастыми кастетами.
16. Захватами и бросками
17. Чрезвычайно громкими магическими боевыми кличами.
18. Двумя большими острыми мечами.
19. Шипастой цепью.
20. Маг-помощник который постоянно усиляет и лечит.

Знамя. У клана орков есть знамя, на котором изображено.

d100 Знамя. У клана орков есть знамя, на котором изображено.

1. Голова волка.
2. Череп.
3. Череп животного.
4. Два топора или Две оси.
5. Топор.
6. Два меча.

7. Скрещенные кости.
8. Смеющееся лицо.
9. Кулак.
10. Дракон.
11. Волк.
12. Повешенный.
13. Священный символ их бога.
14. Восьмиконечная звезда.
15. Луна.
16. Коготь.
17. Несколько звезд.
18. Щит.
19. Крестообразный узор.
20. Пятнистый узор.
21. Окровавленная рука.
22. Пятно крови.
23. Зубастая пасть.
24. Зубы.
25. Глаза.
26. Мертвый король эльфов.
27. Сапог.
28. Несколько зеленых фигур.
29. Странная геометрическая форма.
30. Пчелохранилище или созерцатель.
31. Дрейк.
32. Лев.
33. Тигр.
34. Акула.
35. Волны.
36. Вулкан.
37. Лес.
38. Большое дерево.
39. Четыре силы природы.
40. Огонь.
41. Вода.
42. Земля.
43. Воздух.
44. Сердитое лицо.
45. Несколько разных лиц.
46. Две руки.
47. Последний вождь.
48. Странная двадцатигранная фигура с цифрой 20 на одной стороне.
49. Квадрат.
50. Треугольник.
51. Какие-то каракули, как будто их сделал малыш.
52. Облако.
53. Призрак.
54. Скелет.
55. Зомби.
56. Река.
57. Окрестности.



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58. Обнаженная женщина.
59. Сильный мужчина.
60. Их бог.
61. Просто черный.
62. Просто красный.
63. Просто белый.
64. Просто зеленый.
65. Просто синий.
66. Просто желтый.
67. Полосы разных цветов.
68. Половины разных цветов.
69. Плеть.
70. Отрубленная голова.
71. Бивни.
72. Демон.
73. Архидемон.
74. Район, откуда пришли орки.
75. Утес.
76. Башня.
77. Крепость.
78. Монстр.
79. Кричащие женщины.
80. Виселица.
81. Обезглавленные люди.
82. Броня.
83. Шлем.
84. Копье.
85. Два копья.
86. Несколько копий.
87. Длинный шипастый меч.
88. Лук.
89. Стрела.
90. Арбалет.
91. Пушка.
92. Катапульта.
93. Требушет.
94. Темный круг.
95. Отпечаток руки.
96. След ноги.
97. Симптомы болезни.
98. Зелье.
99. Рунические символы.
100. Какое-то лицо, которое так странно похоже на ГМа.

Солдаты. Основные солдаты этого командира...

20 Солдаты. Основные солдаты этого командира...

1. Орки-варвары с тактикой роя.

2. Орки-шаманы, обладающие сильной стихийной магией.
3. Орки-охотники на магов, у которых есть обереги, защищающие от магии.
4. Могучие орки, они рождены и выращены ради войны и не знают ничего кроме войны.
5. Рыцари-орки в полном доспехе.
6. Орки-ассасины.
7. Орки лучники и рейнджеры, атакующие издалека.
8. Орки охотники на монстров, готовые к охоте на крупную добычу.
9. Солдаты ороги, удивляющие всех превосходной тактикой.
10. Всадники орков: верхом на варгах, ужасных волках и лошадях.
11. Огры, готовые сокрушить кого скажут.
12. Хобгоблины-наемники использующиеся для самых опасных дел.
13. Огриллоны варвары и берсерки .
14. Один, удивительно сильный и талантливый орк, который с легкостью сражается с огромными зверями.
15. Полуорки, которые больше следуют своей орочьей стороне.
16. Орки-артиллеристы, использующие катапульты и пушки.
17. Орки-чернокнижники, заключившие договор с демонами, чтобы получить больше власти.
18. Орчихи амазонки.
19. Толпа молодых орков, желающих проявить себя в бою.
20. Орки дрессировщики с массивными дрейками и другими такими существами.

Приспешники. В армии орков тоже есть.

20 Приспешники. В армии орков тоже есть.

1. Гоблины, которых используют как пушечное мясо.
2. Кобольды, которых убедили небольшим количеством золота.
3. Гоблины со взрывчаткой.
4. Крестьяне-орки атакующие простым оружием.
5. Заключенные с промытыми мозгами, которых убедили воевать за орков.
6. Простые орки-воины.
7. Неуклюжий огр
8. Стая гноллов-союзников
9. Стаи варгов



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10. Стаи ужасных волков.
11. Прирученная виверна.
12. Очень могущественный орк-волшебник.
13. Небольшой флот из галер и парусников.
14. Молодой дракон, который им помогает.
15. Стаи гигантских насекомых, помогающих им.
16. Призванные элементали.
17. Хобгоблины наемники.
18. Медвежуги наемники.
19. Небольшая помогающая семейка троллей.
20. Немертвые восставшие в помощь клану.

Логово. Клан располагается в.

d20 Логово. Клан располагается в.

1. Маленькая деревня орков с шаманистической верой.
2. Огромная крепость орков с множеством ловушек и защитных механизмов, вроде кипящего масла.
3. Крепость на спине ужасного мамонта.
4. Старое, заброшенное логово дракона.
5. Захваченная у противника деревня/город.
6. Лесной лагерь.
7. Лагерь в тундре.
8. Обнесенная стеной крепость, изначально сделанная как временная.
9. Огромный карьер с печами и плавильнями для изготовления оружия.
10. Уединенный остров с верфью.
11. Огромный город орков.
12. Кости титана или дракона.
13. Пещера в скале.
14. Берег реки.
15. Прибрежный утес.
16. Илистое болото.
17. Кочевой лагерь который они могут разбить за несколько часов.
18. Середина равнины.
19. Горный лагерь из камня.
20. Что-то что специально создали чтобы пленить их.

d%	Scouting Party	# Appearing:	
01-80	Every 30 orcs	10-30 (1d3 x 10)	+ 3 Guards
	Every 10 orcs	Orc Boss	+2 Orc Guards
81-00	Every 150 orcs	20-80 (2d4 x 10)	+ 3-18 (3d6) Guards
	1d6 Carts		+ 1d6x10 Slavebearers
	Every Warparty	Orc Subchief	+ 1 d6x5 Orc Guards

Создание логова

LAIRS		# APPEARING:	
		30-300 (30d10)	
01-25	Village	1d4 Watchtowers, 1 Gate	+1 catapult, 1 ballista for every 100 orcs
26-00	Underground		
	Every 100 orcs	1 Orc Smith + 2 Apprentices	+1d20 Slaves
	Allies	5% chance	1d6 Ogrillons
		50% chance	1d4+1 Ogres
	Non-Combatants	+100% Females	+150% Young

Оружие и доспехи орков

d%	WEAPONS	ARMOR
01-05	Sword & Flail	
06-15	Sword & Spear	
16-25	Axe & Spear	
26-35	Axe & Polearm	Leather & Shield
36-45	Axe & Crossbow	
46-55	Axe & Bow	
56-60	Sword & Battleaxe	
61-70	Spear	
71-80	Axe	
81-00	Polearm	GM's Choice

БЫСТРОЕ СОЗДАНИЕ СТОЛКНОВЕНИЙ И ЛОГОВА

Создание столкновений

ПРИЛОЖЕНИЕ 8. ШАБЛОНЫ ДЛЯ СОЗДАНИЯ ОРКОВ

ORC TEMPLATE

Ability scores: Str +2, Con +2, Int -2

Skills Intimidation proficient

Senses darkvision 60 ft

Traits:

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature that it can see.

Relentless Endurance (Recharges after a Long Rest). When the orc is reduced to 0 **Hit Points** but not killed outright, he drops to 1 hit point instead.

ACTIONS

Melee Weapon Attack: orcs prefer two handed melee weapons

Ranged Weapon Attack: usually orcs use throwing melee weapons for ranged attacks, but if they want to use archers then they will use shortbows and longbows

Elite orc

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

OR

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a melee weapon attack (included in the attack).

Orc Commander

Gruumsh like - add Battle Cry action

Battle Cry (1/Day). Each creature of the orc's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.

Ilneval like

Ilneval's Command (Recharges 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their Reactions to each make one weapon attack.

OROG TEMPLATE

Armor: orog will use heavy metal armors

Ability scores: Str +4, Con +4, Int +2

Skills Intimidation expertise

Senses darkvision 60 ft

Traits:

Aggressive. As a bonus action, the orc can move up to its **Speed** toward a hostile creature that it can see.

Relentless Endurance (Recharges after a Long Rest). When the orc is reduced to 0 **Hit Points** but not killed outright, he drops to 1 hit point instead.

ACTIONS

Melee Weapon Attack: orcs prefer two handed melee weapons

Ranged Weapon Attack: usually orcs use throwing melee weapons for ranged attacks, but if they want to use archers then they will use shortbows and longbows

Elite Orog

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

OR

Foe Smiter of Ilneval. The orc deals an extra die of damage when it hits with a melee weapon attack (included in the attack).

Orog coomander

Gruumsh like - add Battle Cry action

Battle Cry (1/Day). Each creature of the orc's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the orc's next turn. The orc can then make one attack as a bonus action.

Ilneval like

Ilneval's Command (Recharges 4–6). Up to three allied orcs within 120 feet of this orc that can hear it can use their Reactions to each make one weapon attack.

HALFORC TEMPLATE

Skills Intimidation proficient

Senses darkvision 60 ft

Traits:

Relentless Endurance (Recharges after a Long Rest). When the half-orc is reduced to 0 **Hit Points** but not killed outright, he drops to 1 hit point instead.

Savage Attacks. When he scores a critical hit the half-orc can roll one of the weapon's damage dice and add it to the extra damage of the critical hit.

ПРИЛОЖЕНИЕ 9. ОРКИ В КАЧЕСТВЕ ПЕРСОНАЖЕЙ ИГРОКА

Orc Traits

As an orc, you have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Adrenaline Rush. You can take the Dash action as a bonus action. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Whenever you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Джерело:

<<https://www.dndbeyond.com/sources/motm/fantastical-races-continued#Orc>>

Orc Traits

Your orc character has the following racial traits.

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Orcs reach adulthood at age 12 and live up to 50 years.

Size. Orcs are usually over 6 feet tall and weigh between 230 and 280 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Primal Intuition. You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and Orc.



ПРИЛОЖЕНИЕ 10. 10 Проблем С Орками

1. A caravan of the Gemstar Caravan Company travelling the Great Northern Road has been captured by a large band of raiders from the Trail Stalker Clan. The only survivors are two gritty caravan guards and their leader. His name is Cyrus the Talon and he wants to lead a group back to the ambush site on the road and retake the caravan from the orcs. They are holding the caravan for some reason, rather than just looting and burning it. Cyrus doesn't know what the orcs are waiting for, but he does know they won't wait long before reverting to their true nature.

2. Lyandarus the Just, the Baron of Kestia, has been assassinated during the Sunrise Forest Festival. Magical investigations have revealed that the killer is a half-elven assassin and sorceress named Brenaerys Kelthra; she is a savant when it comes to the polymorph spell. She is fleeing into the Orcwood and the court of the Baron is looking for a group to track her down and bring her back to justice. Lyandarus's widow will pay a reward of 10,000 gp to the person or group who returns Brenaerys alive.

3. One of the PC's has fallen mysteriously ill. The healer informs the group that their friend is stable for the time being, but is likely to go into a rapid decline without an elixir that the healer could make if she had all of the ingredients. The healer is missing four ingredients: figwort, liverleaf, skullcap, and yellow root. All of these components can be found in various parts of the Orcwood. Your friend has at least 12 hours before the decline might start. If you talk to others around here, someone might have (or know where to find) some of the ingredients. Good luck in your search; I will try to keep your friend alive in the meantime.

4. A competition among the different war bands within the Steel Skull Clan is being held to determine which ones are smart enough, tough enough, and lucky enough to earn the right to test the NEW gnomish war machines for the clan. The competition involves several different kinds of tests and to succeed a group of competitors must be able to do much more than just fight. After a grueling competition, the new tech the winners get to test is a remotely-operated, giant-sized, metal-skinned, robot orc with a massive (2d12 damage) club.

5. Faeorus the Curious, an elven sage living in Silvermoon, is willing to pay brave adventurers to investigate rumors of a semi-permanent orc town with a gladiatorial arena existing somewhere within the Orcwood. The town is called Kharzaad by the orcs and it reportedly has over 2000 inhabitants of various races and clans. Faeorus is willing to pay 5,000 gp for a map to the rumored city and another 5,000 gp for a detailed map OF the city.

6. Caravan guards are needed to protect against orc raiders coming from the Orcwood. Gemstar Caravan Company is looking to hire 3 fighters and 3 spellcasters to venture into the Orcwood in an attempt to locate the main camp of the Trail Stalker Clan and find a magical artifact stolen from a recent shipment. If the item isn't returned in the next 12 hours, then it will be remotely-detonated causing a massive retributive strike explosion that will destroy the camp and everyone in it.

7. The high clerics and priests of Shevarash, the Elven War God of Revenge have called for a religious crusade against the orcs living within the Orcwood. Rumors have it that a great army is gathering itself in the Fey Woods for a march into the Orcwood. If the combined armies of the Elves and the Fey truly move against the Orcwood, then it will mean the beginning of a massive war that will affect this area for many years to come.

8. A remote, fur-trading post along the Great Northern Road is hiring guards to offer protection for their goods from small raiding bands of orcs. The post consists of a small wooden palisade fort with less than a dozen buildings inside. Shortly after arriving, the group is first snowed in and then besieged by a large group of well-prepared orcs.



9. A strange "Help Wanted" ad posted on the fortress' community board leads to a midnight meeting of a hulking cloaked figure just outside the fortress' walls. The figure, who is obviously a poorly-disguised orc, will explain that he is an alchemist. He wants certain reagents and equipment that he cannot get in the Orcwood. He wants to pay the party to procure these items for him OR escort him, in a disguise, into a human or demi-human settlement so that he can shop.

10. The annual Festival of Life celebrated by the halfling priests of Yondalla requires a pilgrimage of three miles into the Orcwood by a group of naked and blessed halfling believers. The clerics of Yondalla are hiring mercenaries to make certain that the pilgrims return safely from their religious festival.

ПРИЛОЖЕНИЕ 11. GODS OF THE ORCS

Orcs believe their gods to be invincible. They see the principles that define them and their deities at work every day in the world around them — nature rewards the strong and mercilessly eliminates the weak and the infirm. Orcs don't revere their gods as much as they fear them; every tribe has superstitions about how to avert their wrath or bring their favor. This deep-seated uncertainty and fear comes forth in the form of savagery and relentlessness, as orcs ravage and kill to appease the gods in order to avoid their terrible retribution.

At the pinnacle of the orc pantheon is Gruumsh One-Eye, who created the orcs and continues to direct their destiny. He is aided and abetted by the other warrior deities, Bahgtru and Ilneval, who bring strength and cunning to the battlefield. The followers of all three gods are a tribe's raiders and ravagers — often the only part of an orc tribe that its victims ever see.

Deep within the den of a tribe, far away from the war-hearth where warriors gather and celebrate, dwell the followers of Yurtrus, the god of disease and death, and Shargaas, the god of darkness and the unknown. Orcs too weak for battle (because of bodily weakness, malformation, injury, or age) often join these cults instead of facing daily humiliation, exile, or death.

Serving as the bridge between the two parts of the tribe are the priestesses of Luthic, the orc goddess who represents both life and the grave. It is her worshipers that raise young orcs to be warriors, and then, at the end of their lives, take them to Yurtrus and Shargaas to be carried into death and the great unknown.

NISHREK AND THE ETERNAL WAR

Orcs believe that if they die with honor, their spirits go to the plane of Acheron, the Infinite Battlefield — specifically the layer of Nishrek, where they join Gruumsh's army and fight on his behalf in the endless war against the goblinoid followers of Maglubiyet. Gruumsh sees this conflict as a chance to pit his people against an eager foe and enable them to prove their worth before their deities. He relishes every short-term triumph and swears revenge for every setback.

Luthic, though, takes a longer view. She understands the cosmic implications of Maglubiyet's attacks. To prevent the goblinoids from outstripping her people in population, she urges the orcs to have many offspring and teach them the ways of battle not only for survival in the material world, but to keep Maglubiyet at bay in the conflict on the planes. Her children will remain in her care, and if need be she wouldn't hesitate to take to the field herself and claw Maglubiyet's beady eyes from his face to prevent him from taking them from her.

The cosmic battle between the two pantheons has raged for eons without resolution, leading those who study its ebb and flow to expect the stalemate to continue. A different view is put forth by the archmage Tzunk, who notes that Maglubiyet has never faced a foe as ferocious and protective as Luthic. He predicts that the war will end with Luthic the only deity standing, as the cave mother ascends to rule her warrior children.

Gruumsh, "He Who Watches"

Gruumsh, the undisputed ruler of the orc pantheon, pushes his children to increase their numbers so they may be his instrument of revenge against the realms of elves, humans, and dwarves. In order to spite the gods who spurned him, Gruumsh leads his orcs on a mission of ceaseless slaughter, fueled by an unending rage that seeks to lay waste to the civilized world and revel in its anguish.

Orcs are naturally chaotic and unorganized, acting on their emotions and instincts rather than out of reason and logic. Only certain charismatic orcs, those who have been directly touched by the will and might of Gruumsh, have the capacity to control the other orcs in a tribe.

A Chosen Few. Orcs don't become renowned in their tribes by choosing Gruumsh; he chooses them. An orc might claim its allegiance to Gruumsh, but only those who have proven themselves through feats of strength and ferocity in war are considered worthy of being true worshipers. Gruumsh singles out these individuals by bestowing upon each one a powerful dream or vision that signifies acceptance into his inner circle.

Those who are visited by Gruumsh are transformed psychologically and often physically by the experience. Some are driven to the brink of madness, reduced to muttering about omens and prophecies, while others become imbued with supernatural power and rise to positions of leadership.

Eyes of Gruumsh. A few of the orcs touched by the power of Gruumsh are given the ultimate honor of carrying a small part of the god's overwhelming rage into battle, in the form of magic that augments their weapons and helps the tribe succeed. To become an eye of Gruumsh, an orc that has been chosen by Gruumsh must gouge out one of its eyes as a sign of devotion, sacrificing half of its mortal vision in return for divine power. These god-touched orcs are revered as living connections to Gruumsh, and are treated with respect even when they are old and infirm.

Ilneval, "the War Maker"



Ilneval is the loyal right hand of Gruumsh. He is the god who plans the attacks and devises the strategies that allow the forces of Gruumsh to dominate the battle and fill their war wagons with plunder and severed heads. Ilneval stands with his bloody sword, calling to those who understand the ebb and flow of combat to sit around his council fire and learn the ways of warfare.

Skilled Strategists. Orcs that show aptitude for the nuances of warfare at an early age are considered chosen by Ilneval and are groomed to serve as blades of Ilneval. These individuals are battle captains that follow the orders of the tribe's chief, leading a portion of the tribe's warriors into the thick of battle and bringing a measure of strategy to the assault. Blades of Ilneval are fearsome opponents, seeming to have an uncanny sense of when to move and when to strike, able to exploit the weakness of their enemy like a pack of hungry wolves.

Bahgtru, "the Leg Breaker"

Despite the influence of Ilneval, orcs are and will forever be brutal and feral in how they wage war. Bahgtru is the deity who epitomizes the physical might and ruthlessness that orcs use to overwhelm their foes. He is the one who drives every thrust of an orc's weapon, so that it does as much harm as possible.

Fearless and Mighty. In the myths, it is said that Bahgtru was out hunting when he was surprised by the mightiest of the behirs, one with hundreds of legs. In a flash, Bahgtru was wrapped in the creature's coils and gripped by its legs. No one had ever escaped the grasp of the behir, but Bahgtru saw this as the ultimate test of his strength, and laughed at his good fortune. One by one, Bahgtru broke the behir's legs, and freed himself from its clutches. The creature's shrieks became the lightning of the storm, and its broken femur became the symbol of Bahgtru's followers, reminding them that anything can be broken and defeated by superior strength.

Competing in Cruelty. Most young orcs that an explorer or an adventurer might encounter are followers of Bahgtru. Orcs of Bahgtru continually try to prove their superior strength and endurance through cruel contests against their tribe mates, acts of unprovoked belligerence, and great success in battle. It is through these tests of strength that Bahgtru's followers prove which among them will eventually be worthy of Gruumsh's unwavering gaze.

The Sacred Bull. Orcs of Bahgtru sometimes enter battle astride aurochs, large creatures that resemble oxen or cattle but are much more ferocious. By doing so they honor the creatures as well as their deity, because legends tell that Bahgtru also rode a great bull into battle. No orc will eat or harm one of these sacred beasts, which are believed to be imbued with Bahgtru's spirit.

Luthic, "the Cave Mother"

While Gruumsh is the external force that pushes the orcs to victory over their enemies, it is the influence of Luthic, his wife, that binds them together and makes the orcs internally cohesive. She is the force that keeps the explosive rage of Gruumsh from bursting the orcs apart. If it was not for the followers of Luthic, it is possible that the race of orcs would be no more than small bands of warrior-nomads, scratching out a meager existence, rather than a force capable of great destruction.

Far from the den's war hearth, within the protective depths of the caves, the followers of Luthic tend the orc brood, raising them to be strong and cruel like their progenitors. By invoking the power of superstitions, omens, and traditions, these claws of Luthic hold the tribe together through ritual, fear and, if necessary, force.

Talons of the Bear. Luthic is often thought to take the guise of an enormous cave bear. Her followers honor this aspect of her by keeping cave bears as pets to guard the whelping pens that are filled with squabbling young. Luthic's devoted also grow their claws long and paint them black to mimic the fearsome talons of their goddess. Luthic rewards them by making their claws as strong and tough as iron.

Holding the Fort. Along with protecting the young and the tribe's food stores, the worshipers of Luthic also serve as the crafters, engineers, and builders of an orc tribe. They fashion crude weapons, armor, and the few manufactured items that the orcs need for daily life. When the tribe is away on raids, they are expected to dig deeper into the caverns of the den to create more living space for the ever-increasing population.

Yurtrus, "the White Hand"

Yurtrus is often depicted as consumed by rot and covered in oozing pustules, utterly repulsive except for his hands, which are pure white and free of any blemish. Yurtrus has no mouth and never utters a sound, so that he may come in absolute silence for his chosen.

The followers of Yurtrus are allowed to dwell on the fringes of the tribe, but are looked upon with distaste and unease. They interact with the tribe mostly on occasions of death, claiming the bones of fallen warriors to add to the ossuary shrines of Yurtrus, and sometimes during shamanic rites when contact with spirits occurs. The White Hands. Shamans who heed the telepathic whispers of Yurtrus walk the perilous line between the living and the dead, and gain uncanny powers from doing so. Through this nonverbal communion, they begin to comprehend how to use the magic of death. These shamans, known as White Hands, cover their hands in white ash or wear pale gloves made of elf skin to symbolize their connection to the power of Yurtrus. The necromancy practiced by the shamans of Yurtrus is a force considered taboo by orcs, which makes them both revered and feared by the rest of the tribe.

Traffickers of the Dead. Orcs who die "a good death" are sent to Gruumsh by the priests of Yurtrus. The priests seek out the bodies of such fallen heroes and sever their heads, boil or smoke them to rid them of most of the flesh, and then use a ritual punch to break out the bridge of the nose and leave the skull with a single eye. Orcs that appreciate the strength and ferocity of a foe might choose to honor that enemy by giving it the same treatment. The bodies of orcs that die in a failed battle are left behind; they were weak and don't deserve to join Gruumsh. Those that die of old age have typically already been taken into Yurtrus's fold, and their bones are used to build furnishings and structures in the area of the lair dedicated to the worship of Yurtrus.

Chosen of Yurtrus. Orcs that suffer from gruesome diseases are brought into Yurtrus's fold and tended like prized cattle. These orcs are called nurtured ones, and they are considered the chosen of Yurtrus because they have been picked for the special purpose of spreading his virulent message among the enemy. At night, or during a heavy fog, these infected orcs rush toward an enemy's encampment, often through a hail of arrows, in order to spread their affliction within their foe's ranks.

Shargaas, "the Night Lord"

Shargaas is a god of darkness and the unknown. He is a secretive and murderous deity, dangerous to all except Gruumsh. His realm is the darkness that no creatures but those devoted to him can see through.



To other orcs, the followers of Shargaas are depraved and twisted creatures that have no honor and skulk in the shadows. Rejected by Yurtrus as too unsuitable to serve as custodians of the dead, these orcs live even deeper inside the lair, close to where the entrance to Shargaas's realm is located. There in the darkness, orcs exiled to meet their fate are either brought into the fold as members of the tribe's Shargaas cult, or are torn to pieces and devoured as sacrificial tributes by the worshipers of the Night Lord.

Culling the Weak. Although most followers of Shargaas are exiles, living in the farthest reaches of the lair away from the rest of the tribe, others remain within the main body, posing as ordinary warriors. These agents single out the weakest members of the fighting force, because removing these weak links strengthens the rest of the group. Soon after being born, an orc must be able to show that it will grow into a capable warrior, or else it will be visited by the cultists of Shargaas. The cultists also waylay orcs that have proved themselves ineffectual in leadership or combat, then drag them into Shargaas's dark caverns to be ritually murdered and devoured.

This culling of the weak and the unworthy is accepted as necessary by the tribe, but speaking about it is taboo. Those that disappear are simply said to be "with Shargaas" and are spoken of no more.

Alliance of Convenience. When faced with a particularly skilled foe able to withstand direct assaults, a war chief might call upon the cultists of Shargaas to assassinate an enemy leader, kidnap an influential hostage, or steal a valuable item.

Gruumsh doesn't always look kindly on acts of subterfuge and indirectness, because orcs are meant to take and do what they want through straightforward assault and brutality. Nonetheless, when the chief seeks the aid of Shargaas to accomplish such a task, the leader of the cult is willing to comply — for a price. In exchange for its less than honorable services, the leader will strike a deal with the war chief to provide food, tools, slaves, or some other commodity that the cult prizes.

Not all orc weaklings are taken by those who serve Yurtrus and Shargaas. Some are sent forth into the cities dominated by humans, on dark missions. Beware them.



— Elminster

ПРИЛОЖЕНИЕ 12. ANOTHER CREATION MYTH OF ORCS

There was a time when the stars glittered in a night sky that was devoid of brightness; and instead the world was bathed in a twinkling eternal twilight. In this world lived the Orcs who were its masters. There were no gods, demons or other beings greater than the Orcs in this time. Orcs were part of the world, and it has always been so that Orcs should rule the world because it was the world that gave them form and lifted them out of the ground to tend to the world as its sons and daughters.

In time, other races came which were like the beasts that the Orcs had hunted for untold generations. From the mountains crawled stunted and hairy beings called Vak that were greedy and would try to take all the treasures of the earth from the Orcs. Some Vak were greedy for iron, gold and silver; while the smallest Vak wanted the glittering stones of the ground. All Vak were greedy and wanted to take the mountains and hills from the Orcs. The Orcs relented and left the mountains and hills to dwell in the Forests and Plains.

Later came the Fral who had no bodies. The Fral were the most hated enemies of the Orcs because they would steal Orc bodies and take them for their own! The Fral would twist the bodies of the Orcs and turn them into vile sneaky things. The Fral wanted to hide even from the stars but hated the ground and so hid beneath the trees where they would lay in wait for the Orcs and kill them to take their bodies and turn them into the hated Galug. Eventually all the Fral were gone after they had stolen Orc bodies and the many faced race of the Galug was all that was left. They forced the Orcs from the forests and so then the Orcs had only the open sky; but still the Orcs were content to dwell under the stars.

But yet another race came from among the beasts of the fields, and they were a plague worse even than the Vak or the Fral before them. They were stealers of ideas and perverters of the truth and they bred as rapidly as the beasts of the fields and they began to steal all the ideas of the Orcs and all the lands as well. The hated Sharaz stole the idea of Magic from the Orcs and used it in horrible ways. They forced the Orcs into the farthest places.

Orcs tried to go back to the mountains to live free of the Sharaz plague, but the Vak were greedy despite not needing all the mountains and they killed the Orcs that tried to go there. The Orcs tried to go to the Forests to flee the Sharaz, but the Galug were greedy and would not share the lands beneath the trees. Many orcs died in the great waters as the beasts of the waters were numerous and the Orcs could not live in the waters.

Many generations of Orcs lived and died before the coming of the most powerful Orc who ever lived. His name is not spoken, but his might was such that all other Orcs had to acknowledge his wisdom and his power over all things. His true name is lost, but as a boy he had been teased by other boys and called Womanly; for he and his brother that wore magical rings were both as fair as a woman. This drove him to become the greatest warrior the Orcs had ever known though. He could fight like no other, and even mastered the power of the world becoming the most gifted of all shapers of magic. He became so powerful that he no longer needed to sleep and could fight forever if he wished. He became the leader of all Orcs and they gave him the title of "He Who Never Sleeps" to acknowledge his guardianship and unwavering loyalty to the protection of his people.

He declared to the Vak that the Orcs would live in the mountains and his spear rent asunder the mountains and hills and the Orcs then dwelt within them. He declared to the Galug that the Orcs would live in the Forests and his magic repelled the Galug and they were forced to let the Orcs live in the Forests again. His eyes turned on the Sharaz and they would not relent to his wisdom or acknowledge his power because they were numerous and had great magic which they had stolen.

And so it was that He Who Never Sleeps went against the Sharaz and made war on them with his brothers and his sons and his cousins and his friends. His brother came from the Forests with his magical rings and his vassals the Galug who He Who Never Sleeps had made him lord over. His brother who was later slain against the Sharaz came from the Mountains with his magic and his Vak who He Who Never Sleeps had made him lord over. His sons, most of who died in war against the Sharaz, came up from the earth in the plains where they had dwelt and made war beside their father and they brought with them their Orcs who He Who Never Sleeps had made them the lords of.



The war against the Sharaz was great and many Orcs died. The Vak died in their suits of treasure and the Galug died even hiding behind their trees and bushes. Orcs died with honor on their face as they did not hide. They did not hide in suits of treasure or in shame behind trees and bushes. The Sharaz, with their theft of ideas, died in suits of treasure behind trees and bushes. But because of their theft of ideas, fewer and fewer Sharaz died as the battles raged across the world.

In their greatest theft, the Sharaz began to steal the stars from the sky and they forged them together into one great and bright star. They set this star in the sky and it shed too much light. It hurt the eyes of the Orcs who lived beneath the stars and loved them. The Sharaz reveled in their bright star and the war raged on as Orcs could not see well in the bright light of the Sharaz Star.

He Who Never Sleeps feared that all the stars of the sky would be stolen by the Sharaz and added to their Too Bright Star and so he worked a great magic to ensure that he would not be blinded by their light. He took many stars from the sky and he placed them within one of his eyes. With the light of the stars in his eye the Too Bright Star could not blind him. The power of the Stars gave him great power too, and he became even mightier than before; and yet the war against the Sharaz continued.

He Who Never Sleeps saw the death of so many Orcs because the Vak and the Galug were treacherous and would not fight for their Lords as the Orcs fought for He Who Never Sleeps. He became enraged at their cowardice in the face of the enemy. He began to fear that his last brother would be slain by the Sharaz and so he made a great sacrifice on the day that the Sharaz were about to win the war.

Despite the power of his Spear which could reach across the plains and slay the Sharaz in great numbers, the Sharaz had stolen his idea and had spears as well. Despite the strength of his flesh the Sharaz had stolen the idea for the suits of treasure worn by the Vak and became harder to kill. Despite the ranks of the Orcs slaying the Sharaz, the Sharaz had stolen the ideas of the Galug and used arrows to slay the Orcs from afar. There was no weapon that He Who Never Sleeps had that the Sharaz had not stolen; and so He Who Never Sleeps, who's aim was always true with only one eye, tore out his own star-filled eye.

He took out his Starry Eye and forged it into a great and mighty weapon. The First Sword was made from the Eye of He Who Never Sleeps and with it he at last was able to humble the Sharaz, for they were too scared to place stars in their eyes and take them out to make swords of their own. He Who Never Sleeps used the many stars in his eye to make other swords for his Orcs and they used the swords to force the Sharaz from the fields at last; but they did this all alone for the Vak had fled to their mountains and the Galug to their forests.

He Who Never Sleeps still did not need sleep; but he was weary and so rested. But in this he was betrayed for he had left his brother the Ring Wearer to watch over the Orcs while he rested for just a short while.

The Ring Wearer looked at all the things that the Sharaz had caused to pass and especially their magic. He learned their magic and his power grew. He turned to his own Orcs and taught them the magic of the Sharaz and wishing to be more like the Sharaz they coveted the Too Bright Light which was still hanging in the sky. The Ring Wearer learned the power of the Too Bright Star and as the Sharaz had been forced to flee he mastered its brightness; but then his Shadow fell behind him as he accepted the power of the Too Bright Star.

The Shadow was a horrible thing, as it twisted and changed to suit whatever direction it fell upon as The Ring Wearer walked around the Too Bright Star. The brightness shined down on all the world and He Who Never Sleeps said that the Too Bright Star must be extinguished so that the Orcs would not be hurt by its light and cast terrible shadows. He turned and saw however that his brother stood gladly in the light of the Too Bright Star and his heart knew rage that the Sharaz had corrupted the last of his own brothers who was said to be so very fair that even women were not as beautiful as The Ring Wearer.

As powerful as The Ring Wearer had become, he knew that the power of He Who Never Sleeps was greater still because of the Sword of Stars made from his eye. Fearing that he would lose his shadow and the power that he had gained from the Too Bright Star, The Ring Wearer decided that he would betray his own flesh.

He used his magic to cast his shadow over the Sword of Stars and took it from He Who Never Sleeps. With the power of the Too Bright Star, his magical rings and now his brother's Sword of Stars, The Ring Wearer was equal at last to He Who Never Sleeps but feared he would lose the Sword of Stars back to his brother and so brought war against He Who Never Sleeps despite the sacrifice that had been made to create the Sword of Stars.

The Ring Wearer took those Orcs who would follow him and they fled to the forests that He Who Never Sleeps had made The Ring Wearer lord over. There he brought forth the cowardly Galug and taught them the magic of the Too Bright Star and gave to them swords from the Sword of Stars and taught them the magic of his magical rings. His Orcs, twisted by their own shadows, became Not-Orcs who chose to carry the light of the Too Bright Star inside them so that they could cast their shadow over every direction.

At last fully rested, He Who Never Sleeps rose to war against The Ring Wearer so that his Sword of Stars could be reclaimed. His Orcs followed him with their swords and their spears; but the war against the Sharaz had tested their numbers; and the desertion of the Not-Orcs who followed The Ring Wearer further had reduced the host of He Who Never Sleeps. The Not-Orcs with their Swords and Spears and the Light of the Too Bright Star still feared the host of He Who Never Sleeps and they betrayed their ancestors by going to the Vak and learned from them the art of suits of treasure which made them harder to kill. Without realizing their folly, the Not-Orcs had become as had been the Sharaz.

The battles that were fought were the worst times for the Orcs. Worse than when the Vak had first forced them from the Mountains and the Galug had forced the Orcs from the Forests and even worse than when the Orcs had battled the Sharaz. The Orcs were forced to battle the Orcs that were Not-Orcs who were as the Sharaz but who had Orc Shadows instead of Sharaz Shadows. The Ring Wearer then allied with the Vak and brought them too as allies against the Orcs and then went to the remainder of the now broken Sharaz who also still revered the Too Bright Star. He Who Never Sleeps fought and fought with all his might. He brought the remainder of his sons against his brother and all of their sons and the sons of the last. All seemed lost again however, for all the sons were not as mighty in number as they had once been and He Who Never Sleeps was only the equal of The Ring Wearer who had stolen the Sword of Stars.

As his people died, He Who Never Sleeps sought out a way to defeat his brother The Ring Wearer who was called the Star Stealer by the Orcs who followed He Who Never Sleeps. Taking the secret of the Sharaz he found the answers. He taught his Orcs the Secrets:



Stealing. As the Sharaz had done, Orcs must take all things that can protect the Orc and kill the enemy. Armor, Weapons, Fire, Magic, Women and any other thing that can be taken and be used to fight must be either stolen or created; but let the enemy do the work and steal from them instead so that war can be focused on.

Fury. With Fury no foe can sustain his defense against you. As the wild bull defends his herd with fury, so too does the Orc make war. Anger sets the Orc against his foes and allows him to do whatever is needed. Fury will take the women of the foe and make her the woman of the Orc who will take her as his own.

Flesh. As the beast hunts and devours his prey, so too does the Orc treat with his enemy. Each dead foe feeds the hunger of the Orc host in war and brings fear to their hearts. Breeding as often as possible increases the numbers of Orcs; and so breeding with the Flesh of the Foe will also bring more Orcs.

With these things the Orcs began to overcome their enemies. They stole the secrets of the enemy and used them. Their fury abounded and they crushed the enemy before them with their increasing strength. They took the women of the enemy and made Orcs from their bosoms; but from the Not-Orcs they could not make children because He Who Never Sleeps cast a great curse on his brother and the Not-Orcs that followed him allowing them few children. The enemy was frightened; they could not steal anything more from the Orcs because they were the first who had stolen and had nothing left to steal. They could not match the animal-like fury of the Orcs who were now stronger than any who stood in their way. They were afraid to eat the flesh of the Orcs because they were weak in their hearts and they could not mate with the women of the Orcs and make more of their kind because Orc women only make Orcs.

At last came the Final Battle. The Star Stealer used all of his strength but still could not defeat his now more powerful brother even after stealing the Sword of Stars from He Who Never Sleeps. As far as could be seen the Orcs who had grown again in numbers and strength, who now wore the treasure suits of the Vak, fired arrows like the Balug, cast spells like the Sharaz and were strong like the beasts of the field in their fury could not be stopped. He Who Never Sleeps, now even greater than when he held the Sword of Stars because he had taken on the strength of the beasts and grew out his tusks and ate the flesh of any who fell before him could not be stopped by his betraying brother. He Who Never Sleeps took the Too Bright Star from the sky and fashioned it into an ever burning torch and burned down the forests and poured its fire into the mountains. The Galug fled to the side of the Star Stealer and with them went the Vak who had been chased from the mountains. The remaining Sharaz held counsel at the Star Stealer's side and all decided they must find a way to flee the wrath of He Who Never Sleeps.

As the Orcs encircled the last of their foes and He Who Never Sleeps demanded the return of his Sword of Stars; the Not-Orcs who followed the Star Stealer who knew the greatest magic stood with the Balug, Vak and Sharaz who knew great magic too and they cast the greatest magic they could to save their pitiful treacherous lives. They fled from the World into far places where they hoped the Orcs would not follow.

He Who Never Sleeps stood then among his Orcs and knew even greater Fury. He had been robbed of a final victory against those who had persecuted and stolen from his people. He looked around and saw that his Orcs no longer looked like they had. He looked at his shield and saw his reflection and bellowed in rage unlike any heard before by an Orc despite all the evils that had been laid upon them since the time of their innocence. They heard the rage and they responded in kind, with all voices raised in rage against what had befallen them at the hands of the greedy and treacherous.

He Who Never Sleeps stood then among his Orcs and forced from them The Oath of the Orc which each swore to. Their voices rising in unison they echoed back his words: "Never will I stop conquering until all my foes are dead or I am. Every Vak, Balug, Sharaz and Not-Orc will die and only then will He Who Never Sleeps have his vengeance!"

ПРИЛОЖЕНИЕ 13. ORCS IN FR

ORIGINS OF ORCS

-From an in-world perspective, given the propensity for Orcs to basically be savages, without books, records, and not all that much in permanent settlements, there probably will never be a clear answer, since there would be very few 'archeological' finds to go by. Races of Faerun said that they were brought to Abeir-Toril by portals from the Creator Races. We know that in -27,000, the Fey Creator Race opened portals that brought creatures over from the Plane of Faerie to mess with Dragons and undermine their control of the world. Putting those two tidbits together, perhaps Orcs were part of that migration. That means one of two things: Orcs were creatures that lived on the Plane of Faerie like the other creatures that the Fey Creator Race ported over, or the Fey Creator Race opened portals to Abeir-Toril to other worlds in addition to the Plane of Faerie, one of which would have been to where ever world those Orcs came from.

-The only non-Creator Race derived race that exist in those early days but we don't have explanations of any kind as to how they got there are Phaerimm (mentioned in -33,800 DR), Titan (mentioned in -31,500 DR, before the rise of Giants, which took place around -30,000), Lammasu (mentioned in -30,700 DR), and Gnolls (mentioned in -30,400 DR). The Gnolls might be the most intriguing, since they had an entire realm, Urganarash (which I know Mark has some homebrew musings on).



Every battlefield has its flies and maggots, swarming among the corpses - and the orcs are the flies and maggots of Faerûn. Cunning, they are, and dwell among humans because humans mean coin and ready food and lots of confusion and coming and going. Some even breed with the fierce humans of the North end upland hills, and from them we get "one tusks" or half-orcs.

Orcs see the need for rules, but hold that the stronger make the rules for the weaker, and that no rule or law need be followed if no one stronger is around to see, or punish. I say all orcs, though I admit some are wiser or more trustworthy than others. But the wise man trusts no orc.

The true wild orc dwells in mountain caverns - the same homes as dwarves love, which is why the Stout Folk are so few and so grim these days. In cave-warrens they dwell, snarling and fighting often but seldom to the death, rutting and brawling and delighting in cruelties of trap and pratfall and demeaning tricks, telling tales of great plunder and abundant food in the South.

If times are lean, or the tribe's caves are full with young and reckless warriors, a surging tide of discontent rises and the young warriors fairly roar to be led down on a great raid, to show their worth and seize their fortunes on the ends of their blades. They boil forth, every decade or more, led by canny veterans and either the chief of their tribe (if he's still afire with his own dreams of conquering and pillaging) or a war leader who will never get to be chief save by slaughter that would tear the tribe apart in feuding.

Thus the latest orc horde pours down out of their mountain valleys. Orcs are not subtle folk. Orc hordes seldom pass by any target or foe who waves sword against them, and crash on into battle after battle, a great wave seeking to batter and inundate all before it, rather than sneaking or avoiding or biding in hiding.

Of **orc tribes** not all shattered or fallen, I can name these handful, of many: *Arauthrar, Bale Eye, Braeskull, Cold Bone, Eolgorr, Gathatchkh, Haulaeve, Jolriah, Norglor, Oldaggar, Red Talon, Sorok, Tailbold, Wurruvva, and Yultch.*

Of **orc chieftains great in battle**, I know these fallen (or at least vanished when their horde was smashed): *Auldglokh, Browhorn, Clamrar, Gulmuth, Hurolk, Irmgrith, Kuthe, Morog, Namrane, Orgog, Rauthgog, Surk, Ulbror, and Yauthiok.* And these who may still carry their brawn: *Aragh Bloodhanner, Bogdragisth of the Ice, Clarguth Manyheads, Fোলorr sug (son of) Fael, Horimbror Ironmask, Korgulk Ibbrin Mathrankh, Torlor sug Klevven, Umburraglar Bloodtooth, and Zoarkluth.*

- Gulvrin Talamtar, Warrior of Secomber

ПРИЛОЖЕНИЕ 14. ORCISH CLANS AND TRIBES OF FORGOTTEN REALMS IN 1374 DR

The Sword Coast and the North

Clan Howltusk around the Sword Mountains north of Waterdeep, partially responsible for the destruction of Ilfarn and a great nuisance for early Waterdeep settlement. Clan strength: weakened around 300 able bodies. GHOTR pg 90

Clan Many-Arrows around the Spine of the World north of Mirabar, (I believe) settled the town of Ilusk (Luskan), lost Citadel of Many-Arrows in 1367 DR; and founded Kingdom of Many-Arrows & signed Treaty of Garumn's Gorge in 1372 DR *(actually a conglomeration of clan Many Arrows, Snarrl, Red Slash, Karuhk, Wolf Jaw, Yellow Fang, Grimm and Bignance) - The Lone Drow, Pre.; & The Orc King, P4:C28 Clan* strength: peak strength around 70 000 able bodies. GHOTR pg 151

Tribe of Many Teeth - "" - patrol got whacked by Drizzt as the Hunter - TLD, P1:C1 & C3

Tribe Snarrl - "" - bore the shaman Arganth Snarrl, once loyal advisor to Obould - TLD, P1:C4

Tribe Red Slash - "" - rose from TSOTW to join Obould, but were repelled by Drizzt, Tarathiel, & Innovindil - TLD, P3:C19

Clan Karuck - "" - clan of ogre-orcs rose from TSOTW ostensibly to join Obould, but then its leader Grguch challenged Obould (the Second Orc War?) and lost - TOK; likely destroyed by Obould after the rebellion.

Tribe of the Wolf Jaw / Clan Wolf Jaw - "" - bore the chieftain Dnark, an instigator of the would-be rebellion against Obould - TOK, P1:C2 & P3:C17; likely destroyed by Obould after the rebellion

Tribe Yellow Fang - "" - bore the shaman Toogwik Tuk, another instigator of the would-be rebellion against Obould - TOK, P1:C2 & P3:C16 - almost all had been killed in the mountain ridge explosion N of Keeper's Dale.

Clan Yellowtusk - "" - attacked the Moonwood in order to provoke the elves, leading to a slaughter, including the deaths of Innovindil & Sunset - TOK, P2:C10 - likely sacrificed in the battle for the greater glory of Clan Karuck.

Clan Grimm - "" - bore Chieftain Grimsmal, loyal but belligerent advisor to King Obould; bought off with land - TOK, P1:C2 & C5 - "populous".

Tornskulls - lay claim to Dead Orc Pass - harassed adventurers in the Pass in summer, 1372 DR - Silver Marches, "Adventures in the North": p129: "Dead Orc Pass"

Clan Bignance - near MH - bore Taugmaelle, female orc to be wed to a human ~1472 DR - TOK, Pre.

Clan Blackclaw from the Uruth Ukrypt in the Sword Mountains north of Waterdeep, mainly a great nuisance for late Waterdeep development. Clan strength: moderate around 800 able bodies. GHOTR pg 115

Clan Broken Bone from the Uruth Ukrypt in the Sword Mountains north of Waterdeep - a great nuisance for late Waterdeep development. Clan strength: moderate around 500 able bodies GHOTR pg 115

Slasher Orcs - Spine of the World, near the pass to Icewind Dale - assembly point for the first monstrous troops of Akar Kessell. Clan strength: moderate around 500 able bodies. The Crystal Shard, P2:C10

Orcs of the Severed Tongue - "" - "" - TCSH, P2:C10.

The Dalelands

Shattered Stone Orcs - The Border Forest (Daggerdale) - allied with the Zhentarim who were making a last ditch effort to retain control of Dagger Falls - The Return of Randal Morn pgs 24-26; A Detail of the Shattered Stone Orcs - Clan strength: weakened around 50 able bodies

Anauroch

Clan Ripped Gut claim the Baraskur fortress North of the Moonpass in the Nether Mountains - as of 1371 in truce with Thousand Fists. Clan strength: moderate around 600 able bodies

Silver Marches pg 12

Tribe of Thousand Fists live in the cavern system South of the Moonpass in the Nether Mountains - as of 1371 in truce with Ripped Gut clan. Clan strength: moderate around 700 able bodies. Silver Marches pg 12

Clan Greenhaven lived in the Far Horn forest in the Ancient Netheril - as of 371 DR(?) wiped out by a troll clan. Clan strength: puny or extinct perhaps about 20 descendants can trace their lineage to them

The Moonseas and Thar

Bloody Skulls(former Black Spears) - hold Bloodskull Keep in northwest Thar - caught in a 'Gruumshites vs warchief Werta' interclan conflict - Orc Tribes of Thar - clan strength: (divided and) strong 8 000 able bodies

Burning Dagers- deep caverns 20 miles south from Glistar - Kossuth zealots - Orc Tribes of Thar - clan strength: moderately strong 3 000 able bodies

Shining South

Clan Candlekairn in the volcanic Orsraun Mountains (Turmish). - . GHOTR pg 90

clan strength: puny around 90 able bodies (mount Arduus' volcanic eruption destroyed them in 517)

Onusclan are in the Orsraun Chain now (as of the 1e/2e/3e era), are powerful, and led by King Highstead Vilhon Reach, pg.41. clan strength: (very) strong 5 000 to 15 000 able bodies

Orcs of the White Hand - located in the Winterwood live in the village of Shen, four miles north of the Wintercloak River. Vilhon Reach, pg.54. clan strength: moderate 250 able bodies

The Old Empires

Flaming Spike tribe in the dwarven mines of the Akanapeaks(Chessenta). Clan strength: very strong around 30 000 able bodies. FRCS pg 183

Many-Arrows Tribe / Clan Many-Arrows - near Mithral Hall - lost Citadel of Many-Arrows in 1367 DR; founded Kingdom of Many-Arrows & signed Treaty of Garumn's Gorge in 1372 DR - The Lone Drow, Pre.; & The Orc King, P4:C28 - ?

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ЗАМЕТКИ ПРО ОРКОВ -

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Spine of the World

Bale Eye, Braeskull, Cold Bone, Tailbold, Wurruva and Ulkrunnar

Sword Mountains

Horthor, Jolruth, Norglor, Lammar, Yultch and Zorgar

Nether Mountains

Red Talon, Oldaggar and Sormuzhik

Osrain Chains

Arauthrar, Dummik, Folgorr, Gathatchkh, Haulaeve and Sorok Slasher Orcs - Spine of the World, near the pass to Icewind Dale - assembly point for the first monstrous troops of Akar Kessell - The Crystal Shard, P2:C10.

Orcs of the Severed Tongue - "" - "" - TCSH, P2:C10.

The Many-Arrows Tribe

That's known to all. Obould and everything. But the Obould I paint isn't the Chosen of Grummush he could have been. My Campaign advanced 26 years after 1372, and in 1373, Obould tried his invasion. After failing, he's now an elder orc who controls 1/5 of the Spine's orcs. He's a monarch more than a tribal chief. Every conquered tribe becomes a Many-Arrows. Thus, this gives birth to orc clans, as in Durkheim's view of tribal systems of power. In the Many-Arrows "main" tribe, the custom is that only proven warriors can take multiple wives and have as many children as possible. They are strictly patrilineal regarding children, and also impose this rule on conquered tribes. They used to kidnap Alustriel's subjects as slaves, but a peace treaty with him ensured the freedom of said slaves. Instead, they enslave hill giants, goblins, trolls and other stuff. They ARE capable of making iron and bronze, but doesn't know how to smelt steel. After the treaty with the Silver Marches, they trade ore, pelts and rare minerals for human-made (the dwarves and elves refused to sell them anything) steel, wine, beer, silk, linen and other items that they can't grow in the mountains. The Many-Arrows are constantly at war with all the other creatures in the area, but they are leaving the Uthgardt alone, at least the Uthgardt who have agreements with Alustriel. Even King Emerus War-Crown sees the reason behind keeping Obould as an ally. Recently, the tribe began to accept arcane conjurers born among them. Some even make it to Silverymoon to study as sorcerers. Few return and those who return beat the shit out of warriors and make themselves cozy with wives and positions of power. Still, they lack the magical finesse of elves or humans. Slowly, some are embracing Mystra as a patron deity, and some warriors even make a bizarre cult of what they call "The Many Blades", a syncretism of Grummush and Garagos. Some others are still conservative and cling to the weakened clergy of Grummush for guidance.

The Uzgabûl

Those are fanatic Grummush worshippers. They broke off with the Many-Arrows seeing them as weak in abandoning the orcish way of life. They can make medium-quality bronze and bad quality iron. Their numbers are among 2k to 3k orcs. Their Elders, who are warriors or druids of Grummush are the only ones who can have females and thus, children. The Uzgabûl are taller than the average orc and live for war. They go down the mountains and are a constant pest for the Argent Legion for their incursions on the immediate southern regions of the Spine. Normally the hardened Helm paladins and knights who face them do not take prisoners. Their last big incursion was a failed attempt of 600 orcs of pillaging Quarevarr during the autumn, when the grains arrived, but they tried a pincer movement. A group went through northern Moonwood and got ravaged by the Black Blood metamorphs and the other was crushed by the joint effort of a small force of dwarven heavy infantry aided by human and gnomish arquebusiers alongside a cavalry charge of the Knights of Helm, human light huszárs and elven mounted archers. 400 survived and came back to the mountains. They refuse to use cloth, only wearing pelts, pillaged armour, or nothing at all, entering a frenzied state by consuming rage-inducing narcotics.

The Urushmna



The name means "Shadow" in orcish, but the other tribes call them "Gimbrig" (dwarves) or "Shahri" (females for reproduction). The Uurushenna can't make good iron or bronze, and they are smaller than other orcs, thus the name. They grow to 1,80m or 1,90m, small by orcish patterns. Those are matrilineal and females chose their partners, still warriors of repute. Their way of warfare is more subtle. As they can't go hand to hand easily with bigger orcs, they have a close relation with Yurtrus and Shargaas. They are very skilled at making small useful bows and crossbows with poisoned tips. Those orcs prefer to sneak attack and ambush caravans to take weapons and armour and their strong poisons help them. They are very cunning and employ traps. They hate goblins, which they skin alive and use their skins as trophies. They use certain contents of goblin feces alongside crushed minerals and insects to make their poisons. Every blade of theirs can kill you in a painful way. Only their druids know how to make their poisons and enhancing mixtures which can kill a hill giant in an hour if aimed at the right body parts. So far, researchers from Silverymoon were unable to discover the components of their concoctions as it seems those were a gift from Yurtrus to the tribe himself. The Uurushenna DO capture human females to use as sex slaves, thus the tribe have a high number of half-orcs among their ranks. Other tribes tried time and time again to eradicate them but were always met with massive casualties. The "filthy goblins", as called by other orcs, can make horrible traps that ensure that enemies will be hindered while met with long range attacks by the "goblins". They tend to camouflage themselves with dirt, mud or foliage when in forests. Also, their caves also have gold veins. They trade gold ore with Zhents, Luskani or other smugglers for Dirt Dust, a weaker version of the gnomish Smoke Powder, developed by alchemists trying to discover the secret of the Lantani gunpowder. While they can't make small firearms, the Uurushenna make wooden or stone dangerously primitive cannons which they load with skin or pelt sacks filled with pieces of lead or boulders.

Swordrise Mountains

Ages ago an orc horde fleeing the Orcgate Wars fled into caverns deep beneath these mountains. Centuries of isolation in the Underdark transformed those orcs into orogs, and they now number in the thousands, if not tens of thousands.

From "The Horde - Barbarians of the Endless Waste" a web supplement for Dragon 349:

Spine of the World Orcs

In these bleak mountains, the most powerful orc tribes skulk in stone fortresses stolen from the dwarves and renamed Eyegad, Tame, and Vokan. Within their gloomy, squat buildings and oppressive, black temples are the visible tips of sprawling underground tunnels and cavern complexes that house tribes with names like Skortchclaw, Skreetch, and Bleeding Eye. Others, like the Slashers and Orcs of the Severed Tongue, lurk in the unnumbered small caves that pepper the valleys and passes of these mineral-rich mountains.

The Skortchclaw tribe, under King Ugra Ngarl, is forcing goblin slaves to mine mithral beneath Fortress Eyegad. The metal is apparently being sold in great quantity to someone in the High Forest.

In the North, the orcs are grouped into five rough divisions, based on geo-geographical location: the Spine of the World orcs, the Trollmoor orcs, the Ice Mountain orcs, the High Forest orcs and the Fallen Lands orcs.

Spine of the World Orcs

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Trollmoor Orcs

These orcs who dwell in the barren Evermoors are loosely organized and rove the moors in bands preying on travelers on the Evermoor Way, attacking boats on the Rauvin and raiding against outlying settlements near Nesme and Everlund, and organizing in the fall to attack the Uthgardt Rune-meet at Flintrock. Known orc tribes in the moors include the Vile Rune, Drip-ping Spear, Bonesnapper, Red Murder-er, and Throat Slitter tribes.

Trollmoor orcs have only witch doctors, never shamans. They worship the non-orcish god, Bhaal.

Ice Mountains Orcs

Most of these are orcs loyal to King Graul, son of Eldoul. The rest (over 40,000 in the Citadel of Many Arrows alone) follow Obould, an orc of giant stature and fighting prowess (though Obould is said to pay fealty to Graul). The Ice Mountains orcs wage constant war with the dwarves of Citadel Adbar and stage frequent raids against Silverymoon and Sundabar.

The High Forest Orcs

These orcs dwell in tunnels and small villages about two days' journey into the wood. They are arch-foes of rangers and are suspected to possess forestry skills. They worship a demi-power called the Wild Hunter, a lawful evil variant of the Master of the Hunt (as described in the Celtic Mythos section of the Legends and Lore cyclopedic). Orc tribes in the High Forest include the Tanglehorn, Sharpshooter, Bloody Eye, and Horned Lord tribes.

Due to their woodland habitat, orcs of the High Forest have the non-magical abilities of rangers (but gain no pluses in battle against goblin class creatures). Wild Hunter shamans actually grow stag antlers from their heads and may substitute druidical spells for clerical spells.

The Fallen Lands Orcs

The orcs of the northern Fallen Lands and Graypeaks follow King Ogrash, a powerful orcish shaman and warrior who is reputed to wield Skullripper, a hal-berd +3. To the south, many petty orcish kings wage constant battle against each other. More often than not, orcs encountered in the southern region will be involved in battle with other orcs. Known tribes of the Fallen Lands include King Ogrash's Bloody Scar tribe, and the Black Slasher, Severed Fist, Seven Eye, and Black Bone tribes.

ORC REGIONAL DISTINCTIONS

Orcs of the Fallen Lands have cavalry —20% of all encountered orc bands will be mounted on ugly, black, ostrich-like flightless birds (use ostrich statistics). Most mounted orcs have short bows and lances.

ПРИЛОЖЕНИЕ 15. ECOLOGY OF THE ORC

Orcs are a savage, violent and aggressive race of humanoids which take delight in plundering and killing innocent people. They once dominated Avistan in the Age of Darkness, where they appeared after they were expelled to the surface by the dwarves in their Quest for Sky. But thousands of years later their most prominent presence has been reduced to the harsh lands of the Holds of Belkzen, which lies wedged between Varisia and Ustalav.

PHYSIOLOGICAL OBSERVATIONS

A typical male orc stands about 7 feet tall and weigh around 300 to 400 pounds, with females being slightly smaller and lighter. An orc is born with a deep green skin colour which becomes more greyish as they age. The skin of an orc becomes entirely grey near the end of its lifespan, though few orcs live to witness that happen. Except for their skin, orcs are most recognizable by their short, pointed ears and the lower jaw tusks, which they sometimes use in combat. Orcs are all nearly bald, except for some sparse filthy black hairs on the back of their head. Orcs are known for being extremely ferocious: able to keep on fighting after receiving fatal wounds before succumbing to them.

The true origin of the orc has been debated by many scholars, with some claiming them to be corrupted elves and others going as far as claiming they evolved from the goblinoid races. Whatever their origin, it is a fact that orcs surfaced after being expelled from underground during the dwarves' Quest for Sky. These orcs differed a lot from the orcs as we know today, being shorter (only up to 6 feet) with more rounded ears and grey skin tones. This kind of orc can still be found in the most remote mountain ranges, where dwarves have not yet migrated.

Orc anatomy is similar to that of other humanoid races: an Orc has relatively thick bones to support their 7 feet height and possesses excessively large muscle groups. Another evident difference is their digestive track, which is relatively short due to an Orc's carnivorous diet. Given the grey skin of subterranean Orcs, scholars assume the green skin is an evolutionary development to act as camouflage.

SOCIAL OBSERVATIONS

Politics

Orcs group together in tribal communities for food, protection and numbers. These communities are ruled by a single individual, a chieftain which is often a warlord or shaman. A chieftain wields the highest power within a community, and dictates the laws of a tribe. In larger tribes, where the community is split into a main camp and several peripheral camps, the chieftain may anoint paramount chiefs to rule in his name. These chiefs collect and pay tribute to the chieftain in the form of food or plunder.

The sudden death of a chieftain (which is not at the hands of a challenger) and subsequent lack of an immediate successor almost inevitably throws a tribe into chaos and infighting, until a new leader arises and establishes dominance. The chiefdoms themselves are also relatively unstable forms of organization. Orc tribes are prone to periods of collapse and renewal, where tribes band together but eventually fragment through some form of social stress, after which they slowly band back together.

In some unique cases female orcs have been observed to rise to the position of chieftain. These females are more vicious and intimidating than their male counterpart, and they rule their tribe with an iron fist. Not surprisingly, they alleviate the females within a tribe of some of their tasks. A female chieftain also brings a considerable change in the looting behaviour: tribes become more systematic and selective in the towns they attack, maximizing their returns and minimizing their losses.

Religion

Orcs are merely interested in satisfying their own needs, which in itself is a reason why an orc would not worship a god. But they also dislike having a master, and they perceive the worship of a deity as subjugating themselves to it. Despite this, shamans frequently rise to power and enforce the worship of a god to exert control over the tribe.

The gods that shamans devote a tribe to directly influence the amount of control they have. Thus, they typically choose gods which portfolio suits an orc the best. Typically, this is either Asmodeus or Gorum. But tribes worshipping Norgorber, Rovagug or Zon-Kuthon are not unheard of. There have been some unique cases in which a shaman has successfully engaged a tribe in worship of himself. These forms of devotion rarely last long, as a shaman's rivals will disprove his divinity as the first possible opportunity.

WARRIORS

Orc raiding parties are, thankfully, uncoordinated, disorganized and opportunistic, striking only at targets weaker than themselves. It is due to this lack of the ability to effectively coordinate that orcs rarely develop a lasting nation. However, sometimes great leaders arise which are able to unite a number of tribes together and stand at the head of almost unbeatable orcish hordes, which will ravage across the land and plunder every town and village they'll come across.

On an individual level, however, orcs are still fearsome warriors who plunge themselves in combat with great strength and ferocity. We have been able to identify a number of types of warriors within the orcish ranks.

Orc warriors make up the brunt of many tribes across the Holds of Belkzen. These orcs charge into combat against the nearest foe they can find. They'll keep attacking with their falchions until either their enemy (or they themselves) are beaten, after which they seek out another target. Foes that resist will quickly find numerous orcs ganging up on him until he is worn down.

Orc berserkers, sometimes also called Orc barbarians, are the most fearsome sight in a battle. These brutes occasionally lead a charge, but more often seek out the strongest enemies on the battlefield to match their strength. They fight with great axes and can take an incredible amount of punishment.

Orc riders are an uncommon sight. These orcs were brave enough to tame a worg and ride it as a mount. Since these orcs lack in numbers, they often perform skirmishes on the flanks of an enemy, or after a battle pursue anyone trying to flee.

BEHAVIORIAL OBSERVATIONS

Male-female interaction

Males are, unsurprisingly, the dominant gender within a tribe. If they are not out raiding, or occasionally patrolling a camp's perimeter, they spend their time indulging themselves with food, torture [of slaves] and fighting rivals. Male orcs rarely take up professions as they disgust at even the thought of having to go through the effort to create something themselves, instead of taking it. However, in some cases a male might take up the craft of armour- or weaponsmith and become a valuable and protected asset of chieftains.

Females fulfil the role of the lesser gender within orc society, which is most likely attributed to having a much calmer and collected nature, compared to their male counterpart (this does not mean a disgruntled female orc wouldn't tear off an arm). Males delegate much of the day-to-day tasks to the females within a tribe. These activities include, but might not be limited to: cooking, cleaning, nursing and herding. Females also seem to be more likely to take up a profession, like leatherworking or seaming to create or repair both tents and clothing.

Reproduction & childhood

With love seeming to be an almost alien concept among males, orcs do not form lasting relationships. Males rather see females, and their offspring, as 'property'. Males thus create harems of females, the size of which is directly linked to their position within a tribe. Males do not partake in care for their own children, though they might occasionally teach their sons to fight. Children are instead raised by their mothers and learned how to survive within a tribe by assisting them in their day-to-day tasks.

Reaching adulthood is no small feat for orcs' children. After leaving infancy they almost immediately have to fend for themselves against older members of the tribe. Already in childhood do most males, encouraged by their fathers, start intimidating children of the same age or younger than them. When reaching adulthood, male children are initiated by leading the charge in a raid, in which the survivors of the vanguard are considered adults. Females don't receive an official rite, though they are deemed adults once they develop their secondary sex characteristics, at which point they are forced into a harem.

Inter-Species Observations

Orcs take little regard for members of their own species, and even less for members of others. They enjoy raiding neighbouring towns, and always enslave survivors of such endeavours. Male slaves are sold off for gold, weapons and armour. Female slaves have the less fortunate fate of becoming part of the 'daily entertainment' within a camp.

Negotiating with an orc is almost always entirely fruitless, for they will keep increasing their demands after an agreement is made or lose their temper during a negotiation and satisfy themselves with whatever the negotiator(s) have on hand.

The best way to have an orc cooperate is by being more dominant than the orc itself, often accomplished by intimidation. However, unless the orc is restrained or otherwise prohibited from engaging in combat, he will have to be literally beaten into submission. This is no small feat, as most orcs fight to the death rather than being taken, as this would make them the laughing stock of the tribe.

On a political level, cooperation with orcs is even more problematic. Eradicating a tribe is easier than keeping them as vassals, due to an orc's tendency to either rebel against or backstab their superiors. More often, nations that have to deal with orcs and who have been unable to do this by military means often placate them with gifts of food or treasure. History has shown that providing arms and weapons has always proved counterproductive, as these seem to, almost inevitably, often be used against the gifting nation itself.

DM's Toolkit

Orcs should instill terror into the hearts of (low-level) PC's, due to their immense strength and ferocity. They rarely negotiate, like to plunder and fight to the death. They are also very dangerous to kill due to their ferocity ability, which keeps them fighting longer than a normal creature. Orcs fit a small variety of roles like religious fanatics, slavers and aggressive nomadic humanoids endangering a local village.

From a BBEG's perspective, getting control of a tribe of orcs would grant him a powerful tool in his plans. This usually means controlling the ruling chieftain, which can be done through mind-controlling magic or by sheer force. Due to the rebellious nature of orcs, the BBEG should take care not to rely too much on them, though. Orcs are therefore useful as distractions, slave takers or merely expendable shock troops.

ПРИЛОЖЕНИЕ 16. ABOUT ORCS IN CULTURE

TEARS ON ORC

Imagine for a moment, a handful of adventurers facing down a horde of Orcs, the line of tightly packed twisted warriors roaring and gnashing their pointed teeth. The Orcs' mottled skin, oily hair, and a thick layer of grime and filth blackening the whole reeking company causing their ugliness to melt together into an anonymous evil black mass. The adventurers, heroes, hold up their glittering shields and ready their polished blades all the while smiling. Nothing gets the old heroic bloodlust frothing like a ravaging horde ripe for battle.

The physical appearance of the Orc originated with, of course, J.R.R. Tolkien. He described them in the Book of Lost Tales Part Two as fierce hard-hearted monsters.

"Their hearts were of granite and their bodies deformed; foul their faces which smiled not, but their laugh that of the clash of metal, and to nothing were they more fain than to aid in the basest of the purposes of Melko. The greatest hatred was between them and the Noldoli, who named them Glamhoth, or folk of dreadful hate." (5, Pgs.159-160)

In the Lord of the Rings, Tolkien describes the Orcs as, "a grim dark band, four score at least of large, swart, slant-eyed Orcs with great bows and short broad-bladed swords." (6, Pg.441) Elsewhere they are described as "swart" (6, Pg.317), and "black" (6, Pg.437) language, when applied to indigenous people, is common in dehumanizing Imperialist Rhetoric. Orcs' physical description ranges from large to short with long arms and crook-legs. Their general humanoid shape varies quite a bit but seems mostly tied to their home region (Isengarders, Orcs of Mordor, and Northerners). It also seems to be a physical representation of their twisted nature. Also, Orcs, more specifically the Uruk-hai, do refer to the Rohirrim as "Whiteskins" (6, pg.441).



Speaking of Orc skin being described as 'black' you may have heard that Tolkien used the descriptor "black" for their skin color based on the comparison to the visage of German troops, which he fought, in the trenches of World War I. This is highly unlikely as he "later insisted there was no parallel between the Goblins he had invented and the Germans he had fought, declaring 'I've never had those sorts of feelings about the Germans. I'm very anti that kind of thing.'" (7, Pgs.218-219). He pushed for respect for all soldiers: "The Germans have just as much a right to declare the Poles and Jews exterminable vermin, subhuman, as we have to select the Germans: in other words, no right, whatever they have done." (3, Pg.93) He was stating this in response to the notion in Britain at that time that the Germans should be wiped out.

Tolkien was extremely wary of such demonization of the enemy, particularly when connected to race, even though his own racialized rhetoric and descriptions in *The Lord of the Rings* can be problematic at times. The orcs of *The Lord of the Rings* most certainly do not represent German, Russian, or Japanese soldiers, and Tolkien makes clear in his wartime letters to his son Christopher that the orc, if it were to be viewed metaphorically as a violent, boorish, uncivilized person, would be well represented in every country in the world. Yet, in the fantasy writings for which he is most famous, the orc stands out among the various enemies—a category that includes "evil" men, as well as such traditional monsters as dragons, trolls, fell beasts (wolves, for instance), and god-like villains, Morgoth or Sauron—as a special case of demonization. - Tally, Robert T. Jr., *Demonizing the Enemy*, Literally: Tolkien, Orcs, and the sense of the World Wars. <https://www.mdpi.com/2076-0787/8/1/54/htm>

It seems when it comes to the Orc as WWI German soldier or Nazi allegorical counterpart, it simply does not ring true when citing authorial intention. However, Tolkien did model his Orc at least in part on a historical culture.

As with most creators, he borrowed from real-life to construct a believable fictional creature, at least in the context of his world. Unfortunately, it seems that personal prejudices, whether intentional or unconscious, seeped in, again, as with all creators. Tolkien did use real world people and cultures as a basis for some of his fantasy races and cultures. He modeled the dwarves at least partially on Jewish ethnicity. "I do think of the 'Dwarves' like Jews: at once native and alien in their habitations, speaking the languages of the country, but with an accent due to their own private tongue..." (3, Letter #176, Pg.229)

Similarly, he modeled the Orcs, detrimentally, after the facial features of a certain people of color. The intent may have been to call up the dread hordes of history such as the Hun and the Turks as they invaded Europe essentially using the Eastern Horde Trope. The intended effect was probably something similar to how Eastern cultures would view the crusaders, Portuguese, and the British. If my comparison here caused you a twinge, then you are starting to catch on to the true nature of Orcish roots. To explore further this aspect of Orcs in detail I would suggest James Mendez Hodes' *Orcs, Britons, and the Martial Race Myth*. The horde trope is a traditional historical caricature that is often used to denigrate a specific culture that is seen as a threat from without. However, using the stereotype of the Mongol horde to synthesize the Orc in this fashion is the definition of racism.

The Orcs are definitely stated to be corruptions of the 'human' form seen in Elves and Men. They are (or were) squat, broad, flat-nosed, sallow-skinned, with wide mouths and slant eyes: in fact degraded and repulsive versions of the (to Europeans) least lovely Mongol-types. (3, Letter #210, Pg.274)

Though Tolkien famously disliked allegory it does not mean that simply by modeling his Orcs after actual cultures from history for the desired effect that he believed would be engendered in them that he would not be creating a symbol that would carry more than he intended. Seemingly, his authorial intent was not intended to be racist in his understanding of racism but his prejudices, most likely due to his enculturation and time in history, were also encoded within the Orc.

"...I cordially dislike allegory in all its manifestations [...]" (6, Pg. xvii) Even if it was not his direct intention, Tolkien had laid down a racially charged foundation for Orcs. It was perhaps his intention that they carry the symbolic weight of a violent invading force; creatures twisted and conditioned to be soldiers from birth. Any shred of mercy still lurking in their beings squelched by propaganda that also affected their opponents. This symbolic power caused the overtly racist components to melt deep into the dark-skinned bodies of the Orc. However, to put forward the question "was Tolkien racist" here would be intellectually dishonest and a roadblock to our ultimate destination.

The Orcs now inhabited the fictional realm but already they had some baggage in the form of a racial stereotype. It would not be long before Tolkien's fantasy carried the concept of the Orc far and wide and other creators would take up the idea.

The clearest link between the RPG concept of the Orc and Tolkien's work is the ever-famous Appendix-N found in the *Advanced D&D Dungeon Masters Guide* by Gary Gygax (1979). Here (Pg.224), the creator of the first tabletop roleplaying game that would spawn and inspire many others wrote, "The following authors were of particular inspiration to me." In this list of influential authors is "Tolkien, J.R.R. *The HOBBIT*; *Ring Trilogy*". From here, Tolkien's Orcs were adapted for the roleplaying game becoming the iconic cookie-cutter bad guys required for heroes i.e. the Players to fight just as Tolkien needed them to fulfill the same role in his narrative. So, are Orcs evil by nature? Well, we are at the breadth of discussion to have approached Godwin's Law. It can be argued that Orcs serving the Dark Lords Morgoth and Sauron are the equivalent of the Third Reich of Middle-Earth, and thus irredeemably evil. This would equate the Orc soldiers as stormtroopers and any defense of them including that of them serving for fear of their own or their families' lives and they simply were just following orders become suspect and equivalent to the real-world horror of Nazism. However, this addresses the entirety of the forces they serve or are forced to serve, it does not mean you might find individuals opposed, sometimes violently, against all aspects of their superiors or fellow citizens. In real life, there were Germans who opposed the Nazis, fled from them, and fought them. Not to mention those forced to fight in the uniform of Nazis often with the threat of death against them and their families (see *Saving Private Ryan*). Essentially, you cannot ignore the individual in all of that mess, and no cultural or political body can be as homogenous in mind and political intent in real life or a simulacrum thereof as the Orcs are portrayed to be in fiction.

Orcs appear particularly disgusting because their coloration - brown or brownish green with a bluish sheen - highlights their pinkish snouts and ears.

— Gary Gygax, *AD&D Monster Manual 1978*
Orc Games



Adapting the Orc to a roleplaying game to serve the same purpose as in the Legendarium of course carried along the racial implications inherent from their creation as well. Possibly to assuage this but more likely to prevent player adoption as a playable race as opposed to a simple monster, the creators of Dungeons & Dragons at TSR emphasized the grotesque thereby dehumanizing the Orc. Further, through the identification of all Orcs in conjunction with a 'horde', they are depersonalized. Depriving the Orc of the qualities found in the allowed races reduces them to generic purely evil foes. An Orc that is a simple monster serves to relieve any player-responsibility in slaughtering them willy-nilly.

Orcs appear particularly disgusting because their coloration - brown or brownish green with a bluish sheen - highlights their pinkish snouts and ears. Their bristly hair is dark brown or black, sometimes with tan patches. Even their armor tends to be unattractive - dirty and often a bit rusty. Orcs favor unpleasant colors in general. Their garments are in tribal colors, as are shield devices or trim. Typical colors are blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. They live for 40 years. - Gygax, Gary. Advanced D&D Monster Manual, TSR Games, 1978. Pg.76

Another adaptation that was applied to the Orc to solidify their monstrous status was to invent Orcish gods, gods that could explain why the Orc is born evil and has a society that encourages violence and malevolent acts. However, these attempts to rectify the born evil problem and consolidate them as the offspring of an evil and violent god may have inadvertently called up the specter of Imperialism.

In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven deities drew the high mountains, the gnomish gods the rocky, sunlit hills, and the halfling gods picked the lot that gave them the the [sic] fields and meadows. Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it over the world. The shaft blotted the sun over a great part of the lands as he spoke: "No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows, and made them bare.

"There!" roared He-Who-Watches triumphantly, and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they will survive, and multiply, and grow stronger, and a day will come when they cover the world, and they shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

[...] Warfare between tribes is actually encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong. No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes. - Gygax, Gary. Unearthed Arcana, TSR Games. 1985. Pgs.118-119

This issue of the evil nature of Orcish gods not just alludes to but circles back towards the issue of Colonization, a sensitive point with people of color, as well as the attempt to patch up the evil-question by giving a divine excuse for the Orcs' culture of violence tacking on a reverse colonist mentality thereby preserving their enemy/monster aspect. This solution, as exhibited in the previous lengthy quotation, has a few parallels to the crimes of Colonization when native peoples were cheated out of their lands, characterized as primitive, and villainized at every possible turn. Especially true when they fought back or even when just trying to survive the Colonial order forcibly imposed upon them. Dehumanizing someone so you can kill them and take their stuff is Colonialism and it has been the role of the Orc in RPG's since the beginning.

Although this idea being exercised in a fantasy game may not be a problem when handled with some nuance and may enrich a game that strives to go deeper and maybe work out some real-world issues and scenarios with fantasy stand-ins, an aspect of fantasy like in most fictional genres, that has always existed. Essentially, attempts to justify the evil by nature argument that preserves the Orcs' status as fodder lead to the overtones of Imperialism and a sense of Colonial depredation against indigenes.

This situation does however raise some interesting and somewhat less controversial thematic issues such as civilization versus primitivism, bias versus the reality of the situation, and oppression versus freedom. There are also the practicalities of Game-Mastering: the culture of Orcs, the adding of Orcs to the GM's repertoire of NPCs. This creative canvas was now wide open concerning Orcs featured in roleplaying games simply by the addition of the Orcish Gods, that accented an existent Orcish culture and the details and even new cultures and offshoots were now fertile ground for Gamesmasters and other creatives.

Soon after this concept of the Orc was forged, others altered and adapted the idea of the Orc adding in details that have since stuck and mayhap served to paint-over the casual racism of their creation with green skin, larger than a human frame, and more pig-like facial features as opposed to human features. The latter drawn from Tolkien where he described some Orcs as having a porcine like sense of smell. Other additions of tusks or tusk-like bottom teeth and a massive underbite have become an ingrained feature in the popular image of the Orc. Their build, which seems to have been similar to both elves and humans at first if slightly shorter, changed increasing their size, weight, and musculature possibly to increase their threatening appearance later on.

The Orc has taken on a diverse range of appearances since most of which currently share certain features such as a green skin-color, yellow eyes, and fang or tusk-like teeth. Their appearance has drifted from the more human though racist caricature of Tolkien to an altogether different species of intelligent beings but human similarity has remained in the form of the Half-Orc adapted from, again, Tolkien.

Orcs were just monsters and required no thought when met in the game, they were to be killed and the players' characters gained rewards for doing so (XP/treasure). There was no other in-game purpose for them but the waters muddied with the introduction of the Half-Orc. Essentially, Half-Orcs in Tolkien came about when humans interbred with Orcs.



Orcs are fecund and create many cross-breeds, most of the offspring of such being typically Orcish. However, some one-tenth of orc-human mongrels are sufficiently non-orcish to pass for humans. [...] As it is assumed that player characters which are of half-orc race are within the superior 10%, they have certain advantages. - Gygax, Gary. *Advanced Dungeons & Dragons Players Handbook*, TSR Games, 1978. Pg.17

Disregarding how this is achieved, these implications another argument for another day, it solidified that Orcs and humans were close enough to breed successfully consistently. With this revelation, the Orc became a little more human. For the first time real questions about individuality could be asked by those playing a Half-Orc and then what of the Orcs? However, circa 1978 the Orc was still the enemy and Half-Orcs, even the minority of those that resembled humans more so than others, a creature of openly contemptible roots.

The controversy around the circumstances of the interbreeding of humans and Orcs and the birth of Half-Orcs have swirled for just as long as the old argument and has been included in contemporary issues of racial politics and Orcs. However, this somewhat exceeds the scope of this already lengthy piece. What matters is that Orcs and Humans can create children together. Thus, the humanization of Orcs had begun.

However, as creators far and wide adopted the Orc, the problems born of their roots did not go unnoticed even as their humanization through the idea of the half-orc proceeded. Certain creators tried different methods of adapting the Orc and certain works did noticeably alter them in significant ways. Certain works that have exacerbated the current debate in recent years have included media ranging from video games to movies not to mention other tabletop roleplaying games.

- Bright (2017) – This movie crudely uses Orcs as a stand-in for racial discrimination but fails in any viable commentary on racial & class politics miserably.

- Warcraft (2016) – In this movie based on the MMORPG video game series, Orcs are characters with a warrior culture that is not inherently evil though their leader definitely is.

- Warhammer 40k – Here, the Ork are very reminiscent of the typical TSR-adapted Orc but are actually genetically engineered and programmed super-soldiers.

This list also includes the so-called Revisionist Orcs with their enemy status based in culture, practices, and mindset rather than being inherently a part of their being (though they may think so) still allows for individuality, it does not paint them all with the same brush as their previous treatments did. Portrayal matters. An example of a variation on the Orc idea is the Warhammer Ork, they are not only engineered alien soldiers but reproduce either through amoeba-like division or through spores released at death. This eliminates the roots and the concept of the Half-Orc along with the disturbing implications carried with that.

Along the way, some creators have attempted to change the appearance of orcs to distance the idea from the implications of Tolkien's original. However, this is putting window dressing around the real issue for those who object to the stereotypical use of Orcs because of what they represent. Orcs as most monsters and indeed anything within the context of RPG's are symbols that may carry symbolic meaning within a game and thus simply changing appearance does nothing to assuage that meaning to those who see it or more likely feel it due to their personal experiences.

The main purpose of this hashtag was to ridicule #BlackLivesMatter used by #WhiteLivesMatter bigots.

#OrclivesMatter

The assumption is, of course, meant to be “no they do not”. Somewhere around 2014, the hashtag OrclivesMatter was born, probably emergent from the cesspit of 4-Chan meme-craft. It plays as a joke on the debate around Orcs purely as Monsters (born inherently evil) and as a fantasy RPG Race. However, regardless of its original intent, it is used in a few different ways by different people of varying political stances for various reasons as of late but at its root, it weaponizes the nastier meta-aspects of the Orc, the inherently racist ones.

The main purpose of this hashtag was to ridicule #BlackLivesMatter used by #WhiteLivesMatter bigots. The second group to make wide use of this hashtag is the “Orcs are just cannon fodder” group who frankly despise not using this fantasy race as monsters to carve their way through. Often they use it as a jab to “bleeding hearts” who dare to mention that you can think of Orcs in any other fashion – so it becomes a form of light trolling, which is not too constructive an occupation either. These two groups are not mutually exclusive or necessarily a packaged deal either. They are uncomfortably close ideologically on this issue though.

The last group that uses it is composed of those who genuinely want to have Orcs occupy a deeper facet in their fantasy worlds as opposed to as fodder. Essentially, this is an un-ironic and literal use of the hashtag. Not to say that just a monster and more than just a villain are exclusive ideas, Orcs as a race can be individuals and some of those can truly be monstrous. Unfortunately, this last group is much more a rarity.

This hashtag matters because the latent aspects of the Orcs, their rotten roots, were weaponized for a specific purpose. It is an attack against the expansion of the hobby into a wider demographic and used by racists to denigrate and dehumanize their political opponents thus contaminating the gaming sphere with their shit. It creates an exclusivity that locks out newer gamers especially those of color, giving those conservative forces of gaming ammo to exclude by passive-aggressive means simply by introducing Orcs as player fodder.

Now practically, if your group is less sensitive or less inclined to read into imaginative symbols and contextual meaning then this may be less of an issue for your table. However, those of you who decry the entrance of politics into the fantasy worlds of roleplaying games, well the hashtag OrclivesMatter and OrcPosting as rightwing dog whistles has beaten you to the punch and directly connects with the parallelism of people of color and Orcs in fantasy just as that hashtag is a direct swipe at BlackLivesMatter.

However, it is not fundamentally racist to use Orcs in a tabletop roleplaying game. It depends on how they are employed in the game. Orcs as a race of evil is problematic on a basic philosophical level or as faceless invading monsters to be slaughtered without mercy; Tolkien had stated that this line of thinking is wrong although his narrative seemed to demand that of the Orc in the first place.

The creators of the hashtag and others like it were taking advantage of the symbolic value of the Orc felt by those sensitive to it. Allowing certain people to accurately aim and take a shot at political opponents and people of color like a silencer on a gun. This leaving onlookers who do not know the meanings behind the symbol or sensitive to those meanings clueless as to the why the kerfuffle hence, the term dog-whistle. This hashtag used Orcs as stand-ins for illegal immigrants circa 2017. With all the baggage the Orc carries, I should not have to spell out the intended effect.

The Symbolism of Fantasy Worlds



Previously, there has been mention of Orcs as carrying symbolic weight and they do. A symbol is an image that carries a meaning that is unrestricted from the image itself though a certain element or aspects of the visual skin of that symbol will encode meaning. This meaning may generally be the same among those visualizing it and felt more than intellectually sensed for the most part. This emotional aspect is perceived differently between individuals though the general meaning or an aspect of it is still shared.

Symbols are important to fantasy worlds as they can make the readers, players feel a specific way about the symbol itself, or about characters that interact with it or how they interact with it. A symbol is a very powerful device in the arsenal of the Gamesmaster. Orcs, as they exist in roleplaying games, are the same.

As a rough symbol and on the surface, Orcs exist as a reflection of the worst of human nature – as corruptions of elves and humans. There is a yin-yang dimension as Elves are meant to reflect the best of humanity, especially when juxtaposed with Orcs. However, racial encoding is still present from their very inception. This conglomeration of values is a valid allegorical reading of the Orc as a symbol. When the descriptive language follows this line of thinking, the Orcs racist roots begin to submerge though not wither. This raises the issue of using them as fodder especially with those that are sensitive to the core of the Orc as a symbol.

The game world of any tabletop roleplaying game and all of its contents exist within the imaginations of the participants. In this context, everything that the Gamesmaster describes or exists within the game is essentially a symbol. The value of such a symbol is not only dependent on any underlying values or qualities it may inherently carry but also depends on how Player Characters interact with it during play. It is also how and what the Players feel about the game-object and its treatment/handling/reaction to by any of the participants based on this. In the theater of the imagination that is a roleplaying game, creatures, places, objects, etcetera are imagined and thus exist solely as abstractions based on an image and thus may carry other meanings creating a symbol. This includes imaginary fantasy races.

Now, the term race itself as used even in this article is suspect as it is based on the idea there is an arbitrary classification of intelligent beings that determines to some extent their basic behavior and levels of cognitive function as well as certain physical predilections. As a device, Fantasy Race is widely used in fantasy and some consider it the Original Sin of Fantasy. As a consequence of fantasy races being able to serve as messy or ad hoc symbols they can also express the attitudes of those participating and running games towards other human beings especially when the races in question express certain aspects of human behavior.

As everything in the game world is imagined and must be communicated to be interacted with, language and the words used in the description of such are of utmost importance. Language matters in description, narration, and context too matters especially when directed at Orcs due to the attached mesh of qualities that are their core makeup. Using language that can be construed as Imperialist Rhetoric is invoking the racist aspects of the Orc especially when they are described as "dark-skinned" and "savage". Essentially the language used to communicate the idea of the Orc to players and GMs alike matters and what can determine if the use of Orcs in a game is racist or not sometimes more so than their actual roles in the narrative.

How the Gamesmaster portrays the Orc, indeed any symbol or embodiment thereof, within the game during play can encode and/or determine what underlying aspects of the Orc will become prominent. If Orcs are portrayed as and interacted with as fodder then their human qualities are disposed of and the group is treading a line to observers. If somewhere during the progression of the game, someone treats an Orc with some humanity then the group begins moving away from that same line. Of course, if the group continues to interact with Orcs afterward as just monsters to kill mindlessly, a line has been crossed.

Here, the discussion of the symbol turns to its appearance, its skin. These are details that clothe the deeper symbolic meaning. The skin can include any mode of physical description that gives the symbol a physical presence in the game world. As this description is often given by and sometimes written by the Gamesmaster this descriptive skin can cause a negative interaction with the Orcish core. Writers trip all of the time into the same pitfall. Indeed, as previously discussed Tolkien fell into it himself. This is because sometimes when borrowing from real-life and historical cultures these purloined details become coding and handled really badly can become racial coding.

This occurs when the identifying features of an ethnicity or race are pasted onto a fictional fantasy race serving not to make the fantasy more realistic but to associate the fictional beings with actual human beings and their culture thereby making the fictional race a stand-in. Note this can also occur with the use of language especially when building an imaginary scene within the minds of the players during play depends on the accumulation of detail.

As an example, Orcs are often coded as Mongols or Native Americans, which draws parallels and comparisons to the real world cultures and the Orc. It's best not to do this. As mentioned prior, it is a common technique for Gamesmasters and Game-Writers to borrow details wholesale from real-life cultures and graft them onto fantasy races but in the context of Orcs, this practice is simply not a good strategy. Better things to do are diversify their culture, personify them, come up with a unique culture and cultural artifacts such as in the Peter Jackson Lord of the Rings movies or borrow details from more original fiction.

Symbols can carry multiple meanings and may vary from person-to-person based on personal experience and individual knowledge especially their emotional reaction to a given symbol. It is what the symbol has come to mean to them due to their personal life experience. Considering this, sensitivity to how someone else would read the Orcs' symbolic qualities juxtaposed with its political and racist aspects is of high importance, especially when writing adventures and planning RPG campaigns. Ideally, if you want people to join your group, play in your game, sit at your table, you should be sensitive to their sincere concerns (Suggested Video: The Most Important Point About Orcs). The worst thing to do is publicly wave away such concerns with a lazy dismissal.

Dismissing any of the furors around the idea of the Orc is very common and typically takes 4 different forms, all of which are utterly off base[.]

Dismissals

Dismissing any of the furors around the idea of the Orc is very common and typically takes 4 different forms, all of which are utterly off base, the first being a reliance on false information.



There are plenty of misconceptions about Tolkien floating around the internet although he is a pretty well-documented author. Despite that, there is still a fair amount of misinformation swirling around him. Likewise, there is misinformation swirling around the Orc ever since its adoption in roleplaying games, recently it only gets worse. One false claim that occurs ad nauseam is Orcs modeled after WWI German troops, which has already proven to be false elsewhere in this article. Another is the Martial Race fallacy (see also: The Myth of Martial Races) that like the Evil Race Trope is dismissed easily with the same argument, the reason being both ideas are fundamentally problematic.

The next argument used as a dismissal is the Diegetic Argument. This is the notion that Orcs as a purely evil monster race works for the game or makes sense within the fictional world. This is especially so when addressing the racism inherent in Tolkien's original design. This is the Therman Argument as put forth by Dan Olsen. The Therman Argument is an argument that seeks to dismiss criticism and analysis of a fictional work on the basis the thing(s) being criticized have in-universe justification ignoring the fact that in a fictional universe the thing is there because a writer put it there. In fact, the entire fictional universe exists because someone created it. Now, even if the race is evil as a point of authorial intent then the prejudices of the author do play a part. Even if something is justified in the game world, it still was placed there by someone whose personal biases and attitudes determine at least in part, that thing's existence and injects some of its substance into the resulting symbol. This brings us to the argument that Orcs are pure fiction.

The 'Orcs aren't real so none of this matters' dismissal is on its face disingenuous. If fiction did not matter then movies, novels, and tabletop roleplaying games would not be so ubiquitous and emotionally engage fandoms on the level that they do.

This dismissal also disregards the players around the table. As the use and misuse of orcs due to certain elements of their construction and directions in their evolution as an RPG race can hurt those sensitive to these symbolic aspects then the sheer fact that they can carry an emotional impact is proof that the fantasy does indeed matter. If orcs are monster-fodder and there are no objections from around your table, then there is no problem but dismissing the impact of Orcs and the ignoring of their symbolic weight experienced by certain individuals is foolish. A very real-world example being, racist caricatures are fiction i.e. not real but they still inflict very real harm.

Speaking of racism, this specific argument also has a more insidious second clause on occasion. This is that since Orcs are unreal so you seeing them as stand-ins for people of color make you racist because you are inserting race-politics where they do not exist. This is an attempt to reverse the flow of the conversation and deflect it onto the one making the case for the racial/political potency of the Orc. It is a schoolyard "No, you're racist!" troll and utterly stupid. Elsewhere in this article, the case has already been made for the racially charged roots of the Orc.

This brings us to the last argument for dismissal, the Biological Argument. The Biological Argument is that the Orc is biologically inclined to be a predator. This is the very opposite of the "Orcs Aren't Real" argument and falls short of the previously discussed Diegesis angle. This is often used as a dismissal against the accusations leveled at Tolkien's design. However, they ring false as he was not in any way concerned with any such "hard" aspects that are common to later fantasy fiction that applies scientific or logical (like) ideas to shape the fantasy world in a believable way or towards some point.

This argument can include the discrimination between obligate carnivore predators and prey, which is reasonable (this is where some animal racial allegorical stories fail). If the prey is an intelligent species then a natural animosity will be evident. Prejudice and social discrimination built right in. Questions of the effects of nurturing on the natural drives of intelligent beings can be explored under this premise. This does have some real potential but Orcs of this type do not have a direct lineage back to Tolkien other than the name and a general appearance that has come from a fictive evolution. They are offshoots that are more recent and closely related to the "Revisionist Orcs". As a point in defense of Tolkien, this argument is useless.

Although using Orcs themselves in your game is not inherently racist even in a villainous context there can be an unseen line within the idea of all Orcs are evil.

SUMMARY

From Inception, Orcs have been painted as evil and compared to people of color – So are Orcs racist? The answer to this question depends on how they are described, what words are used to describe them, and in context to their role in the game. How are they being portrayed? If described using the modern "monstrous" appearance with no race coding then no. On the other hand, poor or inflammatory word choice in the descriptions of Orcs can absolutely be racist. Using the common colonial signifiers in Orc descriptors such as 'savage', 'alien', 'bestial', 'primitive', and 'dark-skinned' among others creates a dehumanizing and racist vibe. Although using Orcs themselves in your game is not inherently racist even in a villainous context there can be an unseen line within the idea of all Orcs are evil.

In context to the evil race aspect, it is possible if the evil is contained within a god, violence and militarism can be cultural, and Orcs being viewed as an evil race rather than that being the ultimate truth of the situation is fine. However, in each of these instances, there will be socio-political structures enforcing the 'evil' status quo and thus reactionaries and organizations not to mention individuals that are opposed to them for the reasons of politics, philosophy, or morality will arise within the Orcish societal body. And right there with just humanizing Orcish systems world-building begins and roleplaying opportunities abound.

Similarly, the monochrome view of the world as black and white and thus the potential for an entire race of beings to be born entirely evil with no redemptive qualities is problematic in and of itself. The Orc has continued to carry symbolic meaning and power from their creation into an expanding and diversifying hobby that is reliant on the exchange and understanding of symbols bringing the emotional perception of those symbols especially the Orc to the forefront of certain political controversies.

The concept of the Orc has at its core certain symbolic meanings inherited from their inception that traditional gaming modes are unable to separate from that fantasy race thus making them politically and publicly divisive.

Conclusion

In conclusion, Orcs or all members from any fantasy race cannot be inherently evil although their culture/religion/necessity/situations may dictate otherwise. The Manichean worldview in this context is false. The rehabilitation of Orcs from restrictive RPG tradition allows the GM more flexibility and potential when using Orcs in their games. Orcs as a symbol for people of color is a valid reaction. This is especially the case when the reactionary elements of geekdom and other outside elements use the Orc as a divisive symbol that alienates those interested in the hobby not mention setting up a divide and deliberately fracturing the community.



The concept of the Orc has at its core certain symbolic meanings inherited from their inception that traditional gaming modes are unable to separate from that fantasy race thus making them politically and publicly divisive. However, in the right context, the more controversial aspects of the Orc are mitigated but they are ever-present.

Afterword or Acknowledging Orcishness

This article is not meant as an excoriation of those who choose to continue to use Orcs as the nameless "bad guy" hordes in their games. Do what you and those around your table are comfortable with and consent to. Just be mindful that the Orc is simply not just the "bad guy" or can be simply written off as "born evil". They are not purely victim or a "noble race", another fallacy by the way. Neither is it purely racist to include them in your game as the opposing force. Just be mindful of the subtleties and symbolic meanings that they carry. There is a lot of nuance contained within the grotesque humanoid framework of the Orc. They are much more complex than simplistic monsters or even just another fantasy race.

This article also does not intend to tell gamers not to use Orcs in their games but acknowledges that Orcs can be just as deep and interesting as any other fantasy race even when taking on the role of villains in the traditional mold. Orcs could appear filthy and scum-loving to their enemies due to their not bathing while on the warpath. They might have a unique single-mindedness (probably cultural) that they will not do much else but try to meet their goal and so an Orc military unit will seem relentless and inevitably acquire grit from travel and battle. This might play into more straightforward war tactics probably seen as simply brutal by their enemies and their acquired filth and intense focus would definitely play as a primary component of Orc strategy on the battlefield. For example, intimidation would be a viable tactic when facing down an enemy force as skirmishers or a shield wall.

We can follow this line of thought and acquire a ritual found in the bible concerning the Hebrew armies. Post-battle, the soldiers returning to camp would stay outside of the camp for 7 days while participating in a cleansing ritual (Numbers 31: 19-21) which would serve to psychologically prepare them for reduced stress and possibly to keep them from communicating a foreign disease into the camp. As Orc warriors coming home from battle would realistically be filthy and probably during their headlong travels would not be averse to swimming through cesspools to get to an enemy, their society would find a need to institute such a ritual to protect itself.

All of this would be lost if the Orc is just a monster and not utilized as a fantasy race it would also give reasons for their appearance as wholly evil monsters very akin to actual history. The precedent in history being the Mongols and how their enemies and victims viewed them, the same cloth from which they were originally cut. However, this time using a different pattern and taking into account a wider picture. Attitudes towards the Mongols were shaped not just by the brutalization of war but also their tactics on the field, the now classic, ride-by bow fusillade followed by feint-retreat then immediately followed another fusillade or a straight on charge when the enemy ranks weakened. Orcs, likewise, could develop devastating tactics fitted to their strengths.

Orcs could be raiders and conquerors and be viewed as a singular entity under a singly named and famous warlord giving credence to their image as a faceless horde. They could have tactics viewed as unfair, brutal, or simply dishonorable by the conquered and especially the threatened. Orc society as a conquering force would not be viewed favorably by outsiders or the conquered especially if they also engage in raids for supplies and/or profit. To be fair, conquest and raids historically have been brutal and viewed by the victims and their descendants as devastatingly evil events (Imperialism/Colonialism).

Viewing the Orc as such even though it retains a patina of the traditional role as monster allows for Orc player characters, which can add a lot of drama between characters in more role-play oriented situations and humanizing when certain rituals and habits are observed by companions (essentially "not all orcs" but without the cynical political divisiveness). This also goes for individuals judged by the reputations of their people in areas where they would be a minority where they sometimes have to take up criminal occupations like highwaymen or even assassins to survive.

An Orc treated with the same nuance and depth of a traditional fantasy race can add a great deal to the game while putting more kit into the Gamesmaster's bag.

Endnotes

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WHY DO ORC LIVES MATTER?

A bibliophile and attempted scholar, I have written and published several roleplaying books and designed the Dice & Glory system.

A group of slayers stands before a vast landscape of death; the bodies of men, women, and children lay bloodied as far as the eye can see. The green skin of the dead contrasting to their blackening red wounds and bright red running streams of blood. Above this gruesome tableau, black smoke from the flaming hovels, smoldering fields, and burning corpses swirls mingling turning the pale sky black. One of the armored killers pipes up in response to a questioning companion.

"Some Orcs might even be good people, I don't know."

Answered by a shrug followed by an address to the Game-Master, "How much XP were they worth?", while another says, "I loot the bodies!"



This exchange has been and probably continues to be a common one across most roleplaying groups' tables. This concept of simply treating Orcs, the entire fantasy race, as simple monsters that are inherently evil and no better than fodder for XP (experience point) hungry players is a very one-dimensional approach. An approach that is fraught with some legitimate controversy. This controversy, more heated than ever in recent months, originates from a long-running argument amongst the roleplaying caucuses. I intend to tackle this debate and address the arguments involved. However, the mere existence of the humble Orc is in itself an immensely complex matter. The intricate source of this controversy starts with the Old Argument, which is "Are Orcs just monsters or like other fantasy races". Then it gets dicey when individuals concentrate that argument into memes and hashtags, which in today's political climate become divisive not just at the table but in real-world political interactions.

Put all of this against a backdrop of a rapidly expanding and as a result diversifying hobby, which has been since its inception composed of a tight-knit community of individuals from very similar backgrounds (but not necessarily exclusionary mind you) and things can get ugly. Essentially, the concept of the Orc has at its heart, certain symbolic meanings inherited from the very inception of the idea of the modern Orc that traditional gaming modes are unable to successfully separate from them thus making them politically and publicly divisive. First, before we tackle the difficult stuff let us clear up some of the jargon used in this article.

A fantasy race is a representative symbol of an aspect or archetype of human nature whether that aspect is a positive or negative one traditionally all wrapped up in an imagined biologically distinct species of humanoid.

Three Key Terms & Preliminary Arguments

In our discussion on Orcs, three key terms will continue to appear. These terms are Fantasy Race(s), the Manichean World View, and Inherent Evil. These terms are especially useful when discussing fantasy in general as these three ideas are also often at the core of the Ur cannon of fantasy. These ideas are at the heart of fictional works such as *Phantastes* by George MacDonald (1858), *The Well at World's End* by William Morris (1896), and *The Worm Ouroboros* by E.R. Eddison (1922). As well as the works of Lord Dunsany, and of course the works of C.S. Lewis and J.R.R. Tolkien namely *The Narnia* series of books and *The Lord of the Rings* respectively. All of the previously mentioned works use a little bit of each of these three ideas. However, the most obvious and probably important for this article is that what originated, largely, with Tolkien, the Fantasy Race.

A fantasy race is a representative symbol of an aspect or archetype of human nature whether that aspect is a positive or negative one traditionally all wrapped up in an imagined biologically distinct species of humanoid. Additionally, fantasy races are not only humanoid, resembling human beings, but also possess human sentience. Essentially, a fantasy race embodies a certain aspect of or idea about human nature projected onto a human-like avatar that has features distinguishing it from humankind and thus placing some psychological distance between the fantasy world and real life. Often Fantasy Races referred to as Player Races are an additional dimension of a Player Character. The latter being an in-game avatar of a participant in the game, aka a Player.

In most tabletop roleplaying games, a fantasy race possesses certain bonuses and penalties to justify their selection as a race a player would want to build their character on. The other aspect of fantasy races, which can be problematic, is the focus on racial abilities and bonuses given to all members of that race which includes penalties, for Orcs the penalties are typically in appearance and intelligence. Often fantasy roleplaying games couple this concept of fantasy race with the idea of a world either caught in the throes of or created from the struggle between two dominant forces, good and evil.

This black and white portrayal of a world is the Manichean World View. Manichaeism is a theology with a dualistic cosmology where good, a spiritual world of light dominated by a good power (God), and evil, a material world of darkness dominated by an evil power (the Devil), struggle eternally. The world, humanity, and even the soul are a result of this constant battle.¹

In this type of worldview, the world is simply black and white with perhaps a thin line of grey where they overlap to prevent absurdities like evil rocks although lands and even inanimate objects can be tainted. The Manichean cosmos in many fantasy worlds embodies good and evil as raw energy coursing through the universe and all beings. In these types of fantasy worlds, good and evil are often a pair of palpable, tangible, forces or energies that can be accessed and often manifest physically and psychically. However, the struggle between good and evil although often portrayed as a physical fight between hero and villain/monster, the conceptual core of the Manichean Universe is individual choice.

If both forces exist and are at constant odds within every individual being then what would distinguish an evil person as opposed to a good one would be their choices coinciding with one force or the other. These choices would inevitably cultivate one or the other force within them skewing the whole being towards either light or darkness based on individual choices. This means we have varying levels of evil and good when it comes to living beings. Regardless, we still have individuals making individual choices. However, conceivably with the idea in any fantasy world where evil and good are a palpable easily provable phenomena like energy then the idea can make the concept of being born evil a reality in that fantasy world thus eliminating individual choice from the equation.

In other words, the concept of a world where only good and evil exist inevitably leads to the concept of good and evil races. In these types of fictional worlds, most individuals of any race may fall under the neutral banner but can choose on an individual basis to be either good or evil. However, there are those races where all members are either good or evil.

This brings us to Inherent Evil, the idea that some beings and indeed entire races are naturally evil. That is, they are born irredeemably evil sometimes evil even being their very life force. Even when ignoring theosophical (Original Sin) and philosophical (namely Thomas Hobbes & Jacques Rousseau) aspects, instantiating the idea of the actual presence of the dual forces in a fantasy world allowing for unquestionably inherent evil there are still questions to be asked.



If a fantasy race that has human sentience is inherently evil they would still have a choice even if all of their choices are evil they would still be on a degree of evil. Even so, an evil race presupposes an evil society and thus culture. A societal structure fosters individuals and allows a race to survive as a collective in a hostile world. Therefore, even evil races must make decisions and have in their nature a potential for societal good, or otherwise, they would not survive as a race for long. Therefore, an inherently evil race would still harbor the seed of good and therefore each individual in that society would still have room to make decisions between good and evil. Nature would trump good and evil when it comes to survival strategies. It is not a stretch to presuppose that evil races that resemble humans would gravitate towards similar social survival tactics.

Alignment systems, as found in early roleplaying games, tried to account for this by using an extra feature added on top of the Manichean model, two additional conflicting forces, order (law), and chaos (lawlessness). Therefore, evil races may naturally arrange themselves into orderly societies despite their inherent evil because of the orderly forces of the universe and thus are dubbed Lawful Evil. However, in a universe with good and evil coursing energetically through all things, a Lawful Evil creature would have to make decisions or adhere to laws/rules that are either good or are simply not evil and if they are meant to and do maintain the public good then technically they are in line with the force of good. This range of executed choice would distance them from the extreme value of evil at the far end of the scale.

So, even in this modified universe of alignments (good, evil, chaos, order) a purely evil society simply does not exist even if the public good only maintains the evil society so that it can wreak evil on others. Eventually, individuals in that society will make more and more decisions for the good of their society. Then if choices foster and reinforce either good or evil then within the individuals who make these choices even if born inherently evil, they cease to be purely evil. Now if these individuals also have evil for a life force then they could not survive in even a remotely realistic fantasy world. With the addition of order and chaos, these decisions are still not neutral even if made solely with the law in mind due to the intention of maintaining and protecting society i.e. preserving the social good.

Typically, in the context of a Manichean universe seeing an Orc on an adventure means seeing an enemy, a monster, however, even in their earliest RPG incarnation they are described as having an organized society with specialized roles and even as having lairs and villages of considerable size.

For every 30 orcs encountered there will be a leader and 3 assistants. [...] If 150 or more orcs are encountered there will be the following additional figures with the band: a subchief and 3-18 guards [...]. If the orcs are not in their lair there is a 20% chance they will be escorting a train of 1-6 carts and 10-60 slave bearers bringing supplies and loot to their chief or to a stronger orc tribe. The carts will hold goods worth from 10 to 1,000 gold pieces, and each slave will bear goods worth from 5 to 30 gold pieces. If such a train is indicated, double the number of leaders and assistants, add 10 normal orcs for each cart in the train, and a subchief with 5-30 guards will always be in charge.

Orc lairs are underground 75% of the time, in an above ground village 25% of the time. There will always be the following additional orcs when the encounter is in the creatures' lair: a chief and 5-30 bodyguards [...], females equal to 50% of the number of males, young equal to 100% of the number of moles. If the lair is underground, there is a 50% chance that there will be from 2-5 ogres living with the orcs. If the lair is above ground it will be a rude village of wooden huts protected by a ditch, rampart, and log palisade. The village will have from 1-4 watch towers and single gate. There will be 1 catapult and 1 ballista for each 100 male orcs [...]. - Gygax, Gary. Advanced D&D Monster Manual. TSR. 1978. Pg.76

If there are different positions in society including the artisans and labor required to construct even a "crude village" then the builders have the faculties for learning, ambition to reach the different social strata and professions, and be capable of negotiation with other settlements and tribes. This in itself raises an old question, the old question.

On occasion one player or another will evidence a strong desire to operate as a monster [.]

— Gary Gygax, AD&D Dungeon Masters Guide 1979

The Old Debate

The question – Are Orcs exclusively monsters or a fantasy race equal to the other "standard" races (i.e. dwarves, elves, humans, gnomes, and halflings) – has been asked consistently since the inception of the tabletop roleplaying game concept of the Orc.

Possibly this question arose due to the player opinion that playing an Orc, especially an Orc Barbarian, would be cool and maybe give them some advantages in the game over their fellows. What better way to get to play an Orc in a time when their status as monsters was the rule than to convince the group that they are indeed as all of the other "standard races" are. This question must have been somewhat common and not limited to the humble Orc in the early years of fantasy roleplaying as evidenced in the Advanced D&D Dungeon Masters Guide.

On occasion one player or another will evidence a strong desire to operate as a monster [.] This is done principally because the player sees the desired monster character as superior to his or her peers and likely to provide a dominant role for him or her in the campaign. A moment of reflection will bring them to the unalterable conclusion that the game is heavily weighted towards mankind. - Gygax, Gary. Advanced D&D Dungeon Masters Guide, TSR. 1979. Pg.21

This leads us to the Half-Orc, a racial class that results from the mixing of human and Orcish blood. It might be safe to say that the introduction of the Half-Orc was an attempt at squelching the argument early on. However, this mix of human and Orc raised even more questions about the nature of Orcs. The concept of Half-Orcs just lent credence to the argument that Orcs are indeed similar enough to the playable races, close enough to humans, to be a playable race themselves. If Orcs can have children with Humans, then how are they that different?

This brings us back around to the Manichean or born-evil argument, if they are similar enough to humans to produce offspring frequently enough to warrant a new racial category then they should also be similar enough to have a similar range of moral choice. This of course does not rule out a violent warrior dominated culture or individual villains. However, as mentioned before, the Old Debate continues with Half-Orcs pushing it towards the Orcs are a playable fantasy race i.e. people answer.



Orcs are fiercely tribal fighters, ready to tear apart whatever comes up against them with barbaric fury. In almost any sort of D&D encounter, they'll want to kill the majority of adventurers on sight, if for no other reason than that the latter might have supplies worth taking. Despite this, some of the prerequisites [to count as people][Mary Anne] Warren speaks of [in her Space Traveler thought experiment] are present in Orc culture.² Their main god, Grumsh, has a clear, if brutish, role in Orcish society. Orcs can also have the ability of Artifice: they are typically considered able to create practical if crude, armor, weapons, clothing, and other artifacts, which they design according to an easily identifiable cultural aesthetic. They usually have quite primitive shelters, normally residing in caves in earlier editions of the game. So these Orcs pass Warren's criteria for being people. Yet they are more than willing to kill and eat you, hopefully (for your sake) in that order. And you, as an adventurer, would surely be foolish to do anything else but respond to them more or less in kind. - Cogburn, Jon & Mark Silcox ed., *Dungeons & Dragons and Philosophy*. Carus Publishing Co., 2012 from *The Laboratory of the Dungeon* essay by Mark Silcox and Jonathon Cox. pg. 129.

The Old Debate splits the community into two opposing sides. Those that wish to keep the Orc as the monochrome monsters portrayed by Tolkien and alternately those that see them more like the rest of the fantasy races. This schism over the playability of the Orc has continued more or less for the existence of the hobby. Indeed, it continues across all of the caucuses of roleplaying, just pose the question at your next session, everyone probably has an opinion that falls to one side or the other. However, to understand fully the ramifications of this debate we must dig deep to the very roots of the Orc as a concept.

The term Orc has its roots in Old English and variations that seem to reflect an etymology such as the Italian *Orco* meaning "ogre" and *Orcneas* found in *Beowulf* meaning "monsters".

The Rotten Roots: The Origin of the Orc

The modern concept of the Orc grew from Tolkien's vision using the name of a mythic monster and the conversion to roleplaying as a foe for players to fight then ultimately to a full-blown fantasy race. It was a natural progression in the market place of ideas since it was inevitable that the spaces created by vague descriptions of culture in service of military value and then gods would become irresistible to writers and creators inside and outside of the hobby.

The term Orc has its roots in Old English and variations that seem to reflect an etymology such as the Italian *Orco* meaning "ogre" and *Orcneas* found in *Beowulf* meaning "monsters". However, the true author of the current core concept of the Orc is J.R.R. Tolkien.

"Orcs (the word is as far as I am concerned actually derived from Old English *orc* 'demon', but only because of its phonetic suitability) are nowhere clearly stated to be of any particular origin. But since they are servants of the Dark Power, and later of Sauron, neither of whom could, or would, produce living things, they must be 'corruptions'." (3, Letter #144, Pgs.177-178)

Here, by Tolkien's own words, we come to the literary "creation" of the Orc. If they were created as some sort of super-soldier or genetically compelled killing machines then maybe they can function as an irredeemably evil race simply because they cannot shake their nature, the purpose for which they had been created. This is also an argument on the side of the "monster" argument, the Orc is an engineered soldier and thus incapable to disobey both their genetic calling and societal conditioning. Inevitably, they will act on their base instincts and cause havoc and destruction even within a "good" culture, which may only mitigate their natural viciousness.

However, in a letter to Peter Hastings, the manager of a Catholic bookshop in Oxford, the Newman Bookshop, Tolkien discussed the ability of 'evil' to create life and the nature of such beings. Hastings started with an example of Treebeard stating that the Dark Lord had created the Trolls and Orcs. Hastings suggested that evil was incapable of creating anything, and argued that even if it could create, its creatures 'could not have a tendency to good, even a very small one'. Hastings continues with some examples as to how some of Tolkien's evil beings exhibit in some very small ways non-evil characteristics. "[O]ne of the Trolls in *The Hobbit*, William, does have a feeling of pity for Bilbo."

In response: "I think I agree about the 'creation by evil'. But you are more free with the word 'creation' than I am. Treebeard does not say that the Dark Lord 'created' Trolls and Orcs. He says he 'made' them in counterfeit of certain creatures pre-existing. There is, to me, a wide gulf between the two statements, so wide that Treebeard's statement could (in my world) have possibly been true. It is not true actually of the Orcs – who are fundamentally a race of 'rational incarnate' creatures, though horribly corrupted, if no more so than many Men to be met today." (3, Letter #153, Pg.190) Tolkien seems to be struggling with the nature of Orcs although he used them as basic fodder for his heroes in the stories where they appeared. Truly, all Games-Masters in tabletop RPGs are guilty of this (yes, me as well) whether the fodder is trolls, gnolls, goblins, kobolds, etc. but I digress. Considering Tolkien's previous statement, it is clear that the later Manichean construction of the Orc, a being of pure evil from birth to the grave, was not the creator's intention and the invention of the Orc is symbolically linked to human beings, at least in the exhibition of certain human traits.

In addition, even if Orcs are somehow a thoroughly irredeemably evil race, they are essentially human as in Tolkien's own words: "Elves and Men are evidently in biological terms one race, or they could not breed and produce fertile offspring – even as a rare event[.]" (3, Letter #153, Pg.189) However, the existence of Elrond Half-Elven and his brother Elros refutes that last part.

As men and elves are related and the Orcs are twisted versions of elves, it follows that Orcs are likewise related. "In the legend of the Elder Days it is suggested that the *Diabolus* subjugated and corrupted some of the earliest Elves[.]" (3, Letter #153, Pg.191)

Essentially, Orcs were conceived as a preexisting race, elves twisted and transformed by an evil force though their nature was 'corrupted' it was not necessarily completely evil either. "They would be Morgoth's greatest Sins, abuses of his highest privilege, and would be creatures begotten of Sin, and naturally bad. (I nearly wrote 'irredeemably bad'; but that would be going too far. Because by accepting or tolerating their making – necessary to their actual existence – even Orcs would become part of the World, which is God's and ultimately good.) But whether they could have 'souls' or 'spirits' seems a different question; and since in my myth at any rate I do not conceive of the making of souls or spirits...I have represented at least the Orcs as pre-existing real beings on whom the Dark Lord has exerted the fullness of his power in remodeling and corrupting them, not making them. That God would 'tolerate' that, seems no worse theology than the toleration of the calculated dehumanizing of Men by tyrants that goes on today." (3, Letter #153, Pg.195)

The actual origin of the Orc in the fictional universe of the *Legendarium* vacillates between several explanations. The majority share the two main points that Morgoth was responsible in some way for them and shaped them from preexisting beings. This does obscure their actual fictional origin quite a bit but the points that matter most are the previously mentioned two.



Of course, as Tolkien's world was a fantasy world then incarnate symbols abound. "Elves and Men are represented biologically akin in this 'history', because Elves are certain aspects of Men and their talents and desires, incarnated in my little world. They have certain freedoms and powers we should like to have, and the beauty and peril and sorrow of the possession of these things is exhibited in them..." (3, Letter #153, Pg.189)

To cap that little summary of the main creative force behind the conception of the Orc, even Tolkien had to admit the Orcs "being the fingers of the hand of Morgoth, they must be fought with the utmost severity, they must not be dealt with in their own terms of cruelty and treachery." However, "[c]aptives must not be tormented, not even to discover information for the defence of the homes of Elves and Men. If any Orcs surrendered and asked for mercy, they must be granted it, even at a cost. This was the teaching of the Wise, though in the horror of the War it was not always heeded." (4, Pg.419) Note that a footnote to the previous text in Morgoth's Ring does state that no Orc had treated Elves in a civilized manner and vice versa as the Dark Lord Morgoth had convinced the Orcs that the elves were crueler than themselves. Essentially, the Dark Lord waged a successful propaganda campaign against the Orcs and Elves then Men played into it by not being "wise" and offering mercy.

At their roots, however, the Orc is simply a vicious soldier used by a Lord of Darkness their flesh and mind twisted towards that purpose but they are not born evil so to speak. Outside of the influence of a Dark Power, they do have a choice. They are a part of the world as a whole and thus less-monster than they are a human-like race. This brings us to how the physical appearance of Orcs was synthesized and evolved.

<https://discover.hubpages.com/games-hobbies/Why-Do-Orc-Lives-Matter>

OLDSCHOOL ORCS AND HORRIBLE HORDES – SPRIGGAN'S DEN

When looking at fiction from the 80s, you often run into things that make you think "yeah, we probably wouldn't do it that way anymore". It's not even that the core ideas have to be actively offensive, but just that there are much better ways to handle the presentation. Sometimes just a bit of recontextualization or the adding of a few nuanced details can make a big difference in going from stereotype back to archetype. In my current attempt to set up a big lavish campaign using the 1987 Forgotten Realms Grey Box and the 1988 The Savage Frontier sourcebook that sticks true to the material with only expanding but not overwriting the texts, I've been coming across a number of things that I mentally highlighted as requiring a special touch to put them into a less dodgy looking light. Mostly it's stuff that really just needs to be seen in its full context to take the edge of the initial dubious perception, but there is one thing that requires some real heavy work to salvage.

The primitive sub-human hordes of savages that descend on the god-fearing civilized people to murder indiscriminately and burn and plunder because it is in their nature and they lack the mental capacity to stop being evil.

Yes, orcs are fantasy monster. They are not real and don't have any actual physical similarities with real human populations. But they are still just the same age old stereotype that has been used to demonize and vilify whatever foreigners or even local minorities a people is in conflict with or just happens to make a convenient scapegoat and victim for exploitation. What do we gain by adding a monster to our fantasy worlds for which this isn't a racist stereotype but actually the objective truth? What interesting and meaningful stories do we produce by having an endless supply of creatures that are just like people in every way, except that we are totally in the right to kill them by the hundreds with no questions having to be asked? Do we want to play out the things horrible racists thought should be done to other people based on their circumstances of birth?

No. There just is no way to twist and turn this to make it into something that is entertaining and fun, or at least rewarding or interesting to play. The primitive subhumans who are always to be killed on sight because their nature and limited intellect makes it impossible for them not to be evil is unsalvageable.

But in the world that is described in The Savage Frontier, the large populations of orcs and their numerous bands of raiders are a very prominent and integral component of the history, culture, and currently power relationships of the entire region. Simply removing the orcs in their entirety would be a deep cutting change to the whole setting that would already end the ambition to find out how much fun and depth can be gained from the old setting before it underwent several big retcons and dramatic style changes. The other quick and easy option is to simply make the orcs people like any other, with free will, a deep culture, and a multi-faceted society with many individual expressions. With good people and bad people, and a majority who just want to live their lives in peace like everyone else. Like we see for example in the later Elder Scrolls or WarCraft games. And this is exactly how I see the human Uthgardt barbarian tribes as something that can be handled without any cringe or allusions to old stereotypes and propaganda. But the orcs that are described in the material are very much distinguished as something else entirely. Giving them the same treatment would result in the two populations being kind of redundant, and I also feel like it wouldn't allow the orcs to play their intended role. This has been something I have been pondering a lot for the last two weeks. Eventually I just asked the good people of the Enworld forum if they had any thoughts on this, and after a few first reflexive protests of blasphemy for even considering the question, I was given a couple of really good pointers.



First of all, we of course have to ask what is actually established about orcs at this point in the history of both the game and the setting. In the 1st edition Monstrous Manual, orcs are Lawful Evil, not Chaotic Evil. I generally think alignment for individual player characters is really stupid, but for monsters it can be a useful guideline for what the creator had in mind regarding their overall society and general behavior. The next thing is that the Intelligence for orcs is given as "average (low)". This indicates a leaning towards slightly below average, but overall they generally as smart as humans, dwarves, and halflings. Already we see here that orcs are not presented as dumb brute barbarians. We also see that in the depictions of orcs from that period of D&D. Violent and evil, with armor that looks dark and shaggy, yes. But still an army that knows what it is doing. These are people who are aware of their actions, not purely controlled by animal instincts. The first thing I would do with orcs and their place in the setting is to present them as marauding armies who are feared for their organized raids, not just wild packs of roaring predators that hack down everything in their past. NPCs within the game world may still talk about them like that because of their racist prejudices, but in encounters with orcs the players should see them look and act more like lawful soldiers of an intelligent people.

Going through all the paragraphs mentioning orcs in both of the two sources I am working with, one thing that stood out is that the history of the orcs is deeply interwoven with the history of the dwarves. You can't really study one without studying the other. As the 1st edition sources say very explicitly in numerous places, the dwarves and the orcs have been in a war for extinction for thousands of years. And the dwarves know that they have lost. In this version of the Realms, there is only a single dwarven king in all of the north, holding the last major dwarven city. And it's not the last heroic stronghold where all dwarvenkind is rallying to turn the tide and return their people to glory. Most dwarves have accepted that it is over and that their only two remaining options are to settle as a minority in human populations or to seal the doors of their mountain holds and wait out the end of their civilization in dignity. With the big sanitization of the setting with the 2nd edition, the dwarves to take back two of their old cities and strive towards rebuilding their past glory, but the original version of the Realms had none of that. The sources mention quite frequently that the major orc settlements are inside old dwarven cities. The Citadel of Many Arrows right outside the gates of Silverymoon and Sundabar being the only one described, but with many more high up and deep below the mountains clearly implied. There even is a mention of competition over the same resources in their common homelands, but nothing more detailed is given about that.

One really good pointer someone gave me for thinking about the regular hordes of orc raiders descending into the lowlands like migratory locusts that consume the landscapes they are passing through. Coming out in large numbers from nowhere to feed and then seemingly disappearing again for several years. While that does have the old association of people with vermin, thinking about the food supply of the orc populations is a great starting point for giving them more depth. While there are large orc tribes in the High Forest and the Evermoors, the largest populations are in the Spine of the World, the Ice Mountains, and the Grey Peaks. All places with very limited food sources. And when considering fictional societies, it's always a good start to ask "What do they eat?"

The first source of food when thinking of orcs is of course hunting for meat. Living underground in the mountains while being snowed in means that the orcs will need a lot of food stored for the winter and will have a large demand for fresh food as soon as it is possible to come out and move around again. Both are good reasons to have huge hunting expeditions going considerable long distances to find enough prey to feed the many tens of thousands of people back home. This could be the main driving factor for large numbers of orc warriors descending from the mountains all at once on a regular basis. Not to wantonly destroy farms and murder everyone they come across, or to satisfy their endless craving for gold, but to collect and return home with food. A great alternative to hunting deer is of course to just steal some cows. Lots of meat that stays fresh until you reach home and that even has the dignity of walking on its own legs. And the Surbrin and Dessarin valley (and to a lesser extent the lower Delimbyr valley) are described as being big cattle raising areas. While agriculture isn't that big in these northern lands, the sparsely populated prairies are perfect for raising cattle. And as such, perfect for rustling cattle as well. And of along the way you come across poorly defended barns full of sacks with grain and flour, that's an opportunity no orc could pass on.

Thinking of the orcs in their mountains had me think of the Vikings from Norway and Iceland. An important factor in their raids was that their own agriculture was pretty awful and as a result their economy not much to speak of either. With little surplus of their own to trade, buying nice things from other peoples was not much of an option. If you want to bring some nice gold necklace or expensive fabrics for making clothes for the lady back home buy you have no money, just steal that shit from others! Or steal their money and use that to buy expensive stuff from merchants. I think that if we think of constantly raiding bands of orcs more like viking raiders who are in it for the plunder instead of a rabid horde out for blood and carnage, we have a much better basis to consider orcs as NPCs instead of hungry monsters. Of course, this makes little difference for the human farmers or dwarven soldiers who suffer an attack from a roving orc army. As mentioned above, there is nothing wrong with the image of mindless murder machines existing among the NPC population. It's just that as a GM who plays orcs when players interact with them, there should be more complexity given to them than that.

While players are unlikely to ever see them, the old conquered dwarven fortresses and vast cave systems in the mountains make for a good explanation for why we always only get to see lawful evil warriors. You can't just have a whole society only of warriors. But the orc raiders we get to see are not at all representative of orc society, no more than a viking longship tells us about life in a Norwegian village. All the things that are said about orcs in the source texts might be true. But those are statements about orc armies and raiding parties. They are not statements about orc society.

Can a whole species and society truly be evil and persists over many generations? That seems hard to believe. Can all marauding bandits be evil? Duh, of course they can. That kind of comes with the job description.



Finally, there is an idea that apparently originates from the writers of a 5th edition monster books. While individual orcs might be intelligent beings with the capacity to consider their actions and exercise free will, orc society as a whole is not free to choose its own way. More so than maybe any other people other than the drow, the orcs are a society that is directly under the hand of a single despotic god. Gruumsh is not just some distant creator of the orcs in times immemorial, he is the ruler and master of the whole orc species. Not in the way of direct supernatural control of the mind of every individual orc, but all orc tribes are part of a single universal hierarchy with Gruumsh at the top. Through his shamans, Gruumsh gives direct orders to all the orc kings and chiefs who in the end are obliged to execute his will and his plans for the people. And when the ultimate dictator at the top is a god, there is little room for resistance and no hope of revolution. In this context we can very well imagine that orcs are physically capable of choosing different ways to live, but it's the hand of their god that keeps them on their paths and that crushes even the thought that existence for the orcs could be different. This doesn't make the actions of any orc less evil, but it provides a basis for why we never see orc tribes choosing a different life. Orcs who consider different choices probably appear regularly, but in orc society under the rule of Gruumsh, these can be crushed effectively without their thoughts reaching other ears.

So, in closing, I do believe that the situation is not hopeless. The amount of additional work is quite significant, but I believe that it is indeed possible to have orcs in the Savage Frontier, in the role they were intended, in ways that are not wildly implausible and offensive to sensibilities, only by adding to the established material and without removing or rewriting any of it. Would I go through all this trouble to make an orc horde work in a new setting I create? Absolutely not. I really don't think it's worth it to have a great race of evil as a regular enemy if going with actual humans can create much more interesting and nuanced situations and conflicts. But my fascination with this old setting and my dream to really make it shine with all the great potential that was thrown out so early in its existence to be replaced with cozy mush makes it seem worthwhile for me to invest this sweat and blood into this effort.

<https://spriggans-den.com/2022/11/20/oldschool-orcs-and-horrible-hordes/>

