

# Sordark's Maulers

## A gang of five down-on-their luck Orcs



### Introduction

This document contains the statistics of five NPC orcs, created using the 4th Edition GURPS rules. The orcs are a sorry bunch, suitable for a small number of beginner player characters to butcher. There is little in the way of loot other than a few coins, a mysterious piece of rock, and a well kept donkey called Nag.

### Background

Orcs kill off a leader once he begins to weaken but Sordark saw his time coming. Gathering a loyal band of flunkies, he escaped his mountain stronghold before his rivals could conspire to murder him. Bitter at his downfall, he wanders the plains as a brigand, his followers now whittled down to just four. With a piece of rock from his mountain home in his pocket, he dreams of returning to seize back the reigns of power. But tuberculosis and age are against him and his time is short.

### Notable points

Sordark and his four companions travel with their donkey, Nag. Surprisingly, Nag is well cared for since Sordark has the wit to see its use – a dead donkey means the orcs have to carry all their gear. When the band attack the party, Sordark will have concealed Nag nearby.

Sordark is forty-five and frequently wracked by severe bouts of coughing due to his tuberculosis. The more energetic he is, the more likely he is to cough. And when he coughs, boy does he cough – infectious phlegm and saliva fly in all directions, and any character within one hex runs a low risk of contracting the disease.

The rock in Sordark's pouch comes from his home mountain and has absolutely no magical or special properties whatsoever. However, it is a rather fetching piece of granite, shot through with a vein of quartzite and worn smooth by many years of rubbing in Sordark's sweaty palms. The player characters should be left to vainly ponder its significance for the amusement of the GM.

Sordark's right-hand-orc, 'Ackem, is huge, aggressive and frightening enough to invoke a fright check. However, he is all show, and his lack of dexterity and skill means he will seldom hit with his maul.

All the orcs except 'Ackem speak their native tongue plus the players tongue to "broken" level. 'Ackem only (just) speaks orcish. None of them can read or write.

### The Encounter

The orcs will attempt to ambush the party, hiding until the party is close and trying to gain surprise. Prior to the attack:

- ❖ If any character in the party has the luck advantage, Nag will bray loudly on a 10 or less on 3d6.
- ❖ If any character has the acute hearing advantage, they will hear Sordark suppressing a coughing fit on a successful hearing role at -2.

If the orcs are not detected before attacking, the party will be totally surprised.

During the attack, the orcs will use the following tactics:

- ❖ Sting and Rorlack will hide on opposite flanks and fire one sling round at the party on Sordark's command.

- ❖ 'Ackem will leap up and close on the party, roaring and screaming, requiring a fright check at +3. Brag will follow a few steps behind.
- ❖ Sting and Rorlack will fire a second round, then close in to fight.
- ❖ Sordark will remain out of harm's way at the back, shouting commands. He will only close to fight if the party is being defeated.
- ❖ If 'Ackem or any other two orcs are killed, Sordark will call a retreat, grab Nag and run. If the orcs are cornered and offered quarter, they will surrender.
- ❖ Sordark must role against his health in every turn of combat or be paralysed with coughing for 1d6 turns. Any player within one hexagon range must role against their health at +5 or contract the disease. The GM should play up the amount of liquid emanating from Sordark.

If the orcs are defeating the party, Sordark will close in and offer them quarter. He'll demand they throw down all their money but will be satisfied if he sees goods with a value of fifty dollars or more. A successful fast-talk role will allow the party to persuade Sordark that a given item is worth more than it is.

If the party lays out fifty dollars worth of goods (or thereabouts), Sordark will let them withdraw in good order with their weapons.

If the party cannot lay out goods to Sordark's satisfaction, he will demand they lay down their weapons and surrender. Captives will be bound and beaten up. Anyone who killed an orc will receive a special beating but Sordark will intervene before the character is actually killed. Sordark will then release one party member to fetch a ransom.

If the party refuses to lay down their weapons, Sordark and his cronies will continue the attack and fight until the party are incapacitated or killed.

## The Stats

### Nag, the donkey.

<b>ST</b>	15
<b>DX</b>	10
<b>IQ</b>	3
<b>HT</b>	11
<b>Move</b>	8

Nag carries the following gear:

- ❖ 2 coils of heavy rope, 10yds each, 10lbs, can support 1,100lbs
- ❖ Greasy, unclean cooking gear – 4 iron pots and pans, 5lbs
- ❖ Three ragged two-person tents, with 6-foot poles 36lbs + 9lbs for the poles
- ❖ Six heavy woollen blankets, 30lbs
- ❖ A whetstone, 1lb
- ❖ A lantern with 6 hours oil left in it, 1.5lbs
- ❖ A tinderbox, 0.5lbs

Name: <b>Sordark</b>		Reaction +/-: <u>-2</u>	Point Total: <u>50</u>						
Appearance: <u>5'7", 170lbs, age 45, ugly, wracked with frequent coughing fits brought on by tuberculosis.</u>		Advantages, Disadvantages, Quirks: <u>Acute Hearing 2, Intolerance, Reputation -2, Unattractive, Terminally ill (1 year left)</u>							
		<u>Quirk: Always carries a piece of his old mountain with him.</u>							
<u>12</u> ST	HP: <u>13</u>								
<u>10</u> DX	Basic Damage								
<u>10</u> IQ	Thrust: <u>1d-1</u>	Skills: <u>Area knowledge 13, Brawling 14, Interrogation 12, Leadership 14, Broadsword 13, Knife 13, Public Speaking 14, Shield 12, Survival (plains) 12, Hiking 13, Speaks Orcish, player's language in broken.</u>							
<u>12</u> HT	Swing: <u>1d+2</u>								
Will <u>12</u>	FP: <u>12</u>								
Per <u>10</u>									
Basic Speed: <u>5.5</u>	Move: <u>5</u>								
Encumbrance: <u>0</u>		Weapon Statistics: <u>Broadsword: cut 1d+3, cr (thr) 1d, Reach 2, Wt 3lbs</u>							
Dodge: <u>8</u>	Parry: <u>9</u>	<u>Large Knife: cut 1d imp 1d-1, Reach C, 1, Wt 1lbs,</u>							
Block: <u>10</u>	Size Modifier <u>0</u>								
Shield DB <u>+1</u>		Possessions: <u>Small shield (8lbs), hits 6/30, Average broadsword, pouch with stone and \$20, poor clothes.</u>							
DR	<table border="1"> <tr> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </table>	0	0	0	0	0	0		
0	0	0	0	0	0				

Name: Brag Reaction +/-: -3 Point Total: 26  
 Appearance: At 5'2" and 170lbs, Brag is squat and fat. His face is disfigured, scarred and ugly.  
 Advantages, Disadvantages, Quirks: Acute Hearing 2, Intolerance, Reputation -2, unattractive, high pain threshold

10 **ST** HP: 11  
 10 **DX** Basic Damage  
 8 **IQ** Thrust: 1d-2  
 12 **HT** Swing: 1d  
 FP: 12  
 Will 8 Per 8  
 Basic Speed: 5.25 Move: 5  
 Encumbrance: 0  
 Dodge: 8 Parry: 10 Block: 10  
 Shield DB +1 Size Modifier 0

Weapon Statistics: Axe: cut 1d+2, reach 1, wt 4lbs, Short sword: cut 1d, Imp 1d-2, Reach 1, Wt 2lbs

Possessions: Small shield (8lbs hits 6/30), Axe 4lbs, Short sword 2lbs

	Head	Torso	Arms	Hands	Legs	Feet
DR	0	0	0	0	0	0

Name: 'Ackem Reaction +/-: -3 Point Total: -58  
 Appearance: 'Ackem is huge (6'1", 190lbs), ugly, exceedingly strong but very, very thick and a complete butter fingers.  
 Advantages, Disadvantages, Quirks: Acute Hearing 2, Intolerance, Reputation -2, unattractive, high pain threshold. Quirks: Screams as a goes into battle, causing a fright check at +3 to any non-fighters.

14 **ST** HP: 15  
 7 **DX** Basic Damage  
 6 **IQ** Thrust: 1d  
 12 **HT** Swing: 2d  
 FP: 12  
 Will 6 Per 6  
 Basic Speed: 4.75 Move: 4  
 Encumbrance: 0  
 Dodge: 7 Parry: 7 Block: 0  
 Shield DB 0 Size Modifier 0

Weapon Statistics: Maul: 2d+4 cr, Reach 1,2, Wt 12lbs, 1 turn to ready

Skills: Hiking 14, Maul 8, Brawling 12, Lifting 16

	Head	Torso	Arms	Hands	Legs	Feet
DR	0	0	0	0	0	0

Name: Sting Reaction +/-: -3 Point Total: 28  
 Appearance: 5'8", 165lbs, of average looks (for an orc).  
 Advantages, Disadvantages, Quirks: Acute Hearing 2, Intolerance, Reputation -2, unattractive, high pain threshold.

11 **ST** HP: 12  
 10 **DX** Basic Damage  
 8 **IQ** Thrust: 1d-1  
 12 **HT** Swing: 1d+1  
 FP: 12  
 Will 8 Per 8  
 Basic Speed: 5.25 Move: 5  
 Encumbrance: 0  
 Dodge: 8 Parry: 9 Block: 0  
 Shield DB 0 Size Modifier 0

Weapon Statistics: Short sword 1d cut, 1d-2 imp, Reach 1, Wt 2lbs  
Sling: 1d pi, Acc 0, Range 66/110, Rof 1, Shots 1(2)

Skills: Survival (plains) 10, Sling 11, Short sword 13, Brawling 10, Hiking 16

Possessions: Average short sword (2lbs), sling (½ lbs), 10 sling stones (1lbs)

	Head	Torso	Arms	Hands	Legs	Feet
DR	0	0	0	0	0	0

Name: <b>Rorlack</b>		Reaction +/-: <b>-3</b>		Point Total: <b>28</b>	
Appearance: <b>5'7", 170lbs, Rorlack is a young orc "pretty boy", quicker but less robust than most. His cooking skill keeps him in demand.</b>		Advantages, Disadvantages, Quirks: <b>Acute Hearing 2, Intolerance, Reputation -2, unattractive, high pain threshold.</b>			
<b>10</b>	<b>ST</b>	HP: <b>11</b>			
<b>12</b>	<b>DX</b>	Basic Damage	Skills: <b>Survival (plains) 10, Sling 13, Short sword 13, Brawling 12, Hiking 10, Shield 12, Cooking 10</b>		
<b>8</b>	<b>IQ</b>	Thrust: <b>1d-2</b>			
<b>9</b>	<b>HT</b>	Swing: <b>1d</b>			
		FP: <b>9</b>			
Will <b>8</b>	Per <b>8</b>				
Basic Speed: <b>5.25</b>		Move: <b>5</b>			
Encumbrance: <b>0</b>					
Dodge: <b>8</b>	Parry: <b>9</b>	Block: <b>10</b>	Weapon Statistics: <b>Short sword 1d cut, 1d-2 imp, Reach 1, Wt 2lbs</b>		
Shield DB <b>+1</b>	Size Modifier <b>0</b>	Sling: <b>1d pi, Acc 0, Range 66/110, Rof 1, Shots 1(2)</b>			
		Possessions: <b>Average short sword (2lbs), sling (½ lbs), 10 sling stones (1lbs), small shield (8lbs, hits 6/30)</b>			
	Head	Torso	Arms	Hands	Legs
DR	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>

## Credits

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