



BORN TO kill

Victims of the Demon Lord

For many centuries, orcs were the backbone of the Empire's military might. They were also possibly its greatest liability, with resentment constantly brewing within the orc ranks at being treated as slaves and expendable pawns, commanded by leaders for whom they had little respect: weak and cowardly magicians, contemptuous and cruel generals, and effete and capricious nobility. Many warned that one day the orcs would break their chains and shackles, and rise up in fury to seek bloody vengeance against their tormentors.

But the Empire did not heed these warnings. There was always a new threat to fight: beastmen invading across the borderlands, insurrection in the Nine Cities, and the ever-present undead threat from the north. At the very least, the Empire should have prepared for the possibility of an orc uprising, or begun to make some kind of amends for the evils it perpetrated upon the orcs for the sake of its prosperity and security.

Because the terrible day all feared has come, and now the Empire burns.

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Born to Kill joins the other installments of the Victims of the Demon Lord by presenting orcs in all their blood-soaked glory. In the following pages, you'll find more information about the orcs' origins, their place in their world, and how they won their liberation. Furthermore, *Born to Kill* offers variant character creation rules to produce highly detailed orc characters, as well as a brutal new expert path: the ravager!

BLOOD OF GIANTS

The Empire was born of war, and war continued to ravage the Empire in its infancy. Having wrested much of Rûl from the vile Witch-King, the young Empire struggled to secure its borders against a myriad of enemies, such as the Woad, beastmen, and a variety of rebels and renegades in the various lands the Kalasans conquered and made part of the Empire.

One particularly vexing threat was from the frozen wastes of the south. The jotun, large and ferocious humans with the blood of giants flowing in their veins, raided up and down the Empire's eastern coastlines for years, carrying off slaves, livestock, gold, or whatever else they could loot and sail away with in their longships. As much as the jotun raids infuriated the emperor, more pressing troubles closer to the capital city of Caecras prevented the Empire from answering these insults. Thus, the jotun continued to terrorize the coastlines with impunity, and without answer from the Alabaster Throne.

After a century of constant ravaging, the emboldened jotun moved inland and struck at the Empire's heart, leaving behind a wake of horrific destruction and countless dead, including the emperor's most beloved son. With this incursion, the jotun had crossed a line that could not be ignored, and the emperor brought the full fury and might of the Empire down upon their heads.

A fleet of a thousand ships set sail to smash into Blötland, the frozen lands of the jotun. Although the imperial forces were unaccustomed to fighting in such a cold and hostile landscape, the Empire brought with them sorcerers, wizards, and other practitioners of magic, with more than enough arcane power to even the odds against the mighty raiders. After many long and terrible years of bloodshed in the icy lands, the Empire eventually triumphed. Blotland was utterly devastated, and the jotun were left on the verge of extinction. A few ragged bands escaped deep into the wastes where the imperial armies would not follow, while hundreds of others were dragged back to the Empire to stand before the emperor and face his judgment.

The jotun prisoners expected no less than death after the campaign of terror and bloodshed they had carried out against the citizens of the Empire

for so many years. But instead, they would suffer a punishment they could not have imagined, one that was truly worse than death.

One of the emperor's closest advisors was a man of low and unctuous character named Ahriman, whom many whispered was a wizard who had either served the Witch-King, or had somehow discovered and learned the black magic of Gog. He conspired and wheedled his way into the emperor's confidence, offering him dark and terrible knowledge to make the emperor even more powerful.

As the emperor pondered the fate of the jotun captives, Ahriman promised the emperor he could use his foul arts to transform the prisoners into obedient slaves, savage soldiers with which the Empire could defend itself against nearly any foe for ages to come. The long war against the jotun in the frozen wastes had significantly depleted the imperial ranks, so the emperor was easily swayed to Ahriman's plan, despite the vehement opposition of his other advisors, who howled their pleas and protests against the short-sightedness, cruelty, and evil of the wizard's proposal.

The emperor, embittered and grieving still over the loss of his son, spoke only three words to the gathered prisoners: "Slaves shall serve!" The jotun were dragged away into the deepest and darkest dungeons few had ever entered and lived to tell about.

There, unseen and unhindered by those who opposed him, Ahriman subjected the jotun to the blackest magic, spells now long forgotten, rites too hideous to recount. One by one, he stained the souls of the jotun with the power of the Void, twisting them from their noble forms into monstrous, brutish things. The jotun became wretched beings with an all-consuming appetite for violence and killing, their lust for battle and blood nearly unrivalled by any other creature on Urth. Their bloodthirstiness was tempered only by a strong compulsion to obey the commands of their human overlords, magically instilled into them by the wizard as part of the transformation rites—they and their descendants would be forever bound to serve the Alabaster Throne as slaves.

Ahriman named his creations "orcs," after a long-extinct tribe of the First People known for their terrible savagery—and thus a new people were born to the world.

LIFE IN CHAINS

Ever in jeopardy of losing the emperor's favor due to the scheming and intrigues of his many enemies in the emperor's court, Ahriman knew he needed to prove the orcs' value, and quickly at that. His chance came soon enough when word reached the capital of a dispute between humans and dwarfs that had resulted in bloodshed.

The dispute in question originated in a small dwarfen kingdom on the slopes of the Shield Mountains known as Guldurak. The dwarfs of the kingdom had settled there long before the humans had, over a thousand years ago. Recently, human miners from the newly founded Duchy of the West began prospecting and mining in dwarfen territory, which Guldurak considered an encroachment. Heated words between the dwarfen kingdom and the human Duchy soon erupted into sporadic violence, escalating into small-scale battles. More often than not, the dwarfs prevailed. Worried the tide was turning against them, the Duchy sent a plea for help to Caecras.

Seeing a golden opportunity, Ahriman implored the emperor to let him lead a small force of orcs to settle the matter, instead of risking any troops of the still-recovering imperial armies. The emperor was greatly hesitant and reticent at first, worried about the possibility of a humiliating defeat at the hands of the dwarves; he was also secretly worried about whether Ahriman could control his murderous weapon from turning on the citizens of the Duchy. But eventually the wizard's cold logic and powers of persuasion once again swayed the emperor, who reluctantly gave the order for Ahriman to muster his warriors and proceed.

By the time the orcs arrived on the border of Guldurak, the dwarfs had successfully driven the miners out of the mountains, defeated the Duchy's small rag-tag army, and considered the matter resolved. Immediately upon his arrival, Ahriman sent a decree in the name of the emperor to the dwarfs, declaring their claim to Guldurak forever forfeit because they had dared to spill the blood of the Empire's citizens.

Enraged by what they saw as an obvious insult, the prideful dwarfs emerged from their fortress to teach the humans a lesson—which was exactly what Ahriman hoped they would do. As the dwarfen army marched down from the mountains to attack the Duchy, Ahriman unleashed his orcs.

At his command, the small troop of orcs fearlessly and ferociously charged up the slopes toward the much-larger dwarfen army. A seething, howling mob of savage killers the likes of which the dwarfs—or perhaps any living creature on Urth—had never seen before, the orcs swiftly overran them and broke their ranks. In a brief but vicious frenzy of blood and chaos, Ahriman's orcs slaughtered every dwarf, brutally massacring the wounded and any who surrendered.

While the orcs' losses were heavy, Ahriman's creations were successful, fighting more effectively than even he had expected. Not content to stop there, and eager to decisively prove the orcs' worth, the wizard ordered them to "cleanse the land of every dwarf for the safety of the Empire."

Unaware of the terrible defeat their forces had suffered, the small garrison of dwarfs left behind were caught completely by surprise when the orcs stormed the fortress, their defenses swiftly overwhelmed by the rampaging creatures. Under their human master's gleeful, sadistic gaze, the orcs gathered every dwarfen man, woman, and child they found, herded them all into the fortress's public square, and then hacked them all to death. To add insult to injury, Ahriman ordered the orcs to leave their remains unburied and unburnt where they lay. The disputed lands now well and truly belonged to the Empire, with a loss of only half the orc force.

Word of the slaughter and atrocity in Guldurak spread like wildfire throughout the Empire. At first, most people feared the orcs, worrying that one day the Empire might set the deadly creatures upon its own citizens. Some, however, saw them as a brutal but easily controlled weapon, believing them to be nothing more than trained beasts, which provided much-needed security at a time when the Empire was still finding its feet. Even better, they believed, it was a fitting fate for the jotun to have been corrupted and twisted into orcs, a just vindication for the horrors they once inflicted upon the innocents in the south.

The Empire soon made more examples of the orcs' power by sending them against beastmen incursions in the north, and quashing uprisings in lands the Empire had recently conquered. The orcs helped expand the Empire's borders south to annex the lands that would become the March Lands and Balgrendia. As Ahriman promised, the fearsome warriors proved invaluable to the Empire's security, and it took just a generation for human misgivings to fade—and for people to take orcs for granted.



A FINAL SOLUTION

Orcs are fecund, able to reproduce and mature at an incredible rate. At first, their rapid reproduction was seen as an asset. The Empire could send orcs into the most dangerous situations without worry about casualties, as a new generation of orcs would be ready to fight in just a few short years. But as the Empire stabilized, and the many threats to its security diminished, the orc population bloomed, their numbers growing larger and larger. Many began to worry that they would soon become too many to feed and sustain, or worse, to control.

The emperor's council of advisors devised a macabre and sinister plan to both control the orc population and keep the armies provisioned. They issued an edict, declaring all orcs who reached their thirty-third year to be free, and their service to the Empire complete. The Empire would even reward them with a plot of farmland in the north, some livestock, and a stipend.

And, true to their word, that is what happened—mostly. The “retired” orcs were shipped off in great numbers to the north on caravan trains. They were never freed, however, and the promised farms they never found. Instead, the orcs were collected into vast camps, executed one by one, and their corpses ground up into meal and mixed with grains, which was then sent back as fodder to provision the Empire's orc armies.

This horrific plan could not work without some degree of deniability. To cover their actions, the Empire did allow some aging orcs to settle farms in the Low Country, and numerous communities populated almost exclusively by orcs do exist in that province, many of which still exist. But close inspection would reveal there were no orc farms in the north, and those who lived in the Low Country were obviously too small in number to account for all the “retired” orcs.

Some orcs managed to escape execution, slipping away to find refuge on the Empire's edges, in the Northern Reach or the Nine Cities. Most of these runaways, though, were methodically hunted down and killed to keep the pogrom secret.

For centuries—and indeed, this monstrous practice continued for hundreds of years—rumors about the orcs' ultimate fate swirled about the Empire. Most deemed the tales too ghastly, too gruesome for their glorious Empire to conceive of, much less condone or carry out. Even more disturbing was that many imperials simply didn't care whether the rumors were true or not—orcs were little better than animals, after all, and certainly didn't merit any sympathy or concern.

BLOODY UPRISING

The Empire's exploitation and subsequent elimination of orcs could not last forever. Over the centuries, the emperors and their counselors always worried about the possibility of too many orcs growing suspicious at never hearing from their kin and comrades-in-arms, or if the orcs somehow happened across one of the “farming communities” in the north their human handlers swore existed, only to discover they were instead camps where they were killed and turned into food for other orcs to eat.

But their worries and concerns could not offset how lazy and dependent the Empire had become upon the luxury of having the orcs do their dirty work for them. They kept the orcs busy fighting for them, or engaged in massive public works to distract them from looking too closely at their situation.

But the evil secret of the orc pogrom could not remain hidden forever, and when it was finally revealed, the consequences were enormous.

Since the earliest days of the orcs' creation, the Empire found it useful to appoint a particularly worthy orc as a king or queen through which the emperor and his advisors could communicate with the slaves. Drudge was the last to be named king. Powerful, decorated, and uncommonly well spoken, he was a regular sight in the young emperor's court. Although the emperor and members of his court made the orc king a frequent target of mockery and disrespect, the bond of obedience to the throne kept Drudge steadfast and loyal. In fact, despite the passage of centuries and an untold number of orc generations, Ahriman's dark curse remained strong in binding all the descendants of his original creations as slaves to the human who sat on the Alabaster Throne.

One member of the emperor's court, however, did show Drudge kindness and respect, a bishop of the New God's cult from the Holy Kingdom who served as an advisor to the emperor. The Matriarch coveted dominion over the orcs and their strength, while also decrying the threads of black magic that bound them to the Empire. She hoped to liberate the orcs from imperial control and somehow bring them under her command and cleanse them of their corruption in order to make them devoted crusaders for the New God. The Matriarch sent the bishop to Caecras, tasking him with convincing the emperor to end their terrible enslavement, and give the orc armies over to her to be converted into crusaders.

Of course, the emperor refused such a ludicrous demand. The bishop changed tactics and sought to drive a wedge between the orcs and the throne by converting them from their heathen beliefs to the light of the New God. Then, with the right pressure,

he believed, the orcs would demand to be freed from their slavery, and then come to the Holy Kingdom as willing subjects.

The bishop's kindness won him the orc king's respect and, over time, his friendship. The bishop pressed Drudge hard to convert and then aid him in converting all of the orcs. Drudge refused, however, insisting he would not add yet another chain to enslave his people, this new one being to a god he believed was false and petty. Frustrated by his inability to convert him and angered by Drudge's blasphemy, the bishop foolishly told him the terrible secret of the fate that awaited all orcs in the Empire's service.

This revelation stunned Drudge, but he was even more shocked by the fact he somehow knew it to be true, a chilling truth he felt in every fiber of his being. Filled with indescribable confusion and unutterable rage, the orc king charged to the throne room and smashed through its doors, knocking aside the orc bodyguards who blocked his way. The bishop, instantly regretting the mistake he made, ran after Drudge, yelling, begging, and pleading for him to stop.

The orc king confronted the emperor with what the bishop told him. Blasé and dismissive, the emperor, looked around at the members of his court, smiled, and answered with only three words: "What of it?" In that very moment, the hideous truth confirmed, the ensorcelling hold of Ahriman's curse on Drudge was broken.

Without the slightest hesitation, the orc king stepped up the throne's dais and wrapped his massive hands around the neck of the surprised and terrified emperor. Drudge lifted him high above the throne and squeezed his hands together, gazing into the flailing emperor's eyes as he choked him to death. Both the court members and the orc soldiers were frozen in place, mouths agape, staring in wide-eyed confusion and amazement as the orc king strangled the emperor—a thing that should never have been possible.

When the emperor's legs ceased kicking, his hands no longer clawing at Drudge's as his arms fell down lifelessly to his sides, the orc king turned and tossed him like a broken doll on the floor before the throne. The bishop, who had been wildly shouting and screaming as the orc strangled the emperor, was now silent, staring down at the dead body at his feet. The bishop slowly raised his eyes, brimming with tears of dread, to see Drudge's steady, stony gaze upon him. Wordlessly, in one swift motion, the orc king drew his huge greatsword and swung it, neatly beheading the bishop where he stood.

Before either the bishop's head or body hit the floor, Drudge sat down upon the Alabaster Throne. The members of the court ran screaming in terror

from the throne room. The orc king looked around at each orc in the room, seeing the same revelation he'd experienced now dawning upon them: they were no longer bound as slaves to the humans, and the power of Ahriman's curse was finally broken.

Drudge also saw that every orc in the room still looked to him as their king, breathlessly awaiting his bidding—and realized he neither had nor even needed any magic to keep their obedience. Planting his sword down on the floor with one hand, Drudge lifted his other and pointed at the broken doors. His first command to them as their sole ruler would ripple through the Empire: "Go forth and cleanse the palace of the human infestation. Tell every orc you meet to do the same wherever they go."

In an instant, the orc soldiers charged out, their howls and war cries shaking the very foundations of the palace. Within the hour, each and every human within was cut down, their bodies dragged outside the palace walls into the streets of the capital city. From there, the bloodletting quickly spread beyond the imperial palace into the city itself.

In days, the entirety of Caecras was bathed in blood and flames, and the countryside around it thrown into complete chaos. As many had long feared, the orcs had indeed finally broke their chains and shackles, both figurative and literal, and began wildly slaughtering their erstwhile masters wherever they found them, with no apparent end in sight.

The great Empire was dealt a crippling blow from within by its former slaves, one from which many believe it can never recover. Drudge now sits on the Alabaster Throne, after having declared himself emperor and given the orcs free reign to rampage through the Empire's heartland. No matter how many imperials the orcs put to axe and sword, their bloodlust is insatiable as they vent their wrath over the centuries of abuse and atrocity they have suffered.

Emboldened by the uprising in Caecras, the orcs in the Empire's provinces also discovered they were no longer bound by the curse, and began to declare themselves free. Many have gathered together to liberate their brethren wherever they are still held in physical bondage and servitude. Others are leaving, seeking to make new lives for themselves in Blötland, the Northern Reach, or even the Pirate Isles—to any place where they can put as much distance as possible between themselves and the hated Empire.

The imperials in the provinces see little choice but to break away from the Empire, refusing to serve or even recognize the new emperor—and all are afraid the horror that has swept Caecras and the heartland will soon come to their doors. What the future holds none can say for certain, but nearly everyone, human and orc alike, expects a terrible war to come, one that will decide the fate of all Rûl.

ASHES OF AN EMPIRE

Few lands have escaped the reach and presence of orcs. Military engagements and peacekeeping duties have sent orcs to nearly every province of the Empire, from the Northern Reach to Balgrendia, and into many lands beyond its borders.

Until recently, most orcs lived in garrisons built in both urban and rural environments, standing ready to take up arms when needed. Human officers kept the orcs in a constant routine of drilling, marching, and patrolling—all to keep them busy and fit for any situation that might demand their ferocious attention. Now, many orcs have simply abandoned their garrisons, seeing the uprising in Caecras as a sign their service is now at an end. Officers who tried to prevent the orcs from leaving their posts quickly discovered the horror of the very weapons they had once commanded and unleashed. Their blood paints the garrison walls, and their corpses litter the parade ground.

Although many orcs have traveled to the imperial capital to muster under Drudge's banners, others found the prospect of trading one master for another unappealing and set out to find their fortunes in Rûl. Some have drifted south into the frozen wastes, seeking to return to the lands of their ancestors, while others moved to actually claim the falsely promised plots of land in the wilderness. And a few have left the continent altogether, headed to the Pirate Isles and a freedom they believe they will find there.

CREATED TO KILL

The Empire created orcs to be killing machines, engines of flesh and blood, so young orcs find none of the comforts afforded the children of other peoples. Newborn babes are pulled from their mothers and raised in cold, sterile environments, receiving no physical contact other than what is necessary to feed them and keep them clean. As orc children mature, their food is reduced, forcing them to fight amongst themselves to avoid starving. The strong grow stronger, the weak culled, and the rest learn to use cunning and cooperation to get what they need. These lessons ensured the orcs would be ready for the challenges they would face as soldier-slaves serving the Empire.

When orcs reached adolescence, they already knew how to fight and had likely killed at least once. They drilled constantly, fighting every day of the week, whether with each other or even the occasional beast or monster dragged in from the wild. Attrition was high, which is exactly what their handlers wanted: their numbers were kept down, and only the best survived to reach adulthood.

One question raised by Drudge's ascent to the Alabaster Throne is whether these same brutal



practices will continue. So far, the only aspect of the upbringing that has changed is that orcs themselves now oversee the training instead of human handlers. Otherwise, an orc's "childhood" still remains nasty, brutish, and short for most—but this new generation of orcs is being raised not to serve humanity, but to destroy it.

VIOLENCE SOLVES EVERYTHING

Strength, ferocity, and courage: these are the qualities all orcs strive to embody. Orcs despise the weak and craven, and any orcs displaying such traits face ostracism and, usually, death. However, it is not fear of their fellows that keeps them from backing down from a fight or throwing themselves fully into a raging battle. Rather, it is a deep and abiding belief that to do anything else betrays the very essence of what it means to be an orc.

When confronted by difficulties, orcs almost always use violence to solve them. Discussion is boring and fruitless when the swift swing of an axe can remove an obstacle from their path. Even those orcs who spend time around non-orcs find it difficult to resist the impulse to lash out when frustrated, confused, or threatened—often making a thorny problem even thornier.

SHOW NO MERCY

Orcs neither give nor ask for quarter: every battle is fought to the death. Orcs attack every foe they face with equal ferocity and viciousness. This is not to say orcs won't retreat. If the battlefield situation warrants, they readily withdraw, but only if doing so gives them another opportunity to face their enemies again and destroy them. Otherwise, if given no other choice, they fight to the bitter end, sacrificing their lives without hesitation to take as many of their foes with them as they can.

FEARSOME AND POWERFUL

From appearance alone, there is no question as to the purpose for which orcs were created. Big and hulking, orcs tower over humans. They stand up to eight feet tall and weigh as much as 400 pounds. Most have thick, coarse body hair sprouting from blotchy skin, which ranges from bone white to coal black in tone. Blisters, nodules, and other strange growths mar their flesh, all manifestations of the dark magic of their original creation that has corrupted their souls. Orcs have broad faces with short pug noses, wide mouths filled with sharp teeth, and small, pointed ears. Some orcs also have tusks extending from their lower jaws, a sign of virility and power to other orcs.



ORCS AND DARK SPEECH

All orcs know Dark Speech, a debased language that traces its origins to the Men of Gog and used by practitioners of dark magic. The reason for this knowledge is unclear, since jotun speak Trollish and many consider knowledge of this foul language to be dangerous to the soul. Some believe the orcs were initially taught this tongue by their creator, an imperial wizard named Ahriman who was rumored to have once served the Witch-King. Others suggest the knowledge comes naturally from the corruption burdening the souls of all orcs. Whatever the reason, orcs usually use Dark Speech to communicate with each other and the grating, guttural noises of the tongue contribute to their fearsomeness.

DARK GODS AND HELL

From their initial creation, the Empire permitted the orcs to keep the old customs and religious beliefs of their jotun heritage. With the emergence of the New God's cult, however, attitudes shifted, and the priests of the new religion sought to stamp out what they believed to be heresy and anathema. As the new faith gained strength in the Empire, the orcs were forbidden to offer up sacrifices to Grinnir, and their gothi, orc priests of the Dark Gods, were exiled to the North and "retired." Despite these efforts, the orcs clung to the little bits of their faith they could. Over time, their religious views began to diverge greatly from those held by their kin in the frozen wastes.

The dark gods of the orcs are even more violent and chaotic than those of the jotun. The orcs' gods are bloodthirsty, capricious beings looking down upon the world with contempt and hate, despising the weak, cowardly, and useless parasites infesting Urth. These gods constantly demand blood sacrifices from their servants, best offered up on the field of battle where orc warriors can prove their mettle and might against a myriad of lesser enemies. While wetting their blades with the blood of humans and other lesser creatures does offer some appeasement, the orcs' gods demand their worshippers to find even worthier foes to fight. Failure to do so brings down the gods' wrath, visited upon the orcs as disease, infirmity, blindness, or madness.

Orcs believe their gods watch them always through the eyes of their animal servants—wolves, jackals, crows, and other carrion eaters. These beasts are sacred to the orcs, and harming them is a crime worthy of death. When a host of orcs marches to war, thick clouds of blackbirds circle overhead, while wolves, jackals, and other scavengers trail closely behind them.

Like the jotun, orcs believe their destinies have been predetermined by the Dark Gods, their triumphs and defeats already decided when Grinnir hammered out their souls on the Anvil of Time. This fate, or "Wyrd," looms large in the minds of all orcs, but rather than filling them with terror, it instead comforts them: whatever happens, it is as it is meant to be. Thus, orcs hurl themselves into battle unafraid, believing if their end is near, it is better to face death on one's feet than on one's knees.

But even death does not offer any reprieve from the violence they suffer in life. Burdened by the corruption of their creation, nearly all orcs are dragged down to Hell when they die, their souls cast into the realm of fire and damnation. Orcs know their afterlife will be one of incredible difficulty, but they believe a great reward awaits if they fight and endure there with the same courage and strength they did in life. One day, if they prove themselves worthy in Hell, their harsh gods might grant them another chance at life.

Orcs worship Grinnir and the other dark gods, and believe their divine patrons also preside over them in Hell. They make no distinction between the one-eyed deity worshiped by the jotun and the devil Diabolus. For orcs, they are one and the same.

ORC NAMES

Most orcs gained their names from their human handlers. Given that the names assigned tend to be unflattering, it's clear that their handlers held them in disdain. Orcs, however, take no offense from the insulting names and seem to revel in them. Example names can be found on page 21 of *Shadow*.

ORC RELATIONS

Orcs find nearly all other peoples to be wanting. They see them as weak, pampered, and deluded by their beliefs in false gods. Orcs chafe when forced to spend time among other peoples, though many manage to find a way to do so. Part of their disdain comes from their upbringing, but it also stems from pride in their strength and power and their steadfast devotion to their dark gods.

Humans: Orcs despise humans and for good reason. Humans took them from their homeland, used the blackest magic to remake them, kept them in chains for centuries, and callously culled their numbers in the guise of "retirement." For centuries, orcs fought, bled, suffered, and died for humanity, and received nothing but pain and pogrom in return. The hatred most orcs feel for humanity knows no bounds.

How the orcs express this hate varies. Some orcs simply kill any humans on sight and maniacally mutilate their corpses. Others wait to be provoked and then attack when given a good reason. Most, though, choke down their animosity, albeit with difficulty, so they can co-exist with a people that still greatly outnumbers them and controls most of Rûl. But even the most tolerant orcs distrust humans, ever wary their former masters could betray them at any time without warning.

Changelings: Orcs usually become aware of changelings whenever the person they kill dissolves into a pile of mud and sticks. With as much strangeness in the world as there is, such an event might surprise them, but would warrant little concern. Dead is dead, after all.

Faeries avoid orcs, and never consider swapping a changeling for an orc child. Most orcs go their whole lives without ever knowingly encountering these strange peoples, and aren't aware that changelings even exist at all. Furthermore, orcs favor armor and weapons

of forged iron, so changelings find it very difficult to infiltrate their ranks.

Clockworks: Orcs find clockworks strange and unsettling, though they harbor no ill-will for them. Many clockworks show some affinity for orcs, since both peoples are products of magic. Some clockworks have even joined the orc uprising, lending aid to their cause.

Dwarfs: The tensions between the dwarfen kingdoms and the Empire saw much dwarf blood spilled by orcs. The orcs have no particular hatred for the dwarfs—they simply followed the orders of their human masters. But dwarfs never forget any offense done to them, and their hate for the orcs remains strong, still holding them responsible for their lost and destroyed kingdoms.

Fauns: Orcs don't waste much time thinking about fauns. At best, they consider them funny-looking faeries. At worst, they see them in the same light as humans, lumping them in with all those who deserve death.

Goblins: Over the centuries, orcs were ordered to clear out infestations of goblins all over the Empire. As with the dwarfs, the orcs had no real grievance against the filthy folk and simply did as they were commanded. Orcs find goblins to be strange and annoying, but otherwise ignore them. Goblins, on the other hand, tend to fear the orcs and steer clear of them whenever possible.

Halflings: To an orc, the only difference between halflings and humans is their size. Because of their status as citizens of the Empire, halflings are considered by orcs to be just as responsible as humans for what was done to them, and they hate the diminutive folk just as much. In truth, halflings had nothing to do with the creation of orcs, or keeping them in slavery, although they did benefit from the service and security they provided. They are well aware of the orcs' hate and rarely cross paths with them.

Orcs: Orcs get along best with their own, though whenever they meet they immediately establish who's the toughest, meanest, and nastiest. Orcs will trade punches, wrestle, draw steel, or otherwise engage in brutal sport to determine who's in charge. These encounters are rarely fatal, but every so often they go too far in fighting for dominance.

Elementals: Orcs have no idea that elementals even exist and so have no opinion of them—and the feeling is mutual.

Faeries: Elves and other faeries avoid orcs when possible, sensing the corruption in them and unable to bear the stink of the iron in which they gird themselves. Faeries witnessed the horrors wrought by orc hands and have, at times, sought to frustrate their efforts or drive them away from their intended victims, especially if those victims were friendly to the fair folk. Orcs generally dislike and distrust all faeries, believing them to be deceptive and treacherous in all their dealings.

ORC CHARACTERS

Everything you need to create an orc character can be found in *Shadow of the Demon Lord*. The rules in that book let you make a character rapidly with enough information to portray it in the game. This section, however, offers advanced rules for making orc characters, with alternative features and a slew of tables to develop your character's background, appearance, and personality. If you use the rules presented here, you need to use the accompanying supporting tables to determine your character's professions, the languages they know, and their starting equipment.

CREATING AN ORC

Choose an Attribute Scores option:

Random Attribute Scores Strength 1d3 + 9, Agility 1d3 + 8, Intellect 1d3 + 7, Will 1d3 + 7

Standard Attribute Scores Strength 11, Agility 10, Intellect 9, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1, **Speed** 12, **Power** 0

0 Damage, **0 Insanity**, **1 Corruption**

Languages You speak both the Common Tongue and Dark Speech

Shadowsight You see in areas obscured by shadows as if those areas were lit.

LEVEL 4 ORC EXPERT

Characteristics Health +6

You learn one spell or choose one of the talents below.

Faith in Dark Gods When your attack results in a failure, you can choose to gain 1d3 Insanity and turn the failure into a success. You do not become frightened from gaining Insanity in this way. Instead, you make attack rolls with 1 boon for a number of rounds equal to your Insanity total. Once you use this talent, you cannot use it again until you complete a rest.

Rising Fury When you take damage, you make your next attack roll before the end of the next round with 1 boon.

Tough as Nails Increase your Health by 4. Also, when you are not wearing medium or heavy armor, you gain a +1 bonus to Defense.

ORC DEVELOPMENT TABLES

The following tables help you create an incredibly detailed orc character by determining your origins, background, appearance, personality, professions, and the like. You must roll on each table and take the results of each roll. Do not use any of the tables in *Shadow* in conjunction with the tables here.

UPBRINGING TABLES

Most orcs in the Empire did not have families like members of other ancestries do. Instead, orcs born as slaves were taken from their mothers and raised communally. The following tables describe the circumstances of your upbringing.



ORIGINS

d20 Origin

- | | |
|------|---|
| 1-18 | You were taken from your mother at birth and raised with other orc children by human overseers. Add soldier to your list of starting professions and then roll on the Communal Childhoods table. |
| 19 | You were raised by free orcs who had escaped their slavery. Roll on the Free Childhoods table. |
| 20 | You were orphaned. Humans found and raised you. Reduce your Corruption score by 1 and remove the ability to speak Dark Speech. Roll on the Adopted Childhoods table. |

COMMUNAL CHILDHOODS

d20 Communal Childhood

- | | |
|-------|--|
| 1-5 | You were savagely beaten and poorly treated. You nearly died from starvation, but you managed to survive by eating rats. |
| 6-10 | You survived your upbringing by becoming a lackey to a more powerful orc. |
| 11-15 | You were tough enough to get your share of food and water. |
| 16-20 | You were one of the most dangerous children in your clutch. You brutalized the other children. |

FREE CHILDHOODS

3d6 Free Childhood

- | | |
|-----|---|
| 3 | Your parents were killed and you were left to fend for yourself. Add survivor to your list of starting professions. |
| 4-5 | You learned the family business. Add a random common profession to your list of professions. |

- 6-8 Your family was found by orc soldiers, who brutally slaughtered your parents, dragging you and any siblings you had back to Caecras for a proper upbringing. Add soldier to your list of professions and roll on the **Communal Childhoods** table.
- 9-12 You worked on your family farm. Add farmer to your list of professions.
- 13-15 Your family made the journey to the frozen wastes where you lived on the edges of Blötland, unwelcomed. Add hunter or forager to your list of professions.
- 16-17 You were brought up in the faith of the Dark Gods. Add acolyte to your list of professions.
- 18 You received an education. You can read and write the Common Tongue and you gain one random area of scholarship.

ADOPTED CHILDHOODS

3d6 Adopted Childhood

- 3 Your parents were killed and you were left to fend for yourself. Add survivor to your list of starting professions.
- 4-5 Your family was found by orc soldiers, who brutally slaughtered your parents, dragging you and any siblings you had back to Caecras for a proper upbringing. Add soldier to your list of professions and roll on the **Communal Childhoods** table.
- 6-8 You learned the family business. Add a random common profession to your list of professions.
- 9-12 You worked on your family farm. Add farmer to your list of professions.
- 13-15 You were shunned by your adopted family's community and you wound up killing a local child. You ran away from home. Add exile to your list of starting professions.
- 16-17 Your adopted family sheltered you from the rest of the community and kept you hidden. You can read and write the Common Tongue and you gain a random area of scholarship.
- 18 You had a healthy, well-rounded upbringing. You feel great affection for your adoptive family and you get along with most humans. Add a random profession to your list of professions.

APPEARANCE TABLES

Use the following tables to determine your character's general age, height, weight, and distinguishing features. Choose your own gender, skin, hair, and eye color.

Note that the "Starting Ages" table applies to orcs who grew up as slaves. Free orcs can live 75 years or longer.

STARTING AGES

3d6 Age

- 3 You are a child, 8 years old or younger. You are Size 1/2 and you halve your height and weight. You do not roll on the **Life Experiences** tables.
- 4-5 You are an adolescent, 9 to 12 years old. Reduce your height and weight by 25%. Roll once on the **Life Experiences** table.
- 6-8 You are a young adult, 13 to 16 years old. Roll twice on the **Life Experiences** table.

- 9-12 You are an adult, 17 to 22 years old. Roll three times on the **Life Experiences** table.
- 13-15 You are a middle-aged adult, 23 to 26 years old. Roll four times on the **Life Experiences** table.
- 16-17 You are an older adult, 27 to 33 years old. Roll five times on the **Life Experiences** table.
- 18 You are a venerable adult, 34 years old or older. Roll six times on the **Life Experiences** table and once on the **Retirement** table.

BUILDS

The Build table modifies your starting height and weight. Regardless of gender, your starting height is 84 inches and weight is 350 pounds.

3d6 Build

- 3 You are a runt. Reduce your height by 5d6 inches and your weight by 4 pounds per inch reduced.
- 4-5 You are short. Reduce your height by 3d6 inches and your weight by 4 pounds per inch.
- 6-8 You are thin. Reduce your weight by 6d6 pounds.
- 9-12 You are of average height and weight.
- 13-15 You are heavy. Increase your weight by 6d6 pounds.
- 16-17 You are tall. Increase your height by 3d6 inches and your weight by 4 pounds per inch.
- 18 You are enormous. Increase your height by 5d6 inches and your weight by 4 pounds per inch.

APPEARANCES

3d6 Appearance

- 3 You are grotesque. Your face is a mass of scars, and your body is crisscrossed with even more scars, your body held together by crude, leather stitching. Open sores all over your flesh weep streams of pus. You reek, stinking of excrement, blood, and sickness.
- 4-5 You are monstrous, with thick, ugly features, weird nodules jutting from your skin, and nasty scars that cut jagged lines across your body.
- 6-8 You look like other orcs, but boils, lesions, and weird, scabby patches cover your body.
- 9-12 You are brutish, with thick tusks jutting out from your broad jaw, a sloping forehead, and tiny eyes set below a pronounced bone ridge.
- 13-15 You look like other orcs, but your tusks are nubs and your facial features are less severe. You might have an odd skin coloration, patches of fur, or unusual body markings.
- 16-17 You are a fine orc specimen with a fit body and none of the blemishes common to your people.
- 18 You stand out from other orcs, a throwback to your jotun heritage. You are an albino with red eyes, and your skin is almost blue. Your body lacks the blemishes and markings that mar other orcs and you do not have tusks. You could possibly pass for an ugly, shorter jotun.

DARK DEEDS

The 1 Corruption most orcs have at the start of the game reflects the darkness of the magic responsible for their creation. This darkness drives orcs to commit acts of horrific evil. Some struggle to control their wicked impulses, while others revel in them. You do not have to decide what act(s) your character committed, but you can if you want to. Suitable acts worthy of the Corruption include murder, cannibalism, torturing innocents, arson, and various kinds of assault. As always when exploring the darkest elements in *Shadow*, be mindful of the sensibilities and feelings of your GM and fellow players, and avoid choosing something your friends might find offensive.

DISTINCTIVE FEATURES

d20	You have...
1	large tusks
2	red, gleaming eyes
3	tattoos and brands all over your body
4	numerous piercings
5	a foul stench
6	a milky eye
7	a forked tongue
8	scarred hands
9	a barking laugh
10	a tendency to drool
11	a hump
12	bright green skin
13	occasional tremors
14	enormous breasts or sexual organ
15	hair sprouting from your nostrils and ears
16	large hands and feet
17	prolific body hair
18	a facial tic
19	irritable bowels
20	an extra finger on each hand and an extra toe on each foot

BACKGROUND TABLES

The background tables determine from where your character came and what your character did before the game begins. Roll on the **Life Experience** table a number of times as determined by your roll on the **Starting Age** table. The following table might direct you to roll on another table to discover what happened during that experience.

LIFE EXPERIENCES

Roll on this table only if directed by the **Age** table.

3d6	Experience
3	You Died! Roll on the Causes of Death table to find out how. You can either start over or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity. If you're using <i>Tombs of the Desolation</i> , you can also become a revenant.
4-5	Roll on the Major Setbacks table.
6-8	Roll on the Minor Setbacks table.
9-12	You Worked! If you don't have a profession yet, gain a random profession. You spent time working in one of your professions. Add 1 to your roll on the Starting Lifestyles table.
13-15	Roll on the Minor Windfalls table.
16-17	Roll on the Major Windfalls table.
18	Roll on the Strange Events table.

CAUSES OF DEATH

3d6	Cause
3	Murder
4-5	Accident unrelated to profession
6-8	Disease or famine
9-12	Natural causes
13-15	War
16-17	Accident related to profession
18	Suicide

MAJOR SETBACKS

d20	Major Setback
1	You surrendered to the darkness in your heart and committed a series of unspeakable acts that left you with 1d6 Corruption. Roll just once to determine if you have a mark of darkness.
2	You were defeated in battle and held as a prisoner for 1d6 months. You managed to escape by killing your captors. Add convict to your list of professions.
3	When horrifying monsters attacked, you lost your courage and fled. You still bear the shame of your cowardice.
4	A demon possessed you. Gain 1 Corruption. Either an exorcist cast it out or, if you have <i>Demon Lord's Companion</i> , you can start with the Possessed story complication.
5	You failed to make much of yourself working in your profession. Subtract 3 from your Starting Lifestyle roll.
6	You caught a terrible disease that left you terribly scarred. You either bear the scars of your affliction or, if you have <i>Demon Lord's Companion</i> , you can start with the Plagued story complication.
7	You murdered a human and were imprisoned for it. You were released after the orc uprising. Skip all other Life Experience rolls, gain 1 Corruption, and add convict to your list of professions.
8	You lost everything to disaster or war. Subtract 3 from your Starting Lifestyle roll.
9	You lost an eye, ear, or 1d3 fingers in a terrible accident. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.

10	A faerie laid a curse on you for some wrong you committed. The curse made life very difficult for you. Subtract 1 from your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
11	One of your companions died. Roll on the Causes of Death table to find out how.
12	You sailed the high seas, but your ship went down, stranding you on an island for 1d20 months before pirates rescued you. Add sailor or pirate to your list of professions.
13	You butchered many innocent people. Gain 1d3 Corruption.
14	You saw a hideous monster or demon. Gain 1d3 Insanity. If you have <i>Demon Lord's Companion</i> , you can add the Mad story complication.
15	You were captured by slavers and dragged to Blötland, where you were forced to toil for your jotun masters. You escaped 1d6 years later. Add slave to your list of professions.
16	You angered someone important and suffered as a result. Subtract 3 from your Starting Lifestyle roll.
17	You fought in the fighting pits for the entertainment of others. You are now hideous, covered in scars and missing an ear. Add pit fighter to your list of professions.
18	You killed someone you loved. Gain 1 Corruption.
19	You burned down a temple of the New God, killing the priest and the congregation. Gain 1d3 Corruption.
20	You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.

MINOR SETBACKS

d20	Minor Setback
1	You slew a monster, but not before it devoured someone important to you.
2	After you offended a gothí, the priest branded the outcast symbol on your face with a hot iron.
3	You caught an enemy's weapon with your mouth and lost most, if not all, of your teeth as a result.
4	You unwisely blew your wealth on drink. Subtract 1 from your Starting Lifestyle roll.
5	You discovered the truth about what happens to your people, but no one believed you when you told them. Gain 1 Insanity.
6	Other orcs who know dislike you and say terrible things about you. This sometimes makes you sad.
7	You saw something horrible. Gain 1 Insanity.
8	A gang of orcs ambushed you and beat you to the brink of death. You recovered, but lost an eye.
9	You tried to murder someone important, but botched the attempt. You know this person will try to get revenge, but not when or how.
10	You lost something valuable. Subtract 1 from your Starting Lifestyle roll.
11	You became addicted to an inexpensive drug. If you have <i>Demon Lord's Companion</i> , you can add the Addicted story complication.
12	You murdered someone for a trinket. You believe they haunt you. If you have <i>Demon Lord's Companion</i> , you can add the Haunted story complication.
13	During the uprising, you stayed loyal to the Empire and fought against other orcs. You are now considered a traitor to your people.

14	You learned a dangerous secret. Work with the GM to determine the nature of the secret.
15	You suffered a nasty head wound, which caused you to forget many things. Lose one profession or the ability to speak one language.
16	You fell in love with a human, but your attentions were rebuffed. You killed this person. Gain 1 Corruption.
17	The Dark Gods visit you in your dreams. Gain 1 Insanity.
18	Someone important to you disappeared and you haven't seen this person since.
19	You were robbed. Subtract 1 from your Starting Lifestyle roll.
20	A string of bitter disappointments and failures has left you cynical.

MINOR WINDFALLS

d20	Minor Windfall
1	If you were a slave to the Empire, a human broke your chains and granted you freedom. Otherwise, gain a random profession.
2	You fought bravely for the emperor and received a medal to commemorate your deeds.
3	You traveled extensively. Add one language to the list of languages you can speak.
4	If you were a slave, you managed to escape and make a life for yourself in the wilderness. Add hunter or forager to your list of professions.
5	You gained a reputation for being ferocious in battle. Orcs who know you respect you.
6	You helped hunt down and destroy a large monster, saving a human community in the process.
7	You helped defend a community from undead. You are a hero to the people you saved.
8	You have a horse.
9	You found some coins on one of your victims. Add 1 to your Starting Lifestyle roll.
10	You have a child.
11	You saved the life of someone important. Choose Influence, Information, or Security. The character can provide the benefit to you once (see Connections in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
12	You got an education or furthered your education. Choose one: Speak another language or gain a random area of scholarship.
13	You changed careers! Gain a random profession.
14	You found something interesting. Gain one Interesting Thing.
15	You acquired a large shield.
16	You found a <i>healing potion</i> .
17	You escape certain death! Start the game with Fortune.
18	You gain a suit of soft or hard leather armor.
19	You fought heroically in a war. Your fellow orcs branded you with a symbol of distinction. You make attack rolls in social situations involving orcs who see your brand with 1 boon.
20	You took a sword from the corpse of someone you killed.

MAJOR WINDFALLS

d20	Major Windfall
1	You either plundered a treasure vault or came into a significant amount of money. Add 6 to your Starting Lifestyle roll.
2	You did a great service for the Empire. You gain an enchanted object of the GM's choice.
3	You made an important connection. Choose Influence, Information, or Security (see Connections in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
4	You enjoyed great success in your business. Add 3 to your Starting Lifestyle roll.
5	You survived a dark magic spell intended to kill you. Choose one dark magic tradition. You discover the tradition without gaining Corruption for doing so.
6	You sank your earnings into property. You have a small house on a plot of land in a wilderness location of your choosing.
7	You helped escort a caravan to a distant destination. Add 1 to your Starting Lifestyle roll and you can speak an additional language.
8	If you were a slave soldier for the Empire, you received a promotion. You gain a suit of mail armor. Otherwise, you found a suit of mail armor.
9	You took a book of magic from a magician you killed. The book contains incantations of 1d3 + 1 rank 0 spells.
10	You plundered an alchemist's workshop and made off with 1d3 + 1 potions of the GM's choice.
11	A Valkyrie came for you while you were bleeding out from a nasty wound, but you drove her away, saying "It is not my time to die!" So impressed by your ferocity, the Valkyrie bestowed her dark blessing on you. You can invoke the blessing once per day to add 1 boon whenever you make an attack roll or challenge roll. Whenever you invoke the blessing, roll a d6—if you roll a 1, you lose the blessing forever.
12	You made a friend of a powerful figure—an archmage, high priest, general, or hero. The GM determines the person's identity and the benefits the friendship provides.
13	You found a chest of coins! Add 3 to your Starting Lifestyle roll.
14	You saved the life of another orc. The character (as an orc) accompanies you on your adventures, serving you until death. Work out the details of this relationship with your GM.
15	A noble took you as his or her love and showered you with riches. Add 6 to your Starting Lifestyle roll.
16	You gain a bastard sword, warhammer, or greatsword.
17	You have a goblin henchman (as a goblin) who accompanies you and obeys your commands.
18	You are famous, known all across the lands in which you live. Work out the details about how you became famous with the GM.
19	You took a vicious blow to the head. Reduce your Intellect by 1 and make challenge rolls to resist gaining Insanity with 1 boon.
20	A gothí revealed a warning to you of the future. When you would die, you can choose not to die and instead become unconscious for 1d3 hours. Once you make this choice, you cannot make it again.

STRANGE EVENTS

d20	Event
1	During a battle against the dwarfs, you felt you were doing wrong. Halfway through, you switched sides and fought to protect the dwarfs. Add Dwarfish to the list of languages you know how to speak.
2	A witch you had wronged turned you into a toad. You lived as a toad for 1d3 years before some foolish do-gooder planted a kiss on your lips, returning you to your normal form.
3	You fled the Empire and found work in the Pirate Isles. Add sailor to your list of professions and add 1 to your Starting Lifestyle roll. You have recently returned to the continent.
4	You have a curious mind. When not fighting, you studied books you pried off your victims' bodies. You know how to read and write one of the languages you know how to speak and you add one area of scholarship.
5	You suffered terrible nightmares of blood, fire, and death, of demons spilling into the world and destroying everything. These experiences filled you with hatred for demons and they grant you 1 boon on attack rolls you make against demons.
6	You became a fanatical follower of the Dark Gods. The first time you ever make a fate roll, you can roll twice and use either result.
7	You killed one of the wizards of the Tower Arcane for offending you. You fled Caecras, believing the other wizards seek revenge. You are uncomfortable around all practitioners of magic, never quite sure if they are an avenging wizard in disguise or not.
8	Your life has been filled with drugs, alcohol, prostitutes, and violence. Gain one interesting thing.
9	You were trampled by horses. You have a horseshoe impression on your forehead that has still not healed.
10	You stumbled into the Void where you remained for 1d6 years. Somehow, you escaped. Gain 1d6 Insanity and 1d3 Corruption.
11	You discovered a group of cultists and learned the identity of one of their members. You have told no one yet, but you're weighing your options. You might attempt blackmail or you might do the right thing.
12	You were sent into the Northern Reach to augment the soldiers there fighting the undead. You remained for a time, killing your fair share of walking corpses.
13	You were slain in battle but later raised from the dead. Gain 1d3 Insanity.
14	You have a close bond with a character controlled by another player. Whenever you or that character uses an action to help the other, you or that character grant the other 1 boon.
15	You found one of the entrances to Hell and went through it. You stayed there for a time, finding plenty of things to kill, but you grew weary and sought to return home. You bargained with a devil for your escape. Already doomed to Hell upon death like most orcs, you know your suffering will be even worse at the hands of the devil you bargained with. Gain 1 Corruption.
16	You were bitten by a skinchanger. If you have <i>Tooth and Claw</i> , you become a skinchanger. If don't have that supplement, instead add 3 to your Starting Lifestyle roll.

- 17 You studied the basic methods of Battle magic. You have discovered this tradition.
- 18 A rival tried to poison you. You recovered, discovered the culprit, and killed him. You took his head and had it turned into a revenant head (see *Demon Lord's Companion*, page 26). If you don't have the *Companion*, you instead get an enchanted object of the GM's choice.
- 19 Exposure to demonic energies caused you to mutate. You gain a random mutation. If you have *The Hunger in the Void*, use the tables on page 18 to determine your mutation. Otherwise, use the **Mutations** table on page 198 of *Shadow*.
- 20 A hag ensorcelled you, and made you her lackey. You served her for a year before a group of killers found and destroyed her. Freed from her influence, you ran off to find a better way of life. Add a random profession to your list of professions.

RETIREMENT

Prior to the uprising, most orcs who reached the age of 33 faced a grisly "retirement" (see "A Final Solution" above). If your character is 33 years old, or older, roll on the Retirement table to determine what happened when you reached the end of your service.

RETIREMENT

d6	Retirement
1	You were sent to the north, executed, and ground up into meal to feed other orcs. You're dead. Create another character.
2	You were sent to be executed, but managed to escape. You've been on the run ever since.
3	You were able to lie about your age because of a clerical error, so you never got sent.
4	Something dreadful happened to separate you from your unit and you've been on your own ever since.
5	You were gifted a plot of land and a small farm, as promised.
6	The uprising broke out right as you were on your way to be retired.

ORC PROFESSION TABLES

Use the following tables in place of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by your rolls on the previous tables. Your profession also adds an item to your list of starting equipment.

RANDOM PROFESSION

d6	Profession Table
1	Scholar: Areas of Scholarship
2	Common Professions
3	Criminal Professions
4	Martial Professions
5	Devotee of the Dark Gods. You start with a symbol of your faith.
6	Wilderness Professions

SCHOLAR: AREA OF SCHOLARSHIP

Add 1 book covering topics related to your area of scholarship to your starting equipment.

d20	Area of Scholarship
1	Architecture and engineering
2	Literature, philosophy, poetry, theology, and the arts
3	Natural sciences
4	Magical theory
5	Imperial history and geography
6	Occult
7-20	Military sciences

COMMON PROFESSIONS

d20	Profession
1	Healer. You start with a healer's kit.
2	Artisan such as baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
3	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
4-5	Beggar. You start with a begging bowl or cap.
6	Boatman or ferryman. You start with a rowboat.
7-8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan, prostitute, or camp follower. You start with a cosmetics kit.
10	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.
11-12	Farmer. You start with a hoe, shovel, or rake.
13	Gambler. You start with a pair of dice or deck of cards.
14-15	Laborer such as porter, gravedigger, or stevedore. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
16	Merchant. You start the game with raw goods such as textiles, grains, or something else worth 1d6 ss.
17	Miner or prospector. You start with a pick.
18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19	Pilot, sailor, or teamster. You start with 1d6 cp.
20	Trade such as dyer, tanner, or butcher. You start with 2d6 bits.





CRIMINAL PROFESSIONS

d20	Profession
1-2	Agitator, rebel, saboteur, or terrorist. You start with 1d6 pamphlets related to the cause for which you fight.
3-6	Bandit, pirate, or raider. You start with a bottle of rotgut and a wanted poster showing your face.
7-8	Burglar or grave robber. You start with a set of lock picks.
9-10	Fence or smuggler. You start with 1d6 cp.
11-13	Mugger or thug. You start with 1d6 bits.
14-17	Murderer. You start with a garrote.
18	Pickpocket. You start with a stolen purse containing 1d6 cp.
19-20	Poacher or rustler. You start with a coil of rope.

MARTIAL PROFESSIONS

d20	Profession
1-2	Constable or detective. You start with a lantern and flask of oil.
3-4	Conscript or militiaman. You start with a spear and uniform.
5-6	Guard or henchman. You start with a club and uniform.
7-8	Jailer or torturer. You start with a pair of manacles or torturer's tools.
9-10	Marine. You start with a cutlass.
11-12	Mercenary. You start with a sword and a contract for your last job.

- 13-14 Officer. You start with a fancy uniform and sword.
 15-16 Patroller. You start with a lantern and flask of oil.
 17-20 Soldier. You start with a uniform, small shield, and sword.

WILDERNESS PROFESSIONS

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-6	Guide or pioneer. You start with a map of the region.
7	Hermit. You start with a week of rations and a waterskin.
8-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

STARTING EQUIPMENT

You begin the game with equipment based on your starting lifestyle and professions. To determine your starting lifestyle, roll 3d6 and add to the roll all the modifiers gained from your Life Experience rolls. Then find the total on the Starting Lifestyle table (Lifestyles are described in *Shadow*, page 100). In addition to the equipment, your character starts out with one Interesting Thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting By
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	Foul rags and a blanket
Poor	Patched, threadbare basic clothing with a ratty cloak
Getting by	Basic clothing with a cloak
Comfortable	1d3 sets of basic clothing with one fine cloak
Wealthy	1d3 sets of well-made basic clothing, a set of noble's clothing, and a fine cloak
Rich	1d3 sets of noble's clothing and a fine cloak

WEAPONS

Lifestyle	Weapons
Destitute	Club or a sling with 20 stones
Poor	Staff, club, or sling with 20 stones
Getting by	Sling with 20 stones and a basic weapon of your choice
Comfortable	One military weapon of your choice plus one shield or one basic weapon
Wealthy	Bow with 20 arrows and one military weapon of your choice
Rich	Crossbow with 12 bolts, one military weapon of your choice, plus two basic weapons of your choice.

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	Sack with a hole in the bottom
Poor	Sack, 1d6 onions, and skin with beer
Getting by	Backpack, week of rations, small keg filled with beer, and coil of rope
Comfortable	Backpack, week of rations, small keg filled with beer, and coil of rope
Wealthy	Backpack, week of rations, small keg filled with beer, bottle of spirits, and coil of rope
Rich	Backpack, week of rations, small keg filled with beer, bottle of spirits, and coil of rope

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting by	—
Comfortable	<i>Healing potion</i>
Wealthy	<i>2 healing potions</i>
Rich	<i>3 healing potions</i>

WEALTH

Lifestyle	Wealth
Destitute	—
Poor	1d6 bits
Getting by	1d6 cp
Comfortable	2d6 cp
Wealthy or Rich	1d6 ss

PERSONAL EFFECTS*

d20	Item
1	A box of 12 cigars
2	A shrunken head
3	A broken sword
4	A tattered battle standard
5	Crumbs from last night's meal
6	A bag of onions
7	A pouch filled with various teeth
8	1d6 flesh rings
9	A bloodstained dress
10	A raspy voice
11	A dwarf's beard
12	A pair of knuckledusters
13	A dented helmet
14	A wide belt with fancy buckle
15	A tanned human skin
16	Twenty filthy jokes
17	A halfling's foot
18	1d6 torches
19	A contagious case of scabies
20	Three nails and a hammer

*Roll on this table regardless of your starting wealth.

PERSONALITY TABLES

Use the following tables to help define your character's personality. The results from each table should guide how you portray the character during play.

PERSONALITIES

3d6	Personality
3	You lack empathy. You cannot comprehend the pain, suffering, or misery other people feel. You are dead inside.
4-5	You enjoy hurting people and laugh at their screams. You are cruel beyond measure.
6-8	You are wild, untamed, and out of control. You often act without thinking.
9-12	You are loud and aggressive. You have a hair-trigger temper, resorting to violence to solve your problems.
13-15	You are quiet and serious. You can usually control your temper, but are still dangerous if provoked.
16-17	You are intense. You are quick to laugh and quick to anger. Your moods swing all over the place, one minute howling with laughter, the next beating someone to a pulp.
18	You strive to expunge the corruption darkening your soul and actively work for the good of others. You have a temper, but it rarely gets away from you.

RELATIONSHIPS

3d6 Relationships

- 3 You hate other people. You keep company with others only so long as they have use.
- 4-5 You find it difficult to create or maintain relationships. People just rub you the wrong way.
- 6-8 You have few friends who are not orcs. You distrust other peoples.
- 9-12 You respect strength and courage, despise weakness and cowardice.
- 13-15 You find it easy to make friends with orcs and have even had a few relationships with people who aren't orcs.
- 16-17 You make friends easily. You might dislike certain traits, but you can usually overlook flaws in others.
- 18 You crave friendship and camaraderie. You will take it wherever you find it.

DESIRES AND FEARS*

1d6	Desire	Fear
1	Death	Failure
2	Freedom	Captivity
3	Glory	Cowardice
4	Treasure	Weakness
5	Chaos	The Dark Gods
6	Power	Want

*Roll once for Desire and once for Fear

OBLIGATIONS

3d6 Obligations

- 3 Your word is worthless. You break promises with ease, sparing no thought for anyone you let down.
- 4-5 Ruled by your appetites, you find they sometimes get in the way of keeping your oaths and promises.
- 6-8 You might keep your word. You might not.
- 9-12 You fulfill obligations close to you. Otherwise, you do what you want.
- 13-15 You try to follow through when you say you'll do something, but sometimes you get distracted.
- 16-17 You believe oaths to be sacred, which is why you rarely make them.
- 18 You follow through on any promise you make.

MORALITIES

3d6 Morality

- 3 You indulge your every vice, carry out every wicked desire, and you actively work to make the world a worse place.
- 4-5 You put your needs first in all things. To Hell with everyone else!
- 6-8 The ends justify the means.
- 9-12 You are capable of both good and evil. You do what needs doing.
- 13-15 You strive to do right, but the darkness in your heart sometimes leads you to terrible places.

- 16-17 You fight against the evil inside you. When you stumble, you always try to make reparations.
- 18 The shame of what your people have become burns in you, driving you to be noble and virtuous in all you do.

RELIGIOUS BELIEFS

3d6 Religion

- 3 You do not believe in gods*
- 4-5 You follow the tenets of the Old Faith
- 6-15 You worship the Dark Gods
- 16-18 You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord

*Do not roll on the **Piety** table.

PIETIES

3d6 Piety

- 3 Your beliefs are distorted and considered heretical by other members of your faith.
- 4-5 Your beliefs do not affect your decisions.
- 6-8 Your beliefs sometimes weigh on decisions you make.
- 9-12 You hold your beliefs strongly and they influence the decisions you make.
- 13-15 You are a fanatic about your religious beliefs and you condemn people who do not believe as you do. Gain 1 Insanity.
- 16-17 You are skeptical about your religious beliefs.
- 18 You have strong doubts about your religious beliefs.



RAVAGER

EXPERT PATH

Size, strength, and ugliness all contributed to the fearsome reputation held by the orc soldiers enslaved to the Alabaster Throne. What really brought rebellions and insurrections to end, conquered more lands to expand the Empire, and decimated the beastmen, pirates, and countless others was the ferocity of the orcs. They might not fight with the most skill or finesse, but their fierce dedication to savagery and mayhem has served them well against some of the best-trained warriors the world has ever known. Orcs furiously charge their enemies, hacking and slashing, tearing and biting, doing everything they can to quickly kill or incapacitate them, and then immediately move on to the next victim—and those are just the ordinary foot soldiers. The most brutal orcs in the Empire's service are the ravagers, warriors chosen from among the most vicious and murderous to lead the charge in battle or be the first to storm the walls.

Ravagers fall somewhere between being as disciplined as fighters and as deadly as berserkers. Unlike fighters, they don't specialize in specific techniques; unlike berserkers, their fury does not rule them. While ravagers are most commonly found among the orcs, almost any people in lands where hardship and violence are common might see them in their ranks.

Warriors are the most likely to become ravagers, though some priests, such as those devoted to the Horned King or gods of war, adopt this path as an expression of their faith. Ravagers from other paths do exist but are quite rare.

LEVEL 3 RAVAGER

Attributes Increase two by 1

Characteristics Health +5

Overbearing Charge When you use an action to charge and get a success on your attack roll, you can move the target of your attack and then continue moving until you have moved your Speed. The distance moved depends on the target's Size relative to your own. A target of your Size moves 1d3 yards. A larger target moves 1 yard, while a smaller target moves 1d6 yards.

Savage Backswing When you attack with a melee weapon and the result of your attack roll is a failure, you can use a triggered action to make the attack again with the same weapon. You make the second attack roll with 1 bane.

LEVEL 6 RAVAGER

Characteristics Health +5

Surging Violence When you heal damage, you can use a triggered action to make an attack with a weapon. You make the attack roll with 1 boon.

LEVEL 9 MASTER RAVAGER

Characteristics Health +5

Exultation in Slaughter When your attack causes a creature to become incapacitated, you can use a triggered action to attack with a weapon or charge.

