

# The World of **ARUNEUS** The Orcs

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"For thousands of summers we have fought each other and laid our souls under the feet of others. When they first set on us, we had no War Leader and we died. For a hundred summers we have died. Now, now you've chosen me as your War Leader and we live! We rip our own gold out of our hills! We forge our own steel with which to slay! Our bards sing songs of glory and of learning now! Our builders have learned the art of stone and our cities prosper! You have chosen me as I have chosen you and we will never more lie under the feet of another race! We will forge our empire with our steel, build our cities with our own gold and become a mighty, mighty race! A race that fears no enemy, living or dead!"

Transcription - Clan Moot at Highpass, 97 AA, War Leader Garak in a speech to the gathered clans

This supplement contains everything you will need to insert the Aruneus Orc Player Character into any Pathfinder campaign. Whether you're basing your campaign on the world of Aruneus or simply want to include Orcs in your campaign world, this supplement is for you.

### It contains:

- A History of the Orcs
- Descriptions of Orcs and their society in the world of Aruneus
- Orc Racial Traits
- Two new Creatures: the Hram and the Penumbral Atavus
- Prestige Class: The War Leader
- Three Orc NPCs: The Herd Rider, the Bardic Herald and the Clan War Leader
- Two Magical Items: The Bridle of Control and the Scimitar of Command

### What is Aruneus?

Aruneus is a source book for the Pathfinder Role Playing Game detailing the world, politics and lives of those living in a high fantasy world one hundred years after a cataclysmic zombie apocalypse.



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### History

Since their introduction to Aruneus, the Orcs have congregated in the tundra and northern reaches of the world. A once-great kingdom that stretched most of the span of Aruneus' northern continent, the Orcs were beaten by the League of the Ring and their empire collapsed into a series of small city states and clan holdings. Over time even these city states faded, unable to support a larger, stable population, and the Orcs became a semi-nomadic, clannish race.

They persisted in this state with multiple clans occasionally joining behind a War Leader to fight other clans in land grabs or to launch semi-organized raids into Human, Dwarven, or Elven territories.

One hundred years past when the dead rose, the Orcs found themselves in a unique position. Living in cold, arid areas – sometimes sub-arctic – they experienced six to ten months of relative freedom from human zombies (which freeze solid after prolonged exposure to cold temperatures). The Orcs still suffered massive casualties during the first decades of the zombie apocalypse, but their seminomadic lifestyle, small population centers, and ability to thrive in cold, hostile environments gave them advantages the other races did not have. Of all the sentient races, they were the first to recover.

Starting 30 years after the zombie apocalypse smaller clans began banding together under regional War Leaders who instituted a new tradition – the Clan Moot. Once every two years these War Leaders and a few chosen warriors, priests and bards would meet at an agreed upon location which was declared a sacred space. The ground was consecrated in a great rite and all present were bound under sacred law to not directly or indirectly cause harm to another Orc while within the sacred space. Lasting several weeks, the Clan Moot gave the Orcs many valuable political tools. For the first time in several thousand years, they had a meeting of their leaders under circumstances where war and killing were strictly taboo.

Ideas began to be exchanged, alliances formed and the Orcish political machine was born. Bards, who were held more sacred than even priests were sacrosanct from violence, began congregating at Clan Moots in great numbers. War Leaders, the political leaders of their regions, found themselves using bards as a method of communicating policies and programs throughout their race. Policies and new ideas easily crossed clan boundaries thanks to the bards who

would meet with each other and their War Leaders to ascertain which were sound and which were not.

In 89 AA at the largest Clan Moot held to date, a particularly savvy War Leader called Garak was chosen to lead the entirety of



the Orcish peoples. He immediately set forth a number of mandates with the aim to abolish blood feuds, spread new knowledge to all Orcs, and formalize the political system that had become the Clan Moot.

Garak was not only politically savvy but shrewdly intelligent. He realized the forming a new empire with the goal of conquest over other races, as weakened as they were at the time, would only give the other races an excuse to begin a second campaign of Orcish extermination. Rather than launch a war, he cajoled, bargained and threatened the clan War Leaders below him until raids into the other races' territories were ceased. Then after several years without raids he dispatched a select few bards, acting as diplomats, to the surviving moderately sized Human, Dwarven, and Elven cities in the north, where he established embassies and began the delicate process of challenging almost 3000 years of racial stereotypes.

While offering real help in the form of gold, steel and trade, the Orcs, under Garak's direction, also quietly began expanding into the now empty border lands between the frozen north and the lower continent of Aruneus. It has only recently been acknowledged that the Orcs have managed to increase the size of their territory by a significant amount.

### **Physical Description**

Both male and female Orcs are naturally tall, standing between six and seven and a half feet tall. Orcs are also very broad shouldered, naturally muscled, and very seldom overweight. They have pointed ears that jut out some distance from their heads, eyes with rust colored irises and large canines that protrude from their mouths which are often decorated with paint. A thick brow and dark green or grey skin round out their appearance, making even the weaker members of their species intimidating to behold.

### Society

The Orcs once built vast cities and still occasionally camp amongst these ancient ruins. They live a semi-nomadic lifestyle, planting crops and leaving them untended where they are able and otherwise they roam the North of Aruneus. Hunting and fishing account for a large portion of their diet. Intimidation is a way of life among Orcs, as much a part of their society as their war stories or mastery of animals.

The Orcs maintain large herds of their own breed of horse, known to them as Hram

Horse. They are known to care for their Hram before themselves or their families. Orcs pride themselves on their songs of power and prowess. In Orc society Bards enjoy a status just below that of War Leaders and are some of the few Orcs who are exempt from ritualized combat and displays of prowess. Bards are the keepers of knowledge as well as the makers of treaties and the final word on Orcish law.

Orc clans range in size from minor clans with up to 25,000 individuals to large clans with over 50,000 individuals.

### Relations

Through their Bards, the Orcs' memory is long. They have not forgotten the war waged on them thousands of years ago or the fact that they once had an empire of their own.

They tend to mistrust Humans, Elves and Dwarves on the whole although individual members of these races can prove themselves worthy in the Orc's eyes. The last hundred years have taught them the value of trade and treaty with other races, however. For the first time in ages, the Orcs are entering the political arena with the other races.

In turn, the other races tend to look on the Orcs as nothing more than barbarous horse traders with a love of combat and an uncanny ability to stay alive in tough situations.

They view Half-Orcs with a mixture of pity and horror. Most Orcs would not sully themselves mating with another race.

Of all the other races, Humans have been the first to extend cautious embassies to the North and have begun to engage the Orcs in some trade. Orcs have also gained a reputation as excellent defenders against the undead.

### Alignment and Religion

Orcs are in their hearts as varied as Humans when it comes to religion and Alignment. Though there is a tendency towards the more chaotic aspects of any Alignment.

Orcish priests worship the pantheon of Aruneus as a whole, though individual priests may single out a God as their personal guide in spiritual matters.

### **Adventurers**

Orc society lends well to adventure, with young Orcs leaving clan and home to prove themselves in the larger world.

### Male Names

Awlus, Granf, Fraken, Kaylid, Maltak, Orien, Zran

### Female Names

Arlet, Edfan, Hrale, Prent, Sliv, Yament

### **Orc Racial Traits**

+2 to Strength: Orcs are by nature physically stronger than the other races.
+1 to Will: Orcs are tenacious and set in their ways, often unwilling to bend.

-2 Dexterity: Orc bodies are heavily muscled but not created to be dexterous.

**Medium:** Orcs are medium sized creatures. **Normal Speed:** Orcs have a base speed of 30 feet.

**Speed Burst:** Once daily (+Con bonus) Orcs can either move an additional 10 feet or take an additional free move action (5 feet) during combat.

**Infrared Vision:** In conditions where there is little or no light, Orcs have the ability to see into the infrared spectrum, allowing them to detect objects hotter than the ambient temperature.

**Unkillable:** Once daily when an Orc is brought below 0 hit points they may choose to take *either* an additional full attack action or call on their vast reserves of strength and heal their level +1 Hit Points immediately.

Intimidating: Orcs receive a +3 racial bonus on Intimidate skill checks. Orc society is based on intimidation and force of will.

Animal Mastery: Orcs receive a +2 on any Handle Animal skill checks. Orcs are naturally good with animals, often preferring the company of their animal companions to that of other races.

**Weapon Familiarity:** Short bow, scimitar. Orcs treat any weapon with the word "Orc" in its name as a martial weapon.

Languages: Orcs begin play speaking Common and Orc. Orcs with a higher intelligence score can also choose from the following: Giant, Gnoll, and Goblin.



### Prestige Class: War Leader

In a society where strength and wisdom are highly valued, the War Leader is an Orc who has been proven in battle and raised to lead their people. Tasked with leading raids against other clans or punitive actions against other races, they would maintain their status but had little to do with the everyday politics of Orc society.

In the last hundred years, the War Leader has come to mean much more than being the bravest or strongest Orc. War Leaders are looked to as leaders of their clans in both times of war and of peace. They are expected to have not only the bravery and strength of their past namesakes but also the restraint to know when and where to apply them to best serve the Orcs as a people.

Through their ability to lead other Orcs, the War Leader builds a core of followers who are extremely loyal. Traditionally these followers are Orcs themselves, but recently War Leaders have begun attracting followers of other races.

**Role:** Able to command the loyalty of many, the War Leader serves as the leader of a Clan of Orcs and can represent the clan at a Clan Moot.

Alignment: The War Leader can be any alignment.

### Hit Die: d10

### Requirements

To qualify to be a War Leader, the character must fulfill the following requirements. Race: Orc Base Attack Bonus: +7

Skills: Intimidate 8 ranks, Diplomacy 4 ranks Feats: Leadership

### **Class Skills**

The War Leader's class skills (and the key ability for each skill) are *Diplomacy* (Cha), *Intimidate* (Cha), *Sense Motive* (Cha) and *Perception* (Wis).

Skill Ranks at each level: 4 + Intelligence modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+1	Leadership Score +1, Inspire Others (+1)
2nd	+1	+1	+1	+2	Ability Boost (Cha +1), Summon Penumbral Atavus (25%)
3rd	+2	+2	+1	+2	Leadership Score +2, Greatness (+2)
4th	+3	+2	+1	+3	Inspire Others (+2)
5th	+3	+3	+2	+3	Leadership Score +3, Summon Penumbral Atavus (50%)
6th	+4	+3	+2	+4	Ability Boost (Cha +2), Greatness (+4)
7th	+5	+4	+2	+4	Leadership Score +4
8th	+6	+4	+3	+5	Inspire Others (+3), Summon Penumbral Atavus (75%)
9th	+6	+5	+3	+5	Leadership Score +5, Greatness (+6)
10th	+7	+5	+3	+6	Ability Boost (Cha +3), Summon Penumbral Atavus (90%)



Base Attack Bonus and all Saving Throw Bonuses are in addition to those already acquired through other classes.

### **Class Features**

Weapon and Armor Proficiency: The War Leader gains no additional proficiency with any weapon or armor.

### **Inspire Others**

At first level the War Leader gains the Inspire Others power. They can use this

once daily (+Cha Bonus). The War Leader can inspire their allies to great feats of valor, giving them a +1 bonus to attack, damage and all saving throws. On reaching  $4^{th}$  level this bonus increases to +2 and at  $8^{th}$  level it increases to +3.

### Summon Penumbral Atavus

War Leaders may call on their ancestors for counsel once per evening, if they so desire. At  $2^{nd}$  level the War Leader has a 25% chance of success. At  $5^{th}$  level a 50% chance of success. At  $8^{th}$  level a 75% chance of success and at  $10^{th}$  level a 90% chance of success. A War leader will never be attacked by a Penumbral Atavus as they have earned the right to consult the ancestors.

### Greatness

Great War Leaders are not born; they are made on fields of battle and through tests of strength and will. Whatever political aspirations they may have, the War Leader thrives in the heat of battle, the initial charge and the chaos that ensues. In addition to any other bonuses, at 3<sup>rd</sup> level War Leaders gain a +2 to attack, damage and save rolls for the first two rounds of combat. At 6<sup>th</sup> level this increases to +4 and at 9<sup>th</sup> level it increases to +6.

### On Leadership

The Cohort a War Leader attracts through their Leadership feat should be considered a personal body guard. All followers should be considered close associates of the War Leader. Followers of War Leaders act as officers, enforcers, and cronies. They fill important administrative and bureaucratic offices. A war leader can lead a clan the total size of which is 1500 times their Leadership Score. Our Minor Clan War Leader NPC with a Leadership score of 17 could lead a clan of up to 25,500 Orcs. It's important to note that simply choosing the War Leader Prestige class does not entitle a character or NPC to an entire clan of Orcs. They must earn this right through combat and political mastery.

Additionally, the Cohort a War Leader attracts can be up to 1 level <u>higher</u> than the War Leader's level.

### Hram (Orc Horse)

### XP 400 CR 1

Large animal Initiative +2; Senses low-light vision, Perception +6

### DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size) HP 15 (3d8+6) **Fort** +6, **Ref** +5, **Will** +1

### OFFENSE

Speed 50 ft. Melee 2 hooves -2 (1d4+1) Space 10 ft.; Reach 5 ft.

### **STATISTICS**

Str 18, Dex 12, Con 18, Int 4, Wis 11, Cha 6 Base Atk +1; CMB +5; CMD 17 (21 vs. trip) Feats None Skills Perception +6

### SPECIAL QUALITIES

None.

### ECOLOGY

**Environment:** Northern Aruneus **Organization:** solitary, pair, or herd (3–30) **Treasure:** none

### Description

The Hram, or Orc Horse, is a hardy breed of horse native to the Northern reaches of Aruneus. Bred only by the Orcs and prized for their size and intelligence, Hram are sought after in the southern lands. Though there are few non-Orcs of large enough status to successfully control them their huge stature and increased intelligence make them tangible symbols of status among the wealthy.

Hram average 24 hands tall (8 feet at the shoulder) and weigh 2200 lbs.

They are more intelligent than the southern breeds of horse and more muscular and robust, able to survive in the colder climates of the north.



### **Penumbral Atavus**

### XP 1,200 CR 4

Medium Undead (Incorporeal) Init +5; Darkvision 120 ft.; Perception +12

### DEFENSE

AC 20, touch 20, flat-footed 15 (+4 Dex, +1 dodge, +5 deflection) HP 23 (6d6+10) Fort +4, Ref +6, Will +7 Defensive Abilities channel resistance +4, incorporeal, undead traits

### OFFENSE

Speed 30' Melee Attack (touch) +4 (1d6+1) Special Attack: Shiver (DC 18)

### **SPECIAL QUALITIES**

Undead, Incorporeal

### **STATISTICS**

**Str** —, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 10

Base Attack +5; CMB +5; CMD 22 Feats: Dodge, Improved Initiative, Iron Will Skills: Knowledge (history) +10, Perception +12, Sense Motive +15, Stealth +20; Racial Modifiers +4 Perception, +20 Stealth Languages: Common, Orc

### ECOLOGY

Environment: Northern Aruneus Organization: Solitary Treasure: None

### Description

Penumberal Atavus are the shadowy remnants of ancestral Orcs whose presence in life was powerful enough to leave a lasting impression on the world. Solitary and wandering by nature, these creatures do not generally interact with the living of their own free will. They can be found only in the Orc territories of Northern Aruneus.

They appear literally as the shadows of their former selves, sometimes displaying the grisly reminders of how they perished. While they can understand Orc and Common they cannot speak.

They can communicate by drawing in soft substances such as snow or sand with their spectral fingers.



Being ethereal creatures, Penumberal Atavus prefer the night although they can occasionally be seen in daylight. They can easily flit from shadow to shadow and are very hard to spot or track.

Tradition holds that the Penumberal Atavus can be summoned by a simple ritual for the purposes of divining the outcome of a single act or learning the purposes of others' actions.

Summoning the Penumberal Atavus comes with risks, however. They have been known to viciously attack whoever summoned them.

### Shiver

On touching a target (touch attack) the Penumberal Avatus can cause that target to begin shaking violently as if extremely cold. These violent shivers last for 1d4+1 rounds and give a -2 penalty to all attack and damage rolls.

### Summoning

The ritual for summoning a Penumberal Atavus is very simple and one need not be an Orc to attempt it. Staring into an open fire while outside in the Penumberal Atavus' territory, one must utter the words (in Orc or Common) "I summon you, the ancestors of this land."

There is a 10% chance of success for Orcs, a 5% chance of success for other races. A summons may be attempted once per night.

If a Penumberal Atavus is successfully summoned they will appear as a shadow near the fire after 1d4 rounds.

If it appears, there is a 15% chance (20% chance for non-Orcs who have summoned them) that it will immediately attack the person who invoked the ritual. It will never attack a War Leader.

If it does not attack, the invoker can ask one question regarding an act they are considering or about the reasons behind another's actions. This question must be a yes or no question. A few example questions:

- Should I attack the village at dawn?
- Did Shavius run because he was guilty?
- Will the Troll named Seegert allow me to pass unharmed if I pay the toll?

The Penumberal Atavus will indicate yes or no and (at the GM's discretion) may attempt to impart more information either by writing a few words or by drawing symbols.

Once it has answered the question asked of it, the Penumberal Atavus will expect to be given a token of its past life in the form of food or drink. A few crumbs left on the ground or a few drops of wine spilled are sufficient and the Penumberal Atavus will depart immediately. It will flit back into the shadows and leave the area as rapidly as possible.

Failure to leave such a gift may cause (50% chance) the Penumbral Atavus to attack. Again, the Penumbral Atavus will never attack a War Leader, even if a gift is not given.

Given that they are ethereal in nature and a shadow of their former selves, the Penumberal Atavus, if it attacks, will attack until either its victim is unconscious, dead, or the Atavus has been destroyed. They do not fear death or destruction.

### NPCs

Included in this document are three different Orc NPCs which can be used in your campaign.

The <u>Herd Rider</u> is a typical low level Orc Fighter.

The <u>Bardic Herald</u> is a typical lower level Orc Bard one might encounter with a raiding party or at a Clan Moot.

The <u>Minor Clan War Leader</u> is an Orc who might lead a minor clan of up to 25,500 Orcs.

## Herd Rider

### ORC HERD RIDER CR: 1

**XP 400** 

Male/Female Orc Fighter Level 2 Alignment Chaotic Neutral Medium Humanoid Init: -1; Senses: Infrared Vision, Perception: 0

#### **DEFENSE**

AC: 15, touch 9, flat-footed 15 HP: 18 (2d10+2) Fort +5, Ref -1, Will +0

### **OFFENSE**

Speed 30 ft. Melee: Scimitar +2 (1d6+1 Crit Threat 18-20/x2) Ranged: Short Bow +1 (1d6 Crit Threat 20/x3)) Special Attacks: None Space: 5 ft.; Reach: 5 ft. Spell-Like Abilities (CL Caster Level): None

### **TACTICS**

**Before Combat:** They will either position themselves to act as mounted archers or as mounted flanking units.

**During Combat:** Highly capable, able to hold a line and follow orders, they will do as they are told by their War Leaders.

**Morale:** To surrender would be to lose honor for the clan. To die meaninglessly would serve the same purpose. They will fight as best they can and retreat orderly when needed. They will seldom break and run unless they are facing a foe that far out powers them.

### **STATISTICS**

Str 13, Dex 9, Con: 12, Int 10, Wis 11, Cha 10 Base Atk: +2; CMB: +3; CMD: 12 Feats: Power Attack, Mounted Combat, Point Blank Shot Skills: Intimidate (+7), Handle Animal (+6), Ride (+2) Languages: Orc, Common SQ: Bravery Combat Gear: None Other Gear: Chainmail Armor, Scimitar, Short Bow and 30 arrows.

**SPECIAL ABILITIES** 

**Orc Abilities:** Speed Burst, Infrared Vision, Unkillable, Intimidating, Animal Mastery.

### **DESCRIPTION**

The Orc Herd Riders are charged with moving herds of cattle and Hram across Orcish territories from Winter to Summer camps and back again. Accustomed to living in the wilds and thriving while also protecting animals from predators and Undead, they are tough foes and gruff friends.

Preferring to wear Chainmail and wield short bows and scimitars, they are the archetypical Orcish raiders pictured by the southern races.

In times of war, the Herd Riders form into cavalry units under their clan's war leader. Serving as highly mobile light cavalry, and in a pinch mounted archer units, they are also capable of executing lightning raids.

Players can encounter Herd Riders in just about any portion of the Orc Territories, though they tend to stay more in the plains and lowlands where their beasts fare best.

In general there will be two Herd Riders for every 15 Hram or 50 head of cattle. A raiding party is made up of between 10 and 30 Herd Riders and will often have 1 Orc Bard and possibly a lower ranking War Leader along.

Herd Riders are quite familiar with encountering Contagion Infected Human Zombies (CIZs). They will face them if they are outnumbered 3-1 or less. If they see a horde of CIZs heading towards them they will move their herds generally north towards colder climates and try to circle around the undead. They will try at all costs to stay away from Orc settlements if they are being pursued by CIZs. They have been known to lead them towards Human, Elven or Dwarven settlements. This behavior has tapered off with the coming of Garak.

### Bardic Herald

### **ORC BARDIC HERALD CR: 4**

XP 1600 Male/Female Orc Bard Level 5 Alignment Chaotic Neutral Medium Humanoid Init: +0; Senses: Infrared Vision, Perception: 10

### DEFENSE

AC: 12, touch 10, flat-footed 12 HP: 29 (5d8+5) Fort +2, Ref +4, Will +6

### **OFFENSE**

Speed 30 ft. Melee: Short Sword +4 (1d6+1 Crit Threat 19-20/x2) Ranged: Short Bow +3 (1d6 Crit Threat 20/x3)) Special Attacks: None Space: 5 ft.; Reach: 5 ft. Spell-Like Abilities (CL Caster Level): None

### **TACTICS**

**Before Combat:** Bards will help bolster courage and inspire their fellow combatants.

**During Combat:** Bards will never directly fight against other Orcs unless in self defence.

**Morale:** Orc Bards have almost not fear in battle. They are sacrosanct and may not be attacked by other Orcs. This makes them nearly impossible to drive off by non-Orcs and can cause them to overestimate their own prowess in battles against other races.

### **STATISTICS**

Str 12, Dex 10, Con 12, Int 10, Wis 15, Cha 14 Base Atk: +3; CMB: +4; CMD: 14 Feats: Extra Performance (6 additional/day), Intimidating Prowess, Persuasive. Skills: Bluff (+10), Diplomacy (+11), Handle Animal (+6), Intimidate (+15), Perception (10), Perform Oratory (+12), Sense Motive (+10) Languages: Orc, Common, Elvish, Human SQ:Bardic Knowledge, Bardic Performance, Countersong, Distraction, Fascination, Inspire Courage, Inspire Competence, Versatile Performance (Song), Lore Master Combat Gear: 2x Potion of Cure Light Wounds. **Other Gear:** Short Sword, Short Bow, Leather Armor.

### **SPECIAL ABILITIES**

**Orc Abilities:** Speed Burst, Infrared Vision, Unkillable, Intimidating, Animal Mastery.

Cast 6 0-level Bard spells, 5 1-level Bard spells and 4 2-level Bard spells a day.

### **Spells Known**

Cantrips: Dancing Lights, Daze, Light, Mending, Summon Instrument, Know Direction
 1<sup>st</sup> Level Spells: Cause Fear, Charm Person, Identify, Sleep, Unseen Servant.
 2<sup>nd</sup> Level Spells: Calm Emotions, Detect Thoughts, Eagle's Splendor, Suggestion.

### **DESCRIPTION**

Bardic Heralds are used by clan War Leaders for a variety of purposes. First and foremost they are the primary record keepers, acting as a living memory for the clans.

Bardic Heralds are Orc Bards between 5<sup>th</sup> and 10<sup>th</sup> level. They have proven themselves as capable orators and are able to communicate between clans on behalf of their War Leaders.

Bardic Heralds will also accompany raiding groups to keep an accurate record of individual deeds and overall success or failure. In interclan raids, the Bardic Heralds from opposing clans will often meet shortly after a raid (successful or not) to compare their stories and help ensure accuracy when reporting to their War Leaders.

By long tradition, Orc Bards hold fealty to the race of Orcs first, other Orcish Bards second, their War Leaders third and their birth clans last.

Like all Orc Bards, it is considered the greatest of disgraces for another Orc to strike or cause harm to Bardic Heralds. That is not to say that they will not partake in a fight against predators, monsters, or other races. Bardic Heralds can be deadly foes in their own rights.

# Minor Clan War Leader

### ORC FIGHTER/WAR LEADER CR: 13

XP 5,600

Male or Female Orc Fighter Level 10 / War Leader Level 3 Alignment Chaotic Good Medium Humanoid Init: +4; Senses: Infrared Vision, Perception: 0

### DEFENSE

AC: 20, touch 10, flat-footed 20 HP: 106 (13d10+26) Fort +11, Ref +4, Will +7

### **OFFENSE**

Speed 30 ft. Melee: Scimitar +17/+12 (1d6+5 Crit Threat 18-20/x2) Ranged: Short bow +14/+9 (1d6 Crit Threat 20/x3)) Special Attacks: None Space: 5 ft.; Reach: 5 ft. Spell-Like Abilities (CL Caster Level): None

### **TACTICS**

**Before Combat:** War Leaders will inspire their clan armies with a short speech.

**During Combat:** Known for leading from the front, the War Leader will be the first to enter combat and the last to leave the field of battle. More modern War Leaders have been known to charge initially and then move back to take charge of the battle from a decent vantage point.

**Morale:** If the War Leader runs, the battle is surely lost. They will not waver unless it is for the good of their clan.

### **STATISTICS**

Str 17, Dex 10, Con 14, Int 11, Wis 14, Cha 14 Base Atk: +12/+7; CMB: +15; CMD: 25 Feats: Cleave, Great Cleave, Improved Initiative, Improved Sunder, Leadership, Mounted Combat, Point Blank Shot, Power Attack.

**Skills:** Diplomacy (+9), Handle Animal (+10), Intimidate (+20), Ride (+8), Sense Motive (+10), Survival (+9) Languages: Orc, Common, Elvish, Human SQ: Bravery (+3), Armor Training, Weapon Training (Blades, Heavy +2 / Bows +1), Inspire Others (+1, 3x/day), Greatness (+2), Summon Penumbral Atavus (25%)

**Combat Gear:** 2x Potion of cure serious wounds.

**Other Gear:** +2 Scimitar, +1 Short bow, 30 Arrows, Full plate armor, Light steel shield.

### **SPECIAL ABILITIES**

Orc Abilities: Speed Burst, Infrared Vision, Unkillable, Intimidating, Animal Mastery. Leadership Score: 17 Cohort: 12<sup>th</sup> level Orc. Followers: 30 1<sup>st</sup> level, 3 2<sup>nd</sup> level, 1 3<sup>rd</sup> level, 1 4<sup>th</sup> level.

### **DESCRIPTION**

War Leaders are both politician and general, leading their clan in times of peace, and their armies in times of war.

War leaders can increase the size of their clans through single combat with each other. Politically they can maneuver themselves into leadership positions of multiple clans or on rare occasions, the people of many clans will speak out for one common leader.

While the War Leader is a prestige class and a political office, it is also the name of the highest office attainable by an Orc. The War Leader Garak is the sole leader of the Orc peoples.

This is a new development and it means that other War Leaders find themselves suddenly subservient to another. Most serve willingly. Garak has proven himself in all the ways that count. He is strong, smart, politically savvy, and wise in the ways of battle. Most importantly, he is wise in the ways of the other races.

War Leaders of minor clans aspire to the same, but such a pinnacle has been reached only once. Should they challenge Garak to single combat? Can they outmaneuver him politically? First they must move themselves into a position where they have more followers who can in turn influence a greater number of Orcs and boost their prestige at the Clan Moot. When Garak falls, as all Orcs eventually will, only one will have the strength and will to take his place.

## Magic Items

### Bridle of Control (Magical Item)

Aura: Enchantment

**Caster level:** 2

Slot: Horse

Price: 400 GP

Weight: 5lbs.

### Description

The Bridle of Control is a horse bridle often crafted for the larger Hram horse. Supple leather and polished bronze worked with fantastical designs are normally worked in to the bridle.

When the horse is wearing the bridle, whoever is handling the bridle is automatically granted a +2 to all Handle Animal skill checks.

Any tricks taught to the horse while wearing the Bridle will remain with the horse even after the bridle is removed.

### Construction

**Requirements** Craft Magical item, Charm Animal; Cost 200 GP



### Scimitar of Command

Construction

Aura: Enchantment

Caster Level: 6

Slot: Hand

Price: 8,000 GP

Weight: 2.5 lbs.

+3 Magical Scimitar

### Description

The Scimitar of Command is an ancient Orc forged Scimitar created during the time of the Orcish Empire. It carries with it an aura of powerful command even though it is not a beautiful weapon to behold. The well-worn wooden grip is stained with sweat; the blade while free of blemishes also contains no flourishes or designs. In all it appears as a serviceable weapon designed to inflict damage on another.

The scimitar of Command is bonded to its owner and will impart its power to them alone. As long as its owner is living, it can be wielded by others but functions only as a +3 scimitar.

The Scimitar of Command will bond with the first Orc to wield it in battle after its previous owner has died.

Once bonded, the owner of this scimitar gains a +2 to their Charisma only for the purposes of determining their Leadership Score. This bonus to their Charisma does not affect the character in any other way.

The Scimitar of Command need not be on the person of its owner but must be within one mile or the Charisma bonus will not apply. **Requirements** Craft Magical Arms and Armor, Mass Suggestion; Cost 4,000 GP



An excerpt from Mreata Teerna's "A Quantamancer's Orc - a short account of the new Orc Empire" (Page 379).

Two aspects of the Orc's society immediately came to the fore when the undead first began to pour out of the Human territories and in to other race's territories

First that their society held the intimidation of its members as a central tenant has bred a socially hardened being; the Orcs are used to displaying their prowess and will in both martial activities and in their daily work. A job not done well is a source of ridicule and shame. An inability to survive on one's own is the same. This allowed them to look on the undead menace as simply another problem to overcome, another hardship to endure. Their society which also happens to be semi-nomadic was practically built to accept such a challenge and survive it.

They certainly took their losses and that should not be underrepresented in this document as I have discussed in chapter XVII, but here we shall talk more of their survival, not the many deaths they too suffered.

Orce are powerful beings physically, able to do much harm to each other and the other races. I believe their mutual intimidation evolved in their society as a way to settle disputes with a contest of wills rather than a physical confrontation. The past ninety seven years has served only to strengthen this aspect of their society. Now more than ever blood feuds are fading in to the past and the Orces Prove encountered while living with the Vraan Clan settle their disputes through verbal posturing.

The second aspect is their semi-nomadic lifestyle in their harsh environment. Used to moving with the seasons through areas that may see only three months without snow and freezing conditions, the Orcs could retreat from the undead into the colder climates where zombies freeze solid and then dispose of them at their leisure.

Without centralized points of civilization – no cities to defend, no religious centers, they did not find themselves trapped defending certain locations as did the other races. As we know, even the freshest zombie is easily outrun. Whole clans would migrate North, which certainly caused fighting and unrest in the early days as stored food was limited and the population of food animals was dwindling.

In the first fifteen years of the undead plague, I estimate that as many Orcs were killed by internecine fighting as by the undead Much more rapidly than other races though, they were able to contain themselves, fall back on their societal rules and rebuild vast herds of animals able to survive in frigid conditions.

In summary, what looked to us as barbarism served to preserve their society and many of their number while we Southern races neared collapse and danced with extinction. Special thanks to Jenn Gerber, Izzie & Luca, Benjamin Alberti, editors extraordinaire Nick Nundahl & Liz Barnett, and all the folks at Troll in the Corner.

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