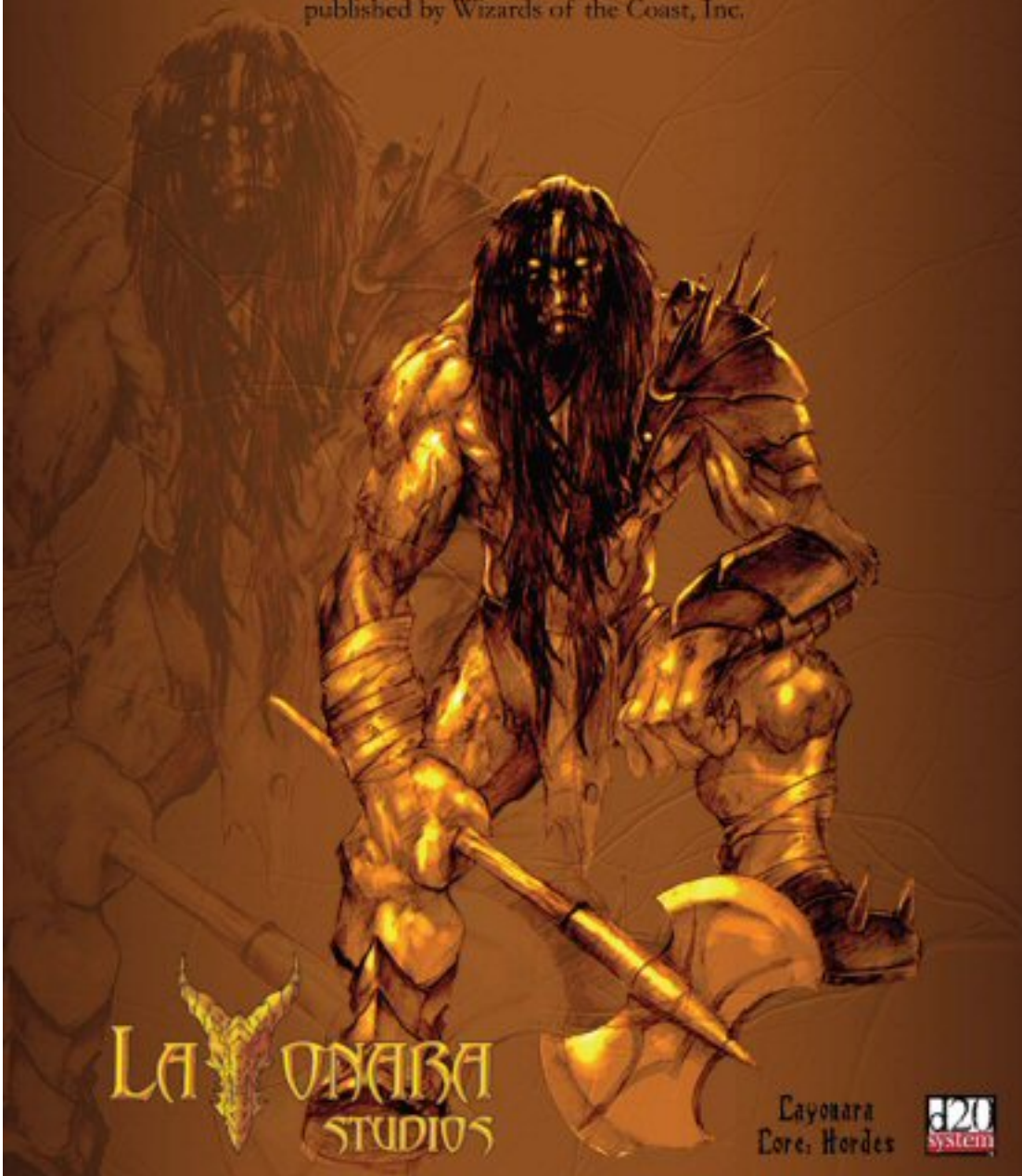


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Orc Hordes

Requires the use of a Roleplaying Game Core Book
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LA ONARA
STUDIOS

Laynara
Core: Hordes



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Goblin Clan Descriptions

Rabid Wolf Clan Description

The Rabid Wolf Clan is mainly composed of a strand of orcs that have, by all reasonable extent, lost their sanity. The source of their affliction is rumored to originate from the rabid dogs and wolves they keep as pets, which ultimately leads to their extremely destructive nature that knows no borders. Indeed, the numbers in their clan are culled down simply because they tend to kill each other. For these reasons, Rabid Wolf Orcs are often seen in small numbers with the strongest of their group leading the rest with cruelty and force.

Rabid Wolf Orcs raid and pillage anything they happen to judge to be weaker than them, though often this evaluation is rather erroneous. They hold little to no established settlements, unlike most other orc clans.

Rabid Wolf Orcs have no coordinated strategy of assault but simply charge towards their target and hope they survive by sheer strength. However, they do allow spell casters to release what spells they can first before engaging in melee combat. The leader of the group claims first pick of whatever remains from combat. Although, there are ferocious battles fought to the death over the rest of it. Occasionally, even with the leader himself.

Black Hand Clan Description

The Black Hand Clan is composed of dark-skinned orcs who are slimmer than your normal strand of orcs. They are survivalists at heart and will always attempt to use stealth and distraction tactics when engaging their enemies. If they perceive that their odds are less than favorable, they will secure whichever means of escape they can muster and fight another day.

Black Hand Orcs garb themselves in equally dark-tinted armors that cover them from head to toe, allowing them to somewhat blend in civilization if they choose to. The Black Hand Orcs often use these tactics to wreak havoc within enemy communities when they least expect it.

Black Hand Orcs often sell their services to anyone willing to pay for them and their loyalty can be expected as long as the payment continues to flow. Acting as mercenaries, they rarely settle and prefer to wander the lands in small groups or alone.

Fiery Tusk Clan Description

The Fiery Tusk Clan is a battle-frenzied group of orcs who have a long tradition of combat. Fiery Tusk Orcs will fight to the death to defend their code of honor. While their ways are fierce and without mercy, they hold their pride before their lives.

Fiery Tusk Orcs have extensive military training and their clan homes are fortresses they build under strict discipline. Under the command of the Fiery Tusk Warlord, the lines of the Fiery Tusk Clan are hard to break; their mettle almost impossible to deter. Alongside this strong battle-hardened tradition, they are also known for their exceptional forging and the durability of their armaments. To spot a Fiery Tusk Orc, likely means that either a fortress is nearby or an invasion is not too far off since they are expansionists and often leading great monstrous alliances.

Slayer Clan Description

The Slayer Clan is composed of anarchical orcs who are bent on nothing else but death, mayhem, and destruction. Their sole purpose is to overtake and overwhelm their opponents, leave nothing standing, plunder and pillage, and then move to the next place they can destroy. They reproduce in mass quantities, taking any victims that survive their raids to further their clan's number. They care little for their own and will put the weak ones of their clan in the frontlines and fire spells or ranged weapons within their ranks if it serves to eliminate their enemies.

Through plundering, they always seem to have some sort of stolen siege weaponry—which they use freely—repeatedly enhancing its use by setting ammunition aflame or any other creative method of destruction. This often reduces the durability of such equipment, but they're likely to find a quick replacement in the next settlement they overtake. Slayer Clan Orcs are often under the banners of some dark deity or commander who they gladly follow as long as the war never ends.

Descriptions of four types of orcs
within each clan on the following pages.

Clan Treasure Loot/Drops
on page 15.

FIERY TUSK WARLORD
MEDIUM-SIZE MALE ORC
FIGHTER (6) BARRABIAN (2)

Hit Dice	6d10 +2d12 +16
Hit Points	92
Initiative	+2
Speed	Walk 20 feet
AC	17 (Flatfooted 17, touch 11)
Attacks	Dagger of Venom +14/+9, Dagger of Venom (thrown) +11/+6, scythe +1 +14/+9
Damage	Dagger of Venom 1d4 +6, Dagger of Venom (thrown) 1d4 +1, scythe +1 2d4 +8
Vision	Darkvision 60 feet
Face/Reach	5 feet/5 feet
Special Qualities	Bonuses when enraged (Str +4, Con +4, Will +2, AC -2, HP 16), light sensitivity. Orcs are dazzled in bright sunlight or within the radius of a daylight spell. Rage 1 time/day (7 rounds), uncanny dodge (Dex bonus to AC)
Saves	Fortitude +10, Reflex +6, Will +1
Abilities	Str 20 (+5), Dex 14 (+2), Con 14 (+2), Int 9 (-1), Wis 9 (-1), Cha 9 (-1)
Skills	Bluff 0, Diplomacy 0, Intimidate 1, Listen 0, Search -1
Feats	Heavy Armor Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Cleave, Combat Reflexes, Dodge, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus Scythe, Weapon Specialization Scythe
Challenge Rating	8
Alignment	Chaotic Evil
Possessions	Banded mail (masterwork), Elixir of Fire Breath, Dagger of Venom, Ring of Blinking, scythe +1

This sharp-fanged, olive-skinned orc wears a roughbanded banded armor that highlights his status of leader. He stands with a cunning pose that absorbs his surrounding—always seeming to look for the weaknesses of anyone he gazes upon.

The Fiery Tusk Warlord is a fierce leader who is the harbinger of death upon the battlefield. He understands the ferocious nature of war better than anyone else in their clan and goes to great lengths to ensure that the clan's enemies are crippled beyond functioning when they finally face their end. The Fiery Tusk Warlord is known to withstand great amounts of pain and will go into a terrifying rage when it seems all odds are against him. He spares no one in battle and takes no prisoners, ending any moving body that was left in the battlefield with a quick swoop of his powerful scythe.

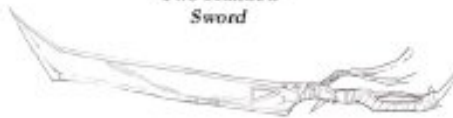
Orc
Two-Handed
Staff



Orc
Main Gauche



Orc
Two-Handed
Sword



Rabid Wolf Berserker

STR 19
DEX 10
CON 11
INT 7
WIS 6
CHA 6



Male Orc Warrior 2, CR 1, CR, Medium Humanoid (Orc)
Initiative +6
Senses Darkvision 60 feet, Liars +1, Spot +1
Languages Common, Orc
AC 13 (+3 unadorned leather) touch 16, flatfooted 13
HP (45) (15 hp)
Saves Fort +3, Ref +6, Will -2
Speed 30 feet (6 squares)

Male: Base size +6 (MB+4/13) or spear +6 (MB+6/13)
Ranged: Spear (throw) +2 (MB+4/13)
Attack: Bite +2, Grapple +6
Feat: Alertness
Skills: Liars +1, Spot +1
Possessions: Basic axe, spear, unadorned leather

Rabid Wolf Artillerist

STR 16
DEX 15
CON 15
INT 8
WIS 8
CHA 7



Male Orc Warrior 2, CR 1, CR, Medium Humanoid (Orc)
Initiative +2
Senses Darkvision 60 feet, Liars +6, Spot +6
Languages Common, Orc
AC 9 (+2 Dex, +2 Leather) touch 12, flatfooted 12
HP (45) +4 (15 hp)
Saves Fort +6, Ref +2, Will -1
Feat: +6, Ref +6, Will +6
Speed 30 feet (6 squares)

Male: Spear +6 (1d6+4/13)
Ranged: Heavy crossbow +4 (1d6/20-20 or spear (throw) +4 (1d6+3/13)
Attack: Bite +2, Grapple +6
Feat: Rapid Reload (Heavy Crossbow)
Skills: Liars +6, Spot +6
Possessions: Crossbow bolt (40), heavy crossbow, leather, spear

Rabid Wolf Shaman

STR 14
DEX 12
CON 10
INT 8
WIS 10
CHA 12



Male Orc Shaman 4, CR 4, CR, Medium Humanoid (Orc)
Initiative +1
Senses Darkvision 60 feet, Liars +6, Spot +1
Languages Common, Orc
AC 12 (+1 Dex, +1 natural) touch 11, flatfooted 12
HP (44) (16 hp)
Saves Fort +3, Ref +2, Will +4
Speed 30 feet (6 squares)
Major: Club +6 (1d6+2) or dagger +4 (1d6+1/19-20)
Minor: Club (throw) +3 (1d6) or dagger (throw) +1 (1d6+2/19-20)

Attack: Bite +2, Grapple +4
Feat: Animal Proficiency (Light), Combat Casting
Skills: Concentration +1, Liars +6, Spellcraft +1, Spot +1
Possessions: Amulet of Natural Armor +1, club, dagger, Potion of Bark Skin
Level 1: 1/3/4/4/4/4, DC 11, spell level 1
Level 2: Animal Magic, Divine Magic, Great Scent, Ray of Frost, Steel Magic, Touch of Pain
Level 3: Ray of Stupefaction, Sleeping Gas, Sleep
Level 4: Summon Spirit

Rabid Wolf Warlord

STR 20
DEX 13
CON 16
INT 8
WIS 8
CHA 8



Male Orc Fighter 4, CR 4, CR, Medium Humanoid (Orc)
Initiative +1
Senses Darkvision 60 feet, Liars +6, Spot +1
Languages Common, Orc
AC 17 (+1 Dex, +1 nat+5 Chainmail) touch 12, flatfooted 16
HP (44)(12)+12 (16 hp)
Saves Fort +7, Ref +2, Will +6
Speed 30 feet (6 squares)
Major: Orc double axe +1+1 (1d8+7+2/13/3) or cut double axe (level 1 only) +9 (1d8+7/13) or cut double axe (level 2 only) +9 (1d8+7/13)
Ranged: Arrow
Attack: Bite +4, Grapple +9
Feat: Combat Reflexes, Dodge, Great Weapon Proficiency (Orc Double), Mobility, Power Attack
Skills: Liars +6, Spot +1
Possessions: Orc double axe, Ring of Protection +1, chainmail, Potion of Cure Moderate Wound

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