

The Interlock Beastiary

Ork's and Their Kin

No creature is more prevalent and associated with fantasy bad guys than the Ork. Orks are the eternal grunts and flunkies of fantasy fiction and are often relegated to the roll of cannon fodder and comedy in fantasy role playing games. In a sense the Ork has become a Joke.

But as any fan of the Writing of JRR. Tolkien or the Record of Loodos War saga knows. Orks are not a joke and it is about time they be presented as the fearful, foul abomination that they were meant to be. Orks are evil, vile and tough. They are trained for war almost since birth, a average Ork soldier is the equivalent to two normal men in strength, combat abilities and skills. And the High Orks are even worse.

Here then are the Orks and their foul brotherhood for the Interlock© System. Enjoy and may once again the word Ork be associated with terror and not comedy.

General Information on Orks and their Kin.

Orks and...Sunlight. Orks and their Kin turn to stone when they are exposed to sunlight. WRONG! Although Orks and their Kin are not as effective in Sunlight they can still operate in sunlight. They dislike the sun but if forced to they will go out in it. They are -4 to all roles while in sunlight.

Orks and...Fire. Orks and their kin are destroyed by fire. Wrong!

Orks and their kin dislike fire and avoid it but they are not destroyed by fire, they take as much damage from fire then any one else but they dislike it more then most.

Orks and... The Dark. Orks can see in the dark as if it was a cloudy day, they can see objects clearly up to almost a mile. In daylight on the other hand they can only see objects that are about fifty feet away.

Orks and...Smell. The Orks sense of smell is it's strongest sense, like any other predator an Ork can track an opponent simply by his odor. They can smell fear, they can smell changes in the weather and like a shark they can smell blood.

Orks and...Poison. Orks are a foul, evil race. Everything about them is filthy including their vile black weapons.

Almost all Ork weapons are poisoned and even those that are not will be so dirty that there is a risk of infection should you get hit by one. Orks themselves are highly resistant to poisons and disease, they receive a +4 to all rolls when dealing with poison and resisting the effects of toxins of any kind.

Orks and...Combat. The word honor and fair do not exist in the Ork language. They are dirty fighters. They will cheat in combat every chance they get, they prefer to ambush their opponents and sue hit and run gorilla tactics. They will run from a fight if things are going badly and then come back when you least expect them to.

Orks love to play dead, taking a wound and then falling as if slain. they will wait to your guard is down then jump up again.

In a stand up fight a Ork is a strong and savage opponent, they are equal to two men in strength and cunning and are bred for war almost since birth. They will press any advantage they have and use their foul weapons to handicap you and then kill you slowly latter,

Orks do not take prisoners, any one captured by an Ork will be tortured and killed slowly and the fate of females captured by Orks is far, far worse.

Orks and..Evil Masters. Thankfully on their own Orks are a lazy race. They do not like to do work but they will do it if they have to. Orks are the perfect servant race, they are bred to serve their evil masters. In the mythology of Middle Earth Orks were elves that Morgoth was able to corrupt and turn in to his servants. So almost from their very beginning the Orks exist to serve evil.

If Orks are in the area then chances are there is something far worse behind them.

Orks and...Elves and Dwarves. Orks are servants of the Shadow and are the natural enemy of Elves and Dwarves.

Dwarves and Orks have a long feud as not only do they both like to live underground, but Orks have taken over and slain many Dwarves kingdoms and it is the Orks fault that the Dwarves are a fading race. No creature hates an Ork more then a Dwarf, except perhaps for the elves.

The war between the Ork's and the Elves is legendary and dates back almost to the dawn of both species existences. Elves represent everything that is good and fair in the world while Ork's are the embodiment of all that is foul and corrupt. Ork's destroy everything they come across including the forests that the Elves love so much, and even worse is the fact that..At least according to JRR Tolkien...Is the fact the Ork's were in fact bread from Elves that had been corrupted by the shadow.

Ork's and...Water. Ork's dislike water. They never bathe and they tend to avoid streams and lakes unless they can be corrupted by the Ork's. Many are the tales of those fleeing Ork pursuit who were saved by hiding in a large lake or under a waterfall.

Those were the lucky ones, Ork's dislike water but they will cross it and enter it if they want to. There are even rumors of a few Ork's that actually like to bathe and be clean.

Ork's and...Holy Ground. Like all creatures of shadow, Ork's can not enter or cross Holy ground.

Ork's and...The Goop. Ork's are famous for the foul smelling "Black Goop" they carry as a alcohol. Although no one other then the Ork's know's what is in the Goop it is a strong , foul , thick liquid that if drunk tastes like the most disgusting drink you have ever had but will remove fatigue and give a false sense of warmth.

This goop can also be applied to open wounds and will double the healing rate of any wound it is applied to, but that wound will become an ugly scar.

Ork's and...The cold: Ork's are highly resistant to Cold and Heat. The strong, sturdy race gets +3 to all die rolls to resist the effects of heat and cold.

Ork's - General.

As a species Ork's are short and squat with long powerful arms and legs. They are a foul looking race of humanoids with elongated snouts and huge fangs. Their eyes are small and beady and are almost always Red or sickly yellow. Their ears are long like an Elves but are covered with scabs and thick coarse hair. The body of an Ork is covered with a thin coarse dark fur and their skin is a pale green, they smell rank and their is a foul aura about them.

Ork's will always be in armor of some sort, most often Leather or chain and they will always have three weapons on their person. They favor Scimitars and short swords as they are cheap weapons and are easy to make. They also

like to carry long daggers and their favorite weapons are their black bows and barbed arrows.

Ork's are tireless trackers and hunters and the almost perfect soldier, they live for war and although fat and stupid when it comes to combat there are none better. To Generate an Ork, roll it as a normal character in interlock but add the following.

BOD:+2 MA:+2 REF:+2 TECH:+1. EMP:-3 CL:-1.

INT:-2. +2 to hit vs all opponents.

Tracking 6<. Hunting 6< Brawling 6<. Bush Craft 6<. Poisons 5<. Dirty Infighting 6<. Running 6< . Strategy and Tactics 3<.

Armor: SP 5. Sword: 1d6+2 Bow:1d10 Knife:1d6/2

Ork - Trackers

As if a normal Ork is not bad enough.Ork trackers are the "rangers" of the Ork society. Bread from birth to be hunters and trackers they are a faster, more cunning breed of Ork. Armed with well made Orkish black bows and barbed arrows they are as good a hunter and tracker as any human "Woodsman" and can even give an Elf a run for their money.

BOD:+2 MA:+3. REF:+3 TECH:+2 EMP:-3 CL:-1.

INT:-1. +2 to hit vs all opponents.

Archery 7<. Tracking 7<. Smell track 6< Hunting 7<. Brawling 5<. Bush Craft 7<. Poisons 6<. Dirty Infighting 5< Running 7<. Tactics 4<

Armor SP:5. Sword 1d6+2. Bow 1d10 Knife 1d6/2

Ork's- Black

The dreaded "High Ork's" or Black Ork's come from a ancient breeding stock of the Orkish blood and are believed to still carry a trace of Elf's and Human in their blood line. They are far stronger and smarter then the normal Ork's and are the natural leaders of Orkish society.

Their skin and hair is a dark gray or black and they are almost always found in their trade mark black chain mail wielding Long Swords and Long bows.Few creatures are more respected and feared then a Black Ork and One High Ork is equal to three men.

BOD:+4. MA:+4. REF:+4. TECH:+3. CL:-2. EMP:-4. . +3 to hit vs all opponents.

Archery 5<. Sword 6<. Tracking 6<. Hunting 6<.

Brawling 8<. Bush craft 8<. Poisons 8<. Dirty

Infighting 7<. Running 6< Tactics 5<. Leadership 4<

Armor SP: 7. Sword 1d10. Bow 2d10 Knife 1d6

Ork's - Half.

No human female raped by an Ork would ever allow her child to come to term, and normally any 1/2 Ork that is born in an Ork society is instantly killed as they are seen as an abomination and weak.

So where do 1/2 Ork's come from. In most cases they come from breeding programs conducted by evil men to create a better Ork. Saurmen from the "Lord of the Rings" breed 1/2 Ork's as they were smarter than Normal Ork's and were not effected by sunlight and perhaps other evil men have followed in this idea and breed 1/2 Ork's for the same reason.

1/2 Ork's are seen as abominations and outcasts by all other species, even other Ork's hate them and will not willingly allow them to exist unless their master says otherwise.

A 1/2 Ork is larger than a normal Ork and a lot smarter, they can infiltrate human society a lot easier than normal Ork's as they can appear to just be very ugly and foul humans.

BOD:+1. REF:+1. MA:+1 TECH:+1. CL:-1 . EMP:-3. INT:+1. +1 to hit all opponents
Sword 6<. Archery 6<. Tracking 4<. Hunting 4<>
Brawling 5<. Bush Craft 6<. Poisons 4<. Dirty Infighting 4<. Running 4< Strategy and tactics 6<.General Education and Trivia 4<. Disguise 5<
Armor SP:4 Sword 1d6+1. Knife 1d6/2 Bow:1d10

Ogres

These huge, dumb inbred hill men are a member of the Ork race though obviously not as smart or dangerous as their Ork cousins. Ogres are big, lumbering brutes good only for their strength and courage in battle. Totally fearless an Oger will charge any foe and keep pounding on that foe until they are down or the O'er has been slain.

Huge, fat and ugly they have thick brown skin and huge mops of black hair and facile hair. They usually just wear skins and tunics as their natural armor protects them from most things. their favorite tactic is to throw huge boulders at their opponents or hit them over the head with a tree trunk

BOD:8. REF:4. MA:4. TECH:3.CL:3 EMP:3 INT:2 +3 vs all opponents
Brawling 6< Throwing 5<.Smell tracking 4<.
Natural Armor SP:5 Boulder:1d10. Big Club:2d6.

Trolls

In the mythology of Middle Earth, the Trolls were made as a Mockery of the Ent's. In other mythologies, Trolls are descended from the Giants that once ruled the Earth or are the spawn of some foul demon.

Whatever the truth they are few creatures in the world of fantasy more dangerous than the Troll, although not very smart the troll is a cunning and relentless predator. Able to see in the dark and smell track as good as any bloodhound they are hug and unbelievably strong . Their natural armor

makes them almost invulnerable and even worse they can regenerate from most wounds give enough time. While their are tales of armored Trolls that have been employed by the forces of evil, these are just rumors so far. Trolls do not work well with others, they are loners by nature and see everything else as food. They are huge, fat green creatures with long powerful arms and legs and huge gapping mouths. They are armed with thick sharp claws and teeth capable of biting through stone.

A trolls body is covered with a thin oil that makes them water proof like a duck and insulates them from cold like a penguin, many think this oil is flammable and that trolls take extra damage from flame. This is untrue.

BOD:10 REF:4. MA:4 TECH:2 CL:3 EMP:3 INT:2. +4 vs all.

Brwaling 7<. Smell Track 7<

Natural armor SP:12. Claws:1d10 Bite:2d10.

Regenerate 1d6 points of damage a round.