

Orc Divine Magic, Religion and other assorted Orciness

This article is the final instalment in a group of documents I have compiled that include non-Human worship and divine magic into my WFRP games. This time the focus is on Orcs, their Gods and their spells. The document begins with a description of Half-Orcs for use as a PC or NPC race. I understand that not everyone subscribes to the idea of orc-human interbreeding, but I have included it here regardless. The option to use any of the information provided here is of course, as always, up to you.

Skipping past a brief overview of Orcish lands - information on goblinoid religion and spell descriptions are covered in sufficient detail to include such themes in your WFRP games. I have not included the idea of the Orcish Waaaagh!!!, where orc magic flows not from the winds of



magic but from inherent orky magical energy. Goblinoid spells have been included just like any other Divine Magic.

I will mention again that I utilise the modified magic rules in my WFRP games and this document may therefore not agree with everyone's idea of magic, but will serve to provide a few spell ideas nonetheless.

Half-Orcs

Half-Orcs are the spawn of mixed races, usually human and orc, though half-castes of goblin and hobgoblin blood are known to exist. Usually the product of the orc rape of women in outlying



farmsteads in the Border Princes or outer edges of the Empire, half-orcs seldom escape their brutal heritage. Outcasts from both human and Goblinoid society, half-orcs are brought up in a world devoid of tenderness or sanctuary. More often than not persecuted for crimes real or imagined, and in part blamed for the rape of which they are the product, many half-orcs find themselves forced into bands of brigands, or eek out their existence as petty criminals or pit fighters, as bouncers in taverns and hostels in city slums, or perhaps find employment as bodyguards in the criminal underworld. In this respect, a half-orcs psychology is the product of their treatment in society; the majority of half-castes are not inherently evil like their Goblinoid parents, but instead find themselves striking back hard at the society that has wronged them.

Sharing a physique crossed between orc and human, half-orcs resemble ugly humans but may have slightly ape-like arms or crooked legs. Their faces resemble a cross between orc and human – with slightly pointed ears, low foreheads, heavy brows, small piggish eyes and slightly pointed teeth set in a heavy jutting jaw. Skin colour is variable, typically in various shades of green, off-white or tan. Half-orcs with green hued skin are not found in human settlements, having been driven away from civilisation by campaigns of extermination by the local militaries. Standing several inches taller than the average human, and with broad and muscled frames, half-orcs find themselves well equipped for the vicious life of which they are almost assured.

Half-Orc Characteristics

Starting characteristics for half-orcs are generated as normal. You will need two ten-sided dice, and will need to refer to for the base characteristic values in **Table 1**. Characteristics for half-orcs would ideally be an average of human and orc values, e.g. Toughness for a human is $20 + 2d10$, while it could be supposed that Toughness for an orc be $30 + 2d10$, giving Toughness for a half-orc as $25 + 2d10$.

However, wanting to maintain a basis of tens for characteristics, I have instead assigned a half-orc Toughness 20 + 2d10. Notwithstanding the bonus to toughness from the Very resilient Talent, I propose that in addition to Shallya's Mercy, half-orc players may optionally swap the dice roll for Intelligence and Toughness if it is higher, with your GMs permission.

Racial Features



Half-orcs, often brought into the world kicking and screaming, leave it in exactly the same way. Their broad and powerful frames make them both strong and resilient, and their harsh life teaches them the finer arts of pugilism and drinking to excess. Half-orcs will typically speak Reikspiel, and depending on heritage, often the tongue of the greenskin hordes.

An imperial half-orc gains the following skills and talents.

Skills: Common Knowledge (Goblinoids) or Consume Alcohol, Intimidate or Speak Language (Goblin Tongue), Speak Language (Reikspiel)

Talents: Menacing or Night Vision, Street Fighting, Very Resilient or Very Strong.

Table 1 – Characteristic Generation

Characteristic	Value
Weapon Skill	20+2d10
Ballistic Skill	20+2d10
Strength	20+2d10
Toughness*	20+2d10
Agility	20+2d10
Intelligence*	20+2d10
Will Power	20+2d10
Fellowship	10+2d10
Attacks	1
Wounds	See below
Movement	4
Fate Points	See below

Starting Wounds & Fate Points

d10	Wounds	FP
1-3	11	1
4-6	12	2
7-9	13	3
10	14	3

* Toughness and Intelligence may swap dice rolls.

Starting Career

Though ostracised from polite society, many half-orcs find themselves in positions of gainful employment such as jailers, bodyguards, soldiers and Mercenaries, or even blacksmiths or initiates. As such, roll on the Human starting career table (WFRP p21), neglecting careers such as Noble etc. I'm not going to provide any additional rules here for starting career as I utilise the character backgrounds from *The Liber Fanatica – Volume 1* (www.liberfanatica.net), and disallow the Bourgeois Background. Remember that half-orcs can be considered only slightly intellectually inferior on average to humans.

Half-Orc Backgrounds and Physical Features

The following tables provide details about half-orc characters, including height and weight, physical appearance and birthplace and age. Half-orcs adopt different attitudes to gain acceptance from those who are wary of their orcish heritage. Some are

reserved, some demonstrate public virtue, while others force acceptance through physical intimidation. Half-orcs living among humans may choose human names in order to fit in, or orcish names to intimidate others.

Table 2-1 – Height

Female	Male
5'4"+1d10	5'8"+1d10

Table 2-2 – Weight

d100	Weight
01	165
02-03	170
04-05	175
06-08	180
09-12	185
13-17	190
18-22	195
23-29	200
30-37	205
38-49	210
50-64	215
65-71	220
72-78	225
79-83	230
84-88	235
98-92	240
93-95	245
96-97	250
98-99	255
00	260

Table 2-3 – Hair & Eye Colour

d10	Hair	Eye
1	Brown	Grey
2	Brown	Grey Blue
3	Light Brown	Yellow
4	Red Brown	Purple
5	Red	Copper
6	Dark Brown	Brown
7	Black	Brown
8	Black	Red
9	Blue Black	Red
10	Yellow	Black

Table 2-4 – Number of Siblings

d10	Number
1-8	0
9	1 Roll below
10	2 Roll twice below

d10	Relationship
1-7	Human siblings
8-9	Multiple Birth
10	Half-Orc

Half-orcs tend to not have siblings as they are often the progeny of rape victims during times of war. Siblings born from multiple births (i.e. twins etc.) are also half-orcs. The mother has most likely died during child

birth. A roll of 9-10 indicates that the sibling is also a half-orc but not a multiple birth - most likely from a consenting relationship, though prostitution or slavery, or otherwise.

Table 2-5 – Age in Years

Same starting age as humans (WFRP p25) but half-orcs typically live only to 40-50 years of age.

Table 2-6 – Birthplace

d100	Birthplace
01-40	Empire Roll on Human Table (WFRP p25)
41-50	Border Princes – small village, farm or town
51-60	Black Mountains – small farm
61-80	Badlands – small village, farm or orc fort
81-00	The World Edge Mountains – small farm or orc fort

Table 2-7 – Half-Orc Names

For half-orc names roll d10. 1-5 you were born with or adopted a human name – roll on the human name chart (WFRP p26). 6-10 for have an orc name. Roll d1000 an re-roll if your roll is 705 or greater (there are 704 names).

d1000 Roll		44	Cabugbu	90	Fandagh	136	Gruul
		45	Cagan	91	Farfu	137	Guag
0	Abghat	46	Carguk	92	Farghed	138	Gubdagog
1	Adgul	47	Carthurg	93	Fargigoth	139	Gudhagh
2	Aghed	48	Clog	94	Farod	140	Gug
3	Agugh	49	Corgak	95	Faugh	141	Gujarek
4	Aguk	50	Crothu	96	Feldgul	142	Gujek
5	Almthu	51	Cubub	97	Fidgug	143	Gujjab
6	Alog	52	Cukgilug	98	Filge	144	Gulm
7	Ambilge	53	Curbag	99	Fodagog	145	Gulrn
8	Apaugh	54	Dabub	100	Fogugh	146	Gunaakt
9	Argha	55	Dakgorim	101	Fozhug	147	Gunag
10	Argigoth	56	Dakgu	102	Frikug	148	Gunug
11	Argug	57	Dalthu	103	Frug	149	Gurukk
12	Arpигig	58	Darfu	104	Frukag	150	Guthakug
13	Auhgan	59	Deakgu	105	Fubdagog	151	Guthug
14	Azhug	60	Dergu	106	Fudhagh	152	Gutjja
15	Bagdud	61	Derthag	107	Fupgugh	153	Hagob
16	Baghig	62	Digdug	108	Furbog	154	Hagu
17	Bahgigoth	63	Diggu	109	Futgarek	155	Hagub
18	Bandagh	64	Dilug	110	Gaakt	156	Haguk
19	Barfu	65	Ditgurat	111	Garekk	157	Hebub
20	Bargulg	66	Dorgarag	112	Gelub	158	Hegug
21	Baugh	67	Dregu	113	Gholug	159	Hibub
22	Bidgug	68	Dretkag	114	Gilaktug	160	Hig
23	Bildud	69	Drigka	115	Ginug	161	Hogug
24	Bilge	70	Drikdarok	116	Gnabadug	162	Hoknath
25	Bog	71	Drutha	117	Gnadug	163	Hoknuk
26	Boghat	72	Dudagog	118	Gnalurg	164	Hokulk
27	Bogugh	73	Dugarod	119	Gnarg	165	Holkurg
28	Borgan	74	Dugorim	120	Gnarlug	166	Horknuth
29	Borug	75	Duiltag	121	Gnorl	167	Hrolkug
30	Braugh	76	Durbag	122	Gnorth	168	Hugagug
31	Brougha	77	Eagungad	123	Gnoth	169	Hugmug
32	Brugagh	78	Eggha	124	Gnurl	170	Hugolm
33	Bruigig	79	Eggugat	125	Golag	171	Ig
34	Buadagh	80	Egharod	126	Golub	172	Igmug
35	Buggug	81	Eghuglat	127	Gomatug	173	Ignatz
36	Builge	82	Eichelberbog	128	Gomoku	174	Ignorg
37	Buimghig	83	Ekganit	129	Gorgu	175	Igubat
38	Bulgan	84	Epkagut	130	Gorlag	176	Igug
39	Bumhug	85	Ergoth	131	Grikug	177	Igurg
40	Buomaugh	86	Ertguth	132	Grug	178	Iknath
41	Buordud	87	Ewkbanok	133	Grukag	179	Ikkath
42	Burghed	88	Fagdud	134	Grukk	180	Inkathu
43	Buugug	89	Faghig	135	Grung	181	Inkathurg

182	Isagubat	266	Nildud	350	Puiltag	434	Supaugh
183	Jogug	267	Nodagog	351	Purbag	435	Supgugh
184	Jokgagu	268	Nofhug	352	Qog	436	Surbag
185	Jolagh	269	Nogugh	353	Quadagh	437	Surgha
186	Jorgagu	270	Nomgul	354	Quilge	438	Surghed
187	Jreggh	271	Noogugh	355	Quimghig	439	Surgug
188	Jregghug	272	Nugbu	356	Quomaugh	440	Surpigig
189	Jugag	273	Nughilug	357	Quordud	441	Tagdud
190	Jughog	274	Nulgha	358	Quugug	442	Taghig
191	Jughragh	275	Numhug	359	Raghat	443	Tandagh
192	Jukha	276	Nurbag	360	Raguk	444	Tarfu
193	Jukkhag	277	Nurghed	361	Rakgu	445	Targhed
194	Julakgh	278	Oagungad	362	Rarfu	446	Targioth
195	Kabugbu	279	Oakgu	363	Rebub	447	Tarod
196	Kagan	280	Obghat	364	Rilug	448	Taugh
197	Kaghed	281	Oggha	365	Rodagog	449	Teldgul
198	Kahigig	282	Oggugat	366	Rogan	450	Tidgug
199	Karfu	283	Ogharod	367	Romarod	451	Tilge
200	Karguk	284	Oghuglat	368	Routhu	452	Todagog
201	Karrghed	285	Oguk	369	Rugbu	453	Tog
202	Karrhig	286	Ohomdud	370	Rugorim	454	Toghat
203	Karthurg	287	Ohulhug	371	Rurbag	455	Togugh
204	Kebub	288	Oilug	372	Rurigig	456	Torgan
205	Kegigoth	289	Okanit	373	Sabub	457	Torug
206	Kegth	290	Olaghig	374	Saghig	458	Tozhug
207	Kerghug	291	Olaugh	375	Sahgigoth	459	Traugh
208	Kertug	292	Olmthu	376	Sahgorim	460	Trilug
209	Kilug	293	Olodagh	377	Sakgu	461	Trougha
210	Klapdud	294	Olog	378	Salthu	462	Trugagh
211	Klog	295	Omaghed	379	Saraugug	463	Truigig
212	Klughig	296	Ombilge	380	Sarfu	464	Tuggug
213	Knagh	297	Omegugh	381	Sargul	465	Tulgan
214	Knaraugh	298	Omogul	382	Sarhbub	466	Turbag
215	Knodagh	299	Omugug	383	Sarod	467	Turge
216	Knorgh	300	Onog	384	Sbghat	468	Ug
217	Knuguk	301	Onubub	385	Seakgu	469	Ugghra
218	Knurigig	302	Onugug	386	Sguk	470	Uggug
219	Kodagog	303	Oodagh	387	Shomdud	471	Ughat
220	Kog	304	Oogorim	388	Shulhug	472	Ulgan
221	Kogan	305	Oogugbu	389	Sildud	473	Ulmragha
222	Komarod	306	Oomigig	390	Silge	474	Ulmrougha
223	Korgak	307	Opathu	391	Silug	475	Umhra
224	Korgul	308	Opaugh	392	Sinsbog	476	Umrage
225	Koughat	309	Opeghat	393	Slaghig	477	Umrugig
226	Kraugug	310	Opilge	394	Slapdud	478	Ungagh
227	Krilge	311	Opkagut	395	Slaugh	479	Unrugagh
228	Krothu	312	Opoguk	396	Slodagh	480	Urag
229	Krouthu	313	Oquagan	397	Slog	481	Uraugh
230	Krugbu	314	Orgha	398	Slughig	482	Urg
231	Krugorim	315	Orgoth	399	Smaghed	483	Urgan
232	Kubub	316	Orgug	400	Smegugh	484	Urghat
233	Kugbu	317	Orpigig	401	Smogul	485	Urgran
234	Kukgilug	318	Ortuth	402	Snog	486	Urgan
235	Kulgha	319	Otugbu	403	Snubub	487	Urmug
236	Kupugh	320	Ougha	404	Snugug	488	Urug
237	Kurbag	321	Ougigoth	405	Sodagh	489	Urul
238	Kurmbag	322	Ouhgan	406	Sog	490	Vabugbu
239	Laghed	323	Owkbanok	407	Sogorim	491	Vagan
240	Lamgugh	324	Paghorim	408	Sogugbu	492	Vagrungad
241	Mabub	325	Pahgigoth	409	Sogugh	493	Vagungad
242	Magdud	326	Pahgorim	410	Sombilge	494	Vakgar
243	Malthu	327	Pakgu	411	Somigig	495	Vakgu
244	Marfu	328	Parfu	412	Sonagh	496	Vakmu
245	Margul	329	Pargu	413	Sorgul	497	Valthurg
246	Mazhug	330	Parhbub	414	Sornaraugh	498	Vambag
247	Meakgu	331	Parod	415	Soughat	499	Vamugbu
248	Mergigoth	332	Peghed	416	Spathu	500	Varbu
249	Milug	333	Pehrakgu	417	Speghat	501	Varbuk
250	Mudagog	334	Pergu	418	Spilge	502	Varfu
251	Mugarod	335	Perthag	419	Spoguk	503	Vargan
252	Mughragh	336	Pigdug	420	Squagan	504	Varguk
253	Mugorim	337	Piggu	421	Stugbu	505	Varkgorim
254	Murbag	338	Pitgurat	422	Sudagog	506	Varthurg
255	Naghat	339	Podagog	423	Sugarod	507	Vegum
256	Naghig	340	Pofhug	424	Sugbu	508	Vergu
257	Naguk	341	Pomgul	425	Sugha	509	Verlgu
258	Nahgigoth	342	Poogugh	426	Sugigoth	510	Verthag
259	Nakgu	343	Porgarag	427	Sugorim	511	Verthurg
260	Narfu	344	Pregu	428	Suhgan	512	Vetorkag
261	Nargul	345	Pretkag	429	Sulgha	513	Vidarok
262	Narhbub	346	Prigka	430	Sulmthu	514	Vigdol
263	Narod	347	Prikdarok	431	Sumhug	515	Vigdug
264	Neghed	348	Prutha	432	Sunodagh	516	Viggu
265	Nehrakgu	349	Pughilug	433	Sunuguk	517	Viggulm

518	Viguka	602	Xorakk	650	Ysagubar	698	Zupaugh
519	Vitgurat	603	Xoroku	651	Yughragh	699	Zupgugh
520	Vitgut	604	Xoruk	652	Yugug	700	Zurbag
521	Vlog	605	Xothkug	653	Yukgnath	701	Zurgha
522	Vlorg	606	Xruul	654	Yukha	702	Zurghed
523	Vorgak	607	Xuag	655	Yulakgh	703	Zurgug
524	Vorgarag	608	Xug	656	Yunkathu	704	Zurpig
525	Vothug	609	Xugaa	657	Zabghat		
526	Vregu	610	Xugag	658	Zabub		
527	Vretkag	611	Xugagug	659	Zaghig		
528	Vrigka						
529	Vrikdarok						
530	Vrogak						
531	Vrograg						
532	Vrothu						
533	Vruhag						
534	Vrutha						
535	Vubub						
536	Vugub						
537	Vuiltag						
538	Vukgilug						
539	Vultog						
540	Vulug						
541	Vurbag						
542	Wakgut						
543	Wanug						
544	Wapkagut						
545	Waruk						
546	Wauktug						
547	Wegub						
548	Welub						
549	Wholug						
550	Wilaktug						
551	Wingloug						
552	Winug						
553	Woabadug						
554	Wogggha						
555	Woggugat						
556	Wogharod						
557	Woghuglat						
558	Woglug						
559	Wokganit						
560	Womkug						
561	Womrikug						
562	Wonabadug						
563	Worthag						
564	Wraog						
565	Wrug	612	Xugar	660	Zahgigoth		
566	Wrukag	613	Xugarf	661	Zahgorim		
567	Wrukaog	614	Xugha	662	Zalthu		
568	Wubdagog	615	Xugor	663	Zaraugug		
569	Wudgh	616	Xugug	664	Zarfu		
570	Wudhagh	617	Xujarek	665	Zargulg		
571	Wudugog	618	Xuk	666	Zarhbub		
572	Wuglat	619	Xulgag	667	Zarod		
573	Wumanok	620	Xunaakt	668	Zeakgu		
574	Wumkbanok	621	Xunag	669	Zguk		
575	Wurgoth	622	Xunug	670	Zildud		
576	Wurmha	623	Xurek	671	Zilge		
577	Wurtguth	624	Xurl	672	Zilug		
578	Wurthu	625	Xurug	673	Zinsbog		
579	Wutgarek	626	Xurukk	674	Zlapdud		
580	Xaakt	627	Xutag	675	Zlog		
581	Xago	628	Xuthakug	676	Zlughig		
582	Xagok	629	Xutjja	677	Zodagh		
583	Xagu	630	Yaghed	678	Zog		
584	Xaguk	631	Yagnar	679	Zogugbu		
585	Xarlug	632	Yagnatz	680	Zogugh		
586	Xarpug	633	Yahg	681	Zombilge		
587	Xegug	634	Yahigig	682	Zonagh		
588	Xepug	635	Yakgnath	683	Zorfu		
589	Xig	636	Yakha	684	Zorgulg		
590	Xnath	637	Yalakgh	685	Zorhgigoth		
591	Xnauri	638	Yargug	686	Zornaraugh		
592	Xnurl	639	Yegigoth	687	Zoughat		
593	Xoknath	640	Yegoth	688	Zudagog		
594	Xokuk	641	Yerghug	689	Zugarod		
595	Xolag	642	Yerug	690	Zugbu		
596	Xolkug	643	Ymafubag	691	Zugorim		
597	Xomath	644	Yokgagu	692	Zuhgan		
598	Xomkug	645	Yokgu	693	Zulgha		
599	Xomoku	646	Yolmar	694	Zulmthu		
600	Xonoth	647	Yonkathu	695	Zumhug		
601	Xorag	648	Yregh	696	Zunodagh		
		649	Yroh	697	Zunuguk		



The Goblinoid Land

The Badlands

The wild area of the Old World known as the Badlands remains unsettled, and represents one of the few successes of the Goblinoid hordes in invading the Old World since their defeat in the Goblin Wars (2500 years ago). Bordered by the Black Gulf and the Worlds Edge Mountains to the west and east, and by the Blood River and Marg beh-Mard desert to the north and south, the Badlands is bleak and depressing, scarred by forgotten wars, and punctuated with the slag-heaps left by Goblinoid excavations.

Since the Dwarven fortress of Karak Azul and Karak Azgalfell fell to the Goblins of the Broken Nose clan, there has been little in the way of resistance to stop the steady stream of Goblinoids filtering into the civilised Old World. Goblinoids have since spread into the reaches of the Empires' forests, the Worlds Edge Mountains, the Border Princes and Bretonnia. The Broken Nose Goblins are easily the most infamous of the numerous Goblinoid tribes that roam throughout the Badlands and beyond. The strength and reputation of the Broken Nose Goblins are only growing following the acquisition of the magical Drarven trebuchet, Skull

Crusher, and the multiple cannon, Lead Belcher.

The Badlands is an arid, bleak landscape for the most part. The northeast is predominantly composed of arid plains, and connects with the southern Border Princes, with which it shares similar terrain.

The main three rivers of the Badlands are the Blood River, Blind River and Blight Water; all of which source from the Worlds Edge Mountains. The Blood River forms an effective border between the Border Princes and Badlands, though the exact position of the border at any given time is constantly shifting. Nearby stands the contested fort known as Iron Rock. Once controlled by the Iron Claw Orcs, it is now considered Border Princes territory, though conflict between the Border Princes and the Iron Claw Orcs continues.

Two major geographic features dominate the southern and north-western Badlands. The first is the Dragonback Mountains, following the coast from the north and running at least half the length of the Badlands. The Dragonbacks tower high over the plains to the northeast, and rain coming in off the sea often finds itself unable to progress inland, instead falling on the mountains and their

immediate foothills. This makes the narrow strip of land west of the Dragonbacks and its foothills highly valuable, fertile land.

The second dominant feature is the ring of hills - of which the Dragonbacks form part - that covers and envelops the south of the Badlands. The arc of hills forms a natural basin to the east of the Dragonbacks, watered by the Blind River and Blight Water such that the area forms naturally wet marshland. Such wet conditions make a sharp contrast to the parched plains of the north. This natural basin is most commonly called the Marshes of Madness. The terrain in the marshes is wet, boggy ground where heavy wagons or knights armoured to the hilt would quickly sink in the deepest parts. It is said that long ago cannons and war machines carried south by human or dwarven hands for purposes of war further south sank to the bottom of these marshes, lost forever - a lesson still drilled into the green recruits at the Nuln gunnery school today.

The Border Princes

To the south of the Empire, along Blackfire Pass and beyond the Black Mountains, lies a wild, untamed land. Here, disposed nobles of the Empire travel and rebuild their power, and the barren landscape is dotted with small



castles and forts which provide much needed protection for the scattered agricultural towns and villages of the region. Bordered to the south by the Blood River, the Border Princes are constantly assailed by Orcs and Goblins from the Badlands. There remains a constant struggle between local lords, bandit leaders and orc war bosses for possession of key passes and approaches, such as Blackfire Pass.

There are no settlements of city size in the Border Princes. The area is sparsely populated and mostly untamed wilderness. Some areas were first settled during Humanity's earliest northward migration (some 3000 years ago), while other parts have been developed only recently. The region's name originates from just over 1500 years ago, when a number of adventurers, including many disenfranchised nobles, struck out with many of their followers to colonise the mountains and drive out the Goblinoids. The leaders dubbed themselves Princes, though most had already been stripped of their Imperial titles, or had never been more than simple adventurers anyway. To this day, the region remains loosely divided into petty princedoms, which are maintained more by military muscle than political influence.



Orc Religion

Being highly nomadic, and generally organised in tribal groupings, the Goblinoid races have a very primitive approach to religion. Like many primitive shamanistic cultures, Goblinoids are very superstitious, and Goblinoid Shamans or Priests are always high ranking or powerful members of goblinoid societies.

The primary gods of the Goblinoids are the twin brothers of Gork and Mork. They are brutish gods of war and violence; Gork is the Goblinoid god of battle, while Mork is the Goblinoid god of cunning and strategy. Together they make a ferocious team, providing frenzied bloodlust and animal cunning in equal measure. Besides the primary Gods of Gork and Mork, Khakkekk is a Goblinoid deity who appears in ancient references as a cross between the cults of Khorne and Khaine. Like Khorne, Khakkekk demands much suffering and murder of their worshippers, but grants divine spell use for the control of demons and undead. Spiritual deities include the ancestral Goblinoid spirit of Zotan-Lufutatar, among other numerous spiritual beliefs.

Goblinoid Gods

Gork,

God of Battle

Gork is the Goblinoid god of war and might in battle. Followers of Gork revel in battle and the destruction of their enemies, and often demonstrate great feats of ferocity and brutality. Most often portrayed as a large muscular Orc or Savage Orc wearing bloodied armour and brandishing oversized weaponry, Gork is worshipped throughout goblinoid tribes primarily by orcs, savage orcs and hobgoblins. Smaller goblins tend to align their beliefs more towards Mork. Gork expects his followers to enter the fray of the battle without hesitation, except perhaps to consult with Mork for help with some devious plan.

No temples to Gork are maintained - he is instead worshipped on the field of battle, or within shrines of Gork maintained in orc tribal holdings or forts. No formal days of worship are set aside for Gork, though feasts are held in his honour before and after great battles. Particularly large feasts are held after great orc victories - where an abundance of good meat is now freely available...

Church Skills and Talents

Initiates of Gork gain the Frenzy Talent. Priests of Gork may additionally learn Specialist Weapon Group (2-Handed), Strike Mighty Blow, and Strike to Injure. Additionally, Priests learn Petty Magic (Hedge) in place of Petty Magic (Divine).

Mork,

God of Guile and Cunning

Mork is the Goblinoid god of cunning, scheming, guile and sneakiness, and is predominantly worshipped by crafty goblin thieves and rogues; though great goblinoid strategists often consult Mork for inspiration during battles. The classical image of Mork, a master of disguise and the other roguish arts, is one of a Hobgoblin dressed in light clothing and a black cloak, standing partway between the shadows and the moonlight.

A strong following of Gork is found throughout most goblinoid tribes and settlements. Temples or shrines to Mork can generally be found in permanent goblinoid settlements and lairs. Mork holds no special holy days, though sacrifices are often made in his name before goblinoid missions of espionage and before great strategic battles.

Church Skills and Talents

Initiates of Gork gain the Concealment skill. Priests of Gork may additionally learn Academic Knowledge (Strategy/Tactics) or Pick Lock, Command or Disguise and Schemer or Trap Finder. Priests learn Petty Magic (Divine) as normal.

Khakkekk

Goblinoid God of Chaos

Khakkekk is a Goblinoid deity who turned to chaos as a young god. In Old World libraries, Khakkekk appears as a cross between Khorne and Khaine, accepting tributes of blood and possessing other tendencies very reminiscent of Khorne, but granting the use of magic. Khakkekk appears as a very large grotesque, eight armed, horned goblin carrying a sharp sacrificial knife or cleaver in each hand. Followers of Khakkekk hate everything, especially other Orcs and Goblinoids, and go out of their way to kill and sacrifice members of other “false” goblinoid faiths.

Church Skills and Talents

Initiates of Khakkekk gain Strike to Injure. Priests of Khakkekk may additionally learn Shadowing, Strike Mighty Blown and Torture. Priests learn Petty Magic (Hedge) in place of Petty Magic (Divine).



Zotan-Lufûtatar,

Goblin Spiritual Cult

Zotan-Lufûtatar is an ancestral Goblinoid Spirit; a feathered, beaked Goblinoid form representing the immortal principles of barbarian cunning, ruthless domination, and arcane power essential for leaders and heroes in the preservation and enrichment of the Goblinoid tribes. Zotan-Lufûtatar inspires the leaders, heroes, and warriors of a Goblinoid tribe with the courage and will to dominate its enemies and prey. Most Goblinoid tribes will worship Zotan-Lufûtatar with shamanistic rituals, in addition to other Gods.

Church Skills and Talents

Initiates and Priests of Zotan-Lufûtatar have deep tribal beliefs and shamanistic rituals. The Career Path and Spells of Zotan-Lufûtatar are represented by the Shaman Magic in the Old World Bestiary (page 80).

Goblinoid Divine Magic

Gork, God of Battle

The divine magic of Gork focuses on increasing the combat potential of the caster and his allies. Surrounding Goblinoids can be whipped into frenzy; throwing themselves at the enemy while protected by the Magic of Gork.

Gork'll fix it

Casting Number: 7

Casting Time: Full Action

Ingredient: A symbol of Gork (+1)

Description:

The caster and all allies within 48 yards are protected from hostile magic for the one minute (6 rounds), gaining +10 % bonus to WP tests to resist magic and -1 damage from any spell effects.

Oi, wot you lookin' at!

Casting Number: 8

Casting Time: Full Action

Ingredient: Black Orc Tooth (+1)

Description:

All enemies are intimidated by the caster. The caster causes Fear for the next 6 rounds, and any melee attacks directed towards him suffer a -10 penalty.

'Eadbutt

Casting Number: 12

Casting Time: Half Action

Ingredient: A metal helmet (+2)

Description:

This is a touch spell. The caster must attempt an unarmed "touch" as normal, though the touch attack is a viscous head butt. An affected target must make a successful Toughness Test or be Stunned for the next 1-10 rounds. Unlike normal touch attacks, the effect of an 'eadbutt additionally deals a normal unarmed attack at Damage SB (i.e. no damage penalty for unarmed but AP are still doubled on the head).

Bash 'em ladz

Casting Number: 14

Casting Time: Half Action

Ingredient: Blood of a Savage Orc (+2)

Description:

The caster and all allies within 24 yards are filled with the fighting rage of Gork. For 1 round, the caster and affected allies may re-roll any misses they make when attacking in hand-to-hand combat.

Look 'ere Boyz, I'z a Boar!

Casting Number: 16

Casting Time: Two Full Actions

Ingredient: Boar tusks (+2)

Description:

The caster transforms himself and all equipment into a Wild Boar (Bestiary page 119) for up to an hour. The caster retains all mental faculties, WP and INT are unchanged. All other Characteristics are those of a Wild

Boar. Spells cannot be cast while in boar form, and you may be ridden as normal. The spell can be ended at any time, and will automatically end if the caster receives a critical hit.

Foot of Gork

Casting Number: 20

Casting Time: Half Action

Ingredient: A goblinoid foot (+2)

Description:

This spell has a range of 24 yards and affects all targets within a 6 yard circle (small template). A giant and magical orcish foot is brought into existence and stamps down on the targets. The spell counts as a *magic missile* and deals a Damage 7 hit to all affected. Targets must also make a successful Toughness test or be Stunned for 1 round.

Mork, God of Guile and Cunning

Mork is a God of cunning and sneakiness, and the closest Goblinoids have to a great strategic general. The roguish aspect of Mork enables casters to negotiate traps and locks, while Mork the strategist fills his Goblinoid followers with bravery and forethought.

I fink I got it

Casting Number: 6

Casting Time: Full Action

Ingredient: A symbol of Mork (+1)

Description:

The caster devises all kinds of cunning plans to defeat his enemies. This spell behaves exactly like Inspired Leadership (WFRP 164) except that it lasts only 6 rounds.

Unlock

Casting Number: 9

Casting Time: Full Action

Ingredient: Fingers of a snotlings (+1)

Description:

A single locked door or lock within Touch range is unlocked. Magical locks are not affected.

Stop yer complainin'



Casting Number: 10

Casting Time: Full Action

Ingredient: Blood of a Troll (+1)

Description:

The caster can heal himself or another creature within Touch range. The target is healed of a number of Wounds equal to 1-5 plus the casters Magic Characteristic at a rate of 2 Wounds per round (i.e. regenerating).

Die yer Git

Casting Number: 13

Casting Time: Full Action

Ingredient: A handful of charcoal (+2)

Description:

Balls of dirty sooty fire fly from the casters hands, acting as a *magical missile* with range 48 yards. A number of fire balls are created equal to the

casters Magic Characteristic, and have Damage 4.

You 'ear that?

Casting Number: 17

Casting Time: Full Action

Ingredient: Ears of a hobgoblin (+2)

Description:

This spell behaves exactly like Trapsense (WFRP 165).

Waaagh!!!

Casting Number: 20

Casting Time: Full Action

Ingredient: The brain of a magic user (+2)

Description:

The caster twists and turns the winds of magic, distorting their flows and disrupting the magic of spell casters within 48 yards. All spell casters unable to cast Divine Magic (Gork or Mork) are affected. Affected targets suffer a number of Wounds equal to the sum of the casters and targets Magic Characteristics. Additionally, targets then have their Magic Characteristic reduced by 1 for the next 24 hours. Finally, all magic users, *including the caster*, must make a Channel Test or roll once on the Minor Chaos Manifestation table (WFRP 143) and apply the results.

Khakkekk, Goblinoid God of Chaos

Khakkekk is a chaos god who desires only for his followers to kill in his name. Divine magic users of Khakkekk often strike suddenly from the shadows, killing their prey and harvesting organs for sacrifice. Khakkekk also grants his followers limited control over the undead and demonic forces.

Shadowing

Casting Number: 6

Casting Time: Full Action

Ingredient: Eyes from a creature made blind (+1)

Description:

The caster melds with the shadows, gaining +20% to Concealment and Shadowing Tests for a number of minutes equal to his Magic Characteristic.

Blood Rage

Casting Number: 8

Casting Time: Half Action

Ingredient: Poison (+1)

Description:

Any attacks made by the caster count as having the Precise Quality for the next 6 rounds.

Draw forth the Blood

Casting Number: 12

Casting Time: Half Action

Ingredient: A dagger (+2)

Description:

The caster, impatient to shed the blood of his foes, draws blood from a target within 48 yards. Unless the target makes a WP Test, the target suffers a Damage 5 hit irrespective of armour and suffers -10% from all Primary Characteristics for a number of rounds equal to the casters Magic Characteristic.

Summon Demon

Casting Number: 13

Casting Time: Two Full Actions

Ingredient: A pint of blood (+2)

Description:

This spell behaves exactly like Summon Lesser Demon (WFRP 160).

Wake Undead

Casting Number: 16

Casting Time: Full and half Action

Ingredient: The hand of a necromancer or liche (+2)

Description:

This spell behaves exactly like Spell Of Awakening (WFRP 162) except that 1d10 Skeletons or Zombies with 12 yards are affected.

Curse of Khakkek

Casting Number: 20

Casting Time: Half Action

Ingredient: The spleen of a mutant (+2)

Description:

This spell behaves exactly like Touch Of Chaos (WFRP 160).

Acknowledgments

Orcs aren't the only ones famous for raping and pillaging. The following is a list of resources that I have used to get the information for this document. The WFRP Goblinoid Culture Project is just about the biggest goblinoid resource one could hope for; some information on the Badlands and Border Princes was taken from that site, as was the religious backgrounds for the goblinoid gods.

Some spell ideas were obtained from WFB, others from the Gobbo Project, and others still from Advanced Hero's Quest spells. The Orc Names were taken from the Orc Resource Community, www.orcs.ca.

