

# Orcs

## Chattel Setting

Lifepath	Time	Res	Stat	Leads
<b>Born Chattel</b>	10 yrs	5	+1 P	<i>Black Legion, Servant</i>
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> Orc Common Traits plus 1 pt: —				
<b>Cattle Slave</b>	5 yrs	1	+1 P	—
<i>Skills:</i> 2 pts: Animal Husbandry				
<i>Traits:</i> 2 pts: Tasting the Lash, Screaming, Shouting, Kicking the Beast				
<b>Butcher<sup>1</sup></b>	7 yrs	7	+1 M	—
<i>Skills:</i> 4 pts: Butcher, Tanner, Intimidation				
<i>Traits:</i> 1 pt: —				
<b>Scavenger</b>	3 yrs	5	+1 P	<i>Black Legion</i>
<i>Skills:</i> 3 pts: Foraging, Inconspicuous				
<i>Traits:</i> 2 pts: Tasting the Lash, Running (Away), Hiding, Stealing, Scavenger				
<b>Forge Slave</b>	5 yrs	1	+1 P	—
<i>Skills:</i> 2 pts: Back Breaking Labor <sup>†</sup>				
<i>Traits:</i> 2 pts: Tasting the Lash, Pain Life, Numb				
<b>Forger<sup>2</sup></b>	7 yrs	7	+1 M	—
<i>Skills:</i> 5 pts: Blacksmith, Intimidation				
<i>Traits:</i> 2 pts: Singed				
<b>Hauler</b>	5 yrs	1	+1 P	—
<i>Skills:</i> 2 pts: Back Breaking Labor <sup>†</sup>				
<i>Traits:</i> 1 pt: Tasting the Lash, Cursing, Spitting, Yowling				
<b>Cutter Slave</b>	5 yrs	1	+1 P	—
<i>Skills:</i> 2 pts: Tree Pulling, Back Breaking Labor <sup>†</sup>				
<i>Traits:</i> 1 pt: Tasting the Lash, Hatred of Forests				
<b>Woodcutter<sup>3</sup></b>	7 yrs	7	+1 M	—
<i>Skills:</i> 4 pts: Rude Carpentry, Mending, Intimidation				
<i>Traits:</i> 1 pt: —				
<b>Tunneler</b>	4 yrs	1	+1 P	—
<i>Skills:</i> 2 pts: Ditch Digging, Back Breaking Labor <sup>†</sup>				
<i>Traits:</i> 2 pts: Tasting the Lash, Black Lung				

<b>Pitwright<sup>4</sup></b>	8 yrs	6	+1 M	—
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*Skills:* 4 pts: Excavation, Intimidation

*Traits:* 1 pt: Deep Sense

<b>Ravager</b>	3 yrs	5	+1 P	<i>Black Legion</i>
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*Skills:* 4 pts: Brawling, Cudgel, Intimidation

*Traits:* 2 pts: Pack Hunter

<b>Edge Grinder</b>	10 yrs	10	+1 M/P	<i>Black Legion</i>
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*Skills:* 6 pts: Mending, Weaponsmith, Armorer, Tanner

*Traits:* 2 pts: Suspicious

<b>Whipmaster<sup>6</sup></b>	9 yrs	10	+1 M	<i>Black Legion</i>
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*Skills:* 4 pts: Interrogation, Intimidation, Brawling, Torture

*Traits:* 1 pt: Where There's a Whip, There's a Way

### CHATEL NOTES:

1: Butcher requires Cattle Slave. 2: Forger requires Forge Slave. 3: Woodcutter requires Cutter Slave. 4: Pitwright requires Tunneler. 5: He Who Grinds the Edges of our Axes to Glinting Sharpness requires Forger. 6: Whipmaster requires Pitwright, Forger, four slave lifepaths or any Great and Black or Legion lifepath.

† These are training skills. They cost 2 pts to open and may not be advanced.

## Great and Black Setting

Lifepath	Time	Res	Stat	Leads
<b>Born Great</b>	10 yrs	5	—	<i>Servant of the Dark</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> Orc Common traits plus 2 pts: Born to Rule Them All, Enemy of the Sun				
<b>The Rites</b>	3 yrs	2	+1 M, P	<i>Legion, Servant of the Dark</i>
<i>Skills:</i> 3 pts: Intimidation, Brawling, Torture, Sprinting <sup>†</sup>				
<i>Traits:</i> 1 pt: Life is Death				
<b>Servant of the Gate</b>	4 yrs	5	+1 P	<i>Legion, Chattel</i>
<i>Skills:</i> 2 pts: Soothing Platitudes				
<i>Traits:</i> 1 pt: Humble Before My Master				
<b>Follower<sup>1</sup></b>	5 yrs	7	+1 M, P	<i>Legion, Chattel</i>
<i>Skills:</i> 8 pts: Sword, Armor <sup>†</sup> , Shield <sup>†</sup> , Mace, Axe, Bow, Riding				
<i>Traits:</i> 1 pt: Silent Hatred				
<b>Black Destroyer<sup>2</sup></b>	5 yrs	10	+1 M, P	<i>Chattel</i>
<i>Skills:</i> 6 pts: Mounted Combat <sup>†</sup> , Intimidation, Great Wolf Husbandry, Riding, Spear				
<i>Traits:</i> 2 pts: Intense Hatred, Low Cunning				

<b>Named<sup>3</sup></b>	8 yrs	15	+1 M, P	<i>Chattel</i>
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*Skills:* 5 pts: Command, Brutal Intimidation, Torture  
*Traits:* 2 pts: Savage Consequences

<b>Siege Master<sup>4</sup></b>	10 yrs	20	+1 M	<i>Chattel</i>
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*Skills:* 5 pts: Siege Engineer, Artillerist, Mending  
*Traits:* 1 pt: The Bigger They Come..., Brutish Efficiency

<b>Gate Forger<sup>5</sup></b>	10 yrs	20	+1 M	<i>Chattel</i>
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*Skills:* 5 pts: Mason, Bastions of Hatred Architect, Excavation  
*Traits:* 1 pt: Rare Talent

<b>Whisperer<sup>6</sup></b>	9 yrs	25	+1 M	<i>Servant of the Dark</i>
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*Skills:* 4 pts: Poisonous Platitudes, Falsehood, Persuasion  
*Traits:* 2 pts: Forked Tongue, Poisonous Ambition

<b>Great One<sup>7</sup></b>	20 yrs	50	+2 M, P	—
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*Skills:* 5 pts: Command, Strategy, Name Ritual; 1 pt: General  
*Traits:* 2 pts: Brooding, Flights of Murderous Fancy, Unrelenting Hatred

**GREAT AND BLACK NOTES:**

1: He Who Walks in the Named's Shadow requires The Rites or Astride the Beast. 2: He Whose Skin is like Winter Night, Whose Mere Presence Causes Those Beneath Him to Shiver in Terror and Cower Beneath His Wicked Blade requires Follower, Astride the Beast or Head-Taker. 3: He Who is Mighty and Earned the Ancient Right to be Named requires Black Destroyer, Troll Lord or Head-Taker. 4: Siege Master requires Servant of the Gate. 5: Gate Forger requires Siege Master. 6: Whisperer requires Slave to the Dark, Whipmaster, Gate Forger or Bears the Lash. 7: Great One requires Named *and* the Born to Rule Them All trait.

† These are training skills. They cost 2 pts to open and may not be advanced.

## Black Legion Sub-Setting

Lifepath	Time	Res	Stat	Leads
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<b>Goblin</b>	3 yrs	2	+1 P	<i>Chattel</i>
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*Skills:* 2 pts: Foraging, Brawling  
*Traits:* 2 pts: Tasting the Lash, Exhaustion, Running (Away), Charging Blindly, Marching

<b>Sun-Blotter</b>	3 yrs	3	+1 P	<i>Chattel</i>
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*Skills:* 2 pts: Bow, Mending, Fletcher  
*Traits:* 1 pt: Hiding, Running (Away)

<b>Hatred-Bearer<sup>1</sup></b>	1 yr	3	+1 M, P	<i>Chattel</i>
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*Skills:* 3 pts: Conspicuous, Black Legion-wise  
*Traits:* 1 pt: Paranoid, Psychotic, Booming Voice

<b>Despair-Shouter<sup>2</sup></b>	3 yrs	5	+1 P	<i>Chattel</i>
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*Skills:* 3 pts: Brazen Horn of Despair, Intimidation, Brawling  
*Traits:* 1 pt: —

<b>Legioner<sup>3</sup></b>	4 yrs	4	+1 P	<i>Chattel</i>
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*Skills:* 4 pts: Spear, Shield†, Brawling, Foraging  
*Traits:* 1 pt: —

<b>Night Seeker<sup>4</sup></b>	4 yrs	4	+1 M, P	<i>Chattel</i>
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*Skills:* 5 pts: Orienteering, Tracking, Trapper, Stealthy, Climbing, Garrote  
*Traits:* 1 pt: Tasting the Lash

<b>Black Hunter<sup>5</sup></b>	5 yrs	5	+1 P	<i>Chattel</i>
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*Skills:* 6 pts: Bow, Black Bile Poison†, Hunting, Field Dressing, Stealthy  
*Traits:* —

<b>Astride the Beast<sup>6</sup></b>	5 yrs	6	+1 P	<i>Chattel, Great and Black</i>
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*Skills:* 8 pts: Mounted Combat†, Riding, Great Wolf Husbandry, Intimidation, Appropriate Weapon, Armor†  
*Traits:* 1 pt: Brash, Cry of Doom

<b>Bears the Lash<sup>7</sup></b>	6 yrs	7	+1 M	<i>Chattel, Great and Black</i>
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*Skills:* 5 pts: Intimidation, Torture, Command, Sword, Brawling  
*Traits:* 1 pt: Where There's a Whip, There's a Way

<b>Packmaster<sup>8</sup></b>	7 yrs	9	+1 M/P	<i>Chattel, Great and Black</i>
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*Skills:* 5 pts: Animal Husbandry, Great Wolf-wise, Pack-wise, Mending  
*Traits:* 1 pt: Where There's a Whip, There's a Way; Intimidating

<b>Head-Taker<sup>9</sup></b>	6 yrs	10	+1 M, P	<i>Chattel, Great and Black</i>
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*Skills:* 5 pts: Command, Brutal Intimidation, Axe, Brawling  
*Traits:* 2 pts: Unrelenting Savagery, Fondness for Elven Blood, Taste for Man-Flesh

<b>Troll Lord<sup>10</sup></b>	5 yrs	12	+1 M, P	<i>Great and Black, Servant</i>
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*Skills:* 6 pts: Troll-wise, Troll Etiquette, Hammer, Shield Training†  
*Traits:* 2 pts: Arrogant, Troll Speak

**LEGION NOTES:**

*Born Great Orcs may never take Goblin, Sun-Blotter, Night Seeker or Legioner.* 1: He Who Bears the Banner of Our Hatred requires The Rites, Legioner or Whipmaster. 2: Despair-Shouter requires The Rites, Legioner or Whipmaster. 3: Legioner requires Ravager, Whipmaster or Goblin. 4: He who Lurks in the Twilight and Seeks Our Enemies requires Legioner, Sun-Blotter, Scavenger or Ravager. 5: He Who is Fell and Stalks the Night requires Follower, Ravager, or Night Seeker. 6: He Who Sits Astride the Howling Black Beast requires Black Hunter or Follower. 7: He Who Bears the Lash and Drives Us Ever On requires Black Hunter, Astride the Beast or The Rites. 8: He Who Rules the Black Wolf Pack requires Bears the Lash, Follower, Whipmaster, Master of Eight or Knower of Secrets. 9: He Who Cleaves the Heads of His Enemies From Their Shoulders and Sets Them Upon Stakes for All to See requires Bears the Lash, Black Destroyer, or Named. 10: Troll Lord requires Bears the Lash, Pack Master or Named.

† These are training skills. They cost 2 pts to open and may not be advanced.

## Servant of the Dark Blood Sub-Setting

Lifepath	Time	Res	Stat	Leads
<b>Slave to the Dark</b>	6 yrs	3	—	<i>Chattel</i>
<i>Skill:</i> 2 pts: Servant-wise				
<i>Traits:</i> 2 pts: Fearful Respect of the Servants, Naked Hatred				
<b>Drinker of the Dark</b> <sup>1</sup>	5 yrs	6	+1 M, P	<i>Chattel</i>
<i>Skill:</i> 4 pts: Void Embrace†, Doctrine of Night's Blood				
<i>Traits:</i> 2 pts: Stark Madness, Blasphemous Hatred				
<b>Bloodletter</b> <sup>2</sup>	5 yrs	6	+1 M, P	<i>Chattel</i>
<i>Skill:</i> 5 pts: Rituals of Blood, Torture, Intimidation, Knives				
<i>Traits:</i> 1 pt: —				
<b>Knower of Secrets</b> <sup>3</sup>	6 yrs	7	+1 M/P	<i>Chattel, Legion</i>
<i>Skill:</i> 4 pts: Rituals of Night, Vile Poisoner, Foraging				
<i>Traits:</i> 1 pt: —				
<b>Master of Eight</b> <sup>4</sup>	8 yrs	8	+1 M/P	<i>Chattel, Legion</i>
<i>Skills:</i> 7 pt: Spider-Husbandry, Riding, Mounted Combat†, Web-wise, Climbing				
<i>Traits:</i> 2 pts: Batshit, Affinity for Spiders				
<b>Master of Blood</b> <sup>5</sup>	7 yrs	8	+1 M/P	—
<i>Skill:</i> 4 pts: Rituals-wise, Animal Husbandry, Orc-wise, Elf-wise, Wolf-Wise				
<i>Traits:</i> 1 pt: —				
<b>Master of Darkness</b> <sup>6</sup>	7 yrs	8	+1 M/P	—
<i>Skill:</i> 3 pts: Cave-wise, Tunnel-wise				
<i>Traits:</i> 1 pt: —				
<b>Dark Summoner</b> <sup>7</sup>	10 yrs	12	+1 M/P	—
<i>Skill:</i> 3 pts: Darkness-wise; 1 pt: General				
<i>Traits:</i> 1 pt: —				
<b>Blood Summoner</b> <sup>8</sup>	10 yrs	12	+1 M/P	—
<i>Skill:</i> 3 pts: Poison-wise, Bat-wise, Troll-wise; 1 pt: General				
<i>Traits:</i> 1 pt: —				
<b>Servant</b> <sup>9</sup>	50 yrs	30	+1 M	—
<i>Skill:</i> 2 pts: Great and Black-wise, Name Ritual; 2 pts: General				
<i>Traits:</i> 1 pt: —				

### SERVANT OF THE DARK BLOOD NOTES:

1: Drinker of the Dark requires Slave to the Dark. 2: Bloodletter requires Drinker of the Dark. 3: Knower of Secrets Profane requires Drinker of the Dark. 4: Master of Eight requires Knower of Secrets. 5: Master of Blood requires Bloodletter. 6: Master of Darkness requires Knower of Secrets. 7: Dark Summoner requires Master of Darkness. 8: Blood Summoner requires Master of Blood. 9: Servant requires the Born to Rule them all trait *and* Dark Summoner or Blood Summoner.

## Starting Stat Points for Orcs by Age

Starting Age	Mental Pool	Physical Pool
≥10 years	3 pts	10 pts
11-16 years	4 pts	11 pts
17-22 years	5 pts	12 pts
23-30 years	5 pts	13 pts
31-40 years	6 pts	14 pts
41-50 years	6 pts	15 pts
51-60 years	7 pts	16 pts
61-80 years	7 pts	17 pts
81-99 years	8 pts	17 pts
100-125 years	8 pts	18 pts
126-150 years	9 pts	18 pts
150-200 years	9 pts	19 pts

† These are training skills. They cost 2 pts to open and may not be advanced.





# The Hate of Orcs

Twisted, tortured and fulgent with hate. Orcs. Cousins of the Elves, they exist in a culture that is a cruel mockery of civilization. A culture of fear and brutality—a society of the whip.

But they know their plight. They mass in the caves and shadows, gathering strength, beating their war drums, summoning their fury in preparation for sweeping and sudden war. A slaughter in which they will take revenge upon those who dared taunt the Orcs with what they do not, and never will, have.

## Orc Common Traits

### Loathsome and Twisted *Dt*

Orcs are repellent, even to their own kind, and especially to Elves, Men and Dwarves. Their body is bent and squat, with ugly, long arms and sickening charred flesh: Orc stat maximums are straight 8s.

### Fanged and Clawed *Dt*

The mouth of an Orc is a violent organ, well suited to tearing flesh and shouting blasphemies. Orcs may use their Fanged Maw as a weapon when in the “inside arms reach” fighting distance. The bite is a Power 1, Slow, VA 1, Add 2, Shortest length weapon.

Claws like steel shards protrude from their gnarled fingers. They may be used as a weapon: Power 1, Fast, VA –, Add 2, shortest length. They act like a knife for purposes of positioning and fighting distance.

### Cold Black Blood *Dt*

The substance of night runs through their veins. Orcs suffer +2 Ob to all tests while abroad in the sunlight. If it is cloudy, dawn or twilight, the penalty is only +1 Ob.

Orcs' black blood serves them as well as hurts them. *Cold Black Blood reduces Hesitation obstacles by two for all conditions except fear and surprise.*

### Cannibals *Char*

So vile are they, Orcs will not hesitate to slay and eat their companions.

### Lynx-Eyed, Like Burning Coals *Dt*

An Orc's eyes glow red with the inner fire of hatred and despire. Orcs can see clearly in darkness and shadows. (They never suffer a penalty for such conditions.)

### Breeders *Char*

Though they loathe life and yearn for death, Orcs are compelled by their accursed nature to procreate often and quickly.

### Vile Language *Char*

Orcs speak a special language of shadow, chill and blight. They share this tongue with corrupt vermin, Great Wolves, Trolls, certain Great Spiders and shades.

## Lifepath Traits

### Character Traits

The following lifepath traits are character traits and need no description beyond that which is inherent to their definition: Arrogant, Batshit, Brash, Cursing, Fearful Respect of the Servants, Fondness for Elven Blood, Hatred of Forests, Humble Before My Master, Naked Hatred, Paranoid, Poisonous Ambition, Psychotic, Screaming, Shouting, Silent Hatred, Spitting, Taste for Man-Flesh, Unrelenting Hatred, Yowling.

Some these character traits affect Hatred. See the Hatred section in this chapter for more on that.

### General Traits

Booming Voice, Deep Sense and any other traits not described here can be found in the General Trait List in this book.

### Orc Special Lifepath Traits

#### Affinity for Spiders *Dt*

The Master of Eight develops a special kinship with his spider slaves. He learns their ways and habits. This trait adds +1D to any Spider-related stat or skill tests (except wises).

#### The Bigger They Come... *Char*

The Siege Master cannot resist big targets. Massive, sturdy donjons are an affront to his sensibilities. The Siege Master will always target the biggest hunk of bricks (or prettiest warmachines) first, and pound them into dust and ruin.

**Black Lung** *Dt*

This Orc is beset with a retched hacking cough. This wheezing gives him +1 Ob to all Health, Stealthy and Inconspicuous tests.

**Blasphemous Hatred** *Dt*

This is a special Orc trait. See the description in the Special Traits category and the Blasphemous Hatred section in this chapter for more.

**Born to Rule Them All** *Dt*

Those Born Great and Black are marked by distinctive features—tall stature, broad shoulders, and deep-hued skin. This is the mantle of hereditary leadership among the Orcs. In order to be a Great One or a Servant, one must be Born to Rule Them All.

**Brooding** *Dt*

The Great One is prone to profound mood swings. If ever beaten in a Duel of Wits or surpassed in a social skill test, the Great One must succumb to Brooding. He must hesitate for his full hesitation (minimum of two actions). While *Brooding*, the player may invoke his Flights of Murderous Fancy trait. (See that trait for more details, but note that in order to access it, the Great One must Brood.) If the Great One does not have the Flights of Murderous Fancy trait, he simply fumes for a few moments as he broods and then returns to his regular state of mind.

**Booming Voice** *C-O*

The Hatred-Bearer learns to make his voice carry over the din of battle and the cries of the fallen. This acts as a call-on for Conspicuous.

**Brutish Efficiency** *C-O*

This trait acts a call-on for Siege Engineer.

**Charging Blindly** *Dt*

Add +1D to Steel tests when at the van of an attack and charging across the field of battle.

**Cry of Doom** *Dt*

He Who Sits Astride the Howling Black Beast learns to howl like a Great Wolf. He may deliver a potent and terrifying war-cry from the back of his charging mount. The Cry adds +2D to Intimidation when mounted and charging. Intimidation requires two actions. Also using the Cry, the Orc may call his wolf to him over great distances—communicating with him as if he himself were a wolf.

**Exhaustion** *Dt*

Goblins are marched until their knees bleed. Exhausted Orcs and Goblins are at a +1 Ob to all fatigue related Health tests.

**Flights of Murderous Fancy** *Dt*

While Brooding, the Great One is beset by the winged visions of his horrid and vile fantasies. Many of them are tempting—tearing the Elven Captain limb from limb, turning the Knights into dinnerware or slaughtering his entire clan in order get them to shut up, for example. Such visions become irresistible after being humiliated by the enemy (or your underlings). The Orc player may choose, while *Brooding*, one of his Flights of Murderous Fancy to focus on. The player must name a task and the vivid details of how he'll *accomplish* said task. Then he may FoRK his Hatred into any and all tests—stat, skill, Steel, Health or whatever—while on the job. When he sates his fancy (and accomplishes the goal), the player immediately earns a Persona point. Tapping into the Flights of Murderous Fancy trait counts as a Routine test for Hatred.

**Forked Tongue** *C-O*

This trait is a call-on for Falsehood.

**Hiding** *Dt*

Goblins learn very quickly to it's better to hide from their masters than be caught or volunteer. Add +1D to Stealthy.

**Intimidating** *C-O*

This is a call-on for Intimidation.

**Kicking the Beast** *Dt*

It is the Cattle Slaves' responsibility to move any herd animals owned by the clan. Should any animals go missing, the Goblins become the herd.... Characters with this trait may use their Power or Agility or a weapon skill to motivate any herd animal (in lieu of Animal Husbandry, Riding or Driving). The animals do suffer wounds from any extreme behavior.

**Life is Death** *Dt*

Reduce hesitation obstacles due to injury and pain by two.

**Marching** *Dt*

Orcs with this trait actually know how to march in step. Add +1D to Speed for any marching or travel tests, and +1D to Health tests for fatigue, when marching in formation under the lash.

**Numb** *Dt*

This Orc was tortured beyond sensation. He does not feel the effects of Superficial wounds.

**Pack Hunter** *Dt*

Ravagers hunt with one another in an instinctual fashion. This trait adds +1D to all Steel tests so long as the Orcs equal their enemy's numbers. It also adds +1D to all field maneuvers (in Range and Cover) when attacking in a group (as small as two orcs). Lastly, the Ravagers may *help* one another with positioning tests in Fight!

**Pain Life** *Dt*

Pain Life reduces hesitation due to pain by one.

**Rare Talent** *C-O*

Amazingly, and against all expectation, this Orc is actually talented with his hands and mind. The player may choose one craftsman or artisan-type skill for which this trait acts as a call-on. No wonder he was promoted to Gate Forger.

**Running (Away)** *Dt*

Increase the character's Sprint multiplier by 1 pace when he's running in fear, surprise or terror. (Not necessarily from a failed Steel test.)

**Savage Consequences** *Char*

The Named pays back any slight or injury two-fold. You wound him, he cripples you. You best half his clan, he slaughters two of your cities.

**Scavenger** *Dt*

Scavengers are a vital part of the Orc clan. Their keen eyes and greedy fingers seek out items of necessity and value. This trait acts as a call-on for Scavenging. These Orcs are particularly good at scavenging because, should they come back empty-handed, their bones will be used as combs for the wolves and toothpicks for the Great One.

**Stark Madness** *Char*

Drinkers of the Dark are driven to the brink of madness, and then shoved over the edge. Embracing the absence of reason and the totality of fear is essential to mastering Hatred and becoming a true Servant.

**Stealing** *Dt*

Should a player whose character who has this trait take a kleptomaniacal Instinct, he may use this trait as a call-on for Sleight of Hand. If no such Instinct is taken, this character is the *first* one accused when anything is stolen in the clan.

**Tasting the Lash** *Dt*

In Orc culture, there are those with the whips, and those without. Those without spend their lives under the sharp whistling tyranny of those with. Eventually, they simply learn to obey. An Orc with this trait *must* obey commands delivered to him at the crack of a whip. *There is no roll or test.* The character has been broken by the whip; he's a slave conditioned to obey. (This trait may not be used to bypass the effects of a failed Steel test.)

**Troll Speak** *Dt*

Orc Troll Lords learn to communicate with trolls, not only in the Vile Language, but in the brute's own language as well. This character may understand spoken trollish and speak it himself.

**Unrelenting Savagery** *Dt*

Head-Takers earn their position through their ability to master their blood lust. When in battle, or when committing murder, this character may FoRK his Hatred into any weapon skill or Power test. However, the player who controls this character *must take his actions too far.* When he uses this trait he must describe an act so horrid and vile, it causes the other players to flinch and grimace. Failure to evoke the savage nature of the Head-Taker is cause for loss of the trait in the Trait Vote. Invoking this trait also counts as a Routine test for Hatred.

**Where There's a Whip, There's a Way** *Dt*

Orcs live by the rule of the lash. With a whip in hand and lads to lash, an Orc taskmaster feels that nothing can stop him! Characters who possess this trait can force other Orcs under them to obey their will.

If an Orc with the Where There's a Whip, There's a Way trait is lashing another Orc or group of Orcs (or Wolves or Trolls or human slaves), and that individual or group fails a test, the Orc can force the character(s) to reroll. This effect is automatic so long as the *player* is bellowing and flailing around like he has a whip in his hand (and his character actually has a whip). Only one reroll per test is allowed.

*A group of goblins are attempting to roll a boulder across the mouth of a cave to block pursuit. They fail their Power test. Crack! Down comes*

the whip and they are allowed to retest. Or a Troll is being driven into combat ahead of He Who Bears the Lash. The Troll is confronted with Elvish magic and subsequently fails his Steel test. The Troll Lord bellows, "Get back in line!" and the Troll must now retest his Steel, whether he would have rather fled or not.



## Special Traits

### Blasphemous Hatred *Dt* 3 pts

This trait transforms the Orc's Hatred into a vehicle for enormous power. It is akin to Faith—an emotional attribute that grants dice to invoke magical effects. However, Orcs are unable to tap their innate power without Rituals. In this regard, Blasphemous Hatred acts more like the Gifted trait—allowing the Servant access to the powers of magic, but requiring a skill to make it manifest.

Blasphemous Hatred is rated and advanced exactly like Hatred. In game play this attribute is used in combination with Rituals for casting. It is also used to sustain spells (rather than Will), and is used to maintain a spell after a distraction.

### Enemy of the Sun *Dt* 3 pts

The greatest, most fearsome of Orcs have been bred to resist the pure rays of the sun. They may travel by day and suffer no obstacle penalties as under the *Cold Black Blood* Orc common trait.

## Skills

### General Skills

These skills are part of the General Skill List for Burning Wheel, they can be found in the list at the back of the book: Animal Husbandry, Appropriate Weapon, Armor training, Artillerist, Axe, Blacksmith, Bow, Brawling, Butcher, Climbing, Command, Conspicuous, Cudgel, Ditch Digging, Excavation, Falsehood, Field Dressing, Fletcher, Foraging, Garrote, Hammer, Hunting, Inconspicuous, Interrogation, Intimidation, Mace, Mason, Mending, Mounted Combat training, Orienteering, Persuasion, Riding, Shield training, Soothing Platitudes, Spear, Sprinting training, Stealthy, Strategy, Sword, Tanner, Torture, Tracking, Trapper, Great Wolf Husbandry.

### Wises

Wises like Web-wise, Rituals-wise, Orc-wise, Elf-wise, Wolf-wise, Cave-wise, Tunnel-wise, Darkness-wise, Poison-wise, Bat-wise, Great and Black-wise follow the standard rules as described in the General Skill List.

### Special Orc Skills

The following are skills specific and unique to Orc culture. They may only be taken by Orc characters. Skills rooted in Hatred are open-ended (they're natural magic abilities, but only cost 1 pt to open).

### Back Breaking Labor *Root: Power Training*

Orc Chattel are familiar with myriad forms of back breaking labor. Whenever forced to undertake such tasks, the player may test a relevant stat at +1D to complete the job at hand quickly (albeit sloppily).

**Obstacles:** This training isn't tested, it acts as a special FoRK.

**Skill Type:** Special Training **Tools:** No.

### Bastions of Hatred Architect *Root: Hatred*

Channelling his mind numbing rage, the Gate Forger is able to create terrifying edifices. This skill blends Architect and Engineer for the purpose of creating looming tower fortresses in which the Orcs dwell. Also, using this skill, Orcs may corrupt or adopt caves or pre-existing towers and turn them into something more suitable to the horde's taste. All tests are open-ended.

**FoRKs:** Siege Engineer

**Skill Type:** Artisan

**Tools:** Yes.

**Black Bile Poison** *Root: Forte (for aptitude only)*

Black Hunters know a little known secret about Orc bile, it's toxic to other creatures. A Hunter with this training may simply vomit on his arrows or knives to poison them. It requires four actions to vomit (or one volley of field maneuvers), and the vomit stays fresh for about a half hour before it loses its potency. (No roll is required.) Any creature who takes a Mark result from such a coated barb must pass an Ob 4 Health test. Margin of failure is added to all Health and Steel test obstacles taken for the rest of the day. (Doesn't affect Orcs.)

Skill Type: Special Training      Tools: No.

**Black Legion-wise** *Root: Perception*

Knowledge of the power structure and inner workings of the Orc's legion and other legions in the region.

FoRKs: Orc-wise

Skill Type: Wise      Tools: Yes.

**Brazen Horn of Despair** *Root: Hatred*

Cavernous horns are sounded before the Orcs join battle. The horns strike one note: *despair*. If the Despair Shouters exceed the mean Will of their opponents, their margin of success is added to their opponents' hesitation for the duration of the conflict. Brazen Horn tests are open-ended.

Skill Type: Musical      Tools: No.

**Brutal Intimidation** *Root: Hatred*

Orcs live in a world of fear and pain. The most cunning and brutal among them learn how to channel their own inner fires to cow their brethren. Brutal Intimidation is a special Intimidation skill, rooted from Hatred. All tests are open-ended.

FoRKs: Torture (when applicable), Interrogation

Skill Type: Social      Tools: No.

**Doctrine of Night's Blood** *Root: Will/Perception*

The Doctrine of Night's Blood contains the terrible laws of the Servant's Cult—whom they serve and why.

FoRKs: Servant-wise

Skill Type: School of Thought      Tools: No.

**Great Wolf Husbandry** *Root: Will*

The particularly dangerous art of raising and tending to Great Wolves.

Obstacles: Most Husbandry obstacles are based on the Will of the animal.

FoRKs: Animal Husbandry, Wolf-wise

Skill Type: Peasant      Tools: Yes.

**Name Ritual** *Root: Perception/Will*

The vast majority of Orcs bear no name—they are too insignificant in their miserable lives to warrant anything more than a grunt or at most an epithet commensurate with their role in the clan. The granting of proper names is an ancient rite and ritual. Name Ritual teaches the requirements and strictures governing the bestowal of said names.

FoRKs: Orc-wise

Skill Type: Special      Tools: No.

**Poisonous Platitudes** *Root: Hatred*

Flattery is a rare gift among the Orcs. Whispers compliments and ingratiation like knives and poisoned barbs. This skill combines Persuasion and Soothing Platitudes into one unholy mess. Like all Hatred-based skills, all Poisonous Platitude tests are open-ended.

FoRKs: Falsehood, Persuasion

Skill Type: Social      Tools: No.

**Rituals of Night** *Root: Perception*

The ancient Rituals of Night grant the Knower of Secrets power beyond the ken of his brethren. Once the Rituals of Night are perfected, he becomes a sorcerer in full. Similar to Sorcery, the Rituals of Night are a spoken and written affair. This skill is combined with Blasphemous Hatred and used to cast spells. See the Blasphemous Hatred section in this chapter for more.

FoRKs: None

Skill Type: Sorcerous      Tools: No.

**Rituals of Blood** *Root: Perception*

The Rituals of Blood is the Orcs' own Summoning skill. Rather than summoning spirits of nature, Orcs use their sorcerous might to call forth their brethren and cousins from the dark corners of the world. This skill is combined with Blasphemous Hatred and used to cast summoning spells. See the Blasphemous Hatred section in this chapter for more.

FoRKs: None.

Skill Type: Sorcerous      Tools: Yes, ritual knives.

**Rude Carpentry** *Root: Perception/Agility*

This skill is similar to carpentry, except that Orcs never bother to finish, smooth, polish or plane their work. Their products are always rough, warped and quickly done.

FoRKs: Mending

Skill Type: Craftsman      Tools: Yes.



**Servant-wise** Root: *Perception*

The first mystery the Slave to the Dark is introduced to is the cult of the Servants of the Dark Blood. They are part of an internecine hierarchy governed by laws and customs apart from the clan.

FoRKs: Great and Black-wise

Skill Type: Wise Tools: No.

**Siege Engineer** Root: *Perception*

Orcs love to construct massive and roaring engines of war that spit fire and shatter stone. This skill is an amalgam of Engineer and Munitions. The two skills are combined here for the sole purpose of making engines of destruction. Any other use is beyond the imagination of the Siege Master.

FoRKs: Blacksmith, Munitions, Rude Carpentry

Skill Type: Artisan Tools: Yes.

**Spider-Husbandry** Roots: *Will*

The Master of Eight learns how to raise and train Great Spiders. This rare skill is reserved for the most calmly insane among the Servants.

FoRKs: Animal Husbandry

Skill Type: Peasant Tools: Yes.

**Tree Pulling** Root: *Hatred*

Orcs don't merely cut trees down, they uproot them entirely. Using labor and ropes, Orc Woodcutters clear the forests until only tortured ground remains—all the wood is taken to the furnace. All tests against this skill are open-ended.

Obstacles: Bush, Ob 1. Sapling, Ob 2. Young tree, Ob 3. Mature tree, Ob 5. Ripe old redwood, Ob 8. Ancient magic tree, Ob 10.

Skill Type: Peasant Tools: Yes, rope and goblins.

**Troll Etiquette** Root: *Will/Perception*

Troll Lords learn the knife-edge etiquette for dealing with Troll Bellowers and Warlords.

FoRKs: Troll-wise, Intimidation

Skill Type: Social Tools: No.

**Troll-wise** Root: *Perception*

Troll Lords live among the clan's Trolls. They learn their ways and habits.

FoRKs: Troll Etiquette

Skill Type: Wise Tools: No.

**Vile Poisoner** Root: *Forté (for aptitude only)*

This skill teaches the Knower of Secrets how to extract and preserve poisons from venomous and stinging creatures. Using his knowledge, he can create:

- A stinging and nettling poison, Ob = half Victim's Forte. A dose on the skin causes the victim to break out in boils. +2 Ob to all physical, martial and social tests.
- A debilitating poison, Ob 4. Test Health vs Ob 4. Must be *ingested*. Margin of failure is *permanently* subtracted from Health (and Health maximum).
- A deadly poison, Ob 5. The poison must be slathered on a blade or arrowhead and injected into the victim with a Mark result hit. If injected, the poison delivers one additional B9 wound in a number of exchanges equal to six plus the victim's Forte.

FoRKs: Herbalism

Skill Type: Medicinal Tools: Yes.

**Void Embrace** Root: —

Drinkers of the Dark are immersed in shivering pools of arcane energies. They are taught to drink, inhale and exhale the Dark Blood and survive. Orcs are ill-suited to the rigors of their Sorcerous rituals, and without training in the Void Embrace an Orc may not recover from Tax. Orcs with the Void Embrace may recover from the Tax Sickness as per the normal rules.

Skill Type: Sorcerous Training Tools: No.

## Brutal Life

Like their Elven kin, Orcs are immortal—they are tied to the fate of the earth and will only die when it dies. However, like Elves, they may be prematurely killed by violence or be driven over the brink of madness by their powerful, latent emotions.

Unlike their cousins, Orcs live under terrifying and brutal conditions—an Orc is far more likely to be killed by his kin than he is to die in battle against his true enemies.

To represent this difficulty of living a peaceful and fruitful existence, Orcs have a special rule when taking lifepaths. An Orc may take up to four lifepaths at no penalty. After the fourth lifepath the player must roll the Die of Fate for each additional lifepath he wishes to take. If the DOF comes up a 1, it indicates that the Orc would have died on this lifepath—he would have been savaged, slaughtered and eaten by

his allies and companions. This doesn't quite mesh with a character creation system based on freedom of choice, now, does it? So, rather than crumpling up the character and starting over, the Orc is given a crippling trait—to represent the character's narrow escape from death. The player may continue to take lifepaths until he is satisfied or his Orc is a complete cripple.

Rolling the DOF is no joke. Before you decide to take another path ask yourself this question: Can I live without this lifepath? Can my character live without this limb?

# Lifepath	DOF	Result
≥4 LPs	—	May take 4 LPs without risk
5th LP	1	Missing Digits trait
6th LP	1	Lame trait: May not sprint
7th LP	1	Missing Eye trait: +2 Ob shooting
8th LP	1	Missing Hand
9th LP	1	Missing Limb trait
10th LP and up	1-2	Missing Limb trait

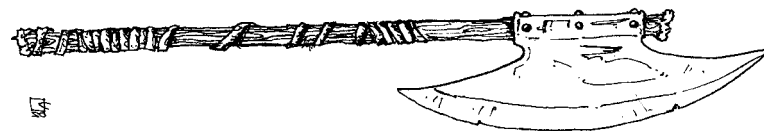
### *Um, I really wish I hadn't lost both my legs...*

Sometimes a player pushes it too far and ruins a good character that he has been working on for hours. If a player gets a bad roll on the DOF and loses something he didn't want to lose, he can take back the roll. *However, he does not get to travel the lifepath he was rolling for and may not take any other lifepaths. Period.* The Orc was confronted by his betters and he chose to bow and prostrate himself rather than stand against them and fight.

## Hatred

Elves may grieve for the dead and gone as they watch eternity slide into ruin before them, but their Orc cousins feel differently. Tortured and maligned, they learn to hate: hate the world, hate their enemies, hate themselves. A boiling, surging emotion dwells within them—it governs their lives, their society and their fate.

This hate knows no reservation. It is heaped on enemy and kin alike. For many Orcs such powerful emotion can be made manifest—made to serve. Like Elven Grief, Orcs may channel their eternal emotion to supernatural effect. Head-Takers focus their hatred into Brutal Intimidation, Whisperers' hatred drips from their tongues like poison, and Servants of the Dark Blood transform their hatred into something blasphemous and altogether more powerful—sorcery incarnadine and black.



### Hatred Emotional Attribute

Hatred is an attribute like Faith or Grief. It can be used by Orc characters to focus the bloody anger of their horrid lives into their skills and abilities.

### Hatred-Based Skills

The following skills use Hatred as their root: Bastions of Hatred Architect, Brazen Horn of Despair, Brutal Intimidation, Poisonous Platitudes, Tree Pulling and Torture (for this last skill, replace the Will root with Hatred).

The Orc hatred is so powerful that it fuels them with a terrible energy. *Tests from any skill rooted in Hatred are open-ended.*

### Starting Character Hatred

Similar to Grief, Steel and Faith, players answer questions about their character to determine the starting exponent. A player may spend five points of his Hatred exponent to start with a Gray shade (or 10 points for a White). This, of course, requires GM approval.

#### *Starting Hatred Questions:*

- Add one if the character has ever been horribly wounded.
- Add one for each “1” rolled on the Brutal Life table.
- Add one if the character has ever been tortured.
- Add one if the character has ever been a slave to another.
- Add one if the character has ever killed his superior or parents.
- Add one if the character has ever attempted to command a unit of goblins in battle.
- Add one if the character's Will exponent is 2 or lower.
- Add one if the character's Steel is 5 or higher.
- Add one if the character's Perception exponent is 6 or higher.

### Hatred Traits

In addition to the above questions, certain traits benefit Orcs. Each of the following traits adds one to the character's starting Hatred exponent: Kicking the Beast, Yowling, Where There's a Whip, Charging Blindly, Cry of Doom, Unrelenting Savagery, Humiliation, Life is Death, Pain Life, Intense Hatred, Silent Hatred, Savage Consequences, Unrelenting Hatred, and (of course) Naked Hatred.

## Advancing Hatred

Hatred isn't often tested with a roll. Tests for advancement are earned through meeting conditions in play.

### Hatred-Based Skills and Hatred Advancement

Testing *any* Hatred-based skill or invoking any trait that gives a bonus via Hatred *counts as a Routine test for advancement*. Like Greed, Routine tests *always* count—Hatred behaves like an exponent 4 or lower skill all the way up to exponent 10.

### Hatred Conditions

#### *Obstacle 1 Hatred*

Witnessing murder; eating the dead; travelling through the woods; lying; cheating; stealing.

#### *Obstacle 2 Hatred*

Being whipped; having your possessions stolen; being convinced to do something you don't want to do; falling ill; witnessing genuine laughter or personal beauty.

#### *Obstacle 3 Hatred*

Killing in battle; suffering a Midi wound; seeing your "friend" killed; brief exposure to sunlight; discovering you've been lied to; succumbing to the *Black-Blooded Rage*; idyllic villages.

#### *Obstacle 4 Hatred*

Murder; suffering a Severe wound; being tortured; starvation; long exposure to sunlight; cleanliness and order; being poisoned.

#### *Obstacle 5 Hatred*

Killing your "friend" because you found out he stole your nice sword (or axe, or dolly); betrayal; murdering your superior; watching your bad-ass demon commander dragged into the pit by some treasonous, tricky wizard; losing an important fight; nearly dying of thirst; confronting something ageless, timeless, deathless or ineffable and being unable to enslave it or destroy it.

#### *Obstacle 6 Hatred*

Murdering your mother and father because they stand in the way of your advancement in the ranks; suffering a Traumatic wound; losing a battle.

#### *Obstacle 7 Hatred*

Having your unit slaughtered in battle; losing a most precious heirloom.

#### *Obstacle 8 Hatred*

Suffering a Mortal Wound and surviving; being dominated by a sorcerer (and knowing it).

#### *Obstacle 9 Hatred*

Being the architect of a great plan (like an invasion) and watching it destroyed and dismantled by your enemies—no matter what you do; being excluded from salvation; attempting to overcome Hatred and failing.

#### *Obstacle 10 Hatred*

Giving in to Hatred and letting it consume you, body and soul; realizing that there is no hope for you, in fact, there never was.

### Succumbing to Hatred

If an Orc's hatred should ever reach exponent 10, he snaps. He either commits suicide (in an orgy of bloodletting) or retreats into catatonia. Everyone has their limits—an Orc with an exponent 10 Hatred is no longer playable as a character.

## Summoning Fury

Orc players may tap their character's inner fury and call forth the seething rage. When spending a Deeds artha point to double dice, an Orc player may instead add his Hatred exponent onto the roll. The greater the Hatred, the greater the fury. Hatred dice are open-ended.

*A Black Destroyer with a B5 Hatred, is about to be ridden down by an Elven Outrider. Such humiliation! Rather than be outmaneuvered by his opponent, the player decides to spend a Deeds point and add his five Hatred dice to his B4 Riding skill.*

For the purposes of advancement, this feat always counts as a Difficult Hatred test.

## Blasphemous Hatred and Rituals of Blood and Night

Servants of the Dark Blood learn to channel their hatred in other ways. When he is taught the Void Embrace, a Servant opens himself up to a level of power and blasphemy undreamed of by other Orcs.

### Void Embrace

Void Embrace teaches the disciple how to mitigate the pain of Tax, and how to open their Hatred to a new, unholy world. Void Embrace is required to purchase the Blasphemous Hatred trait.

### Blasphemous Hatred

Blasphemous Hatred is rated and advanced exactly like Hatred. In game-play, this attribute is used in combination with Rituals for casting. It is also used to sustain spells (rather than Will), and is used to maintain a spell after a distraction.

### Starting Blasphemous Hatred

When starting a character with Blasphemous Hatred, the GM should ask the controlling player the following questions. Each “correct” answer earns +1D to starting Hatred. After this, the Hatred is then permanently converted to Blasphemous Hatred and the character begins his career as a brutal sorcerer.

**Question:** Who is thy Master?

**Answer:** The God of Darkness and Blood.

**Question:** Who controls thy fate?

**Answer:** The Darkness and the Blood.

**Question:** What is the wellspring of thy power?

**Answer:** Darkness and Blood.

Yes, all the answers are the same. The idea is that the Orc has been trained to be the servant of a power much greater than himself. In order to tap into this fully, he must submit utterly to it. All sense of self must be effaced; to serve is all. Relying on himself or another Orc only limits his access to his Blasphemous Hatred. The Blood Summoner is alone in this world—no allies, no companions, no friends—all are just tools in his grand design.

### Rituals of Blood

Rituals of Blood is the Orc’s crude Summoning skill. It is used for casting Black Wings, Cry of the Black Wolf, Gathering of Stones, Pack Lord, and His Might.

The Orc Servant rolls his Rituals of Blood plus his Blasphemous Hatred against the obstacle of the spell. Any of the appropriate creature types within range must answer the call—the actual number is completely arbitrary, up to the situation and the GM. There is no accompanying “binding” spell to exact service from these creatures. The summoner must negotiate with his wits or use Rituals of Night to sorcerously influence them. In the case of calling earthbound demons, the rules for bargaining (in the Summoning, chapter) may be used when appropriate. Test Forte against Tax after casting.

For those of you who are web-savvy or Burning Wheel diehards, the Ritual of Blood mechanics follow the rules for summoning Nameless spirits found in the Summoning chapter (available as a pdf at [www.burningwheel.org](http://www.burningwheel.org)). However, Servants use *Anima Callings* rather than *Spirit Callings*. (And no services can be asked.)



**Black Wings** Ob 4      8 Actions

With a vile, chattering cacophony, the summoner sends forth his power and draws to him all of the stinking, biting bats of the caves and warrens. Once the bats arrive, they create a hideous distraction. +1 Ob to anyone within the fringe of the cloud, +2 Ob to anyone in the center of it. The bats also count as a *may not* for sustaining spells and a distraction for casting spells.

**Origin:** Personal      **Area of Effect:** Leagues  
**Element:** Anima      **Impetus:** Calling  
**Duration:** Instantaneous      **Resource Points:** 8

**Gathering of Stones** Ob 5      8 Actions

Trolls are compelled to come forth and heed this call. When they arrive, they are inevitably hungry and angry. The summoner must take care not to cast the Gathering of Stones during the daylight hours—those he calls to him will emerge into the light and truly become stone.

**Origin:** Personal      **Area of Effect:** Leagues  
**Element:** Anima      **Impetus:** Calling  
**Duration:** Instantaneous      **Resource Points:** 10

**Pack Lord** Ob 5      8 Actions

Call forth the black-blooded Orcs—friend and enemy alike.

**Origin:** Personal      **Area of Effect:** Leagues  
**Element:** Anima      **Impetus:** Calling  
**Duration:** Instantaneous      **Resource Points:** 10

**Cry of the Black Wolf** Ob 6      8 Actions

The howl of the wolf brings forth the packs, wild and broken alike.

**Origin:** Personal      **Area of Effect:** Leagues  
**Element:** Anima      **Impetus:** Calling  
**Duration:** Instantaneous      **Resource Points:** 12

**Call Forth His Might** Ob 8      10 Actions

When a Servant utters the incantation to Call Forth His Might, he is sending forth a calling to earth-bound demons. This spell does not bring them from the other side, but if they are here, even on another errand, they are compelled to present themselves before the summoner. He better have a damn good reason for bringing them hence.

**Origin:** Personal      **Area of Effect:** 100s Leagues  
**Element:** Anima      **Impetus:** Calling  
**Duration:** Instantaneous      **Resource Points:** 16

**Rituals of Night**

Orc sorcery is crud and difficult to cast, but effective. Test Rituals of Night plus Blasphemous Hatred to cast. Forte is used to resist Tax, but Blasphemous Hatred is used to Sustain spells.

Servants have very few spells available to them: Dark of Night, Black Rust, Death's Howl, His Creeping Hand, Black Cloak, Enemy of the Sun, Black-Blooded Rage and Call of the Pit. But for the web-savvy, Orcs have access to the powers described in the Abstraction chapter of the Magic Burner (available as a pdf at [www.burningwheel.org](http://www.burningwheel.org)). The one stipulation is that Orcs may never distill spells, they may only abstract from what spells they have or cast from raw facets. The Rituals of Night skill starts with Personal Origin, Instantaneous Duration and Caster Area of Effect for free. Servants with Rituals of Night have access to Anima, Earth and Heaven elements, all Impeti except Creative and Transmutative, all Origins, Sustained and Instantaneous Duration, and all Area of Effects. These may be purchased in character burning as per the Abstraction rules.

**Dark of Night** Ob 3^      5 Actions

A dim pall suffocates the hall as the Servant enters, shadows lengthen and deepen, lamps shine but give no light. This spell is the antithesis of Mage Light. It creates an aura of darkness that surrounds the caster. The intensity of the darkness is determined by the number of successes generated over the obstacle. Note that this spell does not “snuff out” natural illumination, it only diminishes its light. Thus a candle can be seen in the Dark of Night, but it illuminates nothing. Use the Mage Light list for the effects of the spell: 1 success over obstacle will dim the area around the caster so that candles have no effect, 4 successes over the obstacle will dim campfire lights, and so forth.

**Origin:** Personal      **Area of Effect:** 10s of Paces  
**Element:** Heaven      **Impetus:** Tax  
**Duration:** Sustained      **Resource Points:** 12

**Intonation of Earth's Dark Secrets** Ob 4      7 Actions

Dirt and loam foam and froth, marking a pathway to the nearest caves.

**Origin:** Personal      **Area of Effect:** Leagues  
**Element:** Earth      **Impetus:** Influence  
**Duration:** Sustained      **Resource Points:** 10

**Black Rust** Ob 2^ 3 Actions

At the touch of Servant's black hand, the Black Rust turns flesh into a charred twisted ruin. Damaging Effect: *Power* of caster plus 1 per extra success; *straight damage*, no DOF or IMS. Caster need only touch his victim (Ob 1 Agility test or Strike). Armor does not work against this spell. The Black Rust ruptures skin and bone, thus the caster may poison his hand as he would a blade and use the touch of the Black Rust to deliver the venom.

**Origin:** Personal **Area of Effect:** Caster or Single Target  
**Element:** Anima **Impetus:** Destroy  
**Duration:** Sustained **Resource Points:** 8

**His Creeping Hand** Ob 4 6 Actions

This spell releases a crawling black vapor from the void. The vapor is noxious to breathe and obscures light. However, once released, His Creeping Hand has a will of its own and is not under the control of the caster—it goes where it wants. Successes over the spell obstacle can be divided between increasing obstacles for all in the cloud (+1 Ob per success), reducing light levels (successes as per the light level table in Mage Light) or increasing the duration (1 exchange per extra success).

**Origin:** Personal **Area of Effect:** Double Presence  
**Element:** Air, Heaven **Impetus:** Tax  
**Duration:** Exchanges **Resource Points:** 16

**Death's Howl** Ob 3^ 7 Actions

A frigid wind erupts howling from the mouth of the Servant of Night. The cold is so terrible it freezes flesh on the bone, the wind so powerful it topples trees. Damaging Effect: Base Power equals 1/2 Will plus 1 per extra success. Also may allocate successes into wind effects as per Breath of Wind. Breath of Wind successes count as a martial Throw. Target characters must resist with a Natural Defenses test.

*Thus 1 success may go into Damaging Effects while 3 others go into ripping branches off trees.*

**Origin:** Personal **Area of Effect:** 10s of paces  
**Element:** Air **Impetus:** Destroy, Control  
**Duration:** Instantaneous **Resource Points:** 12

**Black Cloak** Ob 4^ 10 Actions

The Servant covers himself in a humming field of ebon eldritch power. This spell combines the effects of *Eldritch Shield* and *Dark of Night*. Divide successes between darkness and spell protection.

**Origin:** Personal **Area of Effect:** Caster  
**Element:** Arcana, Heaven **Impetus:** Tax, Control  
**Duration:** Sustained **Resource Points:** 20

**Impenetrable Gloom** Ob 5^ 10 Actions

A Dark Summoner may hide his den from the prying eyes of Elves and Men. Impenetrable Gloom conceals caves and warrens from normal sight, requiring a Perception test at double obstacle to even notice the cave (base obstacle is the successes of the spell). Impenetrable Gloom also conceals the Orcs from magical detection; even the spell itself is difficult to detect. The spell's *extra* successes are added to any detection obstacles for using Magesense or Second Sight. Air of Gates requires successes equal to the total spell successes in order to detect it and those it protects.

**Origin:** Personal **Area of Effect:** Natural Effect (the caves)  
**Element:** Arcana, Heaven **Impetus:** Control  
**Duration:** Sustained **Resource Points:** 20

**Enemy of the Sun** Ob 5 8 Actions

A grey haze falls across the sky shielding the Orcs from the sun's rays. This spell turns the light in the sky to a dim twilight. Ideal conditions for orcs going to war.

**Origin:** Personal **Area of Effect:** Leagues  
**Element:** Heaven **Impetus:** Influence  
**Duration:** Sustained **Resource Points:** 10

**Black-Blooded Rage** Ob 6 8 Actions

Calling upon memories of torture in the pits, goading them with visions of hated enemies, the Black-Blooded Rage sends Orcs into a howling fury. While under this spell, Orcs add +2D to Steel and reduce all hesitation by half. Also so furious are they, these Orcs ignore pain—they do not suffer the effects of Superficial Wounds.

**Origin:** Personal **Area of Effect:** 10s of paces  
**Element:** Anima **Impetus:** Influence  
**Duration:** Minutes **Resource Points:** 12

**Call of the Pit**

Ob 6^

10 Actions

Violent, black words tear a rift in the skin of the earth, spewing fire and vapor, tremors shiver the ground into shards like a hammer shatters a mirror. Extra successes count as a Throw to all characters standing in the path of the spell. Material structures take damage equal to the total successes of the spell, if the Breach tolerance is reached, this spell delivers two Breaches.

**Origin:** Sight

**Area of Effect:** 100s of paces

**Element:** Earth

**Impetus:** Destroy, Control

**Duration:** Instantaneous

**Resource Points:** 24

**Orc Resources**

Poor Quality Arms . . . . .3	Spoils of War . . . . . See Description
Run of the Mill Arms . . . . .5	Rags . . . . .1
Poor Quality Bow . . . . .3	Traveling Gear . . . . .3
Run of the Mill Bow . . . . .5	Hobnailed Boots . . . . .1
Poor Quality Crossbow . . . . .4	Whip . . . . .2
Run of the Mill Crossbow . . . . .6	Poison . . . . .5
Hides . . . . .3	Skill Tool Kits . . . . .9
Plated Leather Armor . . . . .7	Clans and Warbands . . See Description
Poor Quality Hides . . . . .2	<b>Servant Resources</b>
Poor Quality Plated Leather . . . . .3	Black Robes . . . . .1
Superior Quality Plated Leather . . . . .25	Leather Apron . . . . .1
Chain mail . . . . .12	Ceremonial Knives . . . . .3
Black Iron Helmet . . . . .5	Ceremonial Axe or Sword . . . . .7
Black Iron Shield . . . . .4	Tools of the Trade . . . . .7
Riding Mount or Pack Animal . . . . .9	Poisoner's Toolkit . . . . .7
Great Wolf Mount . . . . .15	

**Orc Arms**—Orc players may purchase run of the mill or poor quality weapons for their characters. They may not purchase superior quality arms in their list. However like the other character stocks, Orc players may purchase beaks, spikes and weights for their characters' weapons at +1 rp per modification, per weapon.

**Great Wolf Mount**— The Great Wolf is the preferred mount of the Orcish cavalry. Though not as swift as a horse, they make up for their loss in cunning and ferocity. Use the stats in the Bestiary in the back of the Burning Wheel for the Black Destroyer wolf or burn up the wolf using the Monster Burner. Burned wolves have one less lifepath than their master. Lastly, the wolf can be offered up as a character to another player. This more often than not creates powerful partnership, Rather than a master/slave, rider/mount situation. When using a PC wolf, lifepath limits are the same as for any other character.



**Black Iron Helmet**— A helmet complete with spikes, horsehair tassels and a prison-gate mask. 5D, +2 Ob to Perception tests.

**Black Iron Shield**— A large, iron circular shield, stained coal black. The outer edge is sharpened to add a little surprise for those who want to get close. 3D shield. Power 2, Add 2, VA 1, Slow weapon.

**Whip**— The lash is required for making use of the Where There's a Whip trait. The whip is not a weapon of any consequence.

**Poison**— Three doses of one of the types of poison listed under Vile Poisoner.

**Spoils of War**— Named, Great Ones, Whisperers, Head-Takers, Summoners and Masters may purchase *any* item they wish from *any* character stock resources/gear list. Troll Lords may purchase gear from the Troll resources list in the Monster Burner. Characters who have "failed" a Brutal Life test may also purchase Spoils of War from other character stocks, but the cost of the item/property may not

exceed half the Orc's resource points. If Orc player takes property as part of their Spoils of War, be sure to factor its cost in the Resources exponent.

**Clans and Warbands**— Orcs frequently gather together in groups, warbands, clans and hordes. Groups, bands, and minor clans fall into the Minor Affiliation category. Important or powerful clans and hordes are Major Affiliations. *Relationships* in the group/clan are purchased as normal. Additional characters and functionaries can be generated using the Circles rules in play. Orc commanders are very often unaware of who precisely is working under them. It's usually a nest of rabble, a few bitter enemies and one or two diehard heavies. The exact nature of who's who is up to the Circles tests. The character's own position in the warband/horde is dependent on his reputation. Use the standard rules described in 9. Affiliations, Reputation and Circles to generate this.

### Servant Resources

Servants may purchase their resources from their own list or the Orcs'. Don't forget that they also must pay for their spells with resource points.

**Ceremonial Weapons**— These ornate and hallowed weapons are vital to the Servant for performing his dark rituals. At the GM's discretion, these weapons may count as superior quality specimens, otherwise they are simply ornate run of the mill types.

**Poisoner's Kit**— This kit allows the Knower of Secrets to mix poisons. All of the ingredients necessary for concocting the poisons listed under the Vile Poisoner skill are present in this foul smelling pouch. After using this kit, roll the Die of Fate. On a 1, the supplies have run out and the character must refill the kit via a Resources, Foraging or Scavenging roll (or by some other appropriate means).

**Tools of the Trade**— These are a collection of knives, blades, pins, clamps and other strange devices. Tools of the Trade add +1D to the Torture skill.

## Orcs in Play

These Orcs are not mindless, savage brutes hell-bent on flexing their muscles while screaming gibberish. Burning Wheel Orcs are a little bit more complex. First, they are cowards. Ninety percent of the Orcs created in these lifepaths are going to have an incredibly high hesitation, which means they flinch from pain and run from danger.

They may strike quickly, but they flee even more swiftly. Only the top tier have the Will and Steel combination to overcome their inclination to cowardice.

Second, these Orcs have a culture firmly embedded in their lifepaths. Every time you make an Orc, you are birthing the product of a brutal, callous society, prone to hatred and focused on unreasoning revenge. It's important for an Orc player to be vaguely aware of this (primarily when dealing with other Orcs). Because when that whip cracks, he may find himself brought to heel, and in a whole lot of trouble.

When creating Orcs, I urge you to give them an extra lifepath to flesh them out. Young and inexperienced Orcs are, for the most part, fodder. The clan doesn't nurture its young, it weeds out the weak through a violent and endless sorting. Three and four lifepath characters won't quite have their feet under them. Five and six will often be better able to meet the demands that adventure (and GMs) will put upon them. They are quite different from humans, where four lifepaths is something of an optimum for a starting character. It's a rather long plateau, but once Orcs survive past five lifepaths and/or a few adventures, they tend to be incredibly potent—lots of physical points and a good host of nasty skills to play with.

Personally, I don't advocate incorporating Orcs into a mixed party of Elves, Dwarves and Men. These Orcs have a bad attitude and often don't get along well with others. However, it can be done. I've seen some inspiring examples where Orcs are part of a tapestry of civilized cultures in a game world, no better or worse off than any of their brethren. If that's your desire, simply shake the Tolkien out of your head and think, "wiry, green-skinned, smart, tough bastards" and you should be fine. Keep the Hatred, though. It's too fun not to.