

## ORC WARRIOR

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All orcs have the following abilities:

**Senses** infravision, sunlight sensitivity, tunneller

**Sunlight Sensitivity** In full daylight, orcs deduct 1 from their attack rolls.

**Tunnelling** Orcs spot new and unusual underground constructions 35% of the time and sloping passages 25% of the time.

### ORC WARRIOR

*Medium humanoid, lawful evil* (XP 14)

**Move** 9"

**Armour Class** 6 (ring mail and shield)

**Hit Points** 4 (1 HD)

**Attacks** (THAC0 19) longsword (1-8) or flail (2-7)

### ORC ELITE GUARDS

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*Medium humanoid, lawful evil* (XP 77)

**Move** 9"

**Armour Class** 4 (chain mail and shield)

**Hit Points** 14 (3 HD)

**Attacks** (THAC0 16) battleaxe (1-8) or longsword (1-8)

### ORC SUBCHIEF

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*Medium humanoid, lawful evil* (XP 42)

**Move** 9"

**Armour Class** 4 (chain mail and shield)

**Hit Points** 11 (2 HD)

**Attacks** (THAC0 16) battleaxe (1-8) or spear (1-6)

### ORC CHIEF

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*Medium humanoid, lawful evil* (XP 200)

**Move** 9"

**Armour Class** 3 (splint mail and shield)

**Hit Points** 22 (5 HD)

**Attacks** (THAC0 15) battleaxe (1-8) or spear (1-6)

### ORC WARRIOR SHAMAN

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*Medium humanoid, lawful evil* (XP 86)

**Move** 9"

**Armour Class** 5 (chain mail)

**Hit Points** 12 (3 HD)

**Attacks** (THAC0 16) battleaxe (1-8) or spear (1-6)

**Spellcasting** The orc warrior shaman has a Wisdom of 13 and the spellcasting powers of a 3rd-level cleric:

2nd—*hold person*

1st—*bleed, command, cure light wounds.*

## TREASURE

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d20 TREASURE		d20 TREASURE	
1	20 cp	11	17 sp, 14 cp
2	1 sp, 14 cp	12	10 sp, 1 cp
3	2 sp, 4 cp	13	1 gp, 5 ep, 3 sp, 2 cp
4	1 sp, 7 cp	14	6 gp, 2 ep, 2 sp, 4 cp
5	22 cp	15	3 gp
6	2 sp, 9 cp	16	1 pp, 7 gp, 7 sp, 1 cp
7	1 ep, 13 sp, 2 cp	17	15 gp, 1 sp, 3 cp
8	1 gp, 5 sp, 7 cp	18	7 gp, 5 sp, 8 cp
9	10 sp, 3 cp	19	1 pp, 5 gp, 5 sp, 6 cp
10	1 gp, 8 sp, 4 cp	20	3 pp, 1 gp, 7 sp, 1 cp

## TRASH & TRINKETS

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d20 TRASH & TRINKETS	
1	A set of four slightly rotten severed fingers stuffed into a small bloodstained pouch
2	A bloody black-haired elf scalp
3	A pouch holding scraps of hack silver and gold along with a small amount of coins (roll on "Treasure")
4	A loaf of almost impenetrable trail bread
5	A pair of plain iron bracers decorated with ornate graven images of hammers and axes
6	A small stone figurine of a headless naked woman with a distended belly
7	A dagger missing its tip
8	A wine flask half-full of potent, but sour, white wine which tastes almost as bad as vinegar
9	A wide leather belt set with six external pouches filled with shiny pebbles, a sling, a crushed bird's skeleton and other odds and ends
10	A battered horned helmet trimmed with badger fur
11	A long curved dagger of exotic, unknown design
12	A knotted nine-foot length of iron chain worn as a belt
13	A small bag of red-hued salt—Orc Blood Salt
14	A brace of speckled bird eggs wrapped in a dirty strip of linen
15	A leather backpack festooned with pouches that can hold 50% more than a normal pack
16	A ripped and torn book, its pages rendered illegible by water, filth and other unidentifiable stains
17	A pair of black fur-topped low soft boots
18	A skinned rabbit wrapped tightly in a bloody cloth
19	An executioner's hood
20	A bent, but still sharp, silver dagger with a tiny red ruby set in its pommel

## NOTABLE PHYSICAL CHARACTERISTICS

### d20 THE ORC...

- 1 Is missing its left eye
- 2 Has a pig-like snout and black, hate-filled eyes
- 3 Wears a mishmash of dented chain armour
- 4 Has large, curved tusks protruding from its jaw
- 5 Has crude black and red tattoos all over its body
- 6 Has spittle and saliva dribbling down its chin
- 7 Has wide, staring eyes and never blinks
- 8 Wears a skull at its belt
- 9 Is fleet of foot and outdistances its comrades
- 10 Has dried blood all over its armour and weapon
- 11 Wears a crude, bloody bandage on its arm
- 12 Has set a skull at the end of its weapon's haft
- 13 Wears a macabre necklace of rotting ears
- 14 Has a tattoo for every kill it has made
- 15 Has mottled grey-green skin and looks diseased
- 16 Is obese but still nimble and strong
- 17 Has a mass of scar tissue over its face, neck and chest
- 18 Wears a kilt or skirt of flayed human skin
- 19 Has shaved its head and carved a random pattern into its scalp
- 20 Is an albino, and only has stumps for tusks

## ROLEPLAYING NOTES & HOOKS

### d20 THE ORC...

- 1 Never speaks—it shouts everything
- 2 Spits at, and bites, its enemies
- 3 Screams and shouts challenges and threats
- 4 Stares menacingly and growls at its enemies
- 5 Is mute and can only growl and gesture
- 6 Has a superiority complex and hates elves
- 7 Loathes elves, dwarves and half-orcs
- 8 Has limitless ambition; offers to overthrow its chief
- 9 Has enemies among the tribe and fears for its life
- 10 Loves the taste of fresh flesh and drools over the dead
- 11 Seeks revenge against all dwarves for its friend's death
- 12 Is wildly undisciplined and easily distracted
- 13 Is mad, and believes it is touched by the gods
- 14 Has an inferiority complex and takes insane risks
- 15 Is a spy for a rival tribe and offers to help the party
- 16 Knows where a treasure cache is buried
- 17 Has a fever and unknowingly suffers from the plague
- 18 Is uncommonly intelligent and educated for an orc
- 19 Wants to (peacefully[ish]) visit a nearby city
- 20 Wants to see the sea and become a pirate

## NAMES

### d20 FEMALE NAME

- 1 Baggi
- 2 Davga
- 3 Ergi
- 4 Hibta
- 5 Narka
- 6 Mzon
- 7 Ovak
- 8 Uglen
- 9 Vola
- 10 Zeljka

### d20 MALE NAME

- 11 Ausk
- 12 Davor
- 13 Errod
- 14 Gar
- 15 Hogar
- 16 Imsh
- 17 Keth
- 18 Krorok
- 19 Sog
- 20 Thag

## ORC VOCABULARY

**Descriptors:** Savage, muscular, mighty, atavistic, thews, merciless, ferocious, bestial

**Actions:** Roar, hack, hew, cut, charge, stampede, shout, scream

