

Backgrounds of Faerûn: The Blood Of Gruumsh

Enrich your characters with this supplement containing backgrounds for eight of the Forgotten Realms orcish subraces: the augmented thayan orcs, the civilized gray orc, the adaptable half-orc, the numerous mountain orc, the towering ogrillon, the pacificistic ondonti, and the deep dwelling orog!



WELCOME TO THE REALMS

In the "Backgrounds of Faerûn" supplement, we focused on the human kingdoms. In each of these smaller supplements, we investigate groups of the other races that inhabit the world. Thematically, they'll be grouped by family such as Dwarf, Elf, or Gnome.

Each supplement will contain races both old and new, their equipment, their spells, and many other features for these races. Existing races will be given the regions they're native to with bonds for each. If you're picking one of these races, they're intended to work with the existing backgrounds in the *Player's Handbook* or with the backgrounds from the "Backgrounds Of Faerûn" supplement.

If you use a new race, they'll include the race as well as a background specific to that race. Additionally, they'll come with extra content to help you get into the mindset of playing these rare and unusual races. As with the "Backgrounds Of Faerûn" supplement, the backgrounds for new races are intended to be mixed with another background or can be used as is.

Remember to always check with your Dungeon Master if you wish to play one of these races.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be an orog but you wanted to combine the "Surface Scout" background with the "Folk Hero" from the *Player's Handbook*.

First, you would choose which of the two backgrounds you want to take the skill, tool and language proficiencies from. This is the background you also take your equipment from.

Second, you choose which of the two backgrounds you want to take your feature from. Either the infiltrator from the orog or the rustic hospitality that the folk hero enjoys.

Lastly, you'll pick one trait, ideal, bond, and flaw, one each from either background table. For example, you could choose the folk hero trait and ideal, but use the orog bond and flaw.

ON THE "BACKGROUNDS OF FAERÛN"

The supplement "Backgrounds of Faerûn" is another title written by myself on the Dungeon Master's Guild. It's intended to be a supplement for the human dominated kingdoms of the realms and is otherwise the same as this book. It's not a books of racial specific backgrounds, as many cities in the Forgotten Realms allow all sorts of different folks from different backgrounds.

If you don't own it, don't worry. The rules contained in each of these smaller supplements are more than enough to use for your characters.

If you do happen to own it, then the rules here are easily combined with those rules. Instead of just having a "Halruaan Bounty Hunter", you could mix the Halruaa background with the star elf background and the folk hero background to have a star elf folk hero that's native to halruaa, with the bonds, traits, ideals, flaws, equipment and features of all three backgrounds!

NOTE ABOUT ORCS

The orcs presented here are not adapted. They are presented as these races exist within the realms. These races may be disruptive for a normal table, but for the DM that wants to run an all orc game or for the player that has a great concept for their orc character, this will hopefully be a useful resource.

Regardless, if you use the options presented within this book, there is a high chance for having a less than fun game because of the choices within. These are hated, bestial characters. Orcs are more likely to be killed on sight than talked with.

It will be an uphill struggle for your character to gain acceptance when the world already has a decidedly accurate viewpoint about your race.

Rated from most accepted to least accepted: half-orc, ondontis, gray orc, mountain orc, thayan orc, orog and ogrillon (although ogrillon, if brought up correctly, could very well take part in society).

ART CREDITS

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HALF-ORC

BETWEEN WORLDS

Possessing both human and orc ancestry, half-orcs make up an often ignored part of the population in the realms. Not quite fitting into either group, they still find others will often judge them wrongly. Humans consider them too orcish to suit society, and orcs think them too weak to belong to orcish society.

Yet somehow, they take destiny into their own hands and forge forward, becoming some of the greatest heroes and villains seen in the realms.

Choose one of the regions use those bonds with the background you chose for your half-orc character.

Region: Amn, Chessenta, the Hordelands, the Moonsea, the Sword Coast North, Thesk, Northdark, Vaasa.

ROLEPLAYING A HALF-ORC

You tend to be short-tempered or sullen, as few places accept you as you are.

However, most will think you exhibit the worst traits of your parentage, causing them to think you're stupid or weak.

The simpler pleasures in life tend to be more enjoyable for half-orcs. Feasting, singing, or wrestling, instead of writing poetry or learning new languages.

AMN HALF-ORC BONDS

d6 Bond

- 1 The city is one of the few that welcomes my kind. I return that kindness by trying to bring virtue to its darker corners.
- 2 The merchant's domain has made me comfortable. I long for the adventurer's life I had when I was young.
- 3 Ships coming and going could always use more muscle, and those jobs rarely care what the color of my skin is.
- 4 The order of the gauntlet has their base of operations only a few days from here, I'd love to try and join their ranks.
- 5 There's a pecking order here in the city, where others call you by a precious metal. One day, I'll be mithral!
- 6 There's an old inn. I stayed there when I first came to the city but it's closed now. I want to buy it, and open it back up.

CHESENTA HALF-ORC BONDS

d6 Bond

- 1 There is a giant black sphere that devours anything thrown into it, not a few miles from my home. I adventure to find a way to destroy or move it.
- 2 Airspur is a floating city, high in the sky above the sea of Fallen Stars. The genasi that operate the city might not hate someone of my lineage.
- 3 The best road to fame and fortune is the gladiatorial fights. I'm training so that one day, I too can compete.
- 4 The cimbar ruins surely hold some relic of the past that a heroic adventurer such as myself could recover.
- 5 The brotherhood of the griffon soars above Luthcheq, and I dream of one day flying as one of them.
- 6 Mordulkin is the ruins of an old city, spoken of only in whispers. I showed how brave I was by delving into it, but now I have an addiction to going into stupidly dangerous ruins.

HORDELANDS HALF-ORC BONDS

d6 Bond

- 1 I have simple needs, and a simple love. I raise horses for others to buy.
- 2 The golden way is a long road merchants take to trade between Kara-Tur and our own realms. I often stick with them, as I enjoy the travel.
- 3 These cold lands I call home are fine, but some greater purpose surely lies for me, just over the horizon.
- 4 The spirits of the lands are very pleased with us, for food and drink are plentiful and dangers are few. But the spirits talk about other lands, where the spirits are unhappy, and they ask for help.
- 5 One night I was ambushed by a man with a very strange curved sword. He took something very important to me, and I want it back. He was last seen near Thesk.
- 6 The nature goddess Eldath grants great mercy to those who honor her. She has given me great visions of a distant land where she is unknown, something I wish to rectify.

MOONSEA HALF-ORC BONDS

d6	Bond
1	Ports of opportunity come up every day. There's no shortage of excitement when you belong to a ship crew.
2	I once came across a small bottle of alcohol. It was marked from a far away country and it was the most ridiculously enjoyable thing I have ever quaffed. I venture forth to find more!
3	In a sembian gambling hall, I had lost everything including my clothing. I'm now working hard to earn back everything I've lost.
4	The zhentarim are far more open about their activities, providing mercenaries for those who need it. I am trying to contact them so I can join their ranks.
5	Times were tough, so I joined a group of bandits. Late one night, we ambushed a mage on the road. He slaughtered all of us, but his spell intended to kill me instead reflected away. It scared him and he ran, but I want to know what it means!
6	I've been told that there is a half-orc city up in Vaasa. I'm building a small fortune with the intent to move to what sounds like heaven on Faerûn.

SWORD COAST NORTH HALF-ORC BONDS

d6	Bond
1	There's always work in Waterdeep for people like me.
2	My human parent was from Silverymoon, and I have a trinket of theirs I want to return to them.
3	Luskan is the town where anything goes, but getting in is the tough part. I'm working on it though.
4	I travel to Neverwinter, in hopes of picking up new trade skills to take elsewhere.
5	Nesmé, a close knit community where I was born. However, their prejudice has pushed me out. Now I need to seek my own destiny, far away from here.
6	I had to deliver a package to the Weeping Willow Inn, near the mere of dead men. Except that place has been destroyed. I opened the package, and inside was a picture of someone I've never seen before, but now I feel beholden to find them.

THESEK HALF-ORC BONDS

d6	Bond
1	I stand ever vigilant against the threat of Thay.
2	The shadowmasters have marked me as trouble, and now I'm on the run from them.
3	I travelled to Kara-Tur to sell wares, but returned to a burned home. I'm tracking down the culprits to find out why.
4	So many imports and exports, it made sense that if I wasn't going to be a merchant that I would join the crew of a ship.
5	I've read the tale of the emperor who rode a dragon. It's my desire in life to do the same.
6	I hear tales of cities all across the world who reject us half bloods. I travel to let them know Thesk accepts them for who they are.

THE NORTHDARK HALF-ORC BONDS

d6	Bond
1	I escaped slavery from the Drow, but I was born into servitude. I reached the surface, but this world is unknown to me.
2	A mind-flayer had me tagged for dinner, if it wasn't for that umberhulk crushing him, I'd be dead. Problem is the mind-flayer did something and I don't remember who I am or where I came from.
3	The duergar weren't kind masters, but as being a slave goes they treated me well enough. I was part of a group sold to some shield dwarves, and find myself in their halls free to make my own way in the world.
4	I tried delving into undermountain, and ended up ambushed in skullport. I've returned to the surface, but I've got nearly nothing left.
5	In blingdenstone, I earned the trust of the gnomes. I lived there for three months, but eventually I was asked to leave, and I never knew why.
6	Delving, I fell through a hole and ended up in the underdark. Luckily, some mushroom people helped me return to the surface.

The Northdark is a region below the regions of Icewind Dale, The Silver Marches, and The Sword Coast (collectively, The Sword Coast North).

VAASA HALF-ORC BONDS

d6

Bond

- 1 Castle perilous remains mostly unexplored. The problem is, it's laced with magical defences. I adventure to gather the tools needed to undo those defences.
- 2 The frost giants of the great glacier are planning something, they've moved west. I follow them to see what evil I might prevent.
- 3 The warlock knights of Vaasa are an everpresent threat to those who do not live within the protective walls of Palischuk. I signed up as part of the guardians that protect those who cannot protect themselves.
- 4 Palischuk is the only city that the half-orcs of the world can consider home. I venture forth to seek out half-orcs outside our nation who would move here.
- 5 I want to join the Warlock Knights, but they only allow those who are powerful magic users as well as capable combatants, join their ranks. I have my work cut out for me.
- 6 I found a *slaad-stone* while exploring some ruins. It doesn't seem to do anything, but I'm still trying to find an expert to help me destroy it.

SOURCES

Half-Orc is a race that can be found in the *Player's Handbook*.

HALF-ORC VARIANTS

Some half-orcs in Faerûn have a racial trait derived from one of the variety of half-orcs found around the world. The half-orc presented in the *Player's Handbook* can be descended from either mountain or gray orcs.

- A half-orc descended from **red thayan orcs** gains *Scent*, *Tolerant*, and *Light Sensitivity*
- A half-orc descended from **black thayan orcs** replaces the *Intimidate* skill proficiency from *Menacing* with *Stealth*.
- A half-orc descended from **orogs** extend their darkvision to 120 feet, but gain *Light Sensitivity*.
- A half-orc descended from **ondonti** loses darkvision but gains *Blessing Of Eldath*
- A half-orc descended from **ogrillons** gains *Strong Frame*, but their maximum lifespan drops by half.



ORC

The dwarf lay still inches from the axe of the warchief. The edge, shaped like that of a roaring dragon, reflected the crimson both of beard and blood. Green skin rippled across taut muscles, prepared to lift the heavy weapon for the final blow.

But this was not where the dwarf wanted to die, by Moradin's glory, he would stand and finish his foe off. There were songs written by dwarves that took days to sing and this orc would be the end of another song. Thick fingers pushed against the ground, the dwarf pushing himself back onto his feet to meet his foe.

The dwarf neck didn't slow the axe at all. A tusked grin spread, before he spat towards his fallen foe.

Orcs are brutes, bent on violence and destruction. Across the realms they are nearly universally hated and feared. They hold a long hatred for the elves and dwarves, although that doesn't stop them from pillaging any locations near their homes.

CALLED TO GRUMSH

Orcs hold Gruumsh, their cruel god, as an invincible force. Their lives are spent in battle so that they might honor their lord and be rewarded with an endless battle in the afterlife under an invincible commander.

STRONGEST TOGETHER

Orcs form tribes and while they're all followers of the gods, there is nearly always some dispute between tribes that will cause them to go to war. Their shaman teach whichever side wins, the gods were with all along. It's not usually that large a setback, as orcs have astonishing birth rates.

STRENGTH RESPECTS STRENGTH

There is no way to impress, intimidate, or otherwise change an orc's opinion other than be stronger than them. Creatures of great strength often find orcs as passable allies, even willing to be put into slavery if their master is strong enough.

ORCISH ADVENTURERS

Orcs that are touched by the gods (not merely those who call upon the gods, but rather the individuals chosen by them) are often called to perform acts of great savagery or work cunning plans for the good of the tribe. These orcs are exceptional, usually possessing great intelligence, cunning, or personallity.

NAMES OF THE ORCS

Traditionally orc names come in two parts: your given name and your notable deed. First names are usually short and guttural, such as Gruk, Rhorog, Taluk, or Baggi.

The second part, their title, comes in horrific sounding epithets. Examples include The Brutal, Spineripper, Neck Cracker, or The Ravager.

ORC TRAITS

Your orc character has the following racial traits.

Ability Score Increase Your strength score increases by 2.

Age Barring death in combat, the usual ender of orcish life, most orcs range from 14 to 40. Those younger than 14 aren't considered adults yet.

Alignment Prone to violence, most orcs are chaotic evil.

Size Your size is medium.

Speed Your base walking speed is 30 ft.

Aggressive. As a bonus action, you can move up to your speed toward a hostile creature that you can see.

Light Sensitivity While in sunlight, you have disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Languages. You can speak, read, and write in Orc.

Subrace. The orcish people are divided into five subraces: the civilized gray orc, savage mountain orc, the subterranean orog, and the stealthy black Thayan orcs, and brutal red Thayan orcs. Choose one of these subraces. You gain the traits listed under your chosen subrace in addition to those above.

ORC SIZE

Gender	Average Height	Average Weight
Male	6'0" - 6'5"	200 - 230 lbs
Female	5'9" - 6'3"	180 - 220 lbs

Daylight Adaptation

Prerequisites: Light Sensitivity

Years of living on the surface has given you a mild adaptation to the harsh light of the sun.

- Increase your Constitution score by 1.
- You do not suffer the effects of Light Sensitivity if you spend a short rest in the daylight or other bright light.

GRAY ORC

The filth stared at him as Kolduk walked through the strange town. Buildings with stones on the roofs, and open market stalls where anyone could walk up and take what they wanted. And by Gruumsh, the STENCH!

The civilized world seemed so strange to him, he made a mental note to deliver his message and return to his tribe quickly before going mad.

Gray orcs are much like their mountain orc cousins: brutish savages who follow the dictates of their gods and submit themselves to leaders of strength, as all the gods do to Gruumsh. However where the mountain orcs are fueled by rage and violence, the gray orcs see it as a tool. That sometimes, a calm and thoughtful plan can be more valuable than one powered by strength of arms.

TRIBAL TEACHINGS

Most orcs only learn to communicate via a few religious symbols and their own tongue. Reading and writing are often overlooked for more physical arts. With gray orcs, however, learning the common tongue and how to write it is an important part of their growth. One can't interrogate prisoners or intercept messages between kingdoms if they don't speak the language.

GUARDIAN BEASTS

Nearly every gray orc tribe keeps a powerful beast. This beast is chosen by their shaman and is trained to defend the tribe even at the cost of its life. The trainers for this beast always treat it very well, as a successfully selected beast is seen as a blessing from the gods.

MOBILE COMMUNITIES

Because their numbers rarely exceed 50, the entire tribe needs to be able to pick up and move at any given moment. A sudden dragon, oncoming storm, or warring humans, are all best avoided until ready to be fought instead of granting their foes the advantage. Every member of the tribe pitches in when moving.

TOKENS OF REMEMBRANCE

Gray orc gear is always adorned with tokens showing what that gear has gone through. Weapons carry bits of the creatures they've felled, armor adorned with claws and horns from creatures who nearly killed their owner, and body hair woven with the relics of their sires.

GRAY ORC ADVENTURERS

Gray orcs are slow to trust, and so rarely venture outside their own tribe. Even when visiting other gray orc tribes, they're wary of treachery and so try to avoid thinking of their fellow orcs as kin. However, sometimes the need for such travels arises and exceptional orcs are sent out. These adventurers strike out for the good of the tribe.

GRAY ORC (ORC SUBRACE)

Your gray orc character has the following racial traits.

Ability Score Increase Your Wisdom score increases by 1.

Speed Your base walking speed increases to 40 ft.

Scent. Your gray orc has advantage on Wisdom (Perception) checks that rely on smell.

Languages. You can speak, read, and write in Common and Orc, plus one more language common to other races of your region.

Good With Animals. You are proficient in Animal Handling and double your proficiency bonus when making Animal Handling checks.

Love Of Axes. Axes are considered holy for gray orcs. They are treated as well as a loved one. You are considered with all axes including the handaxe, battleaxe, and greataxe.

Axe Adornment

Any Axe, uncommon

This adornment is blessed by a shaman of Gruumsh for obliterating powerful foes. If you score a critical hit, you may expend your bonus action and make an Intimidate check.

All creatures in 40 feet make Wisdom saving throws using your check as the DC. Failure causes them to become Frightened for one minute or until they witness you die.

Creatures Frightened in this way make saving throws at the end of each of their turns, ending the effect on a successful save.

Creatures that save against this effect cannot be affected again for 24 hours.

HERO OF THE TRIBE

GRAY ORC

While they're no less cruel or aggressive than their mountain orc counterparts, gray orcs carry with them the spark of wisdom that allows them to understand when not to fight. Hairy, with long manes of bristling gray or black hair, they have eyes ranging from yellow to red. Their skin is a uniform gray, with patches that appear later in life.

Skill Proficiencies: Perception and Survival

Tool Proficiencies: Choose two between Woodworker's tools, Smiths tools, or Leatherworker's tools.

Equipment: The scalp of the most powerful creature you've fought in your life, a backpack with bedroll, two sets of plain clothing, a belt with pouch containing 20 gp.

Region: Damara, Moonsea, Rashemen, Thesk, Vaasa

Suggested Classes: Cleric, Fighter, Ranger

FEATURE: INFAMOUS DEEDS

Orcs, and gray orcs in particular, have all heard of your name. However, the act for which you are famous made you as many enemies as it did allies. Orcs, half-orcs, and others who have heard of your deeds and do not disagree with the actions are willing to protect you for short periods of time, keeping you sheltered and fed. Meanwhile those that disagree with your actions, and those that hate orcs, know you on sight as your legend grows with you.

SUGGESTED CHARACTERISTICS

Less bestial, yet just as savage, gray orcs remain towering bastions of muscle. A healthy respect for strength,

d8 Gray Orc Personality Trait

- 1 In my tribe, others would come to me with their problems. I've come to accept that this is a task I'm well suited for.
- 2 I let others charge ahead and take the brunt of whatever dangers are before us. I'll clean up the mess after.
- 3 I'm always looking out for hidden dangers. The tribe thinks me paranoid, but it's kept us safe so far.
- 4 I feel more comfortable around our tribes guardian beast than I do my fellow orcs.
- 5 Wherever I go, I spread the word of Gruumsh. Glory be his name!
- 6 We've made allies with the goblins, kobolds, and ogres in the past. I work for a coalition so we can exterminate our foes.
- 7 My heart is louder than my head, my emotions drive my actions.
- 8 I never give up, I never surrender, even when facing a foe certain to destroy me!

d6 Gray Orc Ideal

- 1 **Tribe:** My tribe is as important to me as my life. **(Lawful)**
- 2 **Power:** I'm stronger than you. I'm better than you. You listen to me or fall before my blade. **(Chaotic)**
- 3 **Emotion:** Let those who argue with my heart taste my steel. **(Chaotic)**
- 4 **Nature:** Nature exists all around us. You can fight it all you want, but it will always grow back. **(Neutral)**
- 5 **Cunning:** By gathering creatures weaker than us like goblins and kobolds, we bolster our ranks without risking orcs. **(Evil)**
- 6 **Faithful:** Our gods drive our lives. Denying that invokes their wrath. **(Evil)**

d6 Gray Orc Bond

- 1 We shun our sister tribes, worried they would destroy us as enemies. I say nay, gather all the gray orc tribes and wage war upon the world as we had in the ancient days.
- 2 My body is adorned with the most relics of any orc in my tribe. I'm always striving to add more.
- 3 Our war against the elves never stops. When we find evidence of nearby elves, I lead the hunting party myself.
- 4 Our tribe is always moving, I am often chosen to scout out the lands where the herds are moving.
- 5 Gruumsh has given me a grave vision, dooming my tribe. I venture out to find a solution before we're wiped out.
- 6 A wizard slaughtered my tribe. I venture out reborn as a mage hunter.

d6 Gray Orc Flaw

- 1 I've got a short fuse, and my anger is limitless.
- 2 There are few orcs lazier than myself, if I can get someone to do my work for me, that's where I start.
- 3 Wanderlust grips my heart, I can't stay anywhere for long.
- 4 I've betrayed my tribe in the past. Now it's difficult to gain that trust back.
- 5 I enjoy the company of animals. However, my penchant for them means trying to hide the most dangerous of beasts in my camp.
- 6 Most orcs are comfortable outdoors, but I'm afraid of wide open spaces.

MOUNTAIN ORC

As the wall cracked, a cheer went out. Standing beside his warchief, the shaman prayed to Gruumsh that the humans would feel a most painful and enduring death at the hands of their warriors. The red warpaint that decorated their bodies began to warm, and the shaman smiled for she knew Gruumsh was with them today.

When most folk of the realms think of orc, that archtypical foe so many fear, it's the mountain orc. Tall hairy bodies, thick lined with muscles, all display the typical savage force that Gruumsh favors. Their sloping foreheads, upturned noses, and thick tusks all bear this primal marking.

DEVOUT CHAMPIONS

Mountain orcs consider themselves to be the most pure orc, the most like their gods. To that end, they obsess over any detail which might be considered a sign from those gods as to what their actions should be. Generally, this exhibits itself with the tribe presuming the gods were pleased after combat, as the surviving orcs aren't dead.

STRENGTH IN CHAOS

Not one for strategic engagements, the only thing mountain orcs know or understand is raw force. This goes for how they conduct themselves on the battlefield, as well as in society. This is evident by their willingness to breed with nearly any humanoid, including giants and trolls.

LONG BURNING HATRED

Mountain orcs hate everything, but more than hatred is their long feud with the dwarves, elves, and humans of the realms. When against these foes, they employ extra savagery when attacking.

MOUNTAIN ORC ADVENTURERS

When called upon by the gods, their shaman, or their chieftan, orcs of the tribe can be sent out for various purposes ranging from scouting new prey to assassinating a difficult foe. These orcs are typically superior to others of the tribe.

MOUNTAIN ORC (ORC SUBRACE)

Your Mountain Orc character has the following racial traits.

Ability Score Increase Your Constitution score increases by 1.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Warrior's Weapons Trained from childhood, all mountain orcs are proficient with the greataxe and javelin.

Keen Edge

Cleric

3rd level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small amount of red paint on the target).

Duration: 1 minute

Attacks from the target are blessed with the combat prowess of Gruumsh himself. Weapon attacks score critical hits on 19-20.

If the target already benefits in this way, such as with Champion's ability *Improved Critical*, simply increase their range by one. For example, 18-20 becomes 17-20.

Clerics who worship gods in the orcish pantheon add this spell to their spell lists.



GRUUMSH BLESSED

MOUNTAIN ORC

Savage, brutal, violent, and vicious, mountain orcs are full of religious fervor and dedicated to the destruction of all things good.

Skill Proficiencies: Athletics and Survival

Tool Proficiencies: Smith's Tools and Woodworker's Tools

Equipment: A canister of warpaint, a set of orcish styled clothing, a holy icon you've personally crafted that is dedicated to Gruumsh, and a pack with 25 gp.

Region: The Sword Coast

Suggested Classes: Barbarian

FEATURE: ICON OF GOD

You are recognized as being handpicked by your tribe to drive them forward for the glory of Gruumsh. Orcish tribes revere you as a prophet, tribal clerics jealous of you, and humans fearful, wherever you go there is no mistaking you as some wandering orc. This infamy is equal parts useful and a bane, but you use it as a tool wherever you go.

SUGGESTED CHARACTERISTICS

Mountain orcs are proud but have no care for honor. Strength is the only way through life, and if you're cruel and strong enough, you earn your place on the battlefield of the afterlife with Gruumsh himself.

d8 Mountain Orc Personality Trait

- 1 I do my best to sire as many orcs as I can, whenever I can.
- 2 I love a good execution. I try to save a foe or two so I can hear their cries after battle before beheading them.
- 3 I hate the light. Even at night, I'll kill anyone who brings a torch close to me.
- 4 Can't get enough flesh to eat. Man, dwarf, especially elf. I love dining after a good battle.
- 5 The voices, in my head. They're sometimes quiet, sometimes loud, but I always want them gone!
- 6 There's nothing better than causing trouble. If I'm somewhere new, I head out and start harassing the locals. Somewhere familiar? Start bashin' heads.
- 7 My kind are psychopathic, but they can be directed as tools for Gruumsh. Manipulating them is hardly difficult.
- 8 Anyone stupid enough not to listen to me will learn what true power is.

d6 Mountain Orc Ideal

- 1 **Strength:** Rule with a bloodied, iron fist. (Chaotic)
- 2 **Fearless:** If you do everything in your power to honor Gruumsh, even your failure will be rewarded in death. (Chaotic)
- 3 **Violence:** If you come across a problem, violence is usually the answer. (Chaotic)
- 4 **Death:** Death comes for us all. No sense wasting time thinking about it. (Neutral)
- 5 **Bloodrevel:** Paint the ground red, the color of WAR! (Evil)
- 6 **Suffering:** Our gods reward us for inflicting greater (Evil)

d6 Mountain Orc Bond

- 1 Stories our shaman share talk of orcs elevated to godhood. This is my destiny.
- 2 I've recieved a prophecy from our gods, a rising evil force gathers in a distant land. I've gone forward to scout this danger out.
- 3 The dwarves of the north will pay for all they've inflicted upon us. Until their mountain halls are burned to ash, I will not stop.
- 4 I will lead my tribe, grow it strong, and conquer the land!
- 5 I was left behind as dead after a battle. A dead orc cannot return, and so I wander, hoping to find a glorious death!
- 6 We don't keep guardians as our gray cousins do, but I'd love to tame an owlbear and use it to slaughter my foes!

d6 Mountain Orc Flaw

- 1 I like to get my hands dirty, in the middle of battle I'm known for throwing away my weapon so I might feel my foe crushed between my fists.
- 2 I'm horrible at keeping my armor in good condition, I'll often just use whatever I find on my foes.
- 3 I'm clever enough to scheme against my warchief, but not strong enough to do it. Or smart enough to stop trying.
- 4 I lie to my tribe, telling them what the gods portent, but these are fictions I've invented to gain tighter control.
- 5 My rage has caused my tribe to chain me up in the wilds and leave me. This has only tempered my anger.
- 6 I'm smaller than all the other orcs. This has made me their punching bag.

OROG

"My soldiers!", the voice of the warlord caused the crowd to immediately go silent. "Today, the surface knows about the hordes of mountain orcs. They're aware of the roaming bands of gray orcs. There are doubtless mixed breeds, half breeds and mongrels. But, they've never seen anything like us. Not since the time of their magic empires."

"We march, every upwards. We will step into their bright world and Shargaas will devour their sun. The black skies will run crimson with the blood of every last human as we retake our surface back. The elves will be burned in their forests. The dwarves will be buried in their mountain halls. Death will have a name: OROG!"

Orogs are larger than the other orcs of the realms. Their ears are larger, their eyes are pale yellow pools, and their skin is more ashen, when compared to mountain orcs. They are horrifically resentful of their exile into the underdark and treat any surface creature with an intense hatred.

DWELLERS IN THE DARK

Since the first fall of the Netherese empire, the Orog have descended and delved the depths of the underdark. They remain a solid society within the chaos that is the underdark, surviving along side the drow, derro, deep gnomes, and duergar.

CASTE DRIVEN SOCIETY

Orog leaders and users of magic generally have larger numbers of slaves in their control. The more slaves one has, the more important they are and the higher they live within the city. This literally means their leaders live on high, watching the rabble below.

EXCELLENT SMITHS

A rite of passage to adulthood for the Orog includes forging a weapon. Weapons crafted by Orogs are nearly always of extraordinarily high craftsmanship. Anything of lesser quality is given to children for training.

OROG ADVENTURERS

Orogs are nearing an age where they wish to return to the world. As such, many Orog adventurers are in the realms above, scouting out information for the rest of their clan.

OROG (ORC SUBRACE)

Your Orog character has the following racial traits.

Ability Score Increase Your Charisma score increases by 1.

Alignment While always evil, Orogs enjoy an open viewpoint on the balance between law and chaos.

Thick Hide While unarmored, your Orog character has an AC equal to 11 + their dexterity bonus.

Natural Smiths Your Orog character is proficient with Smith's Tools and double your proficiency bonus when any checks made with Smith's Tools.

Light Blindness You are blind while in sunlight or an area of light of similar brightness such as that from a *Daylight* spell.

Tolerant Bodies You have advantage on checks and saving throws made due to extreme heat or cold.

Orog Darkvision Your darkvision trait works out to 120 feet.

Orog Weapon Training Your orog character is proficient with Handaxes and Greatswords.

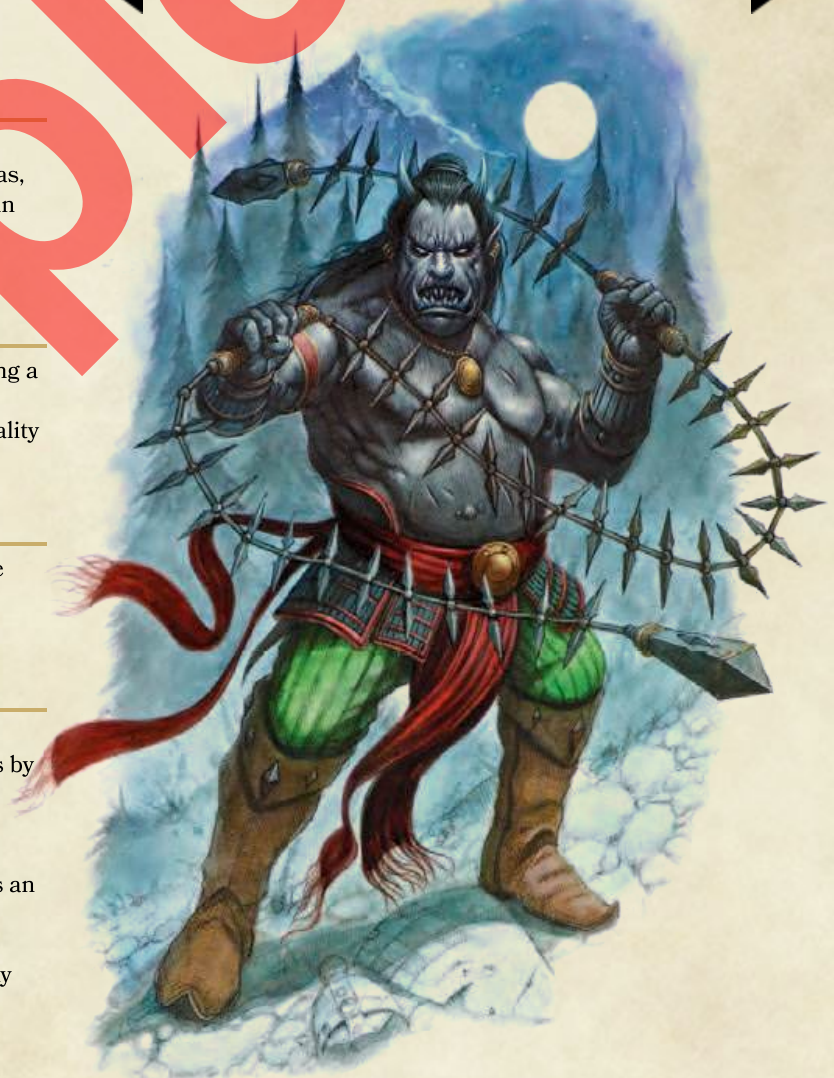
Languages Your Orog character can speak in Orc and Undercommon.

Light Acclimation

Prerequisites: *Light Blindness*

In preparation for the wars to come, you've been trained at a very young age to adapt your body to light. It still pains you, but to a lesser effect.

- Increase your Constitution score by 1.
- Replace your Light Blindness trait with Light Sensitivity.



SURFACE SCOUT

Orog

The orog are the original orc, the creature from which the surface orcs are all derived from. When comparing an orc to a human, they're taller, broader, more muscled, hairier, and tougher. Comparing an orc to an orog would result in a similar (although less dramatically contrasting) comparison.

Skill Proficiencies: Athletics and History

Language Proficiencies: One language of your choice from the following: Dwarven, Gnomish, Common.

Tool Proficiencies: One set of artisan's tools from the following: Brewer's supplies, Carpenter's tools, Cook's utensils, or Woodcarver's tools.

Equipment: A set of well made clothing, a scabbard or other weapon holder of your own design that

Region: Anauroch, The Sword Coast

Suggested Classes: Barbarian, Bard, Fighter, Sorcerer

FEATURE: INFILTRATOR

Unless someone performs a close inspection, you're able to pass as any other surface orc including a half-orc (you simply more closely resemble your orcish parent). If someone attempts to investigate you, you can attempt a Deception check vs their Perception check to remain in cover.

SUGGESTED CHARACTERISTICS

On the surface world, Orog scouts are canny and sly. They understand that should they be uncovered, the knowledge they gain will never make it back home and for the good of all orogs, that shouldn't happen.

d8 Orog Personality Trait

- 1 Now is our time. Everything we do, fate is with us.
- 2 War and violence is fine, but the real reward in victory is the spoils of war. I love new stuff.
- 3 Take pride in the things you create. The orc standing next you should never wonder if his armor or weapon will break.
- 4 My slaves lavish me and I treat them well. Orog who have no sense of property disgust me.
- 5 I have no stomach for wanting to live on the surface. Our cities are magnificent enough down here.
- 6 I am curious to the many varieties of orc on the surface.
- 7 I've trained my whole life to fight the mages of the world above. I'm eager to begin testing my skills.
- 8 Killing for the sake of killing is pointless. Kill to take their stuff, to get what you want, to earn power or prestige, but don't kill for the sake of killing.

d6 Orog Ideal

- 1 **Natural Order:** The strong prey on the weak, that is the order of things. (Lawful)
- 2 **Fun:** If you can't have fun crushing skulls, what's the point of crushing skulls? (Chaotic)
- 3 **Patience:** We've waited this long. We might enjoy savage tactics but we understand patience. (Neutral)
- 4 **Excess:** Even if I had all the slaves, weapons, armor, and wealth, that would not be enough. (Evil)
- 5 **Violence:** Your enemies will only fear you once you show them the truth of their inferiority. (Evil)
- 6 **Pain:** Living thousands of years in this dark and desolate world has taught me that only through pain, can the truth of the world be revealed. (Evil)

d6 Orog Bond

- 1 It's my goal to supply our armies with as many half-orcs as I can breed. Their ability to suffer the sun will serve us well.
- 2 All my gear was made by me, for I refuse to suffer inferior equipment.
- 3 Most of my kind aren't willing to go to the surface. I do it to prove myself better than them.
- 4 On the surface I've heard of those with instincts like ours. Perhaps rather than ruling it through force, I can rule it as a king.
- 5 I've little interest in living in the world above, but I've heard of mighty magics woven into armor and weapons. I want to see these items for myself.
- 6 The netherese were our foes. News of their return reached our borders, but before we could amass, they had already disappeared. I want to hunt the survivors down and end their reign forever.

d6 Orog Flaw

- 1 I let too many foes live, hoping to make them slaves.
- 2 I easily get lost in the underdark, even when I have maps.
- 3 I'm always willing to sacrifice slaves instead of wading through combat myself.
- 4 If I get hungry, I become quite filled with rage until sated.
- 5 I'd rather manipulate others into doing my work, instead of doing it myself.
- 6 Leadership comes naturally to me. Well not naturally, but if I punch enough faces, others seem to let me have it.

THAYAN ORC

The Thayan's lips drew themselves out as his fellow wizard passed. "My lord, you'll see the latest batch is far more loyal than before, and these ones I've even already trained for you."

Over his shoulder, his answer came. "Oh? Let's test that out shall we?" The last thing the wizard heard as he fell into the pit of orcs was "tear him open."

Magically crafted orcs, these are hybrids of gray orcs, oogs, ogres, and gnolls. More bestial than common orcs but less populated as the Thayans strictly control their reproduction through magical infertility. They come in two forms: red thayan orcs and black Thayan orcs.

BRED WITH A PURPOSE

Thayans tinkering with their breeding, magically enhancing or reducing fertility to encourage loyalty through their orcs. Thayan orcs only believe in what has been imprinted into them over time: magic is their master, the orcish gods of old are dead.

SWIFT SHADOWS

Black orcs are designed for scouting, long range engagements, and as sneaks. They're leaner, quicker, and less muscled than red orcs. Their faces are smaller, with blackened eyes.

BRUTAL BLOOD

Thicker skin, sallow eyes, brows that can deflect sword blows away from the face, every aspect of the red orc is designed for combat. They're mentally conditioned to revel in combat, and rewarded by their masters for gruesome acts of violence.

THAYAN ORC ADVENTURERS

Because of their servitude, Thayan orcs are only seen outside their home lands in the presence of red wizards. However, rarely, unique individuals will be born (or chosen by fate) to ascend above their station and run from Thay. It's rare that they make it, but the ones that do are forever looking over their shoulder.

BLACK THAYAN ORC (ORC SUBRACE)

Your orc character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 1.

Speed. Your base walking increases to 40 ft.

Alignment. Because of the strict lifestyle enforced by their Thayan overlords, thayan orcs are all lawful evil.

Languages. You can speak Common, and Orc.

Scent. Thayan orcs have advantage on Wisdom (Perception) checks that rely on smell.

Tolerant You have advantage on checks when dealing with extreme weather conditions, such as very hot or very cold weather.

Master of Camouflage. You are proficient in Dexterity (Stealth) checks and your proficiency bonus is doubled for Dexterity (Stealth) checks.

Black Orc Weapon Training. You are considered proficient with the longsword and shortbow.

RED THAYAN ORC (ORC SUBRACE)

Your orc character has the following racial traits.

Ability Score Increase. Your Constitution score increases by 1.

Languages. You can speak Common, and Orc.

Alignment. Because of the strict lifestyle enforced by their Thayan overlords, thayan orcs are all lawful evil.

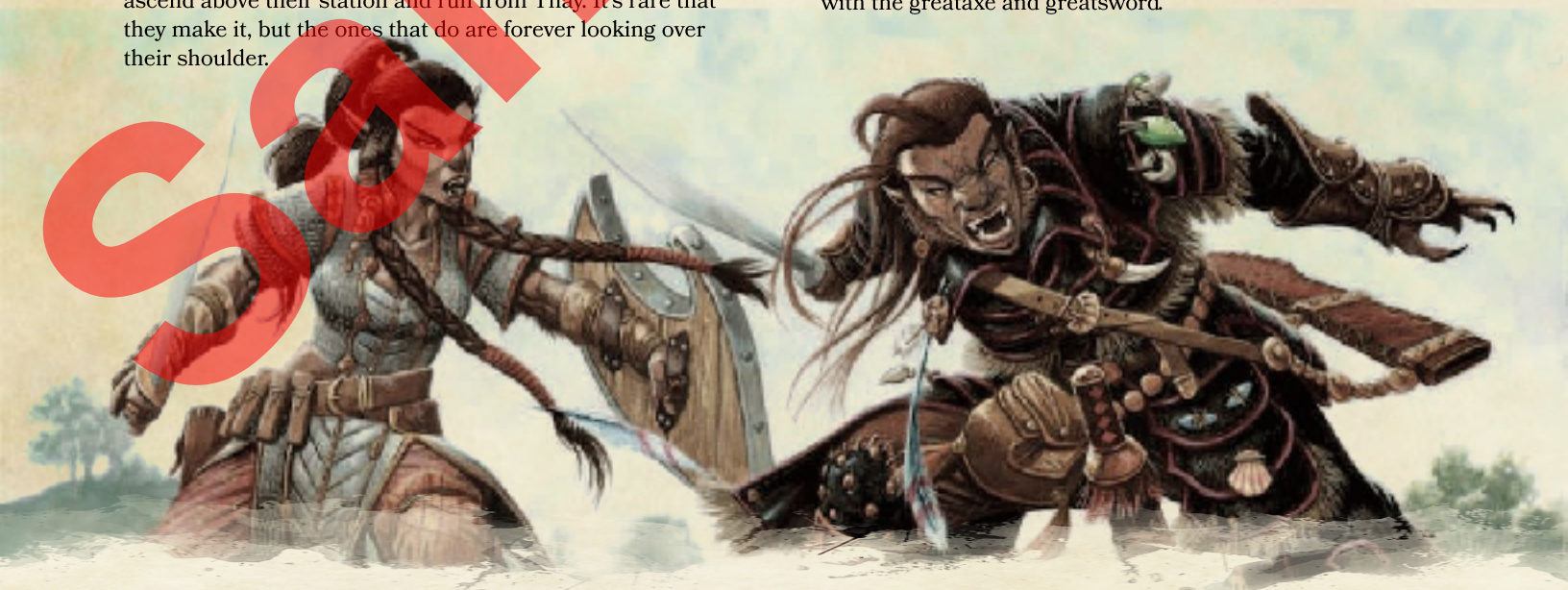
Thick Skin. When unarmored, your armor class while wearing no armor is 11 plus your dexterity.

Scent. Thayan orcs have advantage on Wisdom (Perception) checks that rely on smell.

Tolerant You have advantage on checks when dealing with extreme weather conditions, such as very hot or very cold weather.

Savage Combatant. When you kill a foe, you may move up to your full movement towards another foe. If you end this movement within reach of that foe, you may use your bonus action to attack them with a single weapon attack.

Red Orc Weapon Training. You are considered proficient with the greataxe and greatsword.



HANDPICKED SERVANT

THAYAN ORC

Both red and black orcs come from decades of Thayan intervention upon their breeding and crossbreeding to get precisely the genetic makeup the Thayans are looking for. This process created two very intimidating and dangerous species of orc. Advanced individuals are sometimes groomed by their masters for specific purposes.

Skill Proficiencies: Deception, plus one other that varies for purpose determined by your lord.

Language Proficiencies: Varies, by purpose determined by your lord.

Tool Proficiencies: Varies, by purpose determined by your lord.

Equipment: Gear from your cover, plus a random trinket which allows you to communicate with your lord.

Region: Thay

Suggested Classes: Barbarian (Red), Fighter (Red), Ranger (Black), or Rogue (Black).

FEATURE: THE CHOSEN ONE

You have a lord in Thay that you answer to, who has chosen you for a specific task. Choose another background as your cover. Choose one skill from it, and a combination of two from any tool proficiencies or languages the background has access to. You get their gear plus one trinket.

SUGGESTED CHARACTERISTICS

You've been given all the grooming and training required to complete your task. You are exceptionally focused towards completing it. The traits, bonds, ideals, and flaws below reflect yourself, not your cover.

d8 Thayan Orc Personality Trait

- 1 To be seen is to fail. Be as quiet as a shadow.
- 2 When you are given a task, focus on it and ignore all else.
- 3 The red orcs think us weak. I tend to think of myself as, utilizing all the tools available instead of just using strength.
- 4 We are Thayan. Thay is our land. Built on orc blood, made strong by orc souls. Thay is everything.
- 5 WAGHAHA! FALL BEFORE ME!
- 6 If you want me to listen to you, you'll have to kill me first to prove I should!
- 7 I've got nothing to say. I take orders from my betters and I complete them. That's the best way of things.
- 8 I only make promises in blood. Not my blood. Your blood.

d6 Thayan Orc Ideal

- 1 **Loyalty:** I've seen other orcs. They're savage brutes. Our masters favour us because we understand control and temperance. (Lawful)
- 2 **Power:** Our masters show us what true power is and our loyalty lies with that power. (Lawful)

d6 Thayan Orc Ideal

- 3 **Bloodfury:** There's no call stronger than the sound of battle! (Chaotic)
- 4 **Cruelty:** What's the use in killin' if you go and make it quick? (Evil)
- 5 **Strength:** If you're not stronger than me, step aside. (Evil)
- 6 **Cunning:** Outwit your foes, then crush them while they're confused. (Evil)

d6 Thayan Orc Bond

- 1 My task will take me far from home, but I hope success will breed more such missions.
- 2 My family line has been prosperous for the Zulkir. I only hope that I can bring an equal amount of success.
- 3 Of all the other orcs owned by my master, I've been chosen. I will prove I've earned that right, or die trying.
- 4 I don't care what the task is, as long as I get to rend flesh from bone.
- 5 I live for two things: to drive my enemies before me, and to hear the cries of their families.
- 6 Even if not instructed, I often end up burning things. Fire is my second love in life.

d6 Thayan Orc Flaw

- 1 I hate all living things other than my master.
- 2 Once I get killing, I just can't stop. Even if there are only allies around.
- 3 I stand head and shoulders above my kin, as such I treat all orcs as scum.
- 4 My huge bulk means I need lots of food. I'm always eating, even in the middle of combat.
- 5 Many battles have left my brain addled. It's not hard for me to forget what happened five minutes ago.
- 6 I have no intention of holding my rank. I am stronger than any wizard. I will be free of this kingdom and find my own destiny.

OGRILLON

Ethrys stood in front of the group of orcs. All he needed do was challenge their greatest champion, and they would fall away from the city, never to return until a new champion could defeat him. Everything seemed simple enough, but why was it taking so long?

Then, he heard the scream. An orc went flying over the crowd and bashed against the mountainside. Even before the rest of the orcs cleared a path, he felt the deep rumblings as the creature yawned and could see its head above the already tall orcs.

At first, he thought he was facing a giant but it was clear that wasn't the case. Thick tusks protruded from the jaw of the hulking figure, and its skin was far more green than that of a hill giant. The figure gave two huge strides and grabbed him by the head, throwing him off the mountain without the answer he was looking for.

The offspring between ogres and orcs, ogrillon are truly terrifying foes. Standing much taller and wider than a typical orc, their physical features still read from that parentage. Their mental faculties are even dimmer than either side of their makeup, making them easy for either group to manipulate.

LIVE FOR VIOLENCE

Ogrillon are built for violence. They get irritated and restless if not presented battles to fight. When challenged to combat, their interest is easily held and focused on that battle.

EASILY LED

Their parents are quick to utilize the combined best traits of both races, ogrillons are raised to listen to authority. Rare is the specimen that has ambitions of leadership.

RAW POWER

It's rare to find a ogrillon that enjoys using armor or weapons, instead preferring to not be restricted by anything other than thin clothing and their fists.

OGRILLON ADVENTURERS

Most adventurers are likely accompanied by an escort or trainer, someone the ogrillon will listen to. If found as a child, an ogrillon can easily be added to any adventuring group where it will listen as easily as any trained pet.

NAMES OF THE OGRILLON

Their parents are often so quick to exploit them, that they're given names typical of the destinies ahead of them. "Skull-Crusher", "Blood-Sprayer", or "Bone-Grinder" are common examples. When they form their own tribes, they instead take names typical of orcs and ogres.

OGRILLON TRAITS

Your Ogrillon character has the following racial traits.

Ability Score Increase Your Strength score increases by 2 and your Constitution score increases by 1.

Age Most ogrillon are considered an adult early, around 8, and almost none live past the age of 25.

Alignment Typically ogrillon don't care for good or evil, they're just looking for a chance to crush things. The average ogrillon is lawful neutral or chaotic neutral, although certainly they can come from any combination, taking on the viewpoint of those who raise them.

Size Your ogrillon character is medium size.

Speed Your base walking speed is 40 ft.

Tough Hide When unarmored, your armor class while wearing no armor is 12 plus your dexterity.

Strong Frame Your ogrillon character is considered to be a Large for the purpose of determining its carrying capacity.

Powerful Build You are proficient in Strength (Athletics) checks and your proficiency is doubled for Strength (Athletics) checks.

Relentless Endurance When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

Powerful Strikes You are proficient with your fists, which deal 1d8 bludgeoning damage on a hit. Also you are proficient with improvised weapons.

Brawler When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target. A grapple check is a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

Languages Your ogrillon speaks Orc and Giant.

OGRILLON SIZE

Gender	Average Height	Average Weight
Male	5'11" - 7'10"	200 - 240 lbs
Female	5'11" - 7'5"	200 - 230 lbs

Note About Unarmed Attacks

For the purposes of Martial Arts and Flurry of Blows, the bonus unarmed strikes made as a Bonus Action must be conventional unarmed strikes and follow the standard Monk Unarmed Strike damage progression.

ORPHAN

OGRILLON

Orphaned ogrillons happen when an adventuring troupe comes across a warband, slaughters the adults and finds these young half-ogres. Deposited on the doorsteps of monasteries, they often are given purpose that suits their nature.

Skill Proficiencies: Intimidation and Survival

Language Proficiencies: You can Speak, Read, and Write common and one more of your choice.

Equipment: A set of clothing designed by whoever raised you, a simple lock-box to keep your possessions in. A backpack sized for you, along with a bedroll and tent. A small pouch with 15 gold.

Region: Amn, Ice Mountains, Thar, Vaasa

Suggested Classes: Barbarian, Fighter, Monk

FEATURE: CHILD OF THE MONASTERY

You come from one of the many monasteries of the realms. You are famous in that region for being one of their champions and while it won't make anyone your immediate friend it will stop them from attacking you on sight.

If you're playing in the Forgotten Realms, it's recommended you choose one of the following but with your DM, you can freely pick the right monastery from any realm. The language you gain above should be learned from your time at the monastery.

Monastery	Region	Religion	Alignment
Black Raven Monastery	Spine of the World	Any who oppose slavery.	N
House of the Broken God	Calimshan	Ilmater	NG
Lady's Hand	Silver Marches	Loviatar	NE
Order of the Long Death	Vilhon Reach	Any who seek to understand life and death.	LN
Punakha Dzong	Hordelands	Cyric	CN
Brotherhood of the Scarlet Scourge	Sword Coast	Any orcs who seek harmony with the world	N

SUGGESTED CHARACTERISTICS

Ogrillon are typically balancing themselves between fits of rage and whatever attitude they gained from their upbringing.

d8 Ogrillon Personality Trait

- 1 My inner fires burn for combat, I seek it without regret.
- 2 I try to prove that just because I'm big, doesn't mean I'm dumb.
- 3 If you can find me something to fight, I'll walk with you forever.
- 4 A gilded cage is better than nothing. As long as you treat me well, you've got my respect.
- 5 When I get bored, I get angry. You wouldn't like me while I'm bored.

d8 Ogrillon Personality Trait

- 6 I prefer to be left alone. I like my solitude.
- 7 My emotions are extreme, when something is a little funny then I find it hilarious. A little offensive, and it's a mortal offense.
- 8 I admire and go out of my way to help the clergy.

d6 Ogrillon Ideal

- 1 **Best Intentions:** It's good to let others tell you what to do, they want you to be ok. **(Lawful)**
- 2 **Learning:** I can only listen to those smarter than me. Otherwise I make mistakes. **(Lawful)**
- 3 **Anger:** There's never a moment you're not angry, but that means you know how to deal with it. **(Neutral)**
- 4 **Obey:** Every moment of your life was dedicated to listening to your betters. **(Neutral)**
- 5 **Fun:** Smashing things is fun! **(Chaotic)**
- 6 **Excess:** When I do good, I get stuff. Keep doing good. **(Chaotic)**

d6 Ogrillon Bond

- 1 My monastery gave me everything. I protect them until death.
- 2 I was discarded, thrown away. I want to do the same to my birth parents.
- 3 I love stomping things. STOMP STOMP STOMP!!!
- 4 My kind do not live long. I want to live long.
- 5 My parents were odd, and found a way to make me. Maybe someone out there wants to be odd with me too.
- 6 I keep hearing about gods. Gods this and gods that. I want to learn more about them.

d6 Ogrillon Flaw

- 1 I take everyone's words literally.
- 2 I run into situations without thinking about the consequences.
- 3 I eat a lot. More than I need. It's very expensive.
- 4 I love sleeping so much, I often slow others down.
- 5 I have no concept of property. I take what I want.
- 6 My large size is something I often forget is a problem. I'll try to sit on chairs that won't fit me or get angry at doors being too small.

ONDONTI

Yalara was hidden in the tree, not forty paces from the orc. The long bladed weapon in it's hands no doubt stolen from a farmer. Her bowstring taut in her fingers, arrow ready for release, she whispered a prayer for her arrow to strike true.

And then the smaller orc ran up. Her prey turned and smiled, picking the young pup up. They nuzzled, lovingly, something she never thought an orc was even capable of. Yet another orc called from the small dwelling, a female this time and swollen with child. She was laughing at the two orcs playing.

In all the lands she had visited, across all faerûn, she had never seen anything like this. She unnocked her bow and turned to a prayer of forgiveness before leaving. The orcs had never known she was there.

Across the vast and many realms, everyone knows one thing: orcs are evil. The zhentarim instead, have a different bit of knowledge: that hidden between the borders of the Moonsea, Vaasa and Damara, are a group of orcs that worship Eldath the green goddess, and want nothing more than to farm and be left alone.

Physically they look just like gray orcs, similar in height and build, but they live nearly twice as long.

PEACE BE WITH YOU

For as aggressive and violent as other orcs tend to be, ondonti are pacifistic and peaceful. Expert farmers and devout in their faith to Eldath, ondontis are the very picture of idyllic.

ALL ARE ONE

In the past the ondontis were gray orc slaves. Having escaped that life and become farmers thanks to some clerics of Eldath, fifteen tribes sprinkled a wide swath of land. Their first meeting with non-orcs after this was the Zhentarim, who enslaved fourteen of those tribes. This tribe has now grown quite large, and most ondonti do not venture far from it.

TALE OF TALES

Ondonti pass their history through oral recitation that also provide them the life lessons they use in their daily lives. This teaching is known as the Tarek-Passar (the Way of Peace).

ONDONTI ADVENTURERS

Ondonti are friendly, kind, and trusting, but not naïve. They live hard lives in harsh climes, but trust in their goddess to keep them safe.

NAMES OF THE ONDONTI

Historically, ondonti use human names as this has been the tradition since they were saved by the clerics of Eldath.

ONDONTI TRAITS

Your Ondonti character has the following racial traits.

Ability Score Increase Your Strength score increases by 2 and your Wisdom score increases by 1.

Age Like gray orcs, ondonti are of age around 10 but live much longer thanks to the blessings of Eldath, with many reaching 60.

Alignment Most ondonti are lawful good, while those that are not are either neutral good or chaotic good.

Size Ondonti are medium sized.

Speed Ondonti base walking speed is 40 ft., a trait they inherited from their gray orc cousins.

Blessing Of Eldath Your ondonti character has advantage on saving throws against poison, disease, and you have advantage on saving throws against being Charmed.

Teachings Of Eldath At 1st level, you gain the Druidcraft cantrip, at 3rd level you can cast Purify Food and Drink once per long rest, and at 5th level you can cast Barkskin once per long rest. Wisdom is your spellcasting ability.

Scent Ondonti have advantage on Wisdom (Perception) checks that rely on smell.

Languages Your ondonti character speaks, reads, and writes common.

ONDONTI SIZE

Gender	Average Height	Average Weight
Male	6'0" - 6'5"	200 - 230 lbs
Female	5'9" - 6'3"	180 - 220 lbs



ELDATH PROTECTED

ONDONTI

The ondonti are visually identical to gray orcs. One could tell them from gray orcs only through observation of their society and traits. Ondonti rarely become adventurers, but those that do are often doing so to protect their home.

Skill Proficiencies: Nature and Survival

Tool Proficiencies: Brewer's supplies and Cook's utensils

Equipment: A small icon of Eldath, two sets of common clothing, a backpack and bedroll, and a sack containing 25 gp.

Region: Damara, The Moonsea, Vaasa

Suggested Classes: Cleric, Fighter, Paladin

FEATURE: AN EYE FOR GROWING THINGS

Ondonti use the teachings of Eldath as a way of governing their lives, and to that end they understand how things grow. Through one minute of observation, they can determine how healthy a plant is, when it will bloom, what it lacks, if it's diseased, how to cure that disease, and they double their proficiency for any check made involving plant life.

SUGGESTED CHARACTERISTICS

Peaceful, hardworking, and honest, ondonti are some of the most caring and emotional people in all of the realms.

Ondonti characters are the most reliable folk, which most people never discover since they immediately think they're gray orcs.

d8 Ondonti Personality Trait

- 1 I come in peace, and every action I take should show it.
- 2 Every new face I meet, I treat as I would my neighbor.
- 3 I try to show others the good that exists within them.
- 4 My family is important, any threat to that easily turns me angry.
- 5 I ensure that even when time is short, I find time to pray to Eldath.
- 6 Even after everything that happened to our people, I still try to forgive more than fight.
- 7 It's important for me to recite our history and ways when others are unfamiliar with them.
- 8 I share whatever I have with whoever needs it. If there's not enough for me, then I give it all to them.

d6 Ondonti Ideal

- 1 **Family:** There is nothing more important than family. (Lawful)
- 2 **Protection:** Ensuring those you care for avoid suffering is the greatest gift you can give. (Lawful)
- 3 **Freedom:** Between orcish warlords and scheming zhentarim, freedom is the most important thing I stand for. (Chaotic)

d6 Ondonti Ideal

- 4 **Stories:** It's important to know where you came from, to know where you're going. (Neutral)
- 5 **Selflessness:** Our time is short, spend it doing good for others. (Good)
- 6 **Ideal:** (Good)

d6 Ondonti Bond

- 1 Our history is incomplete, I venture forth to discover more about it.
- 2 The teachings of Eldath are only what we've shared, certainly there is more to our goddess but I need to travel to find it.
- 3 I was one of the slaves of the Zhentarim. I escaped, but now I'm in an unfamiliar place.
- 4 Peace with our brutish cousins is the change I want to see in the world.
- 5 This world is filled with magic, certainly there is some powerful enough to cloak our tribe.
- 6 Finding a new home for my people, one where we can spread from, is very important to me.

d6 Ondonti Flaw

- 1 I have a tendency to treat all gods other than Eldath as something to be avoided.
- 2 Since others tend to think of us as simple orcs, I try to avoid social situations altogether.
- 3 Farming comes so naturally to me, it doesn't occur to me that others don't want me to tend their crops.
- 4 Stories are one thing, but I have a tendency to go on and on and on...
- 5 My hearing is bad, so I have a tendency to treat every noise as some monster around the corner.
- 6 There's friendly, and then there is FRIENDLY. I'm never sure where the line from one crosses to the other.

LEGAL

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Sample file



Inside you'll find resources to help you roleplay an orc from many of the regions in the Forgotten Realms.

- 3 New Races
- 4 New Sub-Races
- 5 Half-Orc Variants
- 7 Orcish Backgrounds
- 2 New Feats
- 1 New Item
- 1 New Spell

This supplement is standalone, but works with the entire "Backgrounds of Faerûn" (available on the DMs Guild) line.



Other supplement from this line:

- Backgrounds of Faerûn
- Backgrounds of Faerûn: Dwarven Kingdoms
- Backgrounds of Faerûn: Elven Kingdoms
- Backgrounds of Faerûn: The Small Folk
- Backgrounds of Faerûn: Blood of Groomsh
- Backgrounds of Faerûn: Children of the Planes
- Backgrounds of Faerûn: Underwater Nations
- Backgrounds of Faerûn: The Scaled Kingdoms
- Backgrounds of Faerûn: The Forgotten Folk
- Backgrounds of Faerûn: Nations of Destruction
- Backgrounds of Faerûn: Points of Light

