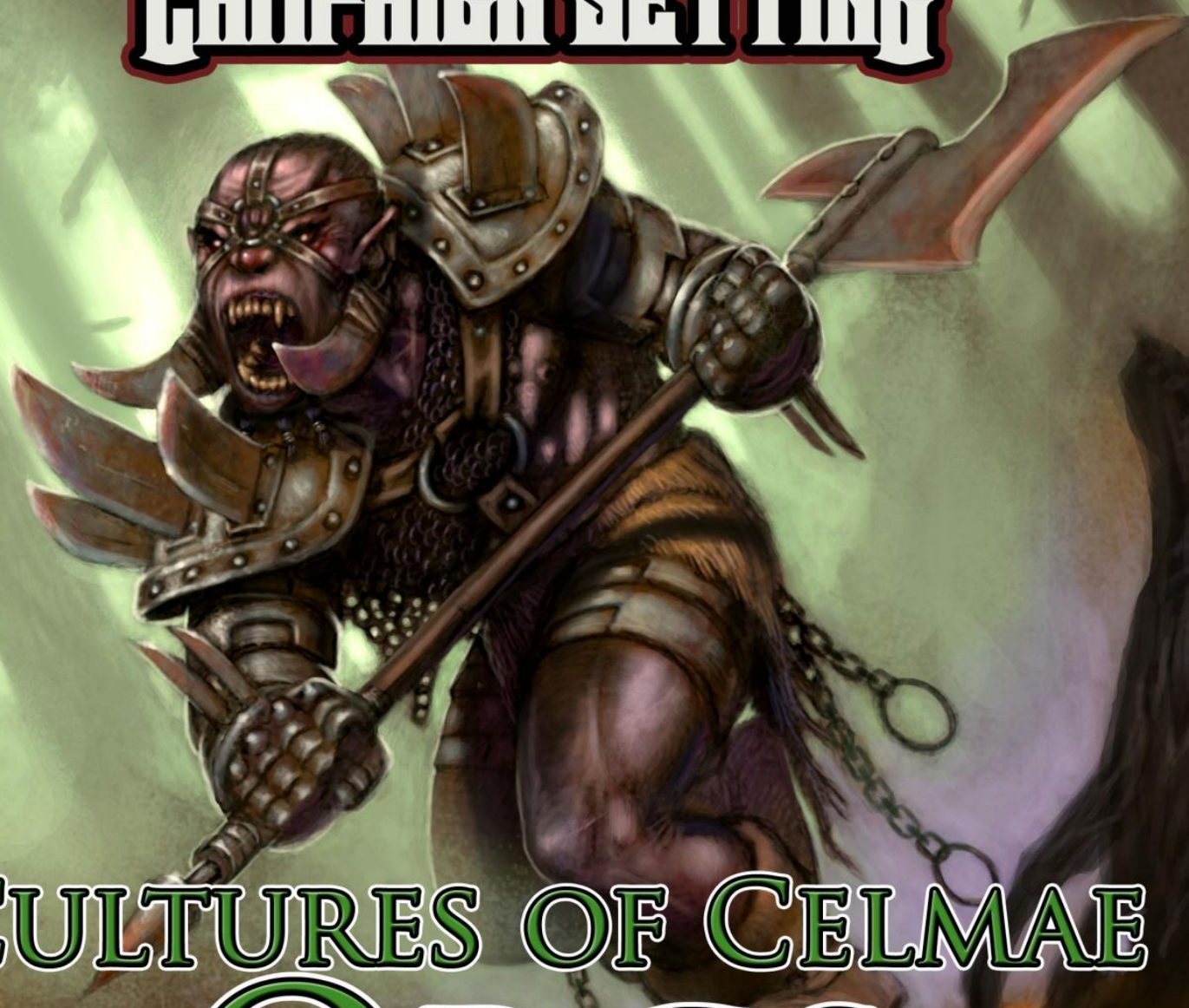


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CULTURES OF CELMAE ORCS

© Eric Lofgren





CULTURES OF CELMAE

ORCS

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History of the Orcs

The orcs of Celmae are a powerful, grey-green race of humanoids known throughout the world as a violent and greedy race. Once, they built giant pyramid-like temples where the blood of sacrifice and battle was offered up to the gods Rullux and Shub-Niggurath. They have largely disappeared in the West since the Shattering. The last tribe went to sea due to a major war fought with the elves around 100 A.S. To this day, the orcs remain mostly scattered throughout the world. However, a new day approaches that may see the orcs return and claim their rightful place as rulers of Celmae.

The ancient history of the orcs is somewhat shrouded in mystery. Before written word, the orcs passed down an oral tradition of their past. Through the centuries, these stories may have been mingled, mixed, or made up entirely. However, two opposing, yet prevalent, ideas exist among historians about the origins of the orcs.

Born to the Darkness

In the time before time, the god of tyranny and battle, Rullux, sought to build an army with which to rule the world. To that end, he created the giants, ettins, and ogres deep under ground, deeper than any of the dwarves and gnomes ever dared to trod at that time. Rullux aimed to hide his creation from the other gods in order to surprise them when his mighty army came forth to conquer and destroy. As a present to Rullux Shub-Niggurath, the Black Goat of the Woods with a Thousand Young created servants and workers from the muck and mud of the world and imbued them with drops of her own being. He named these brutish creatures orcs. The grey-green skinned orcs toiled and labored under the cruel giants for centuries. They cooked and worked and were made into playthings and entertainment. Often, when the giants had bored with a particular orc, they would squash it underfoot, kill it, and eat it, although



not necessarily in that order.

The touch of Shub-Niggurath blessed the orcs with quick reproduction and a thirst to see the stars and fields of the world above. In great rituals, the orcs mated frequently, and their offspring became plentiful, pleasing Shub-Niggurath. Having listened to the nightmares brought about by their connection with the Otherwordly deity and the militaristic sermons of the giant priests of Rullux, a ferocity grew in the orcs, and one day, an especially ambitious orc by the name of Grumlash led the orcs in a bloody uprising against the giants. Overwhelmed by sheer numbers, the giants were defeated, and the orcs were free.

The triumphant orcs marched forth from the cavern homes of the giants, knowing the giants would retaliate in time. Grumlash led them further up into the caves of the underworld. Searching for the pathways to the surface, the orcs happened upon a city of gnomes. Rullux saw favor in the orcs due to their strength in battle and urged them to combat the gnomes to take slaves. He wanted to push his new favored creation to see just how successful their martial might could be. Using their numbers and great strength to their advantage, the orcs waged a quick and violent war with the gnomes, taking those they didn't slaughter as trophies. Emboldened by their successes, the orcs marched defiantly right up to the surface. Seeing the stars of the sky and the open expanse of the world for the first time, the orcs praised their murderous gods for their freedom and set about planning for their conquest of the surface world.

Twisted Children of the Wood

Another origin exists for the orcs; however, it is a somewhat minor tale. In the beginning of time, the creator made the world and everything in it. Then, he created other gods to help him flesh out his creation, most notably Adan, the Forge Father. One such deity was Marsela Moonbow. Marsela was given dominion over the grasses and flowers of the fields and the bushes and trees of the forests. She was so proud of her flora that she invited all the other gods and goddesses to see what splendors the world could hold. The Creator particularly fell in love with the forests and fields. He loved them so much so that he created helpers for the Marsela out of moss and clay. Together, she and The Creator breathed life into the thickly muscled grey-green things. They named them orcs.

The orcs worked the forests and fields and learned to hunt the woods. The Creator bestowed some of the bestial ferocity of the forest creatures upon the orcs that they may hunt better and stronger game. The orcs became consummate hunters and experts at stealth and camouflage. Marsela taught the value of life and to love all of creation. For many years, the orcs lived in the world along-side the

humans and other races.

Thousands of years of peace passed. All the while, Shub-Niggurath plotted and planned for the destruction and downfall of the other gods. She found a simple and corruptible mind in the orcs, they having been bred for work and not scholarship. She gifted the orcs with fertility and an increased brutal strength. In their mind, she sewed the seeds of domination and depravity. Many orcs woke up from fitful nights of sleep to be overtaken by rage in their waking hours. Distrust and dissent grew among the villages of the orcs until one day the orcs rejected the peaceful teachings of Marsela and The Creator. Orc turned on orc, and a great war spread through the land. The orcs were not the only ones affected by this great war. In addition to the fighting, the armies of the orcs began looting and pillaging human villages to take slaves to fill in their armies.

The war god Rullux grew in power during this time and delighted at the warring orcs. He favored one orc general over all the rest, Grumlash. Grumlash's soldiers were better trained and better equipped than any orc army around. He spoke out about the fighting and argued that the orcs should be conquering the world not destroying each other. Grumlash united the orc people under one banner. Finally, after more than a century of infighting and strife, the Orc Wars were over.

Conquest and Rise of the Pyramids

The orcs continued to grow in number over the next several years. Grumlash, now old and growing less virile by the day, proclaimed that his followers would go forth and multiply in the world. Overrun it with orc-kind and dominate and enslave those they met. Chief among these targets were the arrogant and weak humans. To best achieve his plans of empire, Grumlash sent out the strongest of his sons and daughters to go in different directions and establish their own tribes and to seek out holy sites to build up and provide for the spread of worship for Rullux and Shub-Niggurath. The eight strongest warriors strode forth with one ninth of the orc horde each. Grumlash stayed behind conquering the nearby humans and erecting the first of the great pyramid structures used in ancient orc rituals and ceremonies. These pyramids were marvels of construction and built entirely on the backs of his new, more sturdy slaves, the humans.

The orc masters were most vicious and cruel. Humans were little more than cattle to be herded



and worked in the fields. For nearly a thousand years before The Shattering, the orcs worked their own fields and trades less and less. Orc society became a society of decadence and abundance. This actually had a couple of positive outcomes. As the humans took on more of the physical roles in orc society, the orcs had more time to devote to perfecting their dread magics and to plan and execute their military raids. Multiple times per year, the orcs held massive gatherings where they would alternately stage combative games or large unspeakable rituals involving procreation with shapeless horrors.

Although only eight other holy, pyramid-like structures were initially erected, hundreds more dotted the landscape over time. Giant stone blocks hewn from the surrounding areas made up the majority of each site. The human slaves dragged and laid each stone by hand to the exact definition of their orc masters. To do otherwise was to welcome torture and possibly sacrifice. At the center of each of these pyramids was a holy room where the priests of the orc tribes would commune with ancient spirits and the Gods and Goddesses, specifically Rullux and Shub-Niggurath. A great altar sat outside of each pyramid toward the top. These public altars were used for ritual blood sacrifices to the orcs' dark gods.

The influence of the orcs spread to the four corners of the continent. As the orcs conquered more lands, they accumulated vast wealth in gold and gems. It is said that much of this wealth was placed away in deep vaults beneath the temples. The orcs, ever vigilant, set complex traps to hinder all who would consider stealing from the gods, and by extension from the orcs. In addition, no two temples were the same by design.

Lost Temples of the Orcs

The Great Temple Pygrashk: One of the most infamous temples was at Pygrashk. The orcs designed this temple to be the pinnacle in military training grounds. Each room was carefully constructed to house the maximum number of occupants and to magically produce the equipment necessary to train the great armies of the orcs. The "Shining Star" of Pygrashk was a life-altering pilgrimage for any ancient orc warrior, and many battles were fought over control of the holy place. It, like the orc civilizations with it, was lost during The Shattering.

The most intriguing aspect of Pygrashk to modern archaeological theorists is that it according to one obscure reference in a crumbling tome, the temple is reportedly built atop a lake of blue lava. The story goes that this lava holds the ability grant the faithful their heart's desire. Another account from a somewhat trustworthy temple raider is that the blue lava is alive and is

the blood of some ancient being burning its way through the stone beneath the world. Many historians disagree on whether or not Pygrashk even exists because the only known references have vanished under mysterious circumstances.

The Darkness Under the Stars: There supposedly existed a temple that was so opulent and so large that it rivaled the palaces of the gods themselves. This dark pyramid temple reached so far into the sky that some worshippers were said to have been able to reach out and touch the stars themselves. The walls were lined with gold and gemstones. This altar area was a large open air courtyard for orgy rituals or bloodletting and sacrifice rituals to Shub-Niggurath. Like Pygrashk, no real evidence exists to support the temple known as Darkness Under the Stars. However, the story goes that when The Shattering happened, the entire structure of The Darkness Under the Stars inverted itself and no there is a temple that goes underground and has a gaping chasm that leads to some otherworldly land.

The worship at the orc temples lasted right up to The Shattering, a global catastrophe destroyed the orc empires and laid waste to the temples and their altars. Some say that beings far scarier than the orcs broke through the walls and floors of the temples. The orcs were forced to evacuate the now unsafe temples. They returned to the forests and caves where it all began. Many orcs feared that The Shattering was a punishment for their lazy ways and for forgetting their ferocious and bestial natures and they sought out a return to their tribal lifestyle.

Borantorak Crypts Temple: Deep in the forest East of Brighton, butted against the mountain chain several moss-covered, scattered stones clearly mark the Borantorak Temple ruins. At the height of orc civilization, Borantorak provided the orc empire with vast underground systems large enough to hide an entire country of orcs in case of crisis. This was the case at one time according to a few ancient and musty scrolls. Early in their conquest of the world, the orcs, led by a wise shaman devotee of Shub Niggurath named Borantorak, were cornered in the wood near Brighton. The druidic forest protectors called down a rain of acid and corrosion upon the orcs. They had little choice but to take refuge back in the caves. As they explored the depths of this particular system, their scouts noticed that the cave walls opened to fairly regular caverns. Deep in the caves, Borantorak and his scouts discovered a magical ley line. Their sorcerers and clerics corrupted the ley line and bent the magic of the area to the service of Shub Niggurath. Eventually, Borantorak and his orcs



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fought back against the druids using the foul creatures created according to their dark deity's designs. Today, Borantorak has only partially been explored, but is a dangerous, yet rewarding adventure location filled with remnants of dark power and a fallen empire's treasures.

Phaeroxia, the Gateway to the Starry Sky: Many of the known orcish temples are now ruins and were particularly devoted to Shub Niggurath or Rullux. However, Phaeroxia, the Gateway to the Starry Sky had quite a different purpose and survives mostly intact. A small group of orcs who supposedly converted to the worship of the Marsila Moonbow and the Creator, built a temple on a bluff overlooking the ocean. This ziggurat was almost a tower with steep steps that ran up the side at a dizzying angle. Worshipers brought offerings of fish, coral, pearls, and fresh catches and game from hunts as sacrifices to the Creator. In exchange, their deities blessed them with knowledge of the natural world and hunting.

Around 500 B.S (Before the Shattering), an army of orcs invaded the temple, claiming the lands in the name of Rullux. The temple was the last standing bastion of worship for the Marsila and the Creator. The war priests of Rullux attempted to defile the sanctity of Phaeroxia, but were met with a strong magical resistance. It is said that to this day Phaeroxia's magical nature is quite volatile, alternating between a warlike thrum and peaceful ocean waves filled with the chirps of birds. Because of this magical instability, explorers have tended to avoid Phaeroxia out of fear. Rumors have begun to spread, however, that Phaeroxia may be home to a strong magical artifact known as the Tidepearl.

Many of the pyramid-temples sank into the ground or crumbled with the explosions like the ones listed here. Others lie unused by the orcs, their treasures and secrets sitting in wait for anyone brave or strong enough to claim them.



Garmuck's Great War with the Elves

After the cataclysmic Shattering, a new race invaded the orcs' forest home. From the shadows, the mighty orcs watched as an entire civilization of elves flowed from the mountains into the forest. Sensing an opportunity to replenish their slave pens, the orc chieftain Garmuck struck swiftly and violently. His mighty warhost should have easily overtaken the frail elves, but, much to Garmuck's surprise, the elves stood their ground. Consulting with priests of Rullux and Shub-Niggurath, Garmuck ordered his tribe to take the elves for prisoners and sire half orc children to fill out their ranks. Orc maturity comes much more quickly than elven adulthood. The orcs were rapidly winning the war of attrition.

One hundred years of war saw generations of orc leaders born into battle. After the bloody and dark century, the forest itself turned against the orcs. The druids had joined the ranks of the elves and forced the ancient forest beasts and trees to rise up and attack the orcs. Finally in 112 A.S., Warchief Garmuck's grandson, Tarmuck and his entire tribe withdrew from the forests to the coast. The orcs had little time, so they lashed together trees and made crude rafts. They grabbed what they could and took to the sea.

Forced into the Sea

The orcs that took to the sea nearly went mad on the undulating waves. Many nearly died. Every time the orcs attempted to come to shore, Captain Jarrus of the Bryndell navy would push them further to sea in an attempt to starve the orcs away their people. This didn't work, however. Orcs can be quite enterprising when faced with deadly odds.

Tarmuck and the other raft captains spent the next several years getting to know every rock and every inlet of the islands off the coast. Before long, the orcs were able to completely avoid detection by Jarrus and his navy. Using stealth to their advantage, the orcs built up their ships or stole others. Now a vast armada exists on the seas.

It is said that in a fever brought on by eating bad fish, Tarmuck had a vision of what he believed was an ancient past when the orcs would cover their bodies in mud, stone, and leaves to surprise the keen eyed and eared forest creatures. On one of the many islands the orcs came to know, Tarmuck instructed his followers to find materials to use as paints. This began a practice that lasts to this day. Many sea captains have report seeing orca in the distance in their captain's log only to learn that the black and white on the waves was really a pirate ship crawling with black and white painted orcs with a lust for blood and gold.

On Land: Orcs in Hiding and Enslaved

There did exist some orcs who weren't forced off the continent of Brynndell. These cowards refused to heed the call of Garmuck to take up arms against the invading elves. Instead, sensing a future of tragedy, they went into hiding. Many returned to the caves; however, just as many returned to other forests across the continent. During the 800's A.S., many of these orcs were rounded up and sold as slaves to various human across the continent. Given their history, the slaver humans consider this a pleasant turn of events. Some of the orc slaves have managed to escape and establish their clans as free orcs again.



RULLUX

Alignment: Lawful Evil

Domains: Evil, Law, Strength, War

Subdomains: Blood, Fear, Ferocity, Slavery

Symbols: A battle helm with the Red Eye of War peering out.

Garb: Clerics wear black full plate armor with spikes, covered with a blood red cloak.

Favored Weapon: Battle Ax

Worship and Holidays: The church celebrates a major holiday each month, honoring famous battles throughout history that occurred during that time. Before going to war, worshippers pray for favor by reciting the names of ancestors who killed and died in battle. The last day of fall is known as Brothers Blood Day, commemorating Rullux's murder of his brother Rael.

Typical Worshipers: Corrupt nobles, mercenaries, slavers, fallen paladins, and monstrous humanoids

Centers of Worship: The Fortress of Rullux, located in Rogaard, is the holy center of Rullux's faith. After the Rogaarvan Empire collapsed, his faith spread throughout the West. The Red Tents of Naspath

Rullux is a warmonger and desires only bloodshed and battle. He is an evil god, and believes that the weak must be enslaved, or culled for the strong to maintain its rule. He guides spiteful hearts towards violence, turning jealous lovers into murderers, and pitting brother against brother. He loves the brutality of war, favoring the side willing to use treachery to win its cause. Rullux once shared his divine throne with his older brother Rael. Rael taught that war, a terrible, but necessary tool of the nobility, did not have to be fought with violent abandon, but should be engaged in with honor, and respect for one's adversary. War without rules is nothing more than bestial savagery. Rullux betrayed and murdered Rael, proving that there is nothing honorable about war.

The Lord of War is served by corrupt politicians, fallen paladins, and blood-thirsty humanoids who delight in the carnage of battle. He appears most often as an ettin; a two-headed giant, wearing black full plate covered in cruel barbs, and wielding a gore stained, double bladed battle-ax. One of his heads is always a Rogaarvan male with a black beard and black eyes. The other head varies. Sometimes it appears as a grey skinned ogre with a mouth full of razor sharp teeth, other times something completely bestial and hound-like. Manacles are incorporated into Rullux's attire, but they don't seem to hamper him in any way.

Originally a Rogaarvan deity, the worship of Rullux spread throughout the West after the fall of their empire. In Rogaard, his worship is the national religion. Followers in that country preach that the dissolution of the Rogaarvan Empire was a direct result of treacherous warfare, and that allowing the weak any freedoms leads to their eventual betrayal. The current king of Rogaard, Olaf Rogaarson, is a champion of Rullux and trains his armies endlessly, sending them on brutal



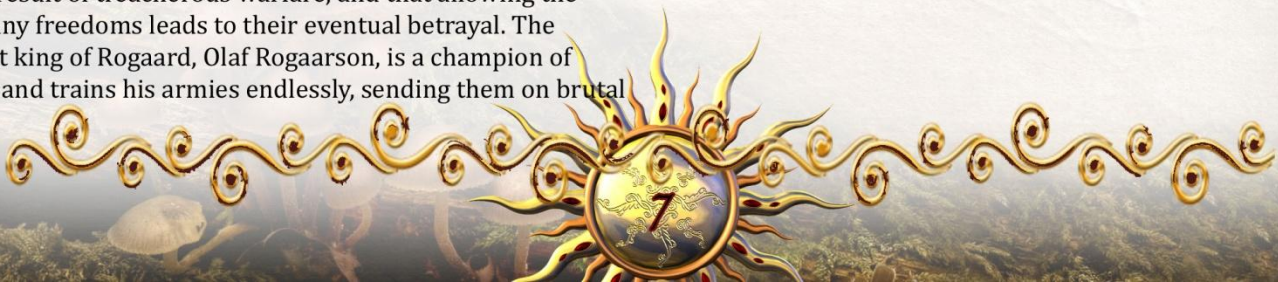
campaigns against the ice trolls and yeti's of the Mokerev Mountains. He demands that they are experienced and prepared when the time comes to reclaim the lost lands of his birthright.

The Lord of War is a lawful evil deity although it appears he's chaotic due to the seemingly random acts of brutal violence perpetrated by his faithful. However, it is all a part of Rullux's cosmic strategy to engulf all of the gods in conflict, so that he may defeat, and rule over them all.

CLERICS

The priesthood of Rullux resembles a well-disciplined military unit. Higher ranking clerics issue orders to be unquestioningly carried out. Acolytes train in a variety of martial weapons and study the strategies of famous campaigns. The faith takes in a surprising amount of orphans, housing, and educating them on historical and practical matters. Not all of these children join the clergy and despite the evil, oppressive tactics used by their teachers, most become valued, contributing members of society.

Clerics pray for spells at dawn after an hour of rigorous, contemplative exercise. They may regain spells one additional time per day if they spend an hour praying within an active battle with over one hundred participants.



SHUB-NIGGURATH

Alignment: Chaotic Evil

Domains: Animal, Chaos, Evil, Void

Subdomains: Dark Tapestry, Decay, Fur, Stars

Symbols: A bloody orb surrounded by a trio of ram horns.

Garb: Clerics wear soiled furs and humanoid skins.

Favored Weapon: Kukri, Longspear

Worship and Holidays: The church celebrates the birth of each new season as a sign of Shub-Niggurath's fertility. Worshipers engage in terrible fornication rituals and gorge themselves on cooked meats and fruit.

Typical Worshipers: Insane druids, madmen, evil humanoids, and monsters.

Centers of Worship: The cult has no formal center of worship, but legends suggest that a stronghold of the religion once existed within Bright Mountain, and that the deathless masters of the cult still reside behind its forgotten walls.

Worshippers of Shub-Niggurath are decadent druids, backwoods hill folk and evil humanoids. They don't concern themselves with the laws of the lands they dwell in, instead engaging in chaotic acts of depravity, and reproduction. Unions between men and beasts please the Black Goat of the Woods, and are common within her cult. The Dark Mother expects offerings of carnality and flesh, and rewards their delivery. Those blessed with her divine gifts are expected by other followers to both protect them from harm and heal them from injury. It is the priest's duty to keep morale high and to guide the spiritual to acts of promiscuity and reproduction. They train their followers how to use their goddess's favorite weapons; the kukri and longspear.

The Black Goat of the Woods speaks directly to her followers through strange omens and insanity-inducing nightmares. The faithful imbibe narcotics and over indulge in alcohol to enter unconsciousness in their eagerness to commune with the Dark Mother. Services include violence, sacrifice, bestial sex, and willful mutilations. Those in attendance wear goat masks and don heavy animal furs, leaving their genitals exposed. It is forbidden for a member to clean their furs, for the accumulating stench pleases their god. Threats of violence both earthly and posthumously, along with rewards of carnal pleasure, keeps worshipers in-line. Members are not expected to keep monogamous relationships, instead taught to spread their seed far and wide. The religion does not recognize marriages or perform weddings, and members that are married, do so to maintain a public persona. Children of the cult are raised by all members with the actual parentage forgotten about altogether. Often the leader of each cult is the incestuous father of the



bulk of its members. In some cases corrupted newborns are secretly placed in the cribs of normal humanoids, the stolen infant then sacrificed to the Black Goat. In time the evil child's true nature reveals itself as it murders or impregnates its host parents.

Druids and rangers that control feral beasts are among the cult's main defenders and hold prominent roles within the group. They are tasked just as often with forcing wild animals to couple with monsters, as they are with defense.

CLERICS

Clerics pray for spells at dawn, symbolizing the birth of the day. Her cults are always led by a strong, fertile male humanoid, with ritual combat deciding leadership. This leader is expected to impregnate all available females serving the cult. Giant wooden statues are burned in Shub-Niggurath's honor, often with additional human sacrifices immolated within the effigy. Priests specialize in entering the dreams of their acolytes, and influencing them with nightmares. The most powerful can even kill their enemies beyond the wall of sleep.

Many non-human races worship the Matron of Monsters, notably the hill giants of Bright Mountain, and the fungus-like Mi-Go inhabiting the Endiel Forest. Gnolls venerate her above all other gods, erecting massive totem-pole idols. Intelligent evil beasts serve her.

Leaders aspire to become one of the Favored Satyrs of Shub-Niggurath. This extensive magical ritual is detailed in the cult's holiest book, The Whispers of the Dark Mother. The unspeakable acts depicted within have caused the tome to be outlawed and destroyed by the followers of Amaura, Readia, and the Creator.



The Red Tents of Nasp

Proper Name: Nasp, Forward Camp of the Bloody Army
Ruler: Koruv Nasp, Chosen of Rullux
Government: God Favored Warlord, ordained by the orc gods to lead
Cities: Nasp, The Bloody Army Forward Camp
Resources: Slaves, Mercenaries, Mercenaries
Population: 80% Orc, 15% Human (slaves), 3% Goblin, 1% Hobgoblin, 1% Other
Law: CE
Allies: Goblinwood Humanoids
Enemies: Any human settlement, Creatures from Below

On the northern edge of the Shadowlands Desert, lies a sprawling sea of blood-red buildings; home to the most ruthless and perhaps only organized orcs for hundreds of miles. Until recently, these orcs were enslaved by the Necrophites of the Shadowlands; terrible sorcerers rumored to perform unspeakable experiments upon their captives. After escaping, the orcs journeyed to many lost and destroyed orc temples across the land. From these holy places, they've been able to piece together much of their old traditions. After traveling for years, they settled at the border of the Goblinwood.

Now known as the Bloody Army by surrounding human settlements, they've become the dominant raiders and slavers in the area. They refuse to take slaves of their own kind or of the neighboring goblinoid races, choosing instead alliances and pacts enforced through threats of violence. Because of the martial, raiding nature of the inhabitants of Nasp, its population fluctuates wildly between a few hundred to a few thousand at any given time. This doesn't take into account the hundreds of human slaves, however. Because enlistment in the army doesn't afford allowances for spouses or life mates, only a few adult orcs aren't active soldiers. When raiding, Nasp is almost a ghost town, though in between attacks, it is overflowing with orc warriors and their kin.

Initially the outpost was established in true military fashion with the entire camp consisting of tents and make-shift lean-tos. Today, most of the structures are permanent stone buildings. Travellers who get past the town guards are met with a bustling settlement with a heavily armed presence. Goblins, hobgoblins, orcs, and even a few giants and ogres run businesses that cater to the fluctuating population. Recently, human slaves have erected a giant pyramid at the center of the outpost to act as a temple dedicated to Rullux. Late at night, from a distance, the top of the temple glows with pale blue light.

Each citizen has a given rank within the city, with an assigned job, and those caught shirking their duties are publicly executed. This causes much fear in the inhabit-



tants, but generally brings about a sense of camaraderie that the brutal orcs, and their allies would otherwise lack.

Recently, Koruv Nasp, *the Chosen of Rullux*, has become more aggressive. He plans to expand west leaning heavily on the denizens of the Goblinwood to augment her army. Little does he know, the goblins, led by the hobgoblin Boru-Khan, have forged an alliance with wyverns from the nearby mountains. With these dragons, the hobgoblin's have amassed a great army that could be just the force Koruv needs to further his conquest. All that's needed is to baptize the hobgoblins in holy blue flame to ensure their loyalty to the Lord of War.

The Bloody Army Forward Camp

CE Small Town

Corruption: +3; **Crime:** +0; **Economy:** +0; **Law:** +1; **Lore:** +0; **Society:** -2

Qualities Overlord, Notorious, Racially Intolerant (Humans)

Danger: 10

DEMOGRAPHICS

Government: Overlord

Population: 350 (80% Orc, 15% Human (slaves), 3% Goblin, 1% Hobgoblin, 1% Other)

Notable NPC's: Korunia Nasp-13 Bloodrager; Barluk (Korunia's Cohort)-11 Rogue; Gibrish-10 Orc Cleric of Rullux; Swooptooth-9 Goblin Ranger

MARKETPLACE

Base Limit: 1300 gp; **Purchase Limit:** 7500 gp

Spellcasting: 4th Level

Minor Items: 3d4; **Medium Items** 1d6; **Major Items:** none



Koruv Nasp, Favored of Rullux

Koruv Nasp CR 13

Male Orc Bloodrager 13 (Spelleater Archetype) - Destined Bloodline

LE Humanoid(Orc)

Init +3; **Senses** Darkvision; Perception +10

DEFENSE

AC 24 (+9 Breastplate +3, +2 Dex, +3 luck); touch 15; flat-footed 22; (armor specifics)

hp (13d10) 115

Fort +10; **Ref** +5; **Will** +5

Defensive Abilities; +2 Saves vs Spells cast by self or friends

OFFENSE

Speed 40 ft.

Melee +19 +1 *flaming*, *great-ax* 1d12 +1d6 (fire) +7

Spells Known (CL 10)

4th Level (2/day)—*black tentacles*, *hellmouth lash*

3rd Level (3/day)—*blood biography*, *draconic reservoir*, *haste*, *twilight knife*, *protection from energy* (bloodline)

2nd Level (3/day)—*adhesive blood*, *boiling blood*, *blindness/deafness*, *bull's strength*, *dust of twilight*, *blur* (bloodline)

1st Level (4/day)—*blade lash*, *break*, *enlarge person*, *long arm*, *mirror strike*, *returning weapon*, *shield* (bloodline)

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 8, **Wis** 8, **Cha** 17

Base Atk +13/+8/+3; **CMB** +17; **CMD** 26 (26 vs. trip)

Feats Iron Will, Power Attack, Weapon Focus (Greataxe), Step Up, Toughness, Lightning Reflexes, Eschew Materials

Bloodline Feats: Improved Initiative, Leadership, Intimidating Prowess

Skills Intimidate +23, Spellcraft +15, Survival +9, Perception +8

Languages Common, Orc

SQ Light Sensitivity, Blood of Life(Su) (Fast healing 4), Spell Eating(Su), Bloodline (Destined), Blood Rage (30 rounds / day), Fast Movement, Blood Sanctuary, Blood Casting, Spell Casting, Greater Blood Rage, Destined Strike, Fated Bloodrager, Certain Strike, Defy Death

Combat Gear +3 Breastplate, +1 Flaming Greataxe, Necklace of Fireballs (I) **Other Gear** Belt of Giant Strength +2, Headband of Charisma +2

A former slave in the Shadowlands desert, Korunia led a bloody revolt after her mate was taken by her Necrophite master for unspeakable experimentations. Trekking across the continent, she and her fellow slaves uncovered several lost step-pyramids of the orcish people from before the Shattering, learning much of her people's lost history and traditions.

When he discovered the great temple of Pygrashk, guardian spirits slew his scouting party and tried to drown him in a pool of molten blue lava. He fought off the ghosts, but collapsed, exhausted, near the lava's edge. As his blood ran into the azure pool, it ignited like combustible oil, and engulfed Koruv in living blue flame. But the fire didn't burn, instead imbuing him with divine energy. Now blessed by Rullux, Koruv arose, his blood empowered by the god's gift. To honor Rullux, Koruv vowed to restore his people to their former glory, and declared eternal war on all other civilized races.



New Archetypes

Blood-Wielder (Bloodrager)

Showered in the blood of guardians at birth, facing harsh realities where weakness is evident in empathy, orcs must hone any source of might they can find. A chosen few look to the blood within and find power.

Blood Weapon (Su): At 1st level, the blood wielder can deal himself 1 point of bleed damage to activate the blood weapon ability. If already bleeding, he may activate this ability without suffering additional damage. The blood wielder may, as a swift action, shape the blood into a set of ten ammunition, five light throwing weapons, two light one handed weapons, or one two-handed weapon. The blood wielder may only generate weapons or ammunition for weapons with which he is proficient. The blood hardens into crystalline tools of destruction. The weapons are considered masterwork quality in the hands of a Blood Wielder, but shatter when disarmed, dropped, or sundered. Thrown weapons and ammunition shatter after use. At 4th level and every 4 levels thereafter, these blood weapons gain a magical +1 bonus. This bonus cannot exceed +5 in total for a single weapon, but may be split between any number of ammunition or weapons with a minimum bonus of +1 each.

This replaces the bloodline powers granted by the bloodline class feature.

Savage Tactics (Ex): Living a harsh life has taught the blood wielder to be adaptable. At 2nd level, when raging, he no longer needs to charge in a straight line. The final two squares of movement must be in a straight line, and the blood wielder must take the most direct path to the target. He may not charge if adjacent to his target.

This replaces the uncanny dodge class feature.

Bloody Fortitude (Su): At 3rd level when a blood-wielder is suffering bleed damage, his blood hardens into a natural protective barrier. He gains a +1 bonus on his saving throws for each point of bleed damage he takes that round. At 7th level each point of bleed damage is added to the damage reduction granted by the blood wielder's damage reduction class feature.

This replaces the blood sanctuary ability, and changes the damage reduction class feature.

Magical Brutality (Ex): At 5th level, while a blood-wielder is raging, he may cast spells that require somatic components with a weapon in his hands or while he is subject to the grappled condition without making a concentration check.

This replaces the improved uncanny dodge class feature.

Scar-Speaker (Skald)

These brave orcs are covered in thick, knotted scars, which they display proudly like tattoos. Each scar recalls a battle, a moment of bloody glory. The scar speaker's flesh speaks as loudly as his words, inspiring reverence in his allies and fear in his enemies.

Armor of Scars (Ex): A scar-speaker's hide has been thickened by heavy scarification. At first level, the scar-speaker gains a +2 natural armor bonus that increases by 1 for every three character levels attained. This bonus is lost if the scar speaker dons armor.

This replaces the armor and shield proficiency and the versatile performance class feature.

Oral Traditions (Ex): A scar-speaker may add ½ his class level (minimum 1) on Knowledge (History) (Int) skill checks, and Intimidate (Cha) skill checks.

This replaces the bardic knowledge class feature.

Scar-Story (Su): The scar-speaker brandishes a single scar and recants the tale of its origin. This functions as the raging song class feature, gaining all the raging song powers as if a skald. However, affected allies must be able to see the scar-speaker when he begins the scar-story to gain its effects. Beginning a scar-story is a standard action, but may be maintained as a free action. Once the scar-story has begun, allies are not required to maintain line of sight to the scar-speaker to maintain the effects of the scar-story.

At 7th level, activating this ability becomes a move action. At 13th level, activating this ability becomes a swift action.

Additionally, at 7th level, the scar-speaker gains access to the following scar-story as well as all songs granted by the raging song class feature:

Price of Failure (Su): At 7th level, the scar-speaker may display a scar caused by his own failing. Once per scar-story, each affected ally may re-roll a saving throw. The ally must choose to re-roll his result before the outcome is determined and must accept the result result if lower than the original roll.

Scar-story changes the raging song class feature as indicated, and replaces the lore master class feature.

Strong Grin (Ex): At first level, a scar-speaker gains the intimidating prowess feat as a bonus feat instead of scribe scroll.



Skull-splitter (Barbarian)

Savage to the core, a skull splitter rarely takes prisoners. Whether that's a choice or simply the result of their battle induced blood lust is a topic of dissention.

Raging Ferocity (Ex): When brought to 0 hit points, a skull splitter immediately gain the benefits of her rage until she either dies or is brought above 0 hit points. Should the skull splitter's hit points fall below the required number to kill her, the skull splitter may expend a round of rage to remain standing. This may continue until the skull splitter expends all available rounds of rage. Should the skull-splitter stop spending rounds in this fashion, either because he elects to or runs out of rage, he dies.

This replaces the uncanny dodge ability gained at 2nd level.

Two-Fisted Violence (Ex): The skull splitter gains the two-weapon fighting feat as a bonus feat. A skull splitter may use his dexterity score instead of his strength score to meet the prerequisite for any feat that also has the prerequisite of two-weapon fighting. In addition, the skull splitter may take any feat that has two-weapon fighting as a prerequisite as a rage power.

This replaces the Rage Power gained at 2nd level.

Splintering Blades (Ex): At 3rd level, the skull splitter may deal 1 damage to his weapon to deal 2 additional points of damage to his target. He may deal 1 additional point of damage to his weapon to deal 2 additional points of damage to his target at 6th level, and every 3 levels thereafter.

Head Hunter (Su): The Skull splitter can build a skull-fetish from a fallen foe's skull. The process of creating the skull-fetish takes four hours. The skull-fetish may occupy a belt, body, chest, or shoulder equipment slot. A single skull-fetish may house two one-handed weapons, or a single two-handed weapon. The skull splitter gains the benefits of the improved critical feat while raging when she uses a weapon that has been housed in the skull-fetish. Unsheathing a weapon from the skull-fetish is a free action for the skull splitter, but doing so deals 1 point of damage to the skull fetish. A skull fetish has 10 hit points and a hardness of 0.

This feature replaces the improved uncanny dodge ability gained at 5th level.

War-shaman (Shaman)

All great armies need a leader. Orcs look to war-shamans to lead, for they have been chosen. Spirits of mighty warriors whisper strategies and weaknesses to the wise and the worthy.

Battle Spirit (Su): At first level, the war-shaman must choose the battle spirit, as the spirits of her ancestors guide her towards glory.

This changes the spirit class feature.

Host for Ancestors (Su): At 1st level, the war-shaman's mind becomes host to all manner of battle spirits. The war-shaman's mind and body take on the traits of previous champions of battle. Her physique becomes bulkier and more imposing. She is granted a +2 natural armor bonus to AC.

This replaces the spirit animal class feature.

Spirit's Training (Ex): The war-shaman may pick a single weapon. She gains proficiency with that weapon. The war-shaman uses her total hit dice instead of her base attack bonus for her combat maneuver defense while she wields her chosen weapon.

This replaces the spirit magic class feature.

Inherited Mastery (Su): At 4th level, the ancestral calls have granted the war-shaman further martial prowess. She may commune with her ancestors as a standard action, select a combat feat, and gain the special benefits of that feat for 1 round per war-shaman class level. She only needs to meet the base attack bonus requirements for the combat feat selected.

At 12th level, she may gain two combat feats, and gain them 1 minute per war-shaman level. At 20th level she may select any three combat feats and gain them for one day.

This replaces the wandering spirit class feature.

Messenger Spirits (Su): At 6th level, the war-shaman's spirit can be sent forth to her allies as a standard action. Select a single teamwork feat; both the war-shaman and a single ally within 30 feet gain the benefits of the teamwork feat for 1 round per war-shaman level. The war-shaman is the only person that must meet the pre-requisites for the feat. At 14th level, the war-shaman may share the teamwork feat with all allies within 30 feet.

This replaces the wandering hex class feature.



Orcs

During the Shattering, most of the orcs of the West were wiped out or driven into the sea by advantageous enemies. The survivors skulked beneath the surface, falling from the worship of the war god Rullux, and paying homage to a new savior deity; the Ashen King. Before the cataclysm, orcs were the most prolific race on the surface of what is now the continent of Brynnfell. They enslaved the primitive humans, forcing them to build titanic monuments to the orcish emperors. Today their former step-pyramids are monster-filled ruins containing the secrets of the glorious history of the orcs. Many look to the day that they can reclaim their former status as rulers of the surface and masters over the human race.

Currently the largest concentration of orcs in the west is the small encampment known as The Red Tents of Nasp, and the sea-based Dead-Man's Fleet patrolling the waters surrounding Doerland.

Physical Description: Orcs are stocky, muscular humanoids, with both sexes reaching an average height of six and a half feet tall. Their skin ranges through shades of green and grey, but orcish hair always grows thick and black. They enjoy wearing fetishes tied in their filthy locks, most common, trophies from slain enemies. Orcs have large teeth that often protrude over their lips, sometimes even growing small tusks. Their eyes are almost always pale shades of red, orange, and yellow, except for ashen orcs, whose eyes are milky white.

Society: A brutal and savage species, orc society is as rough and dangerous as the creatures that live in it. Orcs constantly fight to prove physical superiority, while the women battle each other for mating privileges. Chiefs are always selected from the toughest warrior, regardless of gender, while other veteran combatants become trusted lieutenants and advisors. Half-orcs are considered little more than chattel to most full-blooded orcs, and are always on the front line during raids, but powerful individuals do rise to prominent positions within the tribe.

Relations: Orcs are reviled by most civilized races, with little difference seen between half-orcs, and full-blooded orcs. Humans and elves especially hate them due to ancient grudges between the cultures. The swamp-dwelling oyapok are reluctant to trust orcs, but do cautiously deal with them in an effort to appear both civilized and inoffensive. Dwarves consider orcs to be nothing more than monsters that need to be put down, but do accept that half-orc's are more reasonable than their ferocious relatives.

Alignment and Religions: Orcs are an evil people who relish chaos while shunning the strictness of law. They respect physical might and so tend to worship gods dedicated to strength and war. Many follow Rullux, the Lord of War, or the Mother of Beasts; Shub-Niggurath, while more vindictive orcs pledge themselves to the Ashen King, desiring only to witness the world burn. Orcs practice humanoid sacrifice to their deities, regardless of who they follow.



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ORC RACIAL TRAITS

Ability Score Racial Traits: Orcs are brutal and savage. They gain +4 Strength, -2 Intelligence, -2 Wisdom, and -2 Charisma.

Type: Orcs are humanoids with the orc subtype.

Size: Orcs are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Orcs have a base speed of 30 feet.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Ojapok, and Undercommon.

Ferocity: Orcs possess the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Orcs are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Weapon Familiarity: Orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Darkvision: Orcs can see perfectly in the dark up to 60 feet.

Dayrunner: Orcs refuse to yield to any foe, including the sun. Some spend hour upon hour glaring at the sun until their ruined eyes acclimatize to bright light. Orcs with this racial trait take a -2 penalty on all ranged attack rolls.

Ashen Orcs

Ashen orcs are a racial off-shoot of orcs who swore a covenant to the death god, the Ashen King. The first to drink from the desecrated well filled with the deity's divine blood was the orc Garrock Slatetusks. Upon partaking in the ritual, his skin faded to deathly grey, taking the scent of a corpse, and his eyes turned white. His followers joined him in receiving the Ashen King's blessing, and now gray orc's have proliferated across several regions. They are brutal, vicious, and universally feared.

Most ashen orcs are fighters, barbarians, or blood-ragers, but the more wiser and cunning among them become necromancers, clerics, shamans, or antipaladins.

Ashen Orc

Ability Score Racial Traits: Ashen Orcs are brutal and savage. They gain +4 Strength, -2 Intelligence, -2 Wisdom, and -2 Charisma.

Type: Ashen Orcs are humanoids with the orc subtype.

Size: Ashen Orcs are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Ashen Orcs have a base speed of 30 feet.

Languages: Ashen Orcs begin play speaking Common

and Orc. Ashen Orcs with high Intelligence scores can choose from the following: Abyssal, Giant, Necril, Goblin, Undercommon.

Undead Resistance: Ashen orcs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Resist Level Drain (Ex): An ashen orc takes no penalties from energy drain effects; though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels an ashen orc takes are removed without the need for an additional saving throw.

Ferocity: Ashen orcs possess the ferocity ability which allows them to remain conscious and continue fighting even if their hit point totals fall below 0. Ashen orcs are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Weapon Familiarity: Ashen orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Darkvision: Ashen orcs can see perfectly in the dark up to 60 feet.

Light Sensitivity: Ashen orcs are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Negative Energy Affinity: Though a living creature, a Ashen orc reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.



SHATTERED SKIES

CAMPAIGN SETTING

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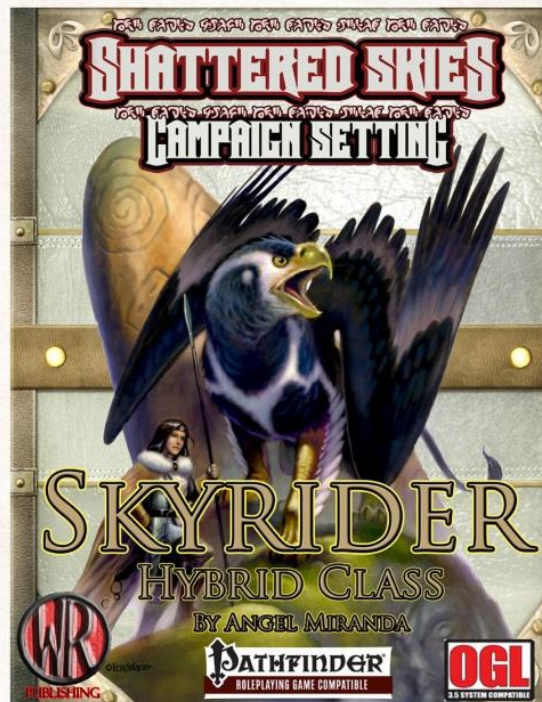
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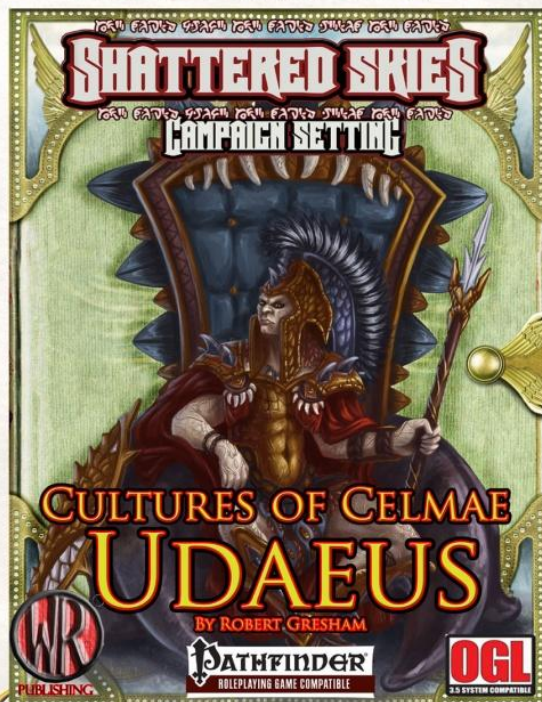
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