

Mordite Press presents

# TORCHBEARER

## Dungeons & Dragons

### Orc Warmonger

From the blasted wastes of the north they march—teeming thousands worshipping their god of blood and suffering. They descend without warning upon the civilized world, leaving terror and ruin in their wake. Orcs believe the world is theirs by right, to be seized by main force from lesser races. They have honed warmaking into an art, to which they commit nearly all of their efforts at the expense of their homeland.

A great many orcs claim no bloodline to a famous conqueror and hold no land or slaves. With no banner to march under, they raise their own, scouring the land in search of blood and treasure to carve out their own dominion and leave their mark upon history.

<b>Stock Class</b>	Orc Warmonger
<b>Raw Abilities</b>	Health 5, Will 3
<b>Skills</b>	Armorer 3, Scavenger 3, Commander 3, Fighter 2, Dungeoneer 2, Manipulator 2
<b>Trait</b>	Cruel
<b>Training</b>	Use any weapon Wear any armor
<b>Starting Weapon</b>	Any
<b>Starting Armor</b>	Leather armor and helmet or shield
<b>Alignment</b>	Chaos



#### Cruel Trait

Orcish society obliterates empathy and teaches pain as the only means to success. This heartlessness lends credibility to threats and intimidation, but sows distrust in allies and makes true friendship virtually impossible.

#### Light Sensitivity

Orcs ignore the light factor when in dim light. They suffer -1s to all actions in sunlight.

Art by Matt Gibeault

## Orc Nature

Write Nature: Orc on your character sheet. Your descriptors are Fighting, Lurking, and Surviving. Orc characters have a starting base Nature of 3. Answer the following questions to determine your final starting Nature score, and possibly some traits.

### Fighting

The elven weaklings have sent an emissary to accede to all your demands. They will board their ships and leave this land for you to rule. Do you accept their terms, or crush them anyway?

- ❖ If you revel in their pain, increase Nature by 1 but reduce your Will by 1.
- ❖ If you let them flee, your Nature is unchanged.

### Lurking

The enemy has been sighted. Do you craft a devious ambush or rush in to sate your blood thirst?

- ❖ If you devise an ambush, increase your Nature by 1.
- ❖ If you rush to draw blood, your nature remains unchanged. Increase your starting Fighter skill to 3 and lower your Commander skill to 2.

### Surviving

The battle is decided, and your horde has been decimated. Do you steal what you can from the dead and flee to the underworld, or do you fight on to avenge your brethren?

- ❖ If you flee to fight another day, increase your Nature by 1.
- ❖ If you fight on, your Nature remains unchanged and you may replace your home trait with Scarred.

## Level Benefits

### 1st Level

You may wield any weapon and wear any armor. Orcs suffer the Light Sensitivity effect.

### 2nd Level

**Poisoner:** Gain +1s on all Alchemist tests to craft poisons. You suffer an additional factor when creating beneficial elixirs, vapors and salves (but not incendiaries).

**Traitor:** Any time you suffer only a single point of damage in a fight, you may choose another character to take the damage instead. Their armor and helmet have no effect.

### 3rd Level

**Daywalker:** You have learned to tolerate the light of the overworld. Ignore the -1s penalty from light sensitivity.

**Eyes Like Burning Coals:** Your eyes glow red in darkness. You no longer suffer the factor from acting in total darkness and have no restriction on the conflicts you may initiate in the darkness. After any roll performed in direct sunlight, take a condition as though the grind has been advanced.

### 4th Level

**Minions:** Weaker orcs flock to your banner. Unfortunately, they are unreliable cowards. Gain the benefit of porters as though you paid the lifestyle cost in the town phase. They will drop anything they are hauling and run at the first sign of trouble.

**Pyrotechnician:** Gain +1s on all Alchemist tests to craft incendiaries. You suffer an additional factor when creating elixirs, vapors and salves (but not poisons).

### 5th Level

**Goons:** *Requires the 4th level ability, Minions.* Through training and corporal punishment, your minions are now battle-worthy. Gain the benefit of Guards as though you paid the lifestyle cost in the town phase. They will not fight directly but will defend your camp, mount and baggage.

**Deadly Salvage:** If unarmed or disarmed in a fight, you may immediately test Scavenger with these factors:

**Environments:** Wreckage, Cluttered, Organized, Barren, Immaculate.

If successful, you produce a sturdy improvised weapon that will last until the end of the conflict. This test may occur during a conflict and does not advance the grind.

### 6th Level

**Cutthroats:** *Requires the 5th level ability, Goons.* Your henchmen are loyal and will fight alongside you wherever you are, granting a helping die to all actions in fight conflicts (and battles) to you and all your allies (except elves and dwarves).

**Cold Black Blood:** Fear is yours to command. When the afraid condition is handed out by the GM, you do not mark a condition. Any enemy you disarm in a fight becomes afraid.

### **7th Level**

**War Captain:** You always count as the “hero” weapon in a battle, regardless of whether you’re at the front or not. If leading from the front, you triple your hero bonus to +3s for Attacks.

**Warbeast:** You gain the use of a special mount to bear you into battle. Choose a Dire Wolf or Devil Boar. This animal has Might 3 and Nature 6 and has the weapons listed with that monster.

### **8th Level**

**Horde boss:** Increase your Might by one when you’re fighting exclusively alongside monstrous beings such as goblins, hobgoblins, gnolls, trolls, dark elves and minotaurs. Combine this bonus with other bonuses from spells and magic weapons.

**Veteran:** Use level instead of Will or Health as base disposition for kill, capture and drive off and battle conflicts.

### **9th Level**

**Heroic ability:** Choose Fighter, Health, Commander or Scavenger. When rolling this skill, 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as base of fight conflicts.

**Transformed:** Change one Nature descriptor. You may choose: conquering, plundering or terrorizing.

### **10th Level**

**Lord of Terror:** Increase Might by one (from 3 to 4).

**Presence:** When you’re in a kill, drive off or battle conflict, your side gets +2 to disposition in addition to whatever is rolled. You do not have to lead the conflict.

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