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Wendar Half-Elf/Orc (Orkahn)

The Ancient Nithians were expert sorcerers who used magic to create new races to be used as slaves and soldiers. The creation of Gnolls in 1050 AC is one known example, but many more interbreeding experiments were also conducted. When the Nithians arrived in the area now known as Wendar and Denagoth; they encountered orcs, humans and elves. In their lust for military might they took slaves from the elven clans and orc tribes conducting experiments to create a soldier class of being that would be brutal, but possessed by a keener intelligence than the Orc. Thus the half orc/elf breed was born and unleashed onto the enemies of the Nithians with great success. When the Nithian empire vanished, these beings gained freedom and by then had begun to breed true. The survivors sought shelter in the deep forested mountain passes in the Mengul Mountains and slowly, but surely began building a society unique to their ancestry. Ka, the preserver looked upon this new species and became their first immortal protector.

When the Blackmoor device in Glantri exploded in 1700 BC the Wendarian valley and some regions beyond were magically transformed. Strange places and creatures were created and the land itself was imbued with a mystical energy. This force became known as “The Dweomer” and plays a prominent part in the Wendarian valley and the Mengul Mountains. The Orkahn are able to harness this power, albeit in an unstable and sometimes destructive way.

Known interchangeably as half orcs or half elves, this maligned species suffered terribly at the hands of all races for many centuries. Though many were cruel and evil, some were simply consumed with a deep generational bitterness. Some were misunderstood and simply wished to be left alone in their small communities. But, slowly, a small community have actually begun to establish themselves as an intrinsic part of the Wendarian landscape and call themselves the Orkahn.

Orkahn have varying shades of green skin, red or yellow eyes and pointed ears. Some have Orcish fangs that protrude from their bottom gums, but the majority have sleek almost human like faces with pointed ears.

Orkahn Society

The Orkahn dwell in the Mengul Mountains between Wendar and Denagoth, living in small villages that are part cavern complex, part above ground settlements and even living high up in trees. Clans of Orkahn live in nuclear families and congregate around a central clan meeting place in the form of a cavern, river or woodland grove etc. Shamans and Wokani are central to Orkahn Society recording their history on trees or on the walls of sacred caverns. The Orkahn hate Essurians and humanoids and fear other humans and elves. The clan families will war with each other on occasion and there are clans devoted to Atzanteotl that are brutal and will hunt their fellow Orkahn for sport, slaves and sacrifices.

Orkahn settlements possess an interesting feature. They cultivate huge trees with thick trunks and have developed a way of hollowing them from the inside. The Orkahn dig caverns and find the base of these huge trees, then begin hollowing them out from the inside. They then build secret stairs that traverse the tree, and can go from underground the top of the trees without being seen.

The Immortals

The half Orcs worship many Immortals and these Immortals determine the world view of the clan. The main immortal is Ka preserver but Atzanteotl, and Hel have also sought to dominate them, corrupting their knowledge of history and bending them to a warlike and cruel society.

Orkahn Shaman: Shaman can reach 12th level

Orkahn Wokani Wokani can reach 14th level.

Wokani and Shaman can engage in spell research in the form of making scrolls, potions and items.

Orkahn Wokani and Shamans are integral to the Orkahn clan and rarely go adventuring.

Orkahn pc's

Racial Traits: Orkahn have infravision of 90', +1 Strength (Max 18), +1 Constitution (Max 18), -2 Charisma. Orkahn have a 1-2 chance to detect secret doors and traps on a 1d6.

Minimum Scores: Orkahn must have a Strength and Constitution score of 13 when created.

Languages: Orkahn can speak Orc, Essurian and their native dialect is a mixture of Elvish and Orcish called Orkahn. Orkahn use the Essurian alphabet as seen in *X11 Saga of the Shadowlord*. This alphabet is also used as the basis for the Orkahn rune system, known only to the Wokani and Shaman.

Skill Selection: Orkahn begin with four skill slots including bonuses for high intelligence as detailed in the RC.

New Skills: Scent (Wis). This skill enables an Orkahn character to add +1 to any tracking rolls and hunting checks. A successful check also nullifies any chance of surprise.

Weapon Choices: Orkahn receive two weapon choices at level 1 and one more every three levels. See RC page 75. Orkahn can make the following weapons. Axes (with stone or bone blades), blowguns, bola, bows and arrows (with bone tips), clubs, hammers, nets, slings, spears and whips. New weapons include the blade staff and the boomerang. There are some Orkahn shamans that can work with steel, but these are very rare. Usually the Orkahn will take Dwarven slaves that are pressed into making forged steel.

Orkahn can use any type of weapon and ***do not*** loose initiative when fighting with two handed weapons.

Hit Dice: Orkahn start with 1d10 hit points, including their Constitution adjustment and gain 1d10 hit points every level up to 9th level.

Armour: Orkahn can make leather and hide armour, but anything heavier comes from scraps. See *The Orcs of Thar* Gazetteer.

Prime Requisite: Orkahn have no Prime Requisite. They choose any ability as their PR except Charisma.

Saving Throws: Orkahn use the elf Saving Throw chart.

Experience Points: The Orkahn gains the same bonuses for high PR scores as a Fighter and advances in level using the Orkahn experience point table (see table 1). Their Maximum level is 10 and they also gain the attack ranks similar to Elves. (See *The Expert Set and Companion Players Guide*).

Combat: Orkahn use their own combat table. See table 4.

Table 1: Orkahn Experience table

LEVEL	HD	XP
1	1D10	0
2	2D10	3,000
3	3D10	6,000
4	4D10	12,000
5	5D10	25,000
6	6D10	50,000
7	7D10	100,000
8	8D10	200,000
9	9D10	400,000
10	+3	600,000

Orkahn gain+ 3 hp every 200,000 xp

The Dweomer.

Orkahn have access to the dweomer. They can channel spells without having to memorise them and they channel the dweomer at a rate determined by their Intelligence score (see table 2: The Orkahn Intelligence table below). To attempt a spell the Orkahn must roll over a given D% score (see table 3: Orkahn dweomer use table below). Failure means the Orkahn takes 1d6 points of damage per spell level or half, if a save versus Death ray is made. This damage caps at 10d6 points of damage. Orkahn can channel spells up to 5th level and can only choose spells from the Orkahn racial spell list. This spell list is the Shaman and Wokani spell list in the Rules Cyclopedia. A dash on the table indicates the Orkahn can channel an effect, with no ill effects.

Table 2: Dweomer uses per day.

Intelligence score	Uses per day
1-6	0
7-9	1
10-12	2
13-15	3
16-17	4
18	5

Example: A first level Orkahn attempts to channel a fireball spell at 50% chance of failure. The player rolls 36% on D% die indicating a fail. The player rolls a save versus death ray and succeeds. The DM rolls 3d6 (getting 12) and halves the result. The Orkahn character takes 6 points of damage and could most likely be dead.

Table 3: Orkahn Dweomer use table

Level	% chance/Spell Level				
-	1	2	3	4	5
1	20	30	50	70	99
2	15	25	45	65	95
3	10	20	40	60	80
4	5	15	35	55	70
5	5	10	20	50	60
6	-	5	15	45	50
7	-	5	10	30	60
8	-	-	5	25	50
9	-	-	5	20	40

10	-	-	-	15	30
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Table 4 Combat table. The Orkahn follow the following combat table, similar to monster hit roll charts.

Level	AC 10	9	8	7	6	5	4	3	2	1	0	-1
1-2	9	10	11	12	13	14	15	16	17	18	19	20
3-4	8	9	10	11	12	13	14	15	16	17	18	19
5-6	7	8	9	10	11	12	13	14	15	16	17	18
7-8	6	7	8	9	10	11	12	13	14	15	16	17
9-10	5	6	7	8	9	10	11	12	13	14	15	16

New Weapons

Bladed staff: This weapon is carved of wood and has a blade/barbed tip. The Half orcs use this weapon as a staff and bladed weapon.

Boomerang: The Boomerang is a cross shaped missile weapon that is usually tipped with bone blades. The weapon is thrown and in the hands of an expert wielder, can be made to return.

Weapon Mastery statistics

Weapon: Blade staff	Mastery	Ranges	Damage	Defence	Special Effects
P=A	BS	5/10/15	D10	-----	-----
Two Handed	SK	10/20/30	1d6+1d4	H:-1 AC/1	Set
No Shield can be used	EX	20/30/40	2D4+2	H:-2 AC/2	Set + Disarm.
Large Weapon	MS	30/40/50	P=3D4+3 S=2D4+2	H:-3 AC/3	Set + Stun or Disarm.
	GM	50/60/70	P=3D4+4 S=2D4+3	H:-4 AC/3	Set + Stun/ Skewer/ Disarm.

