

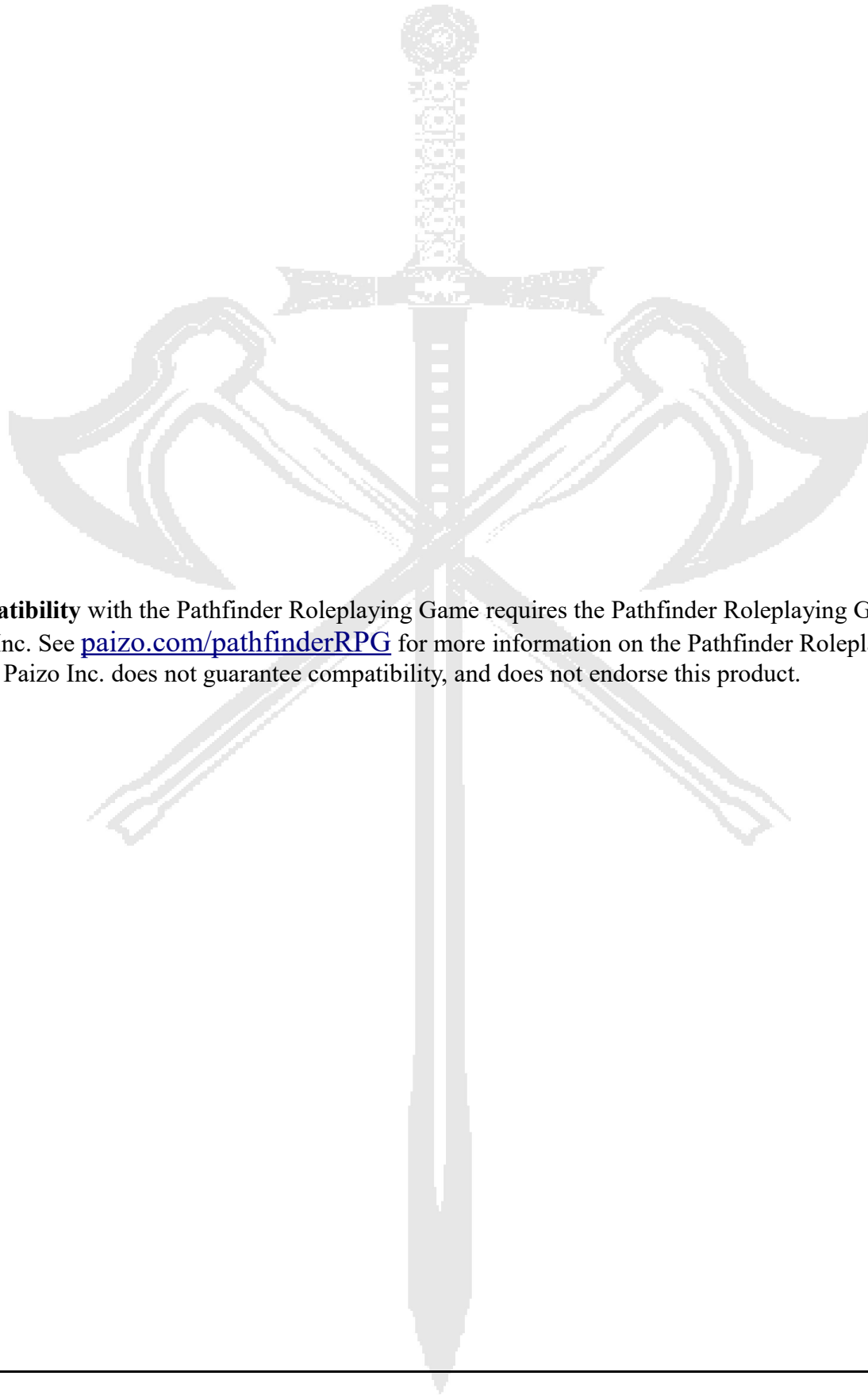
Totems of the Forgotten Horde

New Gods & Artifacts
for
Orcish Adventurers



C.E. PATRICK

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**Totems
of the
Forgotten Horde**

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Product Design & Writing

C.E. Patrick

Artwork

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Totems of the Forgotten Horde

Introduction

Deep in the Broken Spear Mountains, the chieftains of the Orc Hordes have stopped their near constant internecine warfare. News has reached them. The new Warlord Akjen had just begun his ascent, conquering three holds in just as many days, before facing off against the Great Lord Seren 'Black Tusk' Gozren.

The rumors of Akjen were none at first. Just a mention of an lowborn Orc who had been sold to the dark elves by another Chieftain at birth. He escaped and found work as a Mercenary in a dwarven stronghold, before earning enough to outfit a small war band. They claimed he was blessed by the God Ikjarn, as he brought down vengeance upon the clan that had sold him into slavery, and took their clan-hold for his own.

From there, he recruited a hundred more warriors, and after a few weeks, led a successful three day campaign, taking over the three nearest clan-holds, and swelling his ranks from a little over a hundred to nearly a thousand. Those who've met Akjen claim he has talismans of the Old Gods, and that he has brought forth their vengeance on the Clans which forgot them.

But it wasn't these conquests that quieted the holds. His raids and scalps were impressive, but not unknown. However, what was unknown was when Gozren brought his own host, a horde of nearly 3000 down from the mountain on top of Akjen. Akjen's troops rode swiftly astride the backs of great mountain goats, surly boars, and heavy warhorses, letting loose hordes of arrows as they outmaneuvered the enemy host, breaking it apart, just long enough for Akjen to charge its center and slay Gozren in single combat.

Gozren's host melted away like the last spring snow, and Akjen stood as the new Great Lord of the Broken Spear Mountains. He had united the clans and brought the holds to heel, and now, they would spread out in all directions, and he would be destined to be Emperor Akjen I; the first Emperor of the Ikjarni Empire.

Or at least...he could be...

Welcome to Totems of the Forgotten Horde! This product seeks to add a bit more flavor and unique ideas that can help improve any character or any campaign. The first part of this product will detail a new pantheon of Orcish gods, giving a small overview of each, and help defining what those gods stand for. The idea is that this new faith could actually represent an old one, lost to the Orc clans, and only recently making a resurgence; or, just as likely, this new pantheon can be used to add depth and show that not all Orcs in a campaign are a monolithic mass.

The second part of the book will details some unique magical items focused around this new pantheon. These items are designed to fit into any campaign, and could easily be included in a campaign without the new Pantheon being attached. Interested? Read on.

The Ikjarni Pantheon

The Ikjarni Pantheon is centered around one premier god, Ikjarn, the Orcish God of Vengeance. He is technically the grandchild of the archetypal father of the pantheon (Orath, the God of Strength). However, he gained strength as the Old Gods were replaced by a new pantheon, and many of the followers of those gods sought him out for strength and community. That being said, while not all the gods below are active, they still do have some die-hard members of their cult who practice the old ways. Those few clerics and divine spell-casters that worship a culled god will have to be handled in special ways; and that is for the game master of each campaign to decide.

In the chart below, the deities will take on aspects of all of their alignments, but their primary alignment is highlighted in bold.

Table 1. The Ikjarni Pantheon

Diety	Alignments	Domains	Portfolio
Orath	LN , TN, NE, LE	Strength, Nobility, Law, Artifice	Kings, Rulers, Blacksmiths
Neka	TN, CN , CE, NE	Animal, Community, Travel	Hunters, Druids
Kreth	LE, NE , CE	War, Destruction, Strength, Fire	Warriors, Conquerors
Ziuma	NE, CE , CN	Community, Healing, Evil	Healers, Alchemists
Shersha	TN, NE , LE, CE	Community, Evil, Madness, Vermin	Mothers, Midwives, Slaves
Grethar	NE, CE , CN	War, Destruction, Chaos, Death	Warriors, Raiders, Pillagers
Ikjarn	TN	War, Glory, Liberation	Renegades, Revolutionaries
Izdar	TN, CG, CN , CE	War, Death, Trickery	Thieves, Outcasts
Ikka	CN	Magic, Trickery, Madness	Witches
Kasha	NE, CE , CN	Vermin, Magic, Madness, Death	Witches, Necromancers, Swarms
Ozran	CE	Death, Evil, Madness, War	Demon-Worshippers
Atun	LN, LG , NG, TN	Law, Nature, Plant, Animal	Hunters, Good Orcs, Rangers
Ziala	LG, NG , CG, TN	Magic, Healing, Community	Healers, Farmers, Druids
Grimgar	LG	War, Protection, Community	Orc Paladins

Gods of the Ikjarni Pantheon

Orath

“The Orc Father”

Alignment: LN

Domains: Strength, Nobility, Law, Artifice

Favored Weapon: Longsword

Status: Subdued; Grants no Spells at All

Orath is the father of all Orcs, and the progeniture of all Pantheons. He was deposed millenia ago, and set to sleep on one of the lower planes, after a Demon Lord cultivated a powerful cult within the Orc Holds. This Demon eventually rose to challenge Orath, and slew him in single combat, but being a God, Orath could not die, and instead, was laid into a box, and hidden in the depths of the Abyss.

Following this, the rest of the Pantheon experienced the 'Culling'. Only the strongest of the Pantheon maintained their form and followers, those without that strength became inert, and they no longer answered the prayers of their followers. Though they are still in existence, they are locked away in a place between existence and non-existence, until the order is restored.

Neka

“The Huntress”

Alignment: CN

Domains: Animal, Community, Travel

Favored Weapon: Longbow

Status: Not Culled.

Neka was the Wife of Orath and the Mother to Kreth, Shersha, and Grethar. She was a skillful huntress and taught the first hunting rites to all Orc Wives. It is from her that the clans developed their social structure. When Orath was toppled, she fled to the lower planes with him, and now hunts Demons in search of her long last paramour, completely oblivious to the plight of her mortal followers.

Kreth

“The God of War”

Alignment: NE

Domains: War, Destruction, Strength, Fire

Favored Weapon: Battleaxe

Status: Not Culled

Kreth was the first son of Orath, and the God of War. Due to the magic of his wife, he was spared from the culling where most of the Old Pantheon was reduced in power to a weakened, inactive state following the loss of his Father. As such, he still roams the world, putting the fire of conquest and War into Orcs everywhere, but something still lacks.

Ziuma

“The Goddess of Poisons”

Alignment: CE

Domains: Community, Healing, Evil

Favored Weapon: Light Mace

Status: Not Culled

No one knows where Ziuma came from. An Orc Goddess, possibly ascended, she forced Kreth to marry her after he sustained devastating wounds which would take centuries to heal. She traded him his health for his hearth, and bore him a son. It was her magic wards which prevented Kreth and her son Ikjarn from falling inactive due to the culling.

Shersha

“The Warren Mother”

Alignment: NE

Domains: Community, Evil, Madness, Vermin

Favored Weapon: Heavy Flail

Status: Culled

Also known as the Mother of the Horde, Shersha is known to be extremely prolific, having sired dozens of godlings with both close kin and random strangers. The few demi-gods that exist in the Orc traditions are likely the result of her pairings with particularly unlucky Orcs. Unlucky, as most do not survive the union, unless she finds something really appealing about them. She is said to have birthed a race of Orc-Hags; called the Ocren, though this relatively nascent race went into hiding with her culling. Following her culling, the numbers and strength of the Hordes lessened. And no horde has seen over 5000 in number since her disappearance.

Grethar

“The Ravager”

Alignment: CE

Domains: War, Destruction, Chaos, Death

Favored Weapon: Bastard Sword

Status: Culled

Grossly misled, he assisted the Demonic Uprising that defeated his own father. Prior to this, Grethar was the God of Slaughter. His followers were raiders and pillagers of the worst kind, taking every spoil of war imaginable following their conquests. It was his unbridled passion for war and sadism which prevented hordes from successfully occupying lands they conquered in most cases.

Following his father's defeat, which he played a part in, he was culled and reduced to a mere shadow of himself, with only the power to contemplate how he did this to himself.

Ikjarn

“The Redeemer”

Alignment: TN

Domains: War, Glory, Liberation

Favored Weapon: Battleaxe

Status: Not Culled

Ikjarn is the Son of Kreth and Ziuma, and thanks to his Mother's magic, was protected from the Culling. His cult has grown strong since the Culling, as many followers of Culled gods have switched to his worship, as he is the God of Retribution. He seeks to strengthen Orc positions wherever they are driven from their Clan-holds, liberate Orcs from slavery wherever they might be, and importantly, drive out the demonic influence from his people. Given his aims and his observances, he has very different moral prerogatives than even his Mother and Father.

Izdar

“The Outcast”

Alignment: CN

Domains: War, Death, Trickery

Favored Weapon: Scimitar

Status: Culled

Izdar is worshiped by those Orcs that were driven out or deemed outcasts for violating clan law or tradition. His supplicants would include everything from persons who travelled and adopted outside cultures, to thieves, to cowards who fled from the field of battle. However, many of his followers turned to the worship of the Demonic entity that killed his Brother, Orath.

Ikka

“The Witch Mother”

Alignment: CN

Domains: Magic, Trickery, Madness

Favored Weapon: Light Mace

Status: Culled

Ikka was the wife of Izdar the Outcast. She pioneered the rites that created the first Orc Witches and magicians. Her own pantheon was subsumed prior to the Culling, as worship of darker, eldritch things from the cosmos began to take hold. As such, with the Culling, she was one of the first deities to become inert.

Kasha

“The Swarm Mother”

Alignment: CE

Domains: Vermin, Magic, Madness, Death

Favored Weapon: Light Hammer

Status: Culled

Outside of Shersha's godlings and demi-gods, Kasha was the youngest god when Orath was defeated. She was the patron of necromancers and mages who sought deeper, darker secrets. Her ultimate goal was to ultimately defeat Ikka and take much of her portfolio. However, she never got the chance to make this dream a reality.

Ozran

“The Demon Lord”

Alignment: CE

Domains: Death, Evil, Madness, War

Favored Weapon: Greataxe

Status: Not Culled

Ozran was a Demon Lord who rose to prominence as his cult gained power in many Orc holds. He carefully cultivated his champions, granting them demonic and undead servants to assist in their great wars. As his champions gained power and prominence, his cult spread, overtaking Orath and his children.

It was then that Ozran decided to strike. He convinced Grethar to join him, offering to make him the new Father of the Orcs following Orath's death. Grethar agreed, and betrayed his father, helping Ozran access the Halls of the Orc Gods. The battle lasted three days and three nights, and was concluded just before dawn on the fourth Day, as Orath was struck down. It was then that Ozran's full plan was revealed, and the culling began.

After this, Ozran's cult spread like wildfire through the holds. He blessed one of his most loyal tribes, granting them a demonic transformation and forming the 'Abyssal Horde'. These Orcs tainted with demonic influence, conquered a large Northern Kingdom of Humans, spreading the cult of Ozran among even more mortals. After that, they sent emissaries to all the Holds, making sure that Ozran's law was still held first and foremost.

Atun

“Old Green Walker”

Alignment: LG

Domains: Law, Nature, Plant, Animal

Favored Weapon: Long Spear

Status: Culled

Atun was the last brother of Orath, and a deeply spiritual entity. He sought to commune with nature and his own followers, taking an active presence in their lives when and where he could. He taught them to care for and protect the natural world, preserving the natural order while also protecting it from the depredation of civilization. Unfortunately, his cult was never strong, and he was culled almost immediately following Orath's defeat.

Ziala

“Queen of the Forests”

Alignment: NG

Domains: Magic, Community, Healing

Favored Weapon: Throwing Axe

Status: Culled

Ziala is the Wife of Atun, and taught him the love of nature. She was an Orc born in a distant southern land, to the Pale Tusk Clan, deep in a southern jungle. The clan lived as Orcs always did, hunting, planting, and occasionally raiding, until being infected with a nasty plague that nearly wiped them out. Then, help came from the most unlikely of source, when local fae corroborated to enhance the clan, giving them the blessing of nature and the strength to survive the epidemic.

These southerly Orcs embraced their new heritage, vowing to protect a magical natural spring and the order of life. They ceased raids, hunted in a controlled manner, and would even be known to help wayward children and sick travelers who were lost in their lands. However, this was not to last, as another plague spread in the human cities right outside their pristine jungle. Knowing this would upset the order, and eventually create chaos and destruction that threatened their jungle home, they sent their best healer, Ziala to give a cure.

Ziala's cure was a good one, but it was slow-acting. Many thousands died, and chaos and destruction came to her jungle. She was crucified and blamed for the plague itself. Her tribe was destroyed in the troubles. It was only after her passing that the humans discovered her cure, as the children born to parents who were given the cure were immune to the disease. Eventually, between them and those with natural immunity, order and stability returned.

In their remorse, the City built a shrine deep in forest, and vowed to protect and preserve the Jungle as the Orcs there did once. With that, the shrine became a pilgrimage site for Druids, especially Orc druids. And within a decade, her spirit awoke again, this time granted power. She sought out Atun, then a God of Mountains and Valleys, and taught him what she loved.

Grimgar

“Lord of the Northern Orcs”

Alignment: LG

Domains: Water, War, Protection, Community

Favored Weapon: Longsword

Status: Not Culled

Grimgar is the son of Atun and Ziala, and wholly good as a result. He started life as the God of Travelers, and would shepherd those good Orcs who left their society as they traveled the lands in search of adventure and a society that would accept them. Eventually, an order of Orcish Paladins dedicated to this was developed, and they created a small Stronghold in the North.

These Northern Orcs came to differ significantly from their kin in the Broken Spear mountains. They traded with neighbors, and sought to join righteous causes and act as a force of Good in the World. Their society grew to over five-thousand, and it looked like a new era had begun for these hardy, Northern Orcs.

Then the Culling happened. The Abyssal Horde came screaming from the mountains, and the Order of the Axe (his Paladin Order) sent two whole legions to die, defending a neighboring human Kingdom. Soon, even his stronghold was under siege, and it looked like he too would sleep soon with his father and mother.

But, things were not to be. For, despite the loss of his most ferocious sons and daughters, Grimgar gained strength. When he looked, he saw something that swelled his heart. As his people, those who were not warriors, retreated to nearby human lands, they were welcomed. More importantly, his cult ceased to be a cult, as Temples and Chapels sprung up in Human Kingdoms in the North.

His last Knights of that era died defending that Northern Stronghold. But in doing so, they insured that the Northern Orcs would live on, and soon, new Orc Paladins would take up shields in the Order of the Axe, this time joined by Human Brothers who answered to him. Their numbers swell, and soon, they will take back the Northern Stronghold.

Character Options

Traits

Follower of the Culled [Religion]

Your gods no longer speak to you; but you hold the faith still the same. Your lone light in the dark begs for their return, and grants you some their lost power.

Benefit: Choose three Orisons. Your character may cast each of those once a day as a natural spell-like ability. These Orisons are always cast at 1st Caster Level and use your Wis Modifier to determine any saving throws.

Reclaimer [Religion]

Your god is dedicated to retribution and revenge. His power has expanded ten-fold since, the Culling, and you wield some aspect of that power.

Benefit: Once per day as a swift action, your character can call on divine power to combat an enemy of his faith. The target of this attack must worship another pantheon. Your character receives a bonus to his attack roll equal to their charisma modifier, and a +1 bonus to damage for the duration of the fight.

Soldier of the Abyss [Religion]

You worship the new order, the demonic influence over your people. While your patron is not able to grant you spells yet, he can grant arcane secrets.

Benefit: Choose three Cantrips. Your character may cast each of those once a day as a natural spell-like ability. These Cantrips are always cast at 1st Caster Level and use your Charisma Modifier to determine any saving throws.

Equipment

Artifacts

Flail of the Lost Covenant

Minor Artifact

<i>Aura</i>	<i>Strong Evocation</i>	<i>CL</i>	<i>15th</i>	<i>Slot</i>	<i>Weapon</i>
<i>Price</i>	<i>N/A</i>	<i>Weight</i>	<i>25 lb</i>		

This +2 Flaming Heavy Flail differs from others in that it has three chains which end in spiked orbs; each one dealing damage equal to D8 + .5(Str Mod). As such, the total damage is 3d8+1.5(Str Mod). These count as three separate sources of damage for the purposes of hardness and damage reduction, as well as any abilities/spells that affect individual sources of damage. All other statistics are the same as a regular heavy flail.

Whenever used as part of a charge, the charge bonus to attack roll is increased from +2 to +5. In the hands of an Orc, this weapon grants its bearer a +10 bonus to Combat Maneuver Defense to prevent being disarmed or sundered. Lastly, whenever this weapon successfully deals damage to an outsider, that creature must make a Will Save (DC 18) or be returned to the plane which they originated.

This weapon is meant to be borne by the Champion of Ikjarn, and as such, the Champion feels a near magnetic pull towards the weapon. The Champion knows the direction of travel towards the weapon, but not the distance. He knows if the weapon has left the plane or has been destroyed. Whenever the Flail of the Lost Covenant is wielded by the Champion of Ikjarn, he may roll any single saving throw twice, taking the better of the two results.

Destruction

This weapon can be destroyed by covering it in the blood of an Orc Shaman or Cleric (only a pint is needed so a single Orc will suffice); and then burning it on a pyre fueled by Orc bodies.

Background

The flail was recently created by Ikjarn, and was granted to his first champion since the Culling. Ikjarn has declared a vendetta on all of the forces of Ozran, seeking to undermine the demon lord wherever he takes strength, and to crush his forces in the field. At the forefront of this is the Champion of Ikjarn wielding the Flail of the Lost Covenant.

Magic Items

Tusks of the Elders

Aura *Faint Transmutation* **CL** 3rd **Slot** Neck
Price 2000 Gold Pieces **Weight** -

This necklace is made up of the carved tusks of former Orc chieftains and shamans. The teeth are carved with ancient Runes of a lost Orc language. Whenever the wearer of this item is raging, they receive an additional +2 bonus to their Strength Score, and their rage lasts one round longer than usual.

Creation Requirements

Craft Wondrous Item, Bless, Rage; Must have the Skeleton of at least One Orc Chieftain or Shaman
Cost 1000 Gold Pieces

Ring of the War Chief

Aura *Faint Abjuration* *CL* *3^d* *Slot* *Ring*
Price *3500 Gold Pieces* *Weight* -

This ring appears to be made up of carved ivory or bone, with molten silver affixing several garnets around the band. This ring grants its wielder a +1 deflection bonus to armor class. This bonus increases to a +3 deflection bonus whenever its wielder uses their rage ability or any ability which simulates the rage ability.

Creation Requirements

Craft Wondrous Item, Shield
Cost 1750 Gold Pieces

Horn of the War Chief

Aura *Moderate Enchantment* *CL* *7^h* *Slot* *Slotless*
Price *12000 Gold Pieces* *Weight* -

This magical horn looks like an typical sounding horn made from a Goat. However, its simple appearance betrays it's nature, as the horn, when blown, grants every creature within earshot of the horn the benefits of the spell haste for seven rounds. It also causes those who hear the call to go into a Rage, if they are capable to do so.

Creation Requirements

Craft Wondrous Item, *Haste*
Cost 6000 Gold Pieces

Conclusion

Thank you for your purchase! This is the first of a few books designed to create alternate, fully realized pantheons for some of the major races in typical tabletop role-playing games. The idea is to create pantheons that feel familiar, but are unique enough and riveting enough to encourage players who enjoy playing divine characters.

Please check out our store page, to see if there are any others that pique your interest!

