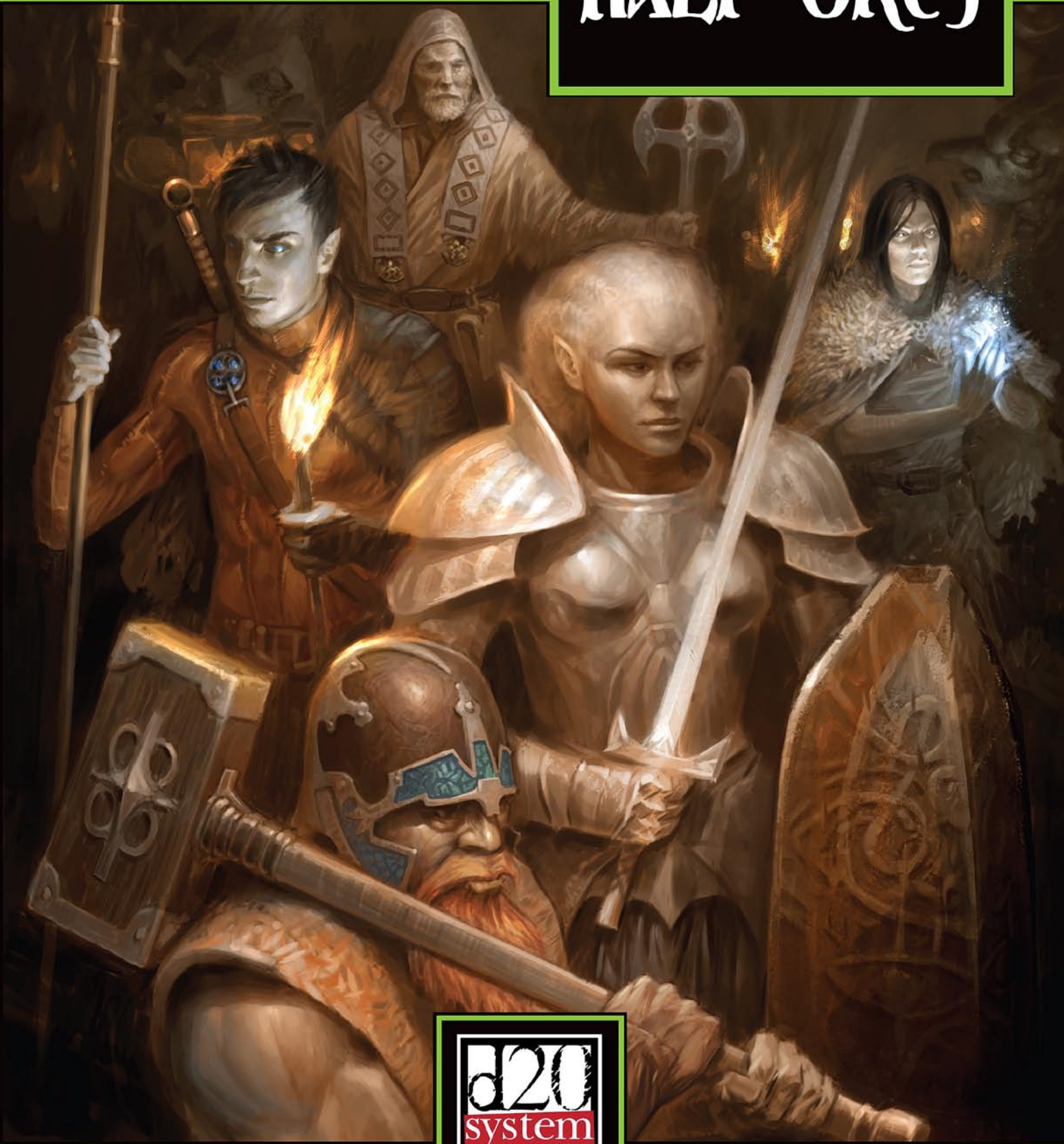


REQUIRES THE USE OF THE DUNGEONS & DRAGONS PLAYER'S  
HANDBOOK, PUBLISHED BY WIZARDS OF THE COAST, INC.  
THIS PRODUCT UTILIZES UPDATED MATERIAL FROM THE V.3.5 REVISION

## ADVANCED RACE CODEX

BY ROBERT J. SCHWALB

# HALF-ORCS



AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

# THE ADVANCED RACE CODEx

# HALF-ORCS



DESIGN: ROBERT J. SCHWABE

EDITING: SCOTT FITZGERALD GRAY

ART DIRECTION AND GRAPHIC DESIGN: HAL MANCOLD & MARC SCHMALZ

COVER ART: OZAN ART

INTERIOR ART: DAVID GRIFFITH, TOREN 'MACBIN' ATKINSON,  
JAMES RYMAN, DREW BAKER, BRIAN MARTIN

PROOFREADING: EVAN SASS   EXECUTIVE PRODUCER: CHRIS PRAMAS

GREEN RONIN STAFF: STEVE KENSON, NICOLE LINDROOS, HAL MANCOLD,  
CHRIS PRAMAS, EVAN SASS, MARC SCHMALZ, & ROBERT J. SCHWABE



*Advanced Race Codex: Half-Orcs* is © 2007 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. *Advanced Race Codex*, Green Ronin, Advanced Rulebooks, and their associated logos are trademarks of Green Ronin Publishing, LLC.

DUNGEONS & DRAGONS® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.



'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The following text is Open Gaming Content: All mechanics.

**Green Ronin Publishing**

P.O. Box 1723  
Renton, WA 98057-1723

Email: [custserv@greenronin.com](mailto:custserv@greenronin.com)  
Web Site: [www.greenronin.com](http://www.greenronin.com)

# TABLE OF CONTENTS

INTRODUCTION .....	C
--------------------	---

## Advanced Race Codex and the

<b>Advanced Rulebooks.....</b>	<b>C</b>
Using the Codex .....	C
Epic Prestige Classes.....	D
Actions.....	D
Swift Action .....	D
Immediate Action .....	D
About the Authors.....	D

<b>CHAPTER SIX: HALF-ORCS.....</b>	<b>2</b>
------------------------------------	----------

### Part I: Playing

<b>Half-Orc Characters.....</b>	<b>3</b>
Character Concepts .....	3
Back-Alley Kneecapper.....	3
Battlerager .....	3
The Exception .....	3
Noble Savage.....	3
Separatist.....	3
Half-Orcs and the Core Classes ..	3
Barbarian.....	3
Bard.....	4
Cleric.....	4
Druid.....	4
Fighter.....	4
Monk.....	4
Paladin.....	4
Psionic Classes.....	4
Ranger.....	4
Rogue .....	5
Sorcerer and Wizard.....	5

### Part II: Half-Orc Options .....

Orc.....	5
Orc Racial Traits .....	7
Gork (Goblin Men).....	7
Gork Racial Traits .....	9
Nergaz.....	9
Nergaz Racial Traits .....	10
Org .....	11
Org Racial Traits .....	12

### Part III: Supplemental Rules .....

New Feats .....	13
Backstabber [General].....	13
Bigger Hammer [General] .....	13
Combat Tutor [General] .....	13
Defensive Rage [General] .....	13
Distracting Shot [General].....	13
Doorcrusher [General] .....	13
Filth and Squalor.....	13
Focused Rage [General] .....	13
Ghost Rage [General] .....	13

Great Sunder [General] .....	14
Mighty Throw [General] .....	14
Orc Champion [General].....	15
Plague Rat [General] .....	15
Power Casting [General].....	15
Punishing Rage [General].....	15
Reckless Attack [General].....	15
Silverback [General].....	15
Spear Elite [General] .....	15
Spoilspout [General].....	15
Street Fighter [General] .....	16
Thick Skin [General].....	16
Traveler on the	
Great Wheel [General].....	16
Unholy Rage [General] .....	16
Unstoppable Rage [General]..	16
Whirlwind Rage [General] ....	16

### Part IV: Half-Orc

<b>Prestige Classes .....</b>	<b>16</b>
Cutthroat .....	16
The Epic Cutthroat .....	18
Juggernaut.....	18
Orc Sapper.....	20
The Epic Orc Sapper.....	21
Soul Gorgor .....	21

### Part V: Spells and Magic.....

New Spells .....	24
New Bard Spell .....	24
3rd-Level Bard Spell.....	24
New Cleric Spells.....	24
1st-Level Cleric Spells.....	24
2nd-Level Cleric Spells .....	24
4th-Level Cleric Spells .....	24
5th-Level Cleric Spells .....	24
7th-Level Cleric Spell.....	24
9th-Level Cleric Spells .....	24
New Druid Spells.....	24
4th-Level Druid Spells .....	24
8th-Level Druid Spell.....	24
New Sorcerer/Wizard Spells..	24
1st-Level Sorcerer/Wizard	
Spell .....	24
2nd-Level Sorcerer/Wizard	
Spells .....	24
3rd-Level Sorcerer/Wizard	
Spell .....	25
4th-Level Sorcerer/Wizard	
Spells .....	25
5th-Level Sorcerer/Wizard	
Spells .....	25

6th-Level Sorcerer/Wizard	
Spell .....	25
7th-Level Sorcerer/Wizard	
Spell .....	25
8th-Level Sorcerer/Wizard	
Spell .....	25
New Spell Descriptions .....	25
Arrow Storm .....	25
Befoul Spring .....	25
Bestow Greater Curse .....	25
Bestow Malediction.....	26
Conjure Vilisemen.....	26
Destroy Loins.....	26
Ease Labor .....	27
Endure Sunlight.....	27
Folk Learning.....	27
Force Ram .....	27
Inside Out .....	27
Jinx .....	27
Kismet .....	28
Liquefy .....	28
Mass Curse.....	28
Miscast Spells.....	28
Pain Circuit .....	29
Pounce .....	29
Rain of Maggots.....	30
Soul of Hate .....	30
Spleen.....	30
Stinking Bolt .....	30
Stomach Bloom.....	30
Transmute Elf to Orc .....	31
Uncontrollable Rage.....	31

### Part VI: Half-Orc Equipment.....

Weapons .....	31
Arbalest .....	31
Orc Battering Axe .....	32
Orc Footbow .....	32
Orc Hooked Net .....	32
Strap Crossbow .....	32
Special Items and Substances.....	33
Arrow, Smoke.....	33
Bolt, Doorbreaker.....	33
Combat Drugs.....	33
Magebane.....	33
Painkillers.....	33
Tar Pot.....	33
Scars.....	33
Scar of Faith .....	34
Scar of the Mage-Killer.....	34
Scar of Mighty Hewing.....	34
Scar of Rage .....	34
Scar of the Woods .....	34

# INTRODUCTION

## Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex* PDFs come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

## ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

## USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

## EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

## ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

### SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless

of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

### IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

## ABOUT THE AUTHOR

**Robert J. Schwalb** is Green Ronin's own Dr. Evil, d20 developer, and line developer for **Warhammer Fantasy Roleplay**. He's written and developed the award-winning *Black Company Campaign Setting* and designed and developed the **Thieves' World** line of game products for the d20 system. In addition, he's also designed or contributed to the *Warhammer Fantasy Roleplaying Game*, the *Book of Fiends*, the *Cavalier's Handbook*, *Aasimar & Tiefling: A Guidebook to the Planetouched*, AEG's *World's Largest Dungeon*, Necromancer Games' *Trouble at Durbenford*, Fantasy Flight Games' ENnie Award-winning *Horizon: Grimm*, Wizards of the Coast's *Tome of Magic: Pact, Shadow, and True Name Magic*, and has written for a number of other companies including Goodman Games, Paradigm Concepts, and Paizo Publishing. Robert lives in Tennessee with his wife Stacey and their pride of cats.

This Page Intentionally Left Blank  
(to maintain page flow)



# HALF-ORCS

Of all the character races presented in the *PHB*, half-orcs are perhaps the most challenging to roleplay, primarily because of his background. Few self-respecting humans would couple by choice with one of the most despicable and destructive of humanoid races, so a half-orc's origins will generally follow one of three paths, none of them pleasant. Some are the products of a mad wizard's experimentation, coupling orcs and humans to create a race of brutish warriors more powerful than either of the lines of their forebears. Some are the product of perverse human curiosity or lust. Some are the product of rape, all too common in the frontier lands where barbarian human tribes are subject to the attacks of orc hordes.

In any event, one can easily imagine the half-orc as a child. Raised among orcs, he'd be likely viewed as a lesser species, a weak and mewling runt. Years of abuse in this environment would inculcate a deep hatred for the orc race—or a deep inner desire to be more like them. In either case, such individuals rarely retain their humanity, embracing the orc savagery that makes barbarian the half-orc's favored class.

Alternatively, a half-orc child raised in a human society is a constant reminder of the everyday harshness of life in a fantasy world. There is little to match the fear of the commoner when orc standards are spotted on the horizon, with raiders spilling into frontier villages to steal, butcher, and defile. If allowed to survive, a half-orc suffers constant abuse from his peers in such a world. Friendless, unloved, and always an outsider, this character grows up detached and distant from all those around him. When older, such a character's introspective personality

and his lesser reasoning skills mark him. Though possessing greater strength than many of his fellows, the half-orc is slower to learn and less likely to befriend others. He has a savage streak, and is prone to bouts of violence and rage.

Certainly, some characters might learn from the hardships they've suffered and attempt to break from it, just as it's possible that a half-orc might be born to an honest relationship between a reformed orc and a broadminded human. Such characters are rare, though, and with the challenges that a typical half-orc faces in his adaptation to either human or orc society, he will likely never escape the inner turmoil of his memories or the inclination to view others with suspicion and hatred.

Like all other chapters in this book, much of the material is designed specifically for half-orcs, though you could easily adapt mechanics found here for use with other races. By using the rules presented here, your half-orc characters will never be the same.

Half-orcs as presented in the *PHB* have the following racial traits:

- **+2 Strength, –2 Intelligence, –2 Charisma.** A half-orc's starting Intelligence score is always at least 3. If this adjustment would lower the character's score to 1 or 2, his score is nevertheless 3.
- **Medium:** As Medium creatures, half-orcs have no special bonuses or penalties due to their size.

- Half-orc base land speed is 30 feet.
- Darkvision: Half-orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-orcs can function just fine with no light at all.
- Orc Blood: For all effects related to race, a half-orc is considered an orc.
- Automatic Languages: Common and Orc. Bonus Languages: Draconic, Giant, Gnoll, Goblin, and Abyssal.
- Favored Class: Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing.

# PART I: PLAYING HALF-ORC CHARACTERS

When creating a half-orc character, one should always consider the influence that racial tendencies and a likely history of abuse, intolerance, and hatred have had on his development (whether for good or bad). At the same time, though, one can work within the established half-orc framework but still have room to create a character different from the norm.

## CHARACTER CONCEPTS

Though the ideas behind the following archetypes are straightforward, each provides a significant amount of latitude—playing to the expectations that others might have about your half-orc character, but at the same time giving you the opportunity to make the character your own.

### BACK-ALLEY KNEECAPPER

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

### BATTLERAGER

This character believes that one is never so alive as when screaming bloody vengeance to the skies or chopping up his enemies like firewood. A battlerager has learned to tap into the deep well of hatred that is his orc heritage, and everything else in life pales in comparison to the pure joy of combat. Half-orcs are the ultimate barbarians, but even nonbarbarian characters can work into this archetype. Half-orcs of the NPC warrior class especially rely on great strength and blood lust to defeat their enemies, since they lack the specialized training of a fighter.

### THE EXCEPTION

Kind and polite, with manners and a flair for language, some characters stand out as the exact opposite of the

stereotypical half-orc. Exceptions work twice as hard as everyone else, since they have to overcome the negative image of an entire race. They do not show up often, but players will typically recognize and sympathize with such characters when they do make an appearance.

### NOBLE SAVAGE

This character's mind is simple, untouched by “civilized” ideas like bigotry, jealousy, and betrayal. His strong code of personal honor makes him a valuable ally and a deadly enemy. A noble savage character might even resemble a kind of barbaric knight, carrying the banner of his tribe without the religious baggage that weighs so heavily on a paladin.

### SEPARATIST

Having seen his people abused and oppressed by the evil and good races alike, a separatist advocates a complete withdrawal from the civilized world. Half-orcs should have their own homeland where they can live unbothered by the imperialist humans, the supremacist elves and dwarves, and the barbaric orc hordes. Such characters have no patience for the ignorant belief that half-orcs are evil—a mere label applied by the oppressor to those who fight back.

## HALF-ORCS AND THE CORE CLASSES

Although typically seen only as front-line melee fighters, half-orcs fit well into many other roles. However, unlike the other core races in this book, half-orcs can be somewhat more difficult to envision in that wider range of roles because their choices are so often limited by their racial penalties and alignment tendencies. The following section provides an entry point into choosing a class for a half-orc character or NPC, along with “option” comments offering roleplaying and world-building tips.

### BARBARIAN

With their great strength and social affinity for this class, barbarian is a natural choice for a half-orc. Able to dish out maximum punishment and benefiting nicely from the class's broad range of abilities, the half-orc barbarian's only real downside is its predictability.

## PLAYER'S OPTION

Expand your tactical options with the Defensive Rage or Focused Rage feats, or play to your strengths with Unholy Rage or Unstoppable Rage. See **Part III: Supplemental Rules** on page @@ for new feat descriptions.

## BARD

With their racial penalty to Charisma and terrible reputation among the civilized races, half-orcs make poor entertainers and even worse bards. Although a few levels of bard would no doubt benefit any character, rogue levels nearly always serve the purpose better. However, the very fact that half-orcs are ill-suited to the role makes the occasional bard that does crop up (with bagpipes, kettle drums, or the tiniest ukulele) that much more interesting and fun to play.

## CLERIC

Although less common than adepts or witches, clerics are found in virtually all the larger orc warbands, and many half-orcs take up that path. Half-orcs don't make bad clerics, but their penalty to Charisma limits their ability to turn or rebuke undead and their penalty to Intelligence makes them unlikely fonts of knowledge.

## DRUID

Most half-orcs just don't like the natural world very much, preferring the simple joys of a grass fire to the complex beauty of a forest. Likewise, subterranean druids don't appear often in orc society, since most orcs hate their exile from the surface world and would never actively seek to preserve their underground environment.

Half-orcs raised among the orc tribes might have never even seen a druid, but when human-raised half-orc druids do appear, they are usually firmly on the side of nature, often working to organize the denizens of the wilderness against the encroachment of civilized settlements.

## FIGHTER

Although some half-orcs lack the dedication and patience the fighter class demands, half-orc fighters are both common and devastatingly effective. Their lower-than-average Intelligence means that half-orcs rarely take up the more cerebral tactics of the Combat Expertise feat path.

## PLAYER'S OPTION

Don't mess around—take Power Attack and Cleave as early as possible, then concentrate on feats that maximize damage against your target. Weapon Focus and Weapon Specialization are key.

## MONK

Alignment restriction aside, this is one of the best choices for the half-orc character. Half-orcs do not have racial

penalties to Strength, Dexterity, or Wisdom (the key abilities for monks), and their high Strength allows them hand out big helpings of unarmed damage. While it's hard to imagine a monastic order of half-orcs endlessly channeling ki as they strive for enlightenment, some might seek to establish a decidedly martial order among their own kind as a reaction to their outcast status.

## GM'S OPTION

Consider relaxing the alignment restrictions for half-orc monks to any nonchaotic alignment (instead of any lawful alignment) to encourage this choice.

## PALADIN

The half-orc penalty to Charisma and the amoral tendencies that many carry from their orc forebears combine to make half-orc paladins rare. The very few who are encountered might be protectors of either half-orc or human society (see the **Exception** and **Noble Savage** archetypes on page @@), often tending to compensate for the evil nature of their orc kin by serving with honor and distinction.

## GM'S OPTION

Because of the rarity of half-orc paladins, consider giving these characters free access to unusual mounts (such as tigers and rhinos) as recognition of their special, one-of-a-kind status. Note that if you use Green Ronin's *Avatar's Handbook*, half-orc avatars might make interesting and unusual characters if their limited Charisma can be overcome.

## PSIONIC CLASSES

If playing a half-orc spellcaster seems too much of a stretch, you might consider one of the psionic classes as an alternative. Half-orc psions and wilders aren't typically impressive, constrained by their penalties to Intelligence and Charisma. However, half-orcs make potentially devastating psychic warriors and soulknives, with their high Strength scores giving them the ability to literally tear foes apart with their minds.

## RANGER

Rangers can fill a very different role in half-orc society than they do for humans and elves. Half-orc rangers are often less a line of defense against monsters than they are tribal avengers—dedicated warriors who hunt down the race's many enemies. A good number of NPC half-orc rangers take humanoids as their favored enemies, generally beginning with elves and dwarves.

## GM'S OPTION

Half-orc rangers are such experienced enemies of the civilized races that you might consider allowing them to choose character classes, rather than races, as favored enemies. A half-orc ranger with wizards as his favored enemy would be a dedicated mage killer, while

a half-orc with favored enemy (rogues) would be a countersurveillance expert, dedicated to tracking down and slaying enemy spies.

## ROGUE

Most half-orc rogues fall under the back-alley kneecapper archetype (see page @@), and do much to worsen the other races' opinion of orcs and their kin. Many half-orc rogues take a level or two of fighter or ranger to enhance their combat abilities, and although they are not as stealthy as elves or the smaller races, the edge that their great strength lends to a sneak attack more than makes up for it.

## PLAYER'S OPTION

Feats like Distracting Shot and Street Fighter expand on your natural talents for mayhem. See **Part III: Supplemental Rules** on page @@ for new feat descriptions.

## SORCERER AND WIZARD

With their racial penalties to Intelligence and Charisma, half-orcs most often lack the smarts and personality to make effective arcane spellcasters. A single level of sorcerer, however, gives a half-orc of even average Charisma the ability to cast *expeditious retreat* or *true strike* three times per day, making this an interesting choice for a multiclass barbarian or fighter.

# PART II: HALF-ORC OPTIONS

Aside from alternate racial abilities, there are other options available for reworking the fundamental nature of the half-orc. In keeping with their short life spans, orcs are naturally fecund, and have developed the ability to interbreed with a dizzying number of other humanoid and monstrous races. Green Ronin's *Advanced Player's Manual* offers a number of options for building new races using a point buy system, and could be an invaluable resource for building half-dwarf/half-orcs or other combinations. This section presents the full-blooded orc as a player-character race, along with several new standalone half-orc races to use alongside (or in place of) human-blooded half-orcs.

## ORC

Orcs are a race of fierce humanoids found across the wild places of the world. They are violent, quick-tempered, and belligerent, and hold an ancient hatred for the races of elves and dwarves. Although orcs are disorganized and prone to infighting, warbands under a strong leader can cut bloody inroads into the boundaries where civilization and wilderness meet.

## PERSONALITY

An old dwarf adage states that orcs are every bit as ugly and foul-tempered as wild boars, but only half as smart. Very little has been written on the subject of orcs that does not dwell on their short temper, greed, and seemingly endless capacity for cruelty. Their stupidity is likewise legendary, and well documented by bards, wags, and first-hand reports. One orc chieftain with the unlikely name of Gragnig Picknose was tricked into fatally investigating his own bellybutton with a dagger when a rogue he'd encountered convinced him that it contained gold. Sadly, many of these stories are not exaggerated. Orcs are among the most unpleasant, antisocial, destructive, thickheaded, and vile creatures that ever lived, and their culture shows signs of actually becoming less civilized over time.

Among the orcs' most monstrous features is a tendency toward rape, which male orcs practice with gusto and abandon whenever the opportunity presents itself. This horrid custom has led to the proliferation of half-orcs in every land where orcs lair, and adds to the orcs' fearsome reputation.

## PLAYING ORCS

The first step in playing an orc character is to ask the GM. Orcs have a +0 level adjustment, meaning they are about as powerful as any core race, but your GM has final say in determining if pureblood orcs are available as PCs in the campaign. Assuming that orcs are allowed as a PC race, you must also be ready to answer a number of questions. If raised by orcs, why is your character now living among civilized races? If raised by another race, how did he handle the almost-inevitable persecution as he grew up? What is the character's attitude toward the orc race, and the common perception of orcs as evil? How does he deal with the discrimination he encounters in civilized regions? Does he have a human or an orc name, or both? What do other orcs think about him and the choices he has made?

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



## PHYSICAL DESCRIPTION

Orcs stand between 5 and 7 feet in height, but a tendency to stoop makes them appear shorter, on average, than humans. Both males and females are powerfully built, with stout bones wrapped in thick knots of muscle. Orc hair ranges from filthy gray to black. The hair of males lightens as they age, eventually reaching the dirty white of a mature “silverback”. Their grayish-green skin is thick and waxy, and scars to a creamy white that lends a ghastly appearance to old warriors. Orcs age almost twice as fast as humans do, reaching sexual maturity at age 8 and rarely living past the age of 50.

The orc face has been described as alternately porcine and skull-like, but its prognathous jaws and gaping nostrils are unique. Coupled with their animal-like ears and streaming red eyes, these creatures are unmistakable even at a distance.

## RELATIONS

Orcs get along best with goblins, ogres, and other creatures they can easily dominate or enslave. Among the civilized races, they sometimes cooperate with evil humans and duergar, but have nothing but scorn for societies of good and law, and for the small races. Orc culture is deeply rooted in hatred for the elves, who they believe forced them underground in ages past. Long centuries in competition with dwarves have also given them reason to hate and resent this proud race. Unless badly outnumbered, orcs attack elves (including half-elves) and dwarves on sight, and if given the choice, will attack these blood-enemies to the exclusion of all others.

## ALIGNMENT

Orcs are usually chaotic and evil. Rare orc adventurers are as likely to be good or neutral as evil, but most orcs find it hard to shake their innate drive toward chaos.

## ORC LANDS

Orc holdings are rarely legitimate, and usually in a state of flux. They make their homes in the caverns and rifts of wretched mountains, sometimes deep underground, but more often near the surface where neither dwarves nor elves can easily attack them. When warbands grow large enough, they spill down into neighboring settlements to raid, murder, pillage, and rape. Under the leadership of a silverback male, these bands can take on the proportions of a large town or small city, rolling across the countryside leaving little but burning ruin in their wake. These orc “kingdoms” are short-lived, though, for the race’s skill for battle does not extend itself to statecraft, and their conquests inevitably collapse under a struggle for power between rival warlords.

Orcs in human lands are seldom seen except at the head of a marauding force. The few who make their homes within the boundaries of human society often serve as slavers, gaolers, assassins, and thugs. Orc mercenaries have a deserved reputation for ferocity, but their loyalty seldom lasts beyond their first taste of blood and gold.

## ORC AGE HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Orc	13 years	+1d4	+1d4	+2d4	25 years	35 years	50 years	+2d8 years

	Base Height	Height Modifier	Base Weight	Weight Modifier
Orc, male	5 ft. 2 in.	+2d12	170 lb.	× (2d6) lb.
Orc, female	4 ft. 9 in.	+2d12	130 lb.	× (2d6) lb.

### RELIGION

The chief deity of the orcs is He-Who-Watches, the master of the orc pantheon and father of the race. His faith teaches that everything the orcs once had was stolen by the elves and dwarves, and orc clerics urge their brethren on to ever-greater acts of violence and revenge.

### LANGUAGE

Orcs speak the rough and unflattering Orc tongue, which has no alphabet of its own. Orc culture and history is passed along in an oral tradition that is remarkable for its bloody single-mindedness and its consistency across diverse tribes. The written form of Orc is seldom seen outside of scrolls and runes, but uses the runic alphabet of Dwarven.

### NAMES

An orc's name is given to him by his father, in consultation with the tribe's spiritual leader. Names have little significance in orc society, and the names of even great heroes are seldom remembered more than a generation or two. An orc's name is a functional handle, no more important than his boots or the color of his shirt, and far less important than the number and quality of his battle scars, children, and loot.

*Male Names:* Carg, Durg, Gaz, Grak, Kurtz, Nazdrug, and Vigup.

*Female Names:* Chigs, Firke, Korsk, Kroik, Muln, Pims, and Ziggs.

*Tribe Names:* Blood Eye, Death Moon, Crack Bone, Rot Hand, and Black Axe.

### ADVENTURERS

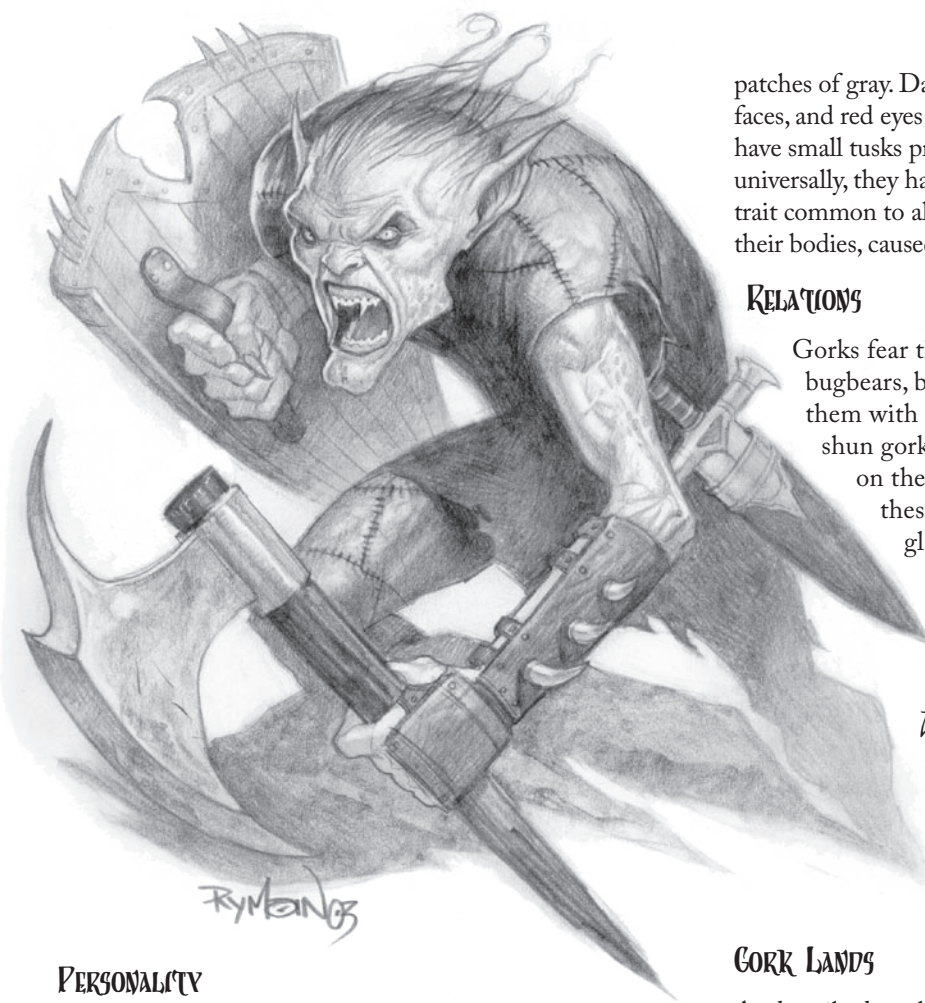
Orc adventurers are rare, and are usually motivated to leave their tribe by an ethical conflict (such as a tendency toward good or neutrality), the desire to further their education in arcane or scholarly matters, or the need to escape a rival. Many orc adventurers are simply exiles, driven out after losing a leadership battle.

### ORC RACIAL TRAITS

- +4 Strength, −2 Intelligence, −2 Wisdom, −2 Charisma: Orcs are strong but stupid and unobservant, and lack even the most basic social skills.
- Medium: As Medium creatures, orcs have no special bonuses or penalties due to their size.
- Orc base land speed is 30 feet.
- Darkvision: Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and orcs can function just fine with no light at all.
- Light Sensitivity: Orcs take a −1 penalty on attack rolls when in bright sunlight or within the radius of a *daylight* spell.
- Automatic Languages: Common, Orc. Bonus Languages: Dwarven, Giant, Gnomish, Goblin, and Undercommon. Orcs take a dim view of the complexities of civilized speech, but they often learn the languages of their allies.
- Favored Class: Barbarian. A multiclass orc's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing.

### GORK (GOBLIN MEN)

The cunning goblin men, or gorks as they are commonly called, almost always appear when orcs and goblins occupy the same or neighboring territory. Orcs, never choosy about with whom they mate, sate their lusts on the smaller and weaker goblins. From these couplings are born the twisted gorks, foul creatures with the worst traits of both parents. Tolerated less well than goblins and half-orcs, gorks rarely survive for long in orc communities, as orcs quickly recognize these pathetic beings as the treacherous fiends they are. As soon as they are able, most gorks leave their tribes, intent on spreading their own brand of wickedness.



patches of gray. Dark oily hair frames their brutish, pinched faces, and red eyes stare out from beneath bushy brows. Many have small tusks protruding from their maws, but almost universally, they have stunted and rotting teeth. One unusual trait common to all gorks is the thin sheen of slime coating their bodies, caused by a tendency to profusely sweat.

## RELATIONS

Gorks fear the larger goblinoids like hobgoblins and bugbears, but dominate their goblin kin, killing them with pleasure. Conversely, the goblinoid races shun gorks, seeing them as abominations. Orcs, on the other hand, have fun at the expense of these creatures, often using them as slaves, gladiators, or sexual playthings. Most gorks flee the violence of their birthplace to struggle in the slums of nearby human cities or in the wilderness, in a self-imposed pathetic exile.

## ALIGNMENT

Gorks value one thing above all else: themselves. Conniving self-preservation is forefront in their minds, and almost all gorks (including player characters) tend to neutral evil.

## PERSONALITY

Gorks are cruel and evil, their goblin parent's penchant for treachery combined with their orc parent's savagery to make them wicked through and through. They are unrepentant schemers, killers, and thieves, using their greater strength and reflexes to dominate their peers. Self-conscious of their heritage, they see themselves as freaks and outcasts, developing a boastful nature which more often than not gets them into trouble. Having little to love about their wretched lives, they exploit other races easily, and descend into cannibalism with relish.

## PHYSICAL DESCRIPTION

Shorter and thinner than a full-grown orc but taller and bulkier than a goblin, gorks have pale warty green skin, blotched with

## GORK LANDS

As described, gorks can be found in any lands where orcs and goblins reside. They have no lands of their own, being byproducts of the proximity of these two peoples. Sometimes gorks lurk in the sewers of human cities or as slaves in hobgoblin tribes.

## RELIGION

A view of themselves as cursed creatures pushes most gorks away from the gods. Instead, they worship powerful allies, whether potent orc chieftains or goblin wizards. Those who do revere the gods embrace the Exarchs of Gehenna, deities in the orc pantheon. Those rare gorks who respect (or even acknowledge) their goblin ancestry sometimes worship the goblin pantheon.

## GORK AGE HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Gork	13 years	+1d4	+1d4	+2d4	25 years	35 years	50 years	+2d8 years
	Base Height		Height Modifier		Base Weight		Weight Modifier	
Gork, male	4 ft. 7 in.		+2d8 in.		100 lb.		× (2d4) lb.	
Gork, female	4 ft. 5 in.		+2d8 in.		80 lb.		× (2d4) lb.	

## LANGUAGE

Gorks speak Goblin and Orc as their primary languages, though their speech is typically halting and timid. Some learn Common to survive among human outcasts, while others, especially those who consort with fiends, learn the tongues of demons and devils.

## NAMES

Gorks are never named at birth. Rather, they are given epithets such as Thing, Freak, Mutant, Excrement, or worse in the languages of goblins and orcs. Those that survive retain the nicknames of their youth, but some also select names mirroring the values life has taught them, such as Bold, Murder, Flight, and Pity.

## ADVENTURERS

Despised by their own peoples, many gorks turn to adventuring to escape the hell of their lives. Amassing wealth, killing their own kind, and acquiring power are all things that gorks love and pursue. They never embark on quests for noble causes, seeing those things as examples of softness and weakness—traits abhorred by orcs and goblins alike.

## GORK RACIAL TRAITS

- +2 Strength, +2 Dexterity, -2 Intelligence, -2 Wisdom, -2 Charisma: Despite their feeble appearance, gorks are surprisingly quick and strong. However, their low self-esteem, sluggish wits, primal wickedness, and dull personalities make them unpleasant company.
- Medium: As Medium creatures, gorks have no special bonuses or penalties due to their size.
- Gork base land speed is 30 feet.
- Darkvision: Gorks can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gorks can function just fine with no light at all.
- Orc Blood. For all effects related to race, a gork is considered an orc.
- Goblin Blood. For all effects related to race, a gork is considered a goblin.
- +2 bonus on Move Silently and Ride checks. Gorks inherit something of their ancestors' ability to creep about, and their natural talents for riding worgs.
- Alignment: Gorks must be of any evil alignment to begin with, though they may change alignment as normal during their careers.
- Automatic Languages: Goblin, Orc. Bonus Languages: Common, Abyssal or Infernal, Draconic, Elven, Giant, Gnomish, Orc.
- Favored Class: Rogue. A multiclass gork's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

## NERGAZ

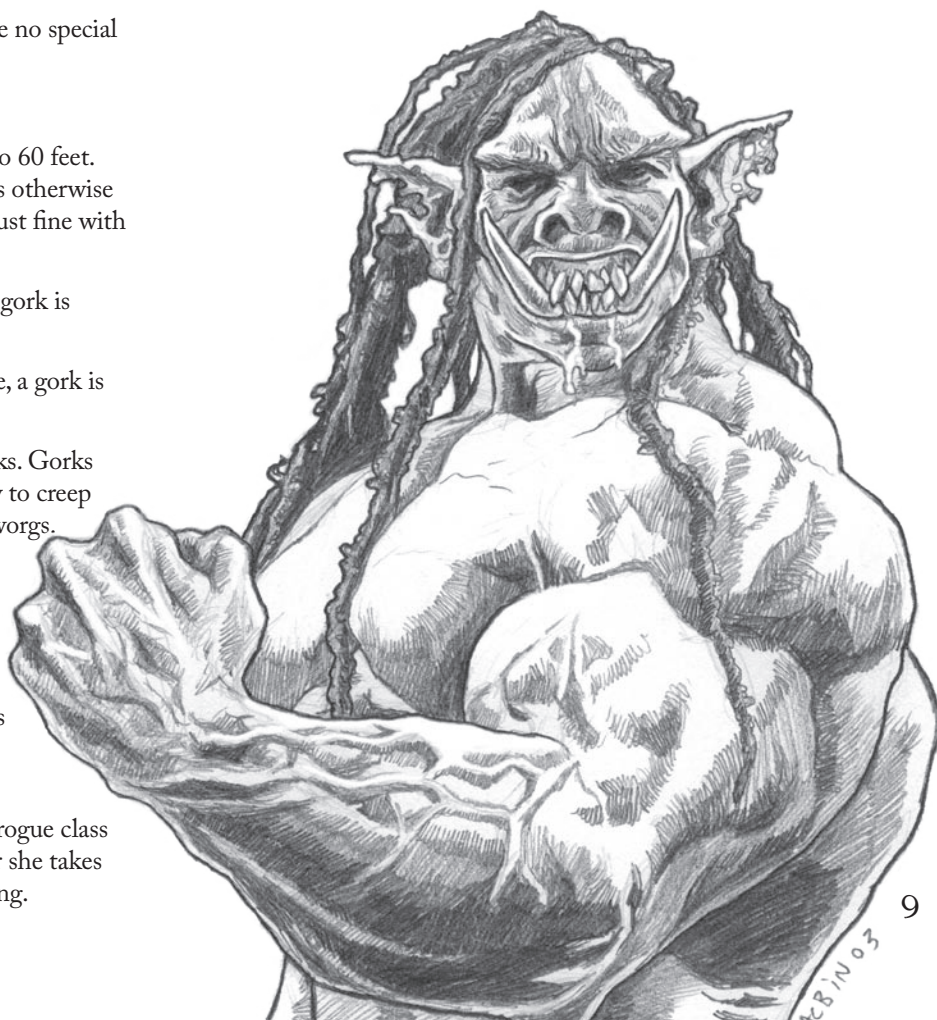
Many demons believe that where temptation and the promise of power may fail to corrupt the mortal heart, adversity and despair will inevitably do the job—forcing creatures to embrace wickedness from a sense of simple self-preservation. To facilitate this strategy, demons often place half-fiend orcs at the heads of orc warbands, allowing these twisted spawn to rape as many of their kin as possible, spreading their diseased seed. From these couplings of orc and half-fiend are born the nergaz, a race of foul orc-demon planetouched who usurp leadership and power in the warbands with frightening speed. The strongest of their number often eventually overthrow their half-fiend sire, seizing command and training their charges in advanced military techniques aimed at destroying the forces of light.

## PERSONALITY

If there is any virtue to the nergaz, it has yet to be found. These monsters are wicked through and through, bent on destruction and conquest. Hard, awful, and thoroughly despicable, they have no compassion, no capacity for love or gentleness. To them, strength is power and violence is the necessary expression of that power. Capricious and deadly, they are not a race to be trifled with.

## PHYSICAL DESCRIPTION

Nergaz are large and bulky compared to ordinary orcs. They have bleached white skin and empty black eyes situated



beneath a prominent bone ridge. Two large tusks protrude from their bottom jaw, ropes of spittle collecting there where they are prevented from ever fully closing their mouths. They have large scabrous ears (a genetic flaw), and older nergaz can be identified by a lack of ears altogether, for they rot away as these creatures age. With wide noses, flaring nostrils, and long oily hair, nergaz are far more fearsome than their lesser orc minions.

## RELATIONS

Nergaz hate. They hate each other, orcs, goblins, and any other creature they enslave. Even more than their allies, they hate the small races whom they regard as a source of food. Beyond all others, elves send them into a killing frenzy, and so long as they can kill at least one, they attack without regard for their own safety.

## ALIGNMENT

All nergaz are chaotic evil (including player characters). Only in the rarest cases does a nergaz abandon the festering hatred and capricious zeal of his bloodlust for more cautious tactics. A nergaz may be neutral in these unique cases, but will never be good unless some outside agency changes his essential nature.

## NERGAZ LANDS

Nergaz seize lands held by other orcs, settling in wild places, forlorn forests, rugged hills, or sulfurous volcanic mountains. When they are found in other lands, it is because they conquered them. Even more than with ordinary orc tribes, the lands dominated by these planetouched are barren and incapable of sustaining life, forcing the nergaz to always seek new territories to invade, conquer, and despoil.

## RELIGION

Though orcs revere their own pantheon of dark gods, the nergaz all worship demon lords and princes. They have little use for divinity, and turn their mortal works to celebrations of their masters' wickedness. Azidahaka, Demogorgon, Kostchtchie, and Orcus are among the lords they commonly venerate. For more information on demon lords and princes, see Green Ronin's *Book of Fiends*.

## LANGUAGE

Nergaz all speak the Abyssal tongue, and even when speaking Orc, they color their words with Abyssal phrases and vulgarities. They sometimes speak the languages of their enemies, but only to offer insults.

## NAMES

Nergaz use the naming conventions of other orcs. See page @@ for details.

## ADVENTURERS

Nergaz are unlikely adventurers, for though their interest in plundering vaults, amassing wealth, and killing their enemies is keen, they do not work well with others. When a nergaz does adventure, it is almost always in the service of another more powerful individual, and even then, the nergaz is typically as uncontrollable as a rabid dog. Nergaz are often found in the service of powerful thaumaturges and unholy warriors or blackguards.

## NERGAZ RACIAL TRAITS

- +6 Strength, +2 Constitution, -2 Charisma: Though they share the orc weakness of poor character, nergaz are far more powerful than standard orcs—stronger, tougher, and smarter.
- Medium: As Medium creatures, nergaz have no special bonuses or penalties due to size.
- Nergaz base land speed is 30 feet.
- Nergaz have a +2 natural armor bonus to their AC, thanks to their toughened hides.
- Darkvision: Nergaz can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and nergaz can function just fine with no light at all.
- Nergaz have cold resistance 5 and fire resistance 5.
- Orc Blood: For all effects related to race, a nergaz is considered an orc.
- Native Outsider: As native outsiders, nergaz may be raised, reincarnated, or resurrected as any other living

## NERGAZ AGE HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Nergaz	14 years	+1d4	+1d4	+2d4	30 years	60 years	90 years	+2d10 years
	Base Height		Height Modifier		Base Weight		Weight Modifier	
Nergaz, male	5 ft. 7 in.		+2d8 in.		150 lb.		× (2d4) lb.	
Nergaz, female	5 ft. 5 in.		+2d8 in.		130 lb.		× (2d4) lb.	

## ORG AGE HEIGHT AND WEIGHT

		Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Org	8 years	+1d2	+1d2	+1d4	16 years	26 years	32 years	+1d6 years

	Base Height	Height Modifier	Base Weight	Weight Modifier
Org, male	6 ft.	+2d12 in.	180 lb.	× (2d8) lb.
Org, female	6 ft.	+2d12 in.	160 lb.	× (2d8) lb.

creature. However, they are not affected by spells or effects that specifically target humanoids, such as *charm person* or *enlarge person*.

- **Alignment:** Nergaz must be of any evil alignment to begin with, though they may change alignment as normal during their careers.
- **Automatic Languages:** Abyssal and Orc. Bonus Languages: Common, Draconic, Giant, Gnome, Goblin, and Infernal.
- **Favored Class:** Fighter. A multiclass nergaz's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.
- **Level Adjustment:** +2. A nergaz has an effective character level (ECL) of 2 plus class levels, so that a 1st-level nergaz barbarian would have an ECL of 3 (the equivalent of a 3rd-level orc barbarian). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

## ORG

Some of most feared members of chaotic orc society are those created from the interbreeding of ogres and orcs. Called orgs, these terrors are stronger and tougher than normal orcs. Found principally on the forefront of battlefields, orgs swing enormous tree trunks like their ogre forebears, and will typically snatch up and eat foes (and sometimes friends) as they wade into the thick of combat.

### PERSONALITY

Orgs lack much in the way of any kind of personality, reacting only to impulses—eating when hungry, defecating when full, raping when lustful. They see anything and everything as a potential source of food. Those things that cannot be eaten are objects to be used and then discarded. As evil as any of their brethren, their wickedness comes from both their ignorance and an innate need to destroy.

### PHYSICAL DESCRIPTION

Standing between 6 and 8 feet tall, orgs look like giant gray-skinned humanoids, with lanky hair, floppy ears, and

apelike features. With a stooped posture, they drag their long knuckles on the ground when they walk. They prefer uncured hides for clothing, reveling in their stench and their hideous appearance. Their eyes hold a primitive malevolence—an idiotic cunning that betrays their inner corruption.

### RELATIONS

To an org, everything exists for his sake, and he makes no distinction between sentient humanoids and lowly animals except as to their suitability to fulfill his needs. A plump halfling is fatted to feed him. A comely ox exists to pleasure him. He hates intelligence, and kills those who seem smarter than him as a first resort. He respects strength and violence, though, submitting to the rule of his betters (typically orcs, ogres, and especially demons). Any other living things are little better than objects to him, and are treated as such.

### ALIGNMENT

Orgs are chaotic evil, and even player character orgs are hard-pressed to be even neutral, let alone good.

### ORG LANDS

Orgs live alongside orcs and have no lands of their own. Even in orc societies, these creatures are too dangerous to be allowed to wander where they will, and many orgs live life in containment, released only to fight on behalf of their tribe. Those few who escape typically prowl the wilderness until some ranger or paladin arrives to put them down (or become food in the attempt).

### RELIGION

In a strange contrast to their single-minded stupidity, orgs are devoutly religious. They see themselves as the chosen people of their gods, and take everything in the world as gifts for their use as a result. Many orgs believe they exist in a kind of afterlife, their gifts of destruction and mayhem a kind of reward for their deeds in a former life they no longer remember. Most orgs are thus horribly confused when they take a lethal wound.

### LANGUAGE

All orgs speak a pidgin form of Orc and Giant. Orgs are rarely bright enough to learn other tongues, but on occasion,

an org emerges who is bright enough to learn the speech of his victims, the better to understand their pleading.

## NAMES

Orgs name themselves, usually after some form of physical satiation. They use their names as points of pride and status, though their orc masters rarely remember such trivial details. Org names apply to either gender.

*Org Names:* Elf-feaster, Halfling-shagger, Kill, Mutton, Shove.

## ADVENTURERS

Orgs that adventure are beyond rare. The life of an org is short and brutal, and even those who survive the countless battles, pestilence, and random violence that is their lot rarely live much longer than three decades. Occasionally, one exceptionally bright org sees the falseness of his beliefs, becomes philosophical and introspective (to the best of his limited abilities, at least), and searches for the meaning of a world that is so clearly not the afterlife. These rare orgs usually remain as violent and evil as the rest of their kind, but can take steps to rise above the darkness in their souls.

## ORG RACIAL TRAITS

- +8 Strength, +2 Constitution, -6 Intelligence, -4 Wisdom, -4 Charisma: Powerful and tough, these horrors are as durable

as they are simple. They are utterly self-absorbed, and have little opinion about what goes on outside of the satiation of their cravings.

- Medium: As Medium creatures, orgs have no special bonuses or penalties due to their size.
- Powerful Build: The physical stature of orgs lets them function in many ways as if they were one size category larger. Whenever an org is subject to a size modifier for an opposed check (during grapple checks, bull rush attempts, and trip attempts, for example), he is treated as one size larger if doing so is advantageous to him.

An org can use weapons designed for a creature one size larger without penalty, and is considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. However, his space and reach remain those of a creature of his actual size.

The benefits of this racial trait stack with any other effects that change the org's size category.

- Org base land speed is 30 feet.
- Darkvision: Orgs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and orgs can function just fine with no light at all.
- Racial Hit Dice: An org begins with two levels of giant, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, Will +0.
- Racial Skills: An org's giant levels give it skill points equal to  $5 \times (2 + \text{Int modifier, minimum } 1)$ . Its class skills are Climb, Listen, and Spot.
- Racial Feats: An org's giant levels give it one feat.
- Giant: Orgs are immune to spells and effects that specifically target humanoids, such as *charm person* and *enlarge person*.
- Weapon and Armor Proficiency: As a giant, the org is automatically proficient with all simple and martial weapons, with light and medium armor, and with shields.
- +2 natural armor bonus.
- Automatic Languages: Giant, Orc. Bonus Languages: Common, Dwarven, Goblin, Terran.
- Favored Class: Barbarian. A multiclass org's barbarian class does not count when determining whether he takes an experience point penalty for multiclassing.
- Level adjustment +1. An org has an effective character level (ECL) of 3 plus class levels, so that a 1st-level org barbarian would have an ECL of 5 (the equivalent of a 5th-level human barbarian). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.



# PART III: SUPPLEMENTAL RULES

Half-orcs are generalists, and most of the feats described here are suitable for wide range of classes and tactics. However, the abiding rage that is so much a part of the history of the orc race reveals itself in a suite of specialized feats that give even the crudest barbarian a strategic edge in combat.

## NEW FEATS

Though many of these feats draw from the harsh nature of half-orc culture, most do not have a racial prerequisite. However, a GM should feel free to limit these feats to half-orc characters (or to allow members of other races to take feats specifically geared toward half-orcs) if appropriate for the campaign.

### BACKSTABBER [GENERAL]

You excel at killing people from behind.

**Prerequisites:** Hide 6 ranks, Alertness, sneak attack ability +2d6.

**Benefit:** Once per round, you may make a single attack against an opponent who is not aware of your position (if you are *invisible* or have successfully beaten his Spot check with your Hide check, for example). On a successful attack, you automatically threaten a critical hit against that opponent. On a confirmed critical, you deal an additional 1d6 points of damage (which stacks with your sneak attack damage).

### BIGGER HAMMER [GENERAL]

You prefer to use force when mere finesse would suffice.

**Prerequisite:** Improved Sunder.

**Benefit:** You can choose to apply your Strength modifier instead of your Intelligence modifier to Disable Device checks. Checks with a DC of 20 or higher take a -4 penalty when you use this method.

### COMBAT TUTOR [GENERAL]

You are especially good at aiding others in combat.

**Prerequisite:** Base attack bonus +1.

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

**Normal:** You add a +2 circumstance bonus to your ally's AC or on his attack roll.

**Special:** A fighter may select Combat Tutor as one of his fighter bonus feats.

### DEFENSIVE RAGE [GENERAL]

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

**Prerequisite:** Ability to rage (or a similar ability).

**Benefit:** As an immediate action, you can spend one daily use of your ability to rage in order to gain a +6 dodge bonus to AC for 1 round.

### DISTRACTING SHOT [GENERAL]

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

**Prerequisite:** Wis 13, Point Blank Shot.

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

**Special:** A fighter may select Distracting Shot as one of his fighter bonus feats.

### DOORCRUSHER [GENERAL]

You can strike objects with incredible force.

**Prerequisites:** Str 17, Improved Sunder, Power Attack.

**Benefit:** When you strike an object, treat the item's hardness as 5 less than normal (minimum 0) when determining how much damage you deal it.

**Special:** A fighter may select Doorcrusher as one of his fighter bonus feats.

### FILTH AND SQUALOR

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

**Prerequisite:** Orc or half-orc.

**Benefit:** You gain a bonus on all saving throws against poison and disease equal to one-half your character level.

### FOCUSED RAGE [GENERAL]

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

**Prerequisite:** Ability to rage (or a similar ability).

**Benefit:** As a swift action, you can spend one daily use of your ability to rage in order to gain a +6 morale bonus on all skill checks for 1 round.

### GHOST RAGE [GENERAL]

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

**Prerequisite:** Ability to rage (or a similar ability).

**Benefit:** As a swift action, you can spend one daily use of your ability to rage, allowing your attacks to strike incorporeal creatures normally (as if your weapons had the

TABLE 6-1: NEW FEATS

Feat	Prerequisite
Backstabber	Hide 6 ranks, Alertness, sneak attack ability (+2d6)
Bigger Hammer <sup>1</sup>	Improved Sunder
Combat Tutor <sup>1</sup>	Base attack bonus +1
Defensive Rage	Ability to rage (or a similar ability)
Distracting Shot <sup>1</sup>	Wis 13, Point Blank Shot
Doorcrusher <sup>1</sup>	Str 17, Improved Sunder, Power Attack
Filth and Squalor	Orc or half-orc
Focused Rage	Ability to rage (or a similar ability)
Ghost Rage	Ability to rage (or a similar ability)
Great Sunder <sup>1</sup>	Str 15, Improved Sunder, Power Attack
Mighty Throw <sup>1</sup>	Power Attack
Orc Champion <sup>1</sup>	Orc or half-orc
Plague Rat	Filth and Squalor
Power Casting	Str 13, ability to cast spells or manifest psionic powers
Punishing Rage	Ability to rage (or a similar ability)
Reckless Attack <sup>1</sup>	Dex 13, Power Attack
Silverback	Orc or half-orc, Leadership
Spear Elite <sup>1</sup>	Weapon Focus (any spear), base attack bonus +3
Spoilsport <sup>1</sup>	Combat Reflexes
Street Fighter <sup>1</sup>	Base attack bonus +2
Thick Skin	Orc or half-orc
Traveler on the Great Wheel	Any neutral alignment, must have died at least once
Unholy Rage	Any evil alignment, ability to rage (or a similar ability)
Unstoppable Rage	Ability to rage (or a similar ability)
Whirlwind Rage	Punishing Rage

1 A fighter may select this feat as one of his fighter bonus feats.

ghost touch special quality). This ability lasts for a number of rounds equal to 3 + your current Constitution modifier (minimum 3 rounds).

## GREAT SUNDER [GENERAL]

You can smash through your opponents' weapons to hit their bodies.

**Prerequisite:** Str 15, Improved Sunder, Power Attack.

**Benefit:** Whenever you successfully sunder an opponent's melee or ranged weapon, you may immediately make one extra attack using your best attack bonus. If you hit and threaten a critical, you gain a +2 circumstance bonus to confirm that critical.

**Special:** A fighter may select Great Sunder as one of his fighter bonus feats.

## MIGHTY THROW [GENERAL]

You can make exceptionally powerful attacks with thrown weapons.

**Prerequisite:** Power Attack.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from one ranged attack roll with a thrown weapon and add the same number to the damage roll with that weapon. This number may not exceed your base attack bonus, and stacks with any similar effect (such as from Power Attack). This ability has no effect on projectile weapons (such as bows and crossbows), but works with ranged weapons that add the wielder's Strength bonus to damage rolls (such as a sling).

**Special:** A fighter may select Mighty Throw as one of his fighter bonus feats.

## ORC CHAMPION [GENERAL]

Your upbringing has made you proficient with traditional orc weapons.

**Prerequisite:** Orc or half-orc.

**Benefit:** You treat all orc exotic weapons (such as the orc double axe) as martial weapons.

**Special:** A fighter may select Orc Champion as one of his fighter bonus feats.

## PLAGUE RAT [GENERAL]

You are infested with a virulent disease that spreads in combat.

**Prerequisite:** Filth and Squalor.

**Benefit:** You are infected with a chronic low-grade case of filth fever (see **Disease** in **Chapter Eight: Glossary** of the *DMG* for details). You suffer none of the normal effects of the disease, but whenever you make a successful attack with a natural weapon (including an unarmed strike), the target must make a Fortitude save (DC 10 + one-half your HD + your Con modifier) or become infected, suffering the disease's full effects.

## POWER CASTING [GENERAL]

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

**Prerequisite:** Str 13, ability to cast spells or manifest psionic powers.

**Benefit:** Whenever damage you take in combat would normally cause you to make a Concentration check to cast a spell or manifest a psionic power, you add your Strength bonus as a modifier on your Concentration check.

## PUNISHING RAGE [GENERAL]

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

**Prerequisite:** Ability to rage (or a similar ability).

**Benefit:** As a swift action, you can spend one daily use of your ability to rage in order to gain the benefit of the Great Cleave feat for 1 round. Additionally, you can take a 5-foot step each time you drop an opponent, up to a total distance equal to your speed.

## RECKLESS ATTACK [GENERAL]

You can sacrifice defense for offense.

**Prerequisites:** Dex 13, Power Attack.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from your AC and add the same number to all melee damage rolls. This number may not exceed your Dexterity bonus. The penalty to your AC and bonus on damage rolls applies until your next turn.

**Special:** A fighter may select Reckless Attack as one of his fighter bonus feats.



## SILVERBACK [GENERAL]

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

**Prerequisite:** Orc or half-orc, Leadership.

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

## SPEAR ELITE [GENERAL]

You are trained to meet a charge with devastating resistance.

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

**Benefit:** When you ready any spear against a charge, you deal an additional 1d6 points of damage and the spear's threat range is doubled. The benefits of this feat do not stack with Improved Critical or spells like *keen edge*.

**Special:** A fighter may select Spear Elite as one of his fighter bonus feats.

## SPOILSPORT [GENERAL]

You can stop an attacker from tumbling past you.

**Prerequisite:** Combat Reflexes.

**Benefit:** Once per round, when an opponent attempts a Tumble check to move past you without provoking an

attack of opportunity, you get an attack of opportunity against that opponent at your highest base attack bonus. In addition to taking damage as normal if your attack succeeds, your opponent must beat your attack result to successfully tumble past you (in effect, your attack roll becomes the DC for the Tumble check). If the check fails, the opponent's movement is halted.

**Special:** A fighter may select Spoilsport as one of his fighter bonus feats.

## STREET FIGHTER [GENERAL]

You are exceptionally skilled in the art of dirty fighting.

**Prerequisite:** Base attack bonus +2.

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

**Special:** A fighter may select Street Fighter as one of his fighter bonus feats.

## THICK SKIN [GENERAL]

Your hide and pelt are tough even by orc standards.

**Prerequisite:** Orc or half-orc.

**Benefit:** Your natural armor bonus to AC increases by +1. A creature without natural armor has an effective natural armor bonus of +0.

## TRAVELER ON THE GREAT WHEEL [GENERAL]

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

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

**Benefit:** Whenever you are restored to life, such as by *raise dead*, *resurrection*, or *reincarnation*, you never suffer level loss or Constitution loss.

**Normal:** Characters brought back to life usually lose one level of experience (or 2 points of Constitution if 1st level).

## UNHOLY RAGE [GENERAL]

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

**Prerequisite:** Any evil alignment, ability to rage (or a similar ability).

**Benefit:** As a swift action, you can spend one daily use of your ability to rage in order to smite good creatures with one normal melee attack. You add your Charisma bonus (if positive) to your attack roll and deal 1 extra point of damage per Hit Die (plus any additional bonuses that would normally apply).

## UNSTOPPABLE RAGE [GENERAL]

You can channel the power of your rage to improve your saving throws.

**Prerequisite:** Ability to rage (or a similar ability).

**Benefit:** As an immediate action, you can spend one daily use of your ability to rage in order to gain a +6 morale bonus on all saving throws for 1 round.

## WHIRLWIND RAGE [GENERAL]

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

**Prerequisite:** Punishing Rage.

**Benefit:** As a swift action, you can spend one daily use of your ability to rage in order to gain the benefit of the Whirlwind Attack feat for 1 round.

# PART IV: HALF-ORC PRESTIGE CLASSES

Half-orcs rarely follow a specialized path or career, often because they simply don't live long enough. Certain aspects of half-orc character do lend themselves to a focused approach, though, but as with so many other aspects of their lives, rage provides the foundation for the paths that many specialist half-orcs take. In the end, a few are able to dedicate themselves to a particular goal and become expert at it (even if the ultimate aim is still bloodshed).

## CUTTHROAT

The cutthroat occupies a unique place in half-orc society. Only those half-breeds most human in appearance are trained for this role, and although most such hybrids are shunned within orc tribes, those chosen for this duty gain the respect due an experienced full-blood warrior. For many half-orcs, becoming a cutthroat is the only avenue to acceptance within an orc tribe. The pink-skins (as they are politely known) study the customs

and culture of human society, eventually to be set loose in civilized lands to wreak havoc among the hated oppressors.

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

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

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

**Hit Die:** d8.

## REQUIREMENTS

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

**Race:** Half-orc.

**Base Attack Bonus:** +5.

**Skills:** Disguise 5 ranks, Gather Information 5 ranks.

**Feats:** Backstabber.

**Special:** The character must have a favored enemy class ability, and must have selected a favored enemy of humanoid (human).

## CLASS SKILLS

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

See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## CLASS FEATURES

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

### WEAPON AND ARMOR PROFICIENCY

Cutthroats gain no proficiency with any weapons, armor, or shields.

### SNEAK ATTACK

Starting at 1st level, the cutthroat gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three** of the *PHB* for details). The extra damage dealt increases by +1d6 at 4th, 7th, and 10th level. If a cutthroat has the sneak attack ability from another source (such as rogue levels), the bonuses on damage stack.

### NEVER UNARMED (Ex)

Cutthroats can make weapons out of common, everyday things. Starting at 2nd level, when using an improvised weapon, the cutthroat does not take the normal -4 penalty on attack rolls. In addition, whenever he wields a weapon with which



TABLE 6-2: THE CUTTHROAT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6
2nd	+1	+0	+3	+0	Never unarmed
3rd	+2	+1	+3	+1	Pass for human
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Poison use
6th	+4	+2	+5	+2	In the know
7th	+5	+2	+5	+2	Sneak attack +3d6
8th	+6	+2	+6	+2	Loaded for bear
9th	+6	+3	+6	+3	Blinding strike
10th	+7	+3	+7	+3	Sneak attack +4d6

he is not proficient, the cutthroat takes only a –2 penalty instead of the normal –4.

## PASS FOR HUMAN (Ex)

At 3rd level, the cutthroat's mastery of physical disguise and mimicry develops to a near art, granting a +4 competence bonus on all Disguise checks and enabling him to attempt an apparent change of up to one-quarter of his normal height and weight. As well, whenever he disguises himself to pass as human, the cutthroat can make a normal Disguise check with only 1d6 minutes work, or can take a –4 penalty to make an accelerated check in only 1 minute.

## POISON USE (Ex)

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

## IN THE KNOW (Ex)

At 6th level, the cutthroat's ability to gain an informer's confidence becomes second nature. He can always take 10 on Gather Information checks made to seek general information (as determined by the GM). Additionally, he gains a +4 competence bonus on Gather Information checks when attempting to learn about a specific person or item.

## LOADED FOR BEAR (Ex)

On attaining 8th level, the cutthroat may use a light crossbow in each hand without taking the usual –2 penalty on attack rolls (though the penalty on attack rolls for fighting with two light weapons still applies—see **Two-Weapon Fighting** in **Chapter Eight** of the *PHB*). As well, the cutthroat may use a hand crossbow in each hand with no penalty on attack rolls for two-weapon fighting.

This ability does not allow the cutthroat to load a crossbow with one hand, so this tactic is usually reserved for a surprise round and abandoned once both weapons are fired.

## BLINDING STRIKE (Ex)

On reaching 9th level, the cutthroat may attempt a special blinding strike once per day in lieu of sneak attack damage. On a successful sneak attack, the target takes normal damage, then must make a Fortitude save (DC 15 + the cutthroat's Wis modifier) or become blinded for 3d10

minutes. This ability has no effect on creatures that are immune to critical hits or that do not rely upon vision.

## THE EPIC CUTTHROAT

So talented is the epic cutthroat that he can move through the most bigoted of human societies without drawing attention to himself. Epic cutthroats have proved themselves worthy to their orc tribes time and again, and would likely be accepted as full members if they ever tired of the allure of killing humans.

**Hit Die:** d8.

**Skill Points at Each Level:** 6 + Int modifier.

**Sneak Attack:** The epic cutthroat's sneak attack damage increases by +1d6 every three levels beyond 10th (13th, 16th, and so on).

**Bonus Feats:** The epic cutthroat gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

## JUGGERNAUT

The juggernaut is a terrifying warrior, built to punch through enemy lines and kill everything he finds on the other side. Resilient to weapons and damage, he fearlessly charges into the thickest parts of combat where he can deal out the most carnage. While he may lack subtlety and grace, no one doubts his effectiveness in sowing death and destruction on the battlefield.

The damage reduction requirement makes barbarian the easiest means to advance in this class, but with a number of other prestige classes offering damage reduction, nearly any character who also has some form of increased movement can follow the juggernaut path. Most juggernauts also have levels of fighter to augment their combat skills and expand their feat selection.

Juggernaut NPCs typically fulfill the same roles as PC juggernauts, charging into the thick of combat (often over top of their allies) in their eagerness to tear foes apart. Many serve as guardians for powerful savage humans or humanoids, or are vanguard troops, sent ahead to soften the enemy before the main force moves in to kill the survivors.

**Hit Die:** d12.

TABLE 6-3: THE JUGGERNAUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Unstoppable charge
2nd	+2	+3	+0	+3	Damage reduction 1/—
3rd	+3	+3	+1	+3	Brute, overrun smash
4th	+4	+4	+1	+4	Damage reduction 2/—
5th	+5	+4	+1	+4	Juggernaut attack

## REQUIREMENTS

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

**Base Attack Bonus:** +9.

**Skills:** Intimidate 12 ranks.

**Feats:** Cleave, Great Cleave, Improved Bull Rush, Power Attack, Robust\*.

\* New feat described on page @@.

**Special:** Damage reduction 1/—, fast movement (or any feat or class ability that increases a character's speed).

## CLASS SKILLS

The juggernaut's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

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

### WEAPON AND ARMOR PROFICIENCY

The juggernaut gains no proficiency with any weapons, armor, or shields.

### UNSTOPPABLE CHARGE (Ex)

At 1st level, the juggernaut may use the overrun action as part of a charge. When he makes a bull rush, overrun, or charge attack, he gains a +2 bonus to AC (thereby negating the penalty to AC on the charge attack). As well, he may move through friendly spaces during a charge, and gains a +3 bonus on the Strength check to resolve a bull rush or overrun attempt.

### DAMAGE REDUCTION (Ex)

At 2nd level, a juggernaut gains damage reduction 1/—. This stacks with his existing damage reduction, so that a character with damage reduction 1/— gains damage reduction 2/—. At 4th level, this damage reduction increases by 2 points (giving the above character damage reduction 3/—).

### BRUTE (Ex)

By 3rd level, the juggernaut is a massive hulk of muscle and sinew. Whenever he is subject to a size modifier for an opposed check (during grapple checks, bull rush attempts, and trip attempts, for example), he is treated as one size larger if doing so is advantageous to him.

A juggernaut can use weapons designed for a creature one size larger without penalty, and is considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. However, his space and reach remain those of a creature of his actual size.



The benefits of this ability stack with any other effects that change the juggernaut's size category.

### OVERRUN SMASH (Ex)

On a successful overrun attempt, a 3rd-level juggernaut deals damage equal to 1d6 + 1-1/2 times his Strength modifier to opponents he knocks prone.

### JUGGERNAUT ATTACK (Ex)

At 5th level, the juggernaut attains his defining ability. When he makes a charge attack, a juggernaut gains a +4 deflection bonus to his Armor Class. In addition, he can burst through obstacles and continue moving on his charge, punching through doors, thin walls, and even creatures. Any time the juggernaut encounters an obstacle, he makes a Strength check

with a +3 bonus to break or burst through it. For example, a juggernaut charging a group of goblins behind a locked wooden door can make a Strength check against the door's Break DC of 18, with a +3 bonus in addition to his regular Strength check bonuses. If the juggernaut fails the Strength check, his charge is halted at the obstacle but he can still make his charge attack against any adjacent creature.

If blocked by opponents, the juggernaut can make overrun attempts against all of them in order to move through them. In addition, opponents in his path cannot choose to avoid his overrun attempt.

## ORC SAPPER

The orcs' ancestral enemies learned long ago to put walls of stone and iron between themselves and the barbaric hordes. But the vengeance of He-Who-Watches is not easily stopped, and his children have spent bitter centuries perfecting the art of breaching those walls. The most skilled among them are known as orc sappers.

These specialized troops are far more cerebral than most of their orc kin, and are positively sagacious when compared to the typical barbarian found in an orc warhost. Still, even the many half-orcs who take up this path remain orcs at heart, practicing their craft not for its own sake but for its destructive potential. Once their work is done and the walls are down, orc sappers cheerfully join in the slaughter of innocents alongside their brethren.

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

**Hit Die:** d6.



## REQUIREMENTS

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

**Race:** Orc or half-orc.

**Skills:** Disable Device 5 ranks, Knowledge (architecture and engineering) 5 ranks, Profession (miner) 8 ranks.

**Feats:** Improved Sunder.

## CLASS SKILLS

The orc sapper's class skills (and the key ability for each skill) are Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Spot (Wis), and Use Rope (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## CLASS FEATURES

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

### WEAPON AND ARMOR PROFICIENCY

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

### DIG PIT (EX)

Orc sappers are masters of the ancient arts of battlefield engineering: digging trenches, raising earthworks, and shoring up walls. When pressed, they can dig out a simple pit trap in almost no time. To do so, the orc sapper must make a Profession (miner) or Craft (trapmaking) check, with a DC equal to 15 + the trap's Challenge Rating. If this check is successful, digging the pit requires a base time of 4 hours per 20 feet of depth. This base time can be reduced by one half-hour for every additional worker with at least 4 ranks in Profession (miner) or Craft (trapmaking), to a minimum of one half-hour per 20 feet.

### SNIPER (EX)

In their drive to defeat troops behind heavy cover, orc sappers learn the patience and deadly accuracy of a trained sniper. Beginning at 2nd level, an orc sapper who readies an attack with a ranged weapon gains the listed bonus on attacks against opponents with an AC bonus due to cover. This ability has no effect on miss chances due to concealment or on targets with total cover.

### TUNNEL (EX)

At 3rd level, the orc sapper becomes proficient in tunneling. By beating the DC listed below with a Profession (miner) check, he can burrow through the earth at a speed of 10 feet. This ability requires access to specialized mining tools costing 500 gp and weighing 40 pounds. If he fails the check, the orc sapper must make a successful Fortitude

TABLE 6-4: THE ORC SAPPER

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

save against the tunnel DC or take 1d6 points of nonlethal damage from the effort.

The orc sapper must make a check each round he chooses to burrow, and he cannot use the run action while burrowing.

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

### PROPERTY DAMAGE (Ex)

At 4th level, the orc sapper's intimate understanding of structural mechanics grants him a +4 bonus on Strength checks made to break items.

### IMPROVED PROPERTY DAMAGE (Ex)

Starting at 6th level, the orc sapper's understanding of architecture and engineering is such that he knows where to strike to dismantle an object. On a successful attack against an object or construct, the orc sapper deals an additional 1d6 points of damage (though this extra damage must still bypass hardness and damage reduction as normal). At 8th and 10th level, this additional damage increases by 1d6.

### IMPROVED TUNNEL (Ex)

At 6th level, the orc sapper becomes amazingly skilled at tunneling. When using the tunnel ability (see previous), the orc sapper burrows at a speed of 20 feet and may use the run action with a –10 penalty on his Profession (miner) check. If he fails his tunnel check while running, he takes 3d6 points of nonlethal damage.

## THE EPIC ORC SAPPER

An invaluable ally to any barbarian warhost, the epic orc sapper prides himself on being able to overcome virtually any fortification. No wall is too thick or too steep, no soldier

too well hidden. Epic orc sappers are the ultimate threat to the defenses of the civilized world.

**Hit Die:** d6.

**Skill Points at Each Level:** 6 + Int modifier.

**Improved Property Damage (Ex):** The epic orc sapper's improved property damage increases by +1d6 every two levels beyond 10th (12th, 14th, and so on).

**Bonus Feats:** The epic orc sapper gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

## SOUL GORGER

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

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

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

**Hit Die:** d8.

## REQUIREMENTS

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

**Race:** Orc or half-orc.

**Skills:** Any one of Heal 8 ranks, Profession (butcher) 8 ranks, or Survival 8 ranks.

**Feats:** Great Fortitude.

**Special:** Must have eaten from the body of an enemy he has defeated in single combat.

## CLASS SKILLS

The soul gorgor's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

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

### WEAPON AND ARMOR PROFICIENCY

Soul gorgers gain no proficiency with any weapons, armor, or shields.

## CONSUME (Su)

Soul gorgers consume their enemy's bodies according to the terms of an ancient ritual, allowing them to progressively take the consumed creatures' likeness, powers, memories, and shape. At each new level, they may consume an additional body part to gain a new ability, eventually consuming an entire creature in order to gain accumulated benefits.

The consumed body must be of a corporeal creature that has a discernible and functional anatomy.

Incorporeal creatures, constructs, elementals, oozes, plants, and undead may not be consumed in this manner. Removing or consuming any part of a creature takes a variable amount of time depending on the creature's size, as shown on

**Table 6-6: Time.**

These times assume a Medium soul gorgor.

If larger or smaller, adjust the time required by a number of steps on the table corresponding to the difference. For example, a soul gorgor normally requires 10 minutes to remove and 1 minute to consume the heart of a Large creature. If he becomes Large size through the effects of a *righteous might* spell, the same heart requires only 1 minute to remove and a full-round action to consume.

**Removing Parts:** The soul gorgor may attempt a Heal, Profession (butcher), or Survival check to remove parts in such a way as to preserve the rest of the corpse for further

**TABLE 6-6: TIME**

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

TABLE 6-7: THE SOUL GORGER

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

consumption. For example, the soul gorger may be able to remove both the heart and the skin with successful checks.

The DC for each check is given on the following table. A soul gorger with at least 4 ranks in Knowledge (nature) gains a +2 bonus on this check.

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

If the check is successful, the soul gorger may carry the removed body part with him for later use. It rots within two days, but can be preserved in salt or by spells such as *gentle repose* or *purify food and drink*. If the check fails, the part is successfully removed but the rest of the corpse is too mangled for further consumption, and no additional parts can be salvaged.

Each part weighs 1/30 of the creature's total weight.

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

**Consume Lungs:** On reaching 2nd level, the soul gorger learns to consume a creature's lungs, gills, or other breathing apparatus, gaining a portion of its speed and endurance. If the consumed creature has a higher base speed, the soul gorger moves at that speed for 1 hour, although he does not gain any of the creature's special movement modes (climb, swim, burrow, and so on). Additionally, the soul gorger gains a +1 resistance bonus on all saving throws for every 4 HD of the consumed creature, to a maximum of +8. This save bonus also lasts for 1 hour.

**Consume Brain:** The 3rd-level soul gorger can steal an enemy's memories and skills by consuming its brain. He gains access to the creature's most closely guarded thoughts, but he cannot discern whether a memory is natural or

magically implanted (most commonly by a compulsion or charm effect). These stolen memories fade quickly, and after 1 hour, the soul gorger must succeed on a Concentration check (DC 15 + 2 per hour after the first) to access them.

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

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

**Consume Enemy:** At 5th level, the soul gorger learns to consume an entire creature, gaining the benefit from its skin, lungs, brain, and heart without making checks for each new step. The benefits of eating an entire creature are gained only when the meal is finished.

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



# PART V: SPELLS AND MAGIC

Half-orc spellcasting (like the orc magical traditions it draws on) tends to be spiteful, designed to let others share in the pain and frustration that its creators have endured. However, the shamanistic traditions of their kind have also seen half-orc spellcasters produce folk magic designed to ease the hardships of a primitive life.

An M or F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An X denotes a spell with an XP component paid by the caster.

## NEW SPELLS

### NEW BARD SPELL

#### 3RD-LEVEL BARD SPELL

**Uncontrollable Rage:** Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well.

### NEW CLERIC SPELLS

#### 1ST-LEVEL CLERIC SPELLS

**Ease Labor:** Subject gets a bonus on Escape Artist checks.

**Endure Sunlight:** Creatures lose vulnerability to sunlight for 1 hour/level.

**Folk Learning:** Gain a +5 bonus on Heal and Survival checks.



#### 2ND-LEVEL CLERIC SPELLS

**Soul of Hate:** Armor gains magic spikes.

**Spleen:** Extend a spell or effect that grants a bonus to ability scores, on saves, or on checks.

#### 4TH-LEVEL CLERIC SPELLS

**Kismet:** One creature/5 levels takes damage when you do.

**Miscast Spells:** Target must save or suffer the effects of a random mishap on next spell cast.

**Stomach Bloom:** Target is sickened, spews stomach contents to deal 1d6 acid damage each round.

#### 5TH-LEVEL CLERIC SPELLS

**Befoul Spring<sup>X</sup>:** Pollutes one source of fresh water with blinding sickness.

**Conjure Vilisemen<sup>F</sup>:** Abyssal ooze attacks opponents.

**Pain Circuit:** One creature takes damage instead of you.

#### 7TH-LEVEL CLERIC SPELL

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

#### 9TH-LEVEL CLERIC SPELLS

**Bestow Malediction<sup>X</sup>:** Lose one mental ability; fail all saves; -20 on attacks and ability checks; increase age to maximum; or all magic items become nonmagical.

**Mass Curse<sup>X</sup>:** Place powerful curse upon a single permanent settlement.

### NEW DRUID SPELLS

#### 4TH-LEVEL DRUID SPELLS

**Rain of Maggots:** Maggots nauseate all creatures in area, slow movement, give penalty on Listen and Spot checks.

**Stomach Bloom:** Target is sickened, spews stomach contents to deal 1d6 acid damage each round.

#### 8TH-LEVEL DRUID SPELL

**Liquefy<sup>M</sup>:** 120-ft. line of caustic light deals 2d6 damage/level.

### NEW SORCERER/WIZARD SPELLS

#### 1ST-LEVEL SORCERER/WIZARD SPELL

**TransJinx:** Subject gets a bonus on Disable Device checks.

#### 2ND-LEVEL SORCERER/WIZARD SPELLS

**NecroDestroy Loins:** Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

**Stinking Bolt:** Ray makes subject nauseated.

**TransPounce:** Subject gets +10 ft. speed, +10 on running Jump checks, and the pounce ability.

**Soul of Hate:** Armor gains magic spikes.

### 3RD-LEVEL SORCERER/WIZARD SPELL

Ench **Miscast Spells:** Target must save or suffer the effects of a random mishap on next spell cast.

### 4TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Stomach Bloom:** Target is sickened, spews stomach contents to deal 1d6 acid damage each round.

Ench **Uncontrollable Rage:** Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well.

### 5TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Arrow Storm:** Barrage of arrows deals 1d8/level to all targets in range.

**Conjure Vilisemen<sup>F</sup>:** Abyssal ooze attacks opponents.

Evoc **Force Ram:** Deals 1d6/level damage to one inanimate object.

### 6TH-LEVEL SORCERER/WIZARD SPELL

Trans **Transmute Elf to Orc:** Target elf becomes an orc.

### 7TH-LEVEL SORCERER/WIZARD SPELL

Trans **Liquefy<sup>M</sup>:** 120-ft. line of caustic light deals 2d6 damage/level.

### 8TH-LEVEL SORCERER/WIZARD SPELL

Trans **Inside Out:** Kills one creature/4 levels, frightens all creatures within 30 ft.

## NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with “greater”, “lesser”, or “mass.”

### ARROW STORM

Conjuration (Creation)

**Level:** Sorcerer/wizard 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** 20-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You launch a fusillade of arrows, dealing 1d8 points of piercing damage per caster level (maximum 15d8) to each creature within the area. Creatures that make their saving throws take half damage; creatures with cover take no damage on a successful save and half damage if they fail their save.

*Material Component:* A tiny steel arrow.

## BEFOUL SPRING

Necromancy

**Level:** Cleric 5

**Components:** V, S, M, XP

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One spring, stream, or cistern; see text

**Duration:** Instantaneous

**Saving Throw:** None; see text

**Spell Resistance:** No

This spell permanently fouls a small cistern or any single source of fresh water no larger than a small stream or spring. It has no effect on salt water, on larger sources of water, or on other liquid of any sort. A spring or stream polluted by the spell will eventually cleanse itself in 1d4 weeks.

Any creature that drinks from the fouled water source must immediately make a successful DC 16 Fortitude save or contract blinding sickness (see **Disease** in **Chapter Eight: Glossary** of the *DMG*). *Befoul spring* permanently ruins a healing spring (see the *create healing spring* spell in the *Freeport: The City of Adventure* sourcebook).

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

*XP Cost:* 100 XP.

## BESTOW GREATER CURSE

Transmutation

**Level:** Cleric 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You place a potent curse on the creature touched, choosing one of the following effects:

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

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

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

## BESTOW MALEDICTION

Transmutation

**Level:** Cleric 9

**Components:** V, S, XP

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By expending some of your personal energy, you place an especially powerful curse on the creature touched, choosing one of the following effects:

- The target loses a mental ability score of your choice (its score becomes “—”).
- Target always fails saving throws and skill checks.
- Target takes a –20 penalty on attack rolls and ability checks.
- Target’s age increases to its maximum age minus one year. (Take the venerable age for the target’s race, then roll as normal for maximum age and subtract 1 from the result.)
- All magic items in the target’s possession become nonmagical.

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

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

**XP Cost:** 1,000 XP.

## CONJURE VILISEMEN

Conjuration (Summoning) [Evil]

**Level:** Cleric 5, sorcerer/wizard 5

**Components:** V, S, F

**Casting Time:** 1 round

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

**Effect:** One summoned vilisemen

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You cause one vilisemen, a horrific ooze swarm from the Abyss, to appear in a space you designate. It acts immediately on your turn, attacking your opponents to the best of its ability. It responds to your mental commands (a free action) to attack particular enemies. This spell otherwise functions like *summon monster I*.

A vilisemen is fully described in Green Ronin’s *Book of Fiends*. An abbreviated stat block follows.

**Vilisemen:** Tiny ooze (extraplanar, swarm); CR 10; HD 12d10+60; 126 hp; Init –2; Spd 10 ft., swim 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +9; Grap —; Atk/Full Atk swarm (3d6 plus impregnate); Space/Reach 10 ft./0 ft.; SA distraction, impregnate; SQ blindsight 60 ft., immune to weapon damage, ooze traits, swarm traits; SV Fort +9, Ref +2, Will –1; Str 10, Dex 6, Con 21, Int —, Wis 1, Cha 1.

**Skills:** Swim +8

**Distraction (Ex):** Any living creature that begins its turn with a vilisemen in its space must succeed on a DC 21 Fortitude save

or be nauseated for 1 round. The save DC is Constitution-based.

**Impregnate (Su):** Any living creature that begins 3 consecutive turns with a vilisemen in its space must make a DC 21 Fortitude save (in addition to the

distraction save) or become pregnant regardless of gender. The period of gestation is rapid and terrible, with an infant dretch (see the *MM*) growing inside the victim in 1d6 rounds. Every round the dretch grows, the victim must succeed on a DC 21 Fortitude save or take 1d4 points of Constitution damage from the dretch’s growth (the save DC is Constitution-based).

At the end of the gestation period (assuming the victim is still alive), the dretch is full-grown and hangs inside the victim’s now-distended abdomen. The dretch begins to claw its way out of its “parent” on its initiative. When the dretch deals damage equal to the parent’s current Constitution score, it tears itself out of the host in a shower of black, tarry amniotic fluid. If the host still lives, it must attempt a DC 21 Will Save or be driven forever insane (as per the *insanity* spell; the save DC is Constitution-based). In any event, the dretch immediately turns and begins to eat the host that birthed it.

**Arcane Focus:** A wooden rod, bound in iron.

## DESTROY LOANS

Necromancy [Evil]

**Level:** Sorcerer/wizard 2

**Component:** S

**Casting Time:** 1 standard action

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

**Target:** One humanoid

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You afflict a target creature with a painful contusion of the groin. The target takes 1d6 points of damage per two caster levels (maximum 5d6), may only move at half speed, and becomes sickened for 1d4 rounds.

## EASE LABOR

Transmutation

**Level:** Cleric 1

**Components:** V, M, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes (harmless)

You help a struggling baby—or an overweight rogue—fit through a narrow aperture. The subject gains a +10 enhancement bonus on Escape Artist checks. The enhancement bonus increases to +20 at caster level 5th, and to a maximum +30 at caster level 9th.

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

## ENDURE SUNLIGHT

Abjuration

**Level:** Cleric 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

*Endure sunlight* grants immunity to the effects of sunlight or a *daylight* spell. This spell has no effect if cast on a creature that is not normally vulnerable to the effects of bright light or sunlight (including light vulnerability and light blindness).

## FOLK LEARNING

Divination

**Level:** Cleric 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

By channeling the accumulated wisdom of your ancestors, you are better able to survive in the wild. You gain a +5 bonus on Heal and Survival checks.

## FORCE RAM

Evocation [Force]

**Level:** Sorcerer/wizard 5

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One object of any size

**Duration:** Instantaneous

**Saving Throw:** Fortitude half or negates (object); see text

**Spell Resistance:** Yes

This spell fires a battering ram of magical force that unerringly strikes any solid object within range, dealing 1d6 points of damage per caster level (maximum 20d6). Additionally, you may make a caster level check opposed by the target's break DC to shatter the object with one blow. On a successful Fortitude save, a targeted object takes half damage and is not broken.

The *force ram* always hits, even if the targeted object is being used in melee. Nothing less than total cover protects the target. Creatures and animated objects (including constructs) cannot be targeted by this spell.

## INSIDE OUT

Transmutation [Evil, Fear]

**Level:** Sorcerer/wizard 8

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One humanoid/4 levels, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

In a spectacularly awful series of bloody transformations, humanoids targeted by this spell are literally turned inside out, dying instantly. A successful Fortitude save negates this effect.

In addition, all living creatures with line of sight to an affected creature must succeed on a Will save against the spell's DC or become frightened for 3d6 rounds. This secondary effect is a mind-affecting fear effect.

*Material Component:* A small cloth doll twisted inside out.

## JNXX

Transmutation

**Level:** Sorcerer/wizard 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** Yes

The subject gets a +10 enhancement bonus on Disable Device checks. The enhancement bonus increases to +20 at caster level 5th, and to a maximum +30 at caster level 9th. Note that this spell does not confer skill ranks, and a target must have at least 1 rank in Disable Device in order to make checks using that skill.

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

## Kismet

Necromancy

**Level:** Cleric 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature/5 levels

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Kismet* creates a mystic connection between you and the spell's subjects so that they feel your pain. You still take damage normally, but while this spell is active any damage you are dealt is dealt to the spell's subjects as well. Only hit point damage and ability damage are transferred in this way, and target creatures are not subject to any additional effects that might accompany a damage-dealing attack (such as poison or energy drain).

You can intentionally target yourself with an attack (magical or otherwise) in order to deal damage to the targets. However, whenever you are subjected to damage that allows a saving throw, you must attempt your saving throw before the damage is passed on to the spell's subjects. You are not allowed to voluntarily fail your saving throw or lower spell resistance against any damage-dealing effects while *kismet* is active.

If all of the spell's subjects are slain by transferred damage, the spell ends. If a spellcaster casts *kismet* on another spellcaster who has *kismet* already active, both spells end immediately and both casters take 3d6 points of damage from magical feedback.

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

## Liquefy

Transmutation [Evil]

**Level:** Druid 8, sorcerer/wizard 7

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 120-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes

You unleash a horrific beam of caustic green light that deals 2d6 points of damage per caster level (maximum 20d6) to each creature within its area. The line begins at your fingertips. If a creature in the area is reduced to 0 hit points or less, they dissolve into a sticky mess of bloody fluid. A liquefied creature can only be restored to life by a *miracle*, *true resurrection*, or *wish* spell.

*Material Component:* A vial of acid (50 gp).

## Mass Curse

Transmutation

**Level:** Cleric 9

**Components:** V, S, XP

**Casting Time:** 1 standard action

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

**Target:** One permanent settlement of humanoids

**Duration:** Permanent

**Saving Throw:** Will negates; see text

**Spell Resistance:** Yes

You place a powerful curse upon a single permanent humanoid settlement. The community's champion (typically its political or spiritual leader) makes the saving throw. The GM determines the community's champion and its effective borders. You choose one of the following effects:

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

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

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

*XP Cost:* 1 XP per inhabitant of the settlement.

## Miscast Spells

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Cleric 4, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One spellcaster

**Duration:** 2 rounds + 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You sabotage the target spellcaster's ability to cast spells, making every act of casting a potential disaster. Each time the subject casts a spell, he must succeed on a caster level check (DC 15 + spell level) or suffer a spell mishap, as follows:

d8 Roll	Mishap Effect
1–2	Surge of magical energy deals 1d6 damage/spell level to caster.
3	Spell strikes the caster or ally, or a random unintended target (GM's discretion).
4	Spell takes effect at a random location within spell range.
5	Spell has opposite effect (GM's discretion).
6	Spell fizzles, caster suffers minor cosmetic change for 2d10 rounds.
7	Spell has innocuous and unintended effect.
8	Spell effect is delayed by 1d12 hours.

See **Scroll Mishaps** in **Chapter Seven: Magic Items** of the *DMG* for more information.

## PAIN CIRCUIT

Necromancy

**Level:** Cleric 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You create a one-way conduit between yourself and a target living creature, such that any damage or harmful effects are redirected from you to the subject instead. Whenever you would take hit point damage or ability damage from an attack, or would suffer the effects of ability score drain, death attacks, disease, energy drain, petrification, poison, or polymorphing, the subject of this spell is treated as the target of the attack or effect. The subject is entitled to a saving throw if the effect allows one, and can apply spell resistance and other resistances as normal. For example, fire damage dealt to you would be redirected to a target creature with fire immunity (or under the effect of an appropriate *protection from energy* spell), but the creature would take none of the redirected damage.

*Pain circuit* redirects damage and effects whether from a targeted spell (such as *fiery ray*) or an area effect (such as being caught in the area of a *cone of cold*). However, the spell has no effect on effects that do not fit into one of the above categories (including mind-affecting or enchantment spells or effects, or possession by a *magic jar* spell).

You can intentionally target yourself with an attack (magical or otherwise) in order to affect the target. However, whenever you are subjected to an effect that allows a saving throw, you must attempt your saving throw before the effect is passed on to the spell's subject. You are not allowed to voluntarily fail your saving throw or lower spell resistance against any harmful effects while *pain circuit* is active.

If the spell's subject is slain, the spell ends. If a spellcaster casts *pain circuit* on another spellcaster who has *pain circuit* already active, both spells end immediately and both casters take 6d6 points of damage from magical feedback.

**Material Component:** A forked copper rod.

## POUNCE

Transmutation

**Level:** Sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

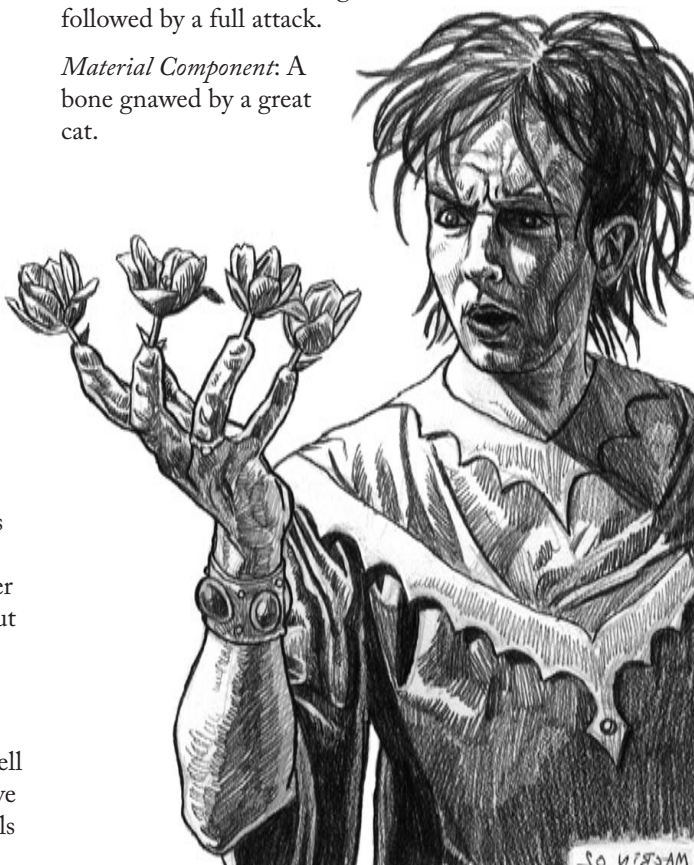
**Duration:** 1 round/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

You transform a creature, giving it the musculature and leaping ability of a hunting cat. The subject of the spell receives a +10 enhancement bonus on Jump checks made with a running start (which does not stack with the effects of the *jump* spell), and its base speed is increased by 10 feet. Additionally, the subject creature gains the pounce ability, and is able to make a charge followed by a full attack.

**Material Component:** A bone gnawed by a great cat.



## RAIN OF MAGGOTS

Conjuration (Summoning)

**Level:** Druid 4

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 round

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

A great torrent of maggots pounds down for 1 round. All living creatures in the area who fail their saving throw become nauseated for as long as they remain in the area and for 1d6 rounds thereafter. In addition, creatures within the *rain of maggots* take a -4 penalty on Listen and Spot checks, and can move only at half speed. At the end of the spell's duration, the maggots metamorphose into flies and immediately disperse.

**Material Component:** A living maggot consumed by the caster.

## SOUL OF HATE

Transmutation

**Level:** Cleric 2, sorcerer/wizard 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Armor touched

**Duration:** 10 min./level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell summons the rage and anger inherent in orc blood and makes it physically manifest on one suit of armor, causing it to bristle with armor spikes. The spikes have an enhancement bonus on attack and damage rolls equal to +1 per three caster levels (maximum +5). See **Chapter Seven: Equipment** in the *PHB* for more information on armor spikes.

## SPLEEN

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Cleric 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 round/level; see text

**Saving Throw:** Yes (harmless)

**Spell Resistance:** Yes (harmless)

You cast *spleen* on a living creature already under an effect that grants a bonus to its ability scores, saving throws, or checks, extending that effect by the duration of this spell. For example, casting this spell on a creature under the effect of a *bull's strength* spell would extend that spell beyond its normal duration for a number of rounds equal to your caster level.

For the purpose of this spell, raging is considered a single effect, so that that a raging creature has all the effects of its rage extended. Multiple castings of *spleen* do not stack; each casting applies to a different effect.

## STINKING BOLT

Necromancy

**Level:** Sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** Instantaneous; 1 round/level; see text

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

You direct a ray of sickly light at one living creature as a ranged touch attack. A successful attack makes the creature nauseated for 1 round (no save). Each round thereafter, the subject of *stinking bolt* must succeed on a Fortitude save against the DC of the spell or remain nauseated (up to 1 round per level, maximum 20 rounds).

**Material Component:** The musk glands of a mink, red fox, or skunk.

## STOMACH BLOOM

Conjuration (Creation) [Acid, Evil]

**Level:** Cleric 4, druid 4, sorcerer/wizard 4

**Components:** V, M

**Casting Time:** 1 standard action

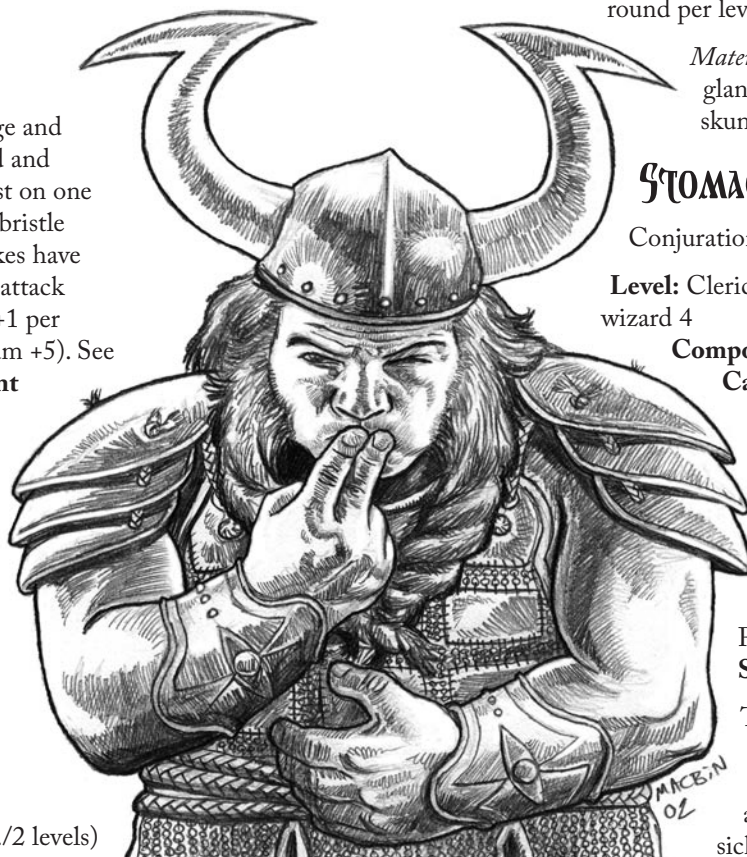
**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 round/level

**Saving Throw:** Fortitude negates; see text  
**Spell Resistance:** Yes

This spell causes the target creature's stomach to fill with unwholesome acidic fluid, automatically sickening the creature (no



save). Each round, the creature must attempt a Fortitude save or spew the contents of its stomach into a random adjacent square, dealing 1d6 points of acid damage divided between the target and the occupants of the affected square. In addition, all creatures in other adjacent squares take 1 point of splash damage.

The first time the target creature fails its save, it becomes nauseated for the duration of the spell.

*Material Component:* A piece of rancid meat consumed by the caster.

## TRANSMUTE ELF TO ORC

Transmutation [Evil]

**Level:** Sorcerer/wizard 6

**Component:** V

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One elf touched

**Duration:** Permanent

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The target elf you touch undergoes a rapid change, transforming into an orc. The target's type changes to humanoid (orc), and it loses all elf traits (including low-light vision, bonuses, proficiencies, and immunities). The target gains darkvision out to 60 feet and a +4 bonus to Strength, but takes a -2 penalty to Intelligence, Wisdom,

and Charisma. In addition, the target's alignment changes to chaotic evil.

## UNCONTROLLABLE RAGE

Enchantment (Compulsion) [Chaos]

**Level:** Bard 3, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One humanoid; see text

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The affected creature explodes in a frothing lunatic frenzy, immediately attacking the nearest creature, friend or foe. While under the effect of *uncontrollable rage*, the target gains a +4 bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -4 penalty to AC. In addition, whenever the target successfully hits a creature, that creature must make a saving throw against the spell's DC or become enraged itself.

Subsequently affected creatures gain the same bonuses and penalties as the initial target, and their attacks can cause other creatures to become enraged as well. There is thus no limit to the total number of targets that can be affected by *uncontrollable rage*, but the effect ends in all creatures when the spell's duration expires.

# PART VI: HALF-ORC EQUIPMENT

"Crude," "vicious," and "disgusting" are typical descriptions of half-orc equipment, both mundane and magic. But half-orc smiths and spellcasters are capable of creating the occasional tool of surpassing subtlety or instinctive cunning, and ancient relics of a mysterious past sometimes appear in a war chief's possession.

## WEAPONS

Half-orcs and their orc kin are not often credited for their ingenuity, but their humble achievements in weaponsmithing are all the more impressive considering the race's innate stupidity and clumsiness. Most orc and half-orc weapons are designed to take advantage of their great physical strength, but a small number are geared to the sneaky side of their racial nature—the strap crossbow and orc hooked net in particular.

## ARBALEST

The arbalest is so cumbersome that it takes two creatures of its size category (or four creatures of one size category smaller) to operate it. An arbalest fires a bolt that is roughly the size of a halfspear, and its recoil is so great that simply firing the weapon is a full-round action. Reloading requires two full-round actions.



These weapons are assigned to two-orc teams; typically, the lower-status loader also steadies the weapon on his back while the higher-status shooter takes aim. Because of their size and weight, arbalests are found almost exclusively in large besieging forces, and rarely show up in a patrol or raiding party.

## ORC BATTERING AXE

Only orcs and half-orcs make use of these enormous and cumbersome weapons. A wielder with a Strength score of less than 18 takes a –2 penalty on attack rolls with an orc battering axe. A battering axe resembles a siege ram more than a standard weapon, with a broad, jagged blade nearly twice the size of a greataxe head. It grants a +4 circumstance bonus on Strength checks made to break down doors, but the check cannot benefit from another character using the aid another action.

In combat, swinging this immense weapon just once requires a full attack action, so its wielder cannot benefit from multiple attacks per round and cannot attack in any round in which he moves more than a 5-foot step. As well, each time the wielder misses his target with a battering axe, he must make a DC 15 Strength check or take 1d6 points of nonlethal damage from the exhausting process of swinging the weapon back into attack position.

## ORC FOOTBOW

This massive variant of the composite longbow stands 8 feet tall, crafted from strips of tough, flexible bone layered with tortoise shell, and often strung with steel wire. A footbow has a minimum Strength rating of +4. For each additional point of Strength bonus above +4, increase the price of the weapon by 200 gp. If the wielder's Strength bonus is less than the strength rating of the footbow, the bow cannot be used.

In addition to the Strength requirement, these bows cannot be fired from a standing position. The wielder must lie with the bow across his heels, drawing the string back with the combined strength of his arms and legs. Note that standing from prone is a move action, so the wielder cannot normally fire a footbow and move in the same round.

## ORC HOOKED NET

This orc variant of the fighting net adds cruel barbs and hooks to the standard design, making escape a dangerous proposition. A hooked net functions as a normal net (see **Chapter Seven: Equipment** of the *PHB*), entangling any creature hit by it, but Escape Artist checks to escape it have a DC of 22 (though the DC of the Strength check to break the net remains 25). However, any attempt to escape the hooked net (successful or not) deals 1d4 points of damage to an entangled creature, with each failed check increasing the DC of subsequent escape attempts by +2 as the hooks work their way deeper into the victim's flesh.

## STRAP CROSSBOW

Conventional wisdom would never have the brutal and unsubtle half-orc hordes using a weapon of this fragility and size, but their tiny bolts turn up in many unsuspecting throats. The strap crossbow is a minuscule weapon that attaches to the wielder's gauntlet or to a leather strap on the back of the wrist. It is kept loaded and cocked, set to fire on a hair trigger. Reloading a strap crossbow is a full-round action.

A strap crossbow can be fired as a swift action that does not provoke an attack of opportunity. The wielder simply bends the wrist slightly, firing a needle-thin bolt before the defender can react. A strap crossbow deals little damage and has no threat range or critical multiplier (so it cannot deal a critical hit), but is a popular weapon for delivering poisons at close range.

TABLE 6-8: WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>
<i>Two-Handed Melee Weapons</i>							
Orc battering axe	200 gp	2d6	2d8	×3	—	40 lb.	Piercing and Slashing
<i>Ranged Weapons</i>							
Arbalest	400 gp	2d6	2d8	×3	120 ft.	45 lb.	Piercing
Crossbow, strap	35 gp	1d2	1d3	×2	5 ft.	1 lb.	Piercing
Orc footbow	600 gp	1d8	1d10	×3	180 ft.	6 lb.	Piercing
Net, orc hooked	25 gp	—	—	—	10 ft.	1 lb.	—

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>2</sup> When two types are given, the weapon is both types if the entry specifies “and.”



# SPECIAL ITEMS AND SUBSTANCES

Orcs and half-orcs create special items mostly to enhance their abilities in combat. Where applicable, items list the Craft (alchemy) DC to create them.

## ARROW, SMOKE

This alchemically treated arrow is lit before firing, creating thick clouds of smoke in a 10-foot cube wherever it strikes. The arrow is consumed after 1 round, and the smoke dissipates in 1d4 rounds.

Smoke arrows can be used against a specific object or location, but the standard -4 penalty for attacking prone targets applies when aiming at a particular point on the ground. Missed shots are treated as duds and do not create any smoke.

Craft (alchemy) DC 20.

## BOLT DOORBREAKER

These blunt rods of pig iron resemble hammers more than projectiles, and are so massive that they cannot be fired from anything smaller than a heavy crossbow. A doorbreaker bolt reduces the range increment of the weapon firing it to 1/10th normal, deals bludgeoning damage instead of piercing damage, and deals full damage to objects. Half-orc warlords frequently use these bolts against doors and walls in sieges, and they occasionally turn up in the hands of dungeon-dwelling warbands.

## COMBAT DRUGS

Every tribal spellcaster has her own version of this ancient orc recipe, but all have the same effect—to turn the user into a frothing maniac. The user ingests the drugs as a full-round action (different forms are smoked, eaten, or drunk). The user gains the benefits of the Diehard feat, but automatically fails any non-Strength-based skill check and takes a -2 penalty on Will saving throws.

The effects of combat drugs last for 1d6 × 10 minutes. The user must make a successful DC 14 Fortitude save when they leave his system or take 2d6 points of nonlethal damage from the aftereffects. Combat drugs are not addictive.

Craft (alchemy) DC 30.

## MAGEBANE

This foul-smelling, waxy substance is rendered from nettles, poison sumac, and devil's club, and has such a powerful irritant effect that it must be transported in sealed clay pots. Burning a pot of magebane creates thick clouds of smoke in a 10-foot cube. The smoke takes 1 round to spread. All creatures within the area take a -4 penalty on Concentration checks, and all spells cast within the cloud

TABLE 6-9:  
SPECIAL ITEMS AND SUBSTANCES

Item	Cost	Weight
Arrow, smoke (1)	20 gp	1/10 lb.
Bolt, doorbreaker (1)	15 gp	6 lb.
Combat drugs	50 gp	—
Magebane	100 gp	5 lb.
Painkillers	30 gp	—
Tar pot	200 gp	20 lb.

with a normal casting time of one standard action instead take 1 full round to cast. The pot is consumed after releasing the smoke, and the cloud dissipates in 1d4 rounds.

Craft (alchemy) DC 25.

## PAINKILLERS

Orcs on the march commonly carry the bulbs of a pale white marsh flower known to sages as corpsefinger. The bulbs have no effect on other humanoids, but one dose makes orcs and half-orcs virtually immune to the effects of pain. A dose of painkillers grants the user 10 temporary hit points but also imposes a -4 penalty to AC. Each dose lasts for 1d6 × 10 minutes, and the user must make a successful DC 14 Fortitude save when the drugs leave his system or take 2d6 points of nonlethal damage from the aftereffects. Each additional dose increases the duration of the effect by 1d6 minutes, but likewise increases the Fortitude save DC by +2.

## TAR POT

Orcs long ago learned to put a pall of smoke between themselves and the sun's disorienting rays when fighting by day. Tar pots do so simply and successfully, and it is common for a surface force to carry scores of them.

A tar pot is a heavy iron device resembling a crude furnace. In battle, the pot is filled with tar and sawdust, then lit. The thick iron shell lets in just enough air to keep the mixture smoldering and belching black smoke, shrouding the battlefield in a toxic, artificial dusk after only a few minutes.

One tar pot creates an area of smoke identical to the cloud of an *obscuring mist* spell and blocks the effects of sunlight (including a *daylight* spell cast within it) for creatures with light sensitivity. Unless the fire is extinguished, a tar pot produces smoke for 10 rounds before it needs more fuel. The radius of the smoke cloud expands at a rate of 10 feet per round, to a maximum of 100 feet. The smoke then dissipates normally.

## SCARS

Since the first orcs took to caves, they have commemorated life events and transitions with ritual scarring—marking

their faces, hands, chests, backs, and even engraving their tusks. Over time, orc and half-orc spellcasters have learned to lend real-world significance to these symbolic marks by imbuing them with magic.

To impart a magic scar, the creator must have access to a masterwork scarring kit (costing 55 gp and weighing 5 pounds) and a specially prepared paste that encourages scar tissue to form. Creating this paste requires a successful DC 15 Survival check to gather the materials, and a successful DC 15 Heal or Craft (alchemy) check to render the foul-smelling pulp. The scarring itself requires ranks in Craft (scarring), an ancient art of the orcs.

Note that magic scars are permanent but always have some negative effect on the marked creature. Unlike typical tribal scarring, magic scars must be cut deeply into tissue, often damaging nerves and muscles in the process. The damage dealt by such scarring cannot be reversed by Heal checks, *restoration*, *cure* or *heal* spells, or any other magic effect short of a *wish* or *miracle*.

## SCAR OF FAITH

These deep cuts are sometimes part of a junior adept's ascension to a senior post. Such a scar is always made on the subject's face, usually the area around the left eye, but can sometime form a false third eye in the center of the forehead.

A character who receives this scar loses 2 points of Charisma from extensive wounds to facial nerves and soft tissue. In return, he gains a special bond with his patron or deity. Once per week, the character may cast *commune* and *find the path* as a 20th-level cleric, without incurring the usual 100 XP cost for casting *commune*.

Strong divination; CL 11th; Craft Wondrous Item, *commune*, *find the path*, creator must have 5 ranks in Craft (scarring); Price: 54,880 gp.

## SCAR OF THE MAGE-KILLER

Though it happens rarely, cautious and even thoughtful half-orcs are sometimes born to a tribe. They serve a valuable purpose in barbarian society, not usually as war leaders (this honor goes to the strongest, not the smartest) or as adepts (where anything more than horse sense is wasted). Instead, they become mage-killers—dedicated specialists who hunt down enemy spellcasters in battle.

Those who show special promise are chosen for this treatment. The subject is chained in total darkness and his skin shaved off in layers as magic-resistant inks are applied directly to the raw flesh. This agonizing process literally burns away the subject's muscles, causing him to lose 2 points of Strength. As a consequence of this horrifying experience, he gains spell resistance 13 and a +4 resistance bonus on all saves against spells and spell-like effects.

Moderate abjuration; CL 9th; Craft Wondrous Item, *spell resistance*, creator must have 5 ranks in Craft (scarring); Price: 10,000 gp.

## SCAR OF MIGHTY HEWING

Among the most severe scarring that an orc or half-orc can endure, these diagonal slashes along the subject's chest, back, and arms expose bone and sinew in many places. The subject loses 2 points of Dexterity from severed ligaments and nerves, but in return, he gains the benefits of the Cleave, Power Attack, and Improved Sunder feats. (These benefits do not count as prerequisites for other feats.)

Moderate transmutation; CL 9th; Prerequisites: Craft Wondrous Item, *righteous might*, creator must have 5 ranks in Craft (scarring); Price: 14,000 gp.

## SCAR OF RAGE

Half-orcs and orcs who show exceptional strength and fury are sometimes chosen for this honor. After cutting a series of jagged marks into the sides of the subject's head, the crafter drills rough holes into the skull. Smoking-hot brands are then inserted into the incisions, burning out those small portions of the subject's brain that are responsible for polite behavior (or its orcish equivalent). The result is a raving lunatic, unsuited to any task but slaughter—the stuff of barbarian legend.

The subject of the scar of rage loses 2 points of Intelligence from the massive trauma to his brain. In exchange, though, he gains the barbarian's greater rage ability once per day, gaining a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and a –2 penalty to AC while in this state. Additionally, the character gains damage reduction 2/—. If he already has the greater rage ability, he can use it one additional time per day, and this damage reduction stacks with damage reduction gained by other means.

Moderate enchantment; CL 8th; Craft Wondrous Item, *rage*, creator must have 5 ranks in Craft (scarring); Price: 27,000 gp.

## SCAR OF THE WOODS

Traditionally awarded for acts of great cunning in battle, these scars circle the subject's chest and trunk, reaching clear to the bone in places. They usually take the form of a stylized wolf or dire rat, with limbs stretched out across the subject's breast.

A character who endures these scars loses 2 points of Constitution from deep cuts to his ribcage and muscles. In return, he becomes a lycanthrope (werewolf or wererat, at the crafter's discretion). The character gains Control Shape as a class skill, with a +10 racial bonus on all Control Shape checks (see **Chapter Six: Monster Skills and Feats** in the *MM*). Additionally, he gains Track as a bonus feat.

Strong transmutation; CL 12th; Craft Wondrous Item, *polymorph*, creator must have 5 ranks in Craft (scarring); Price: 28,000 gp.

# APPENDIX A: SUPPLEMENTAL RULES

The following material is referenced in Advanced Race Codex: Half-Orcs but fully detailed in other Advanced Race Codex publications. It is included here for your convenience, and to make Half-Orcs as complete and useful as possible.

## ROBUST [GENERAL]

You are stronger than others of your race.

**Benefit:** You gain a +1 bonus on all Strength-based skill checks and a +3 bonus on Strength checks.

# LICENSE

## OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

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

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

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

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

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

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

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000–2003, Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2000–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, JD Wiker, Chris Perkins, and Rodney Thompson, based on material by Jonathon Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkinson, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Dungeons*, Copyright 2000, Alderac Entertainment Group.

*Creature Catalogue*, © 2001–2004, Scott Greene (<http://www.enworld.org/cc>).

*Dragons*, Copyright 2001, Alderac Entertainment Group.

*Evil*, Copyright 2001, Alderac Entertainment Group.

*Jade Dragons and Hungry Ghosts*, Copyright 2001, Green Ronin Publishing; Authors Wolfgang Baur, David "Zeb" Cook, Erik Mona, Leon Phillips, Chris Pramas, and Steven E. Schend.

*Legions of Hell*, Copyright 2001, Green Ronin Publishing; Author Chris Pramas.

*Undead*, Copyright 2001, Alderac Entertainment Group.

*Armies of the Abyss*, Copyright 2002, Green Ronin Publishing; Author Erik Mona.

*Assassin's Handbook*, Copyright 2002, Green Ronin Publishing; Authors Wolfgang Baur and David "Zeb" Cook.

*Freeport: The City of Adventure*, Copyright 2002, Green Ronin Publishing; Authors Chris Pramas and Matt Forbeck.

*Hammer & Helm: A Guidebook to Dwarves*, Copyright 2002, Green Ronin Publishing; Author Jesse Decker.

*Mercenaries*, © 2002, Alderac Entertainment Group; Authors Noah Dudley, Andrew Getting, Travis Heermann, Jeff Ibach, Mike Leader, Mike Mearls, Jim Pinto, Eric Steiger, John Baxter Stringfellow, and Douglas Sun.

*Monster*, Copyright 2002, Alderac Entertainment Group.

*Plot & Poison: A Guidebook to Drow*, Copyright 2002, Green Ronin Publishing; Author Matthew Sernett.

*Shaman's Handbook*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Book of the Righteous*, Copyright 2002, Aaron Loeb.

*War*, Copyright 2002, Alderac Entertainment Group.

*The Witch's Handbook*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Wrath & Rage: A Guidebook to Orcs & Half-Orcs*, Copyright 2002, Green Ronin Publishing; Author Jim Bishop.

*Airships*, Copyright 2003, Bastion Press, Inc.

*Avatar's Handbook*, Copyright 2003, Green Ronin Publishing; Author Jesse Decker.

*Bastards & Bloodlines: A Guidebook to Half-Breeds*, Copyright 2003, Green Ronin Publishing; Author Owen K.C. Stephens.

*Bow & Blade: A Guidebook to Wood Elves*, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Thomasson.

*Cloud Warriors*, Copyright 2003, Fast Forward Entertainment.

*Fang & Fury: A Guidebook to Vampires*, Copyright 2003, Green Ronin Publishing; Author Jim Bishop.

*Skull & Bones*, Copyright 2003, Green Ronin Publishing; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.

*Testament: Roleplaying in the Biblical Era*, Copyright 2003, Green Ronin Publishing; Author Scott Bennie.

*The Avatar's Handbook*, Copyright 2003, Green Ronin Publishing; Author Jesse Decker.

*The Book of Fiends*, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

*The Noble's Handbook*, Copyright 2003, Green Ronin Publishing; Author Rodney Thompson.

*The Unholy Warrior's Handbook*, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb.

*Uncommon Character*, Copyright 2003, Trident Inc., d/b/a Atlas Games.

*The Village of Briarton*, Copyright 2003, Gold Rush Games; Authors Patrick Sweeney and Christina Stile; Editing & Additional Material by Spike Y. Jones.

*Waysides: Book of Taverns*, Copyright 2003, Eden Studios, Inc.

*Asimar's Tiesling: A Guidebook to the Planetouched*, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb.

*Advanced Bestiary*, Copyright 2004, Green Ronin Publishing; Author Matthew Sernett.

*Aerial Adventure Guide: Sky Captain's Handbook*, Copyright 2004 Goodman Games (contact [goodmangames@mindspring.com](mailto:goodmangames@mindspring.com), or [www.goodman-games.com](http://www.goodman-games.com)); Author Michael Mearls.

*The Black Company Campaign Setting*, Copyright 2004, Green Ronin Publishing; Authors Robert J. Schwalb and Owen K.C. Stephens.

*The Cavalier's Handbook*, Copyright 2004, Green Ronin Publishing; Author Robert J. Schwalb.

*The Psychic's Handbook*, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

*The Trojan War*, Copyright 2004, Green Ronin Publishing; Author Aaron Rosenberg.

*Unearthed Arcana*, Copyright 2004, Wizards of the Coast; Authors Andy Collins, Jesse Decker, David Noonan, and Rich Redman.

*Advanced Race Codex*, Copyright 2005, Green Ronin Publishing; Author Robert J. Schwalb, et al.

*Advanced Race Codex: Half-Orcs*, Copyright 2007, Green Ronin Publishing; Author Robert J. Schwalb