

Goblins, Orcs, and Ogres are creatures of destruction and chaos. They are intolerant of any other cultures, unable to resist cruel impulses, and incapable of opposing their vile temperament. Though generally uncooperative with one another, they band together in frenzied armies at the appearance of certain constellations known as Dread Signs. These are the times when great cities burn, dark relics fall into the clutches of evil, and humanity stands at the brink of destruction.



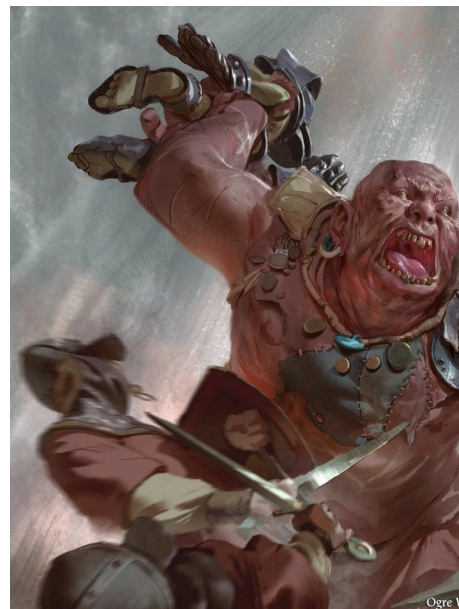
GOBLINS

More akin to a nest of murderous rats than a community. They take whatever neglected space they may find to lair in and are difficult to eradicate.



ORCS

Able to produce weaponry and execute cunning tactics, they live to slaughter and destroy the weak or unprepared, mercilessly.



OGRES

Ogres are destruction incarnate. These giants revel in unmaking the efforts of civilization. Destroying castle walls, devouring kings, and tearing apart the hope that unites the forces of Order and progress.

DREAD SIGNS

A collection of 4 constellations known as The Dread Signs spur these beasts ever onward as they rise and fall faintly visible in the heavens above. These creatures can feel when a Dread Sign has reached its zenith and are driven mad by its influence, whether within sight of the night sky or not. It boils their blood and pounds in their hearts like war drums. They instinctively coalesce during these times and show a terrifying level of cooperation.

THE RING

Goblins infest cemeteries and crypts, Orcs attack shrines and religious leaders, Ogres wreck temples and monasteries.

DREAD EFFECT: UNDYING

Under this Dread Sign, Goblins/Orcs/Ogres who are killed in combat rise again as undead until the Dread Sign wanes.

THE BLADE

Goblins infest towns and sewers, Orcs attack castles and towns, Ogres destroy fortifications and bridges.

DREAD EFFECT: BLOODTHIRSTY

Under this Dread Sign, Goblins/Orcs/Ogres deal exceptional amounts of damage in combat until the Dread Sign wanes.

THE CROWN

Goblins infest ruins and wells, Orcs attack mines and trade routes, Ogres destroy wizard towers and great libraries.

DREAD EFFECT: DARK INSIGHTS

Under this Dread Sign, Goblins/Orcs/Ogres gain the ability to wield dark magic until the Dread Sign wanes.

THE WORM

Goblins infest caves and forests, Orcs burn farms and attack watchtowers, Ogres destroy food stores and mills.

DREAD EFFECT: PESTILENT

Under this Dread Sign, Goblins/Orcs/Ogres inflict disease and rot until the Dread Sign wanes.

DREAD RELICS

Each Dread Sign is rumored to have an associated magic relic. Only while a Dread Sign is at its pinnacle may its relic be claimed.

1. The Eternal Ring
2. The Kingsbane Blade
3. The Desolate Crown
4. The Withering Lash