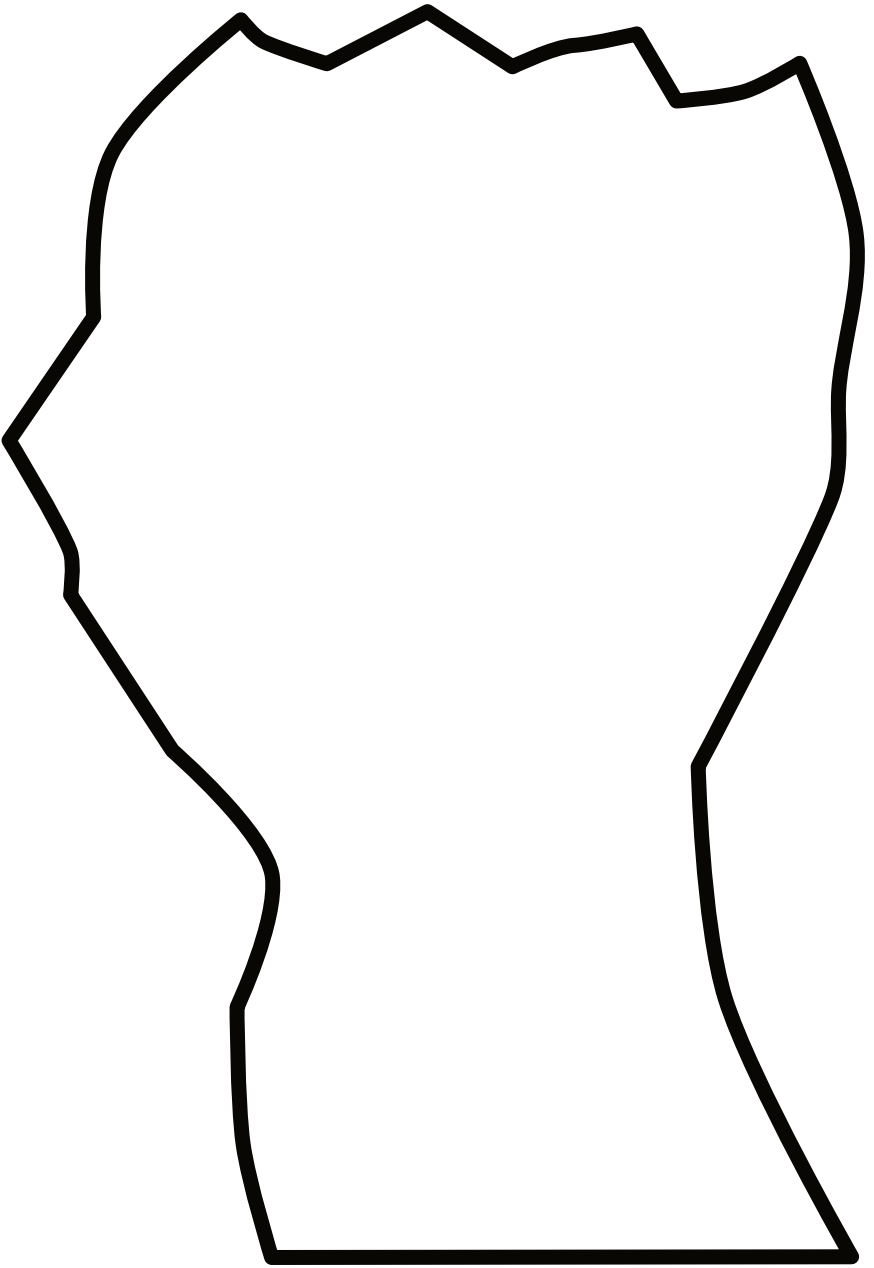


NOTES AND OBSERVATIONS ON THE BLOODY FIST

GATHERED BY THE BLACK ANVIL MERCENARY COMPANY

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INTRODUCTION

These notes have been collected at great cost by the reformed Black Anvil Mercenary Company. Due to the nature of the Bloody Fist we can only guess at some of the deeper secrets that they hold but the information contained within this document is accurate to the best of our knowledge.

MOTIVATIONS FOR WAR

While it is easy to think that the Bloody Fist are only motivated by their brutal nature that is far from the truth. Their driving goal is vengeance for the extinction they faced 20 years ago. From the ashes of this defeat their whole society has formed around resentment and hate. The time to resolve this enmity was while this hatred simmered but now it has become a rolling boil. We have found that surrender is not an option for the Bloody Fist. If they are to die it will be in battle.

We have seen them employ whatever savage tactics they see fit. If they are commanded to capture all women and children from a village until the men submit, then they will. Public executions and necromantic humiliation are common.

We believe that they can be settled with, but terms will be one sided. The Bloody Fist will demand compensation for 20 years of suffering and the deaths of all nobility responsible in the previous war.

THE HISTORY OF THE BLOODY FIST

The account that we have of the history of the Bloody Fist is incomplete and fractured. In order to assemble the account that we have below many sources needed to be consulted and the information that was given was sometimes contradictory. Additionally the peaceful times when the Bloody Fist was not in contact with the Duchy leads to huge gaps of years or decades when nothing is known of them at all.



A Magical Treaty

The treaty of 593 was signed after a blood ritual was performed between the Duke and the Orc Chieftain Grundy Mundy that required the blood of both their knuckles and an elaborate mock combat. This imposed a magical binding on both peoples that could not be broken by any member of the groups entering into the treaty without forsaking those groups entirely.

Any future members of the United Nations of the Bloody Fist when inducted into the tribe, also by blood ritual, inherit the binding of all ritual agreements made by their Chief. This doesn't prevent an Orc from having a disagreement with an Elysian and getting into a fight even to the death, but they cannot purposely engage in larger scale acts of aggression without losing their binding to the United Nations of the Bloody Fist. It also prevents the United Nations of the Bloody Fist from collectively engaging in acts of war or aggression towards Elysia and vice versa. Breaking the binding of this ritual without both parties agreeing to it, would require powerful magic over the highest leaders.

> Bloody Knuckles Orc Tribe and Duchy of Elysia

>

> On this 14th day of May in the Year 593, let it be known that the Tribe of the Bloody Knuckles agreed to join the United Nations of the Bloody Fist and to follow all provisions of their treaty within the Duchy of Elysia as outlined below:

> - All Bloody Knuckles Orc will act nice and not bash any people of the Duke's Tribe.

> - None of the Duke's Tribe will bash any Bloody Knuckles Orcs.

> - The Duke's Tribe will protect the Bloody Knuckle lands from invading tribes and bashers.

> - The Bloody Knuckles Tribe will come to help the Duke bash invaders if the Duke asks nice.

> - Bloody Knuckles Orcs may come to town and not be bashed if they not have clubs.

> - The Duke's Tribe can cross Bloody Knuckle lands as long as they act nice.

>

> This treaty is hereby signed by the leader of the Bloody Knuckle Tribe and the lawful representative of His Grace, Duke Azeroth Dragonheart

>

> Chief Grundi Mundi Lord High Boss of the Bloody Knuckles

>

> Thermo Seneschal of Elysia For Duke Azeroth Dragonheart



The Breaking of the Treaty

Something happened to the Bloody Fist Orc Chieftains that broke the binding of any treaties made by their blood by binding them to something more powerful.

The Rise of Olzen

Olzen was originally an Oaken Wood Elf. He was cast out by the elves and race changed forcibly to an Orc. He then joined with the Bloody Fist. Originally the Bloody Fist power structure was very barbaric and nomadic. It mostly relied on numbers and just wanted to smash anyone who opposed them. After Olzen joined the Bloody Fist, it became more organized and fearsome. Olzen had an artifact, a welders glove with chain mail, that granted him tremendous power in battle. He also bargained with a Fae Prince to augment the strength of both him and the Bloody Fist.

The Bloody Fist led by Olzen committed heinous crimes against the Oaken Wood Eves, Shamans tried to obliterate the Oaken Wood Elves with formal magic. Olzen could walk the Winding of the Oaken Woods to move his troops making his army untrackable. The Bloody Fist had 4 generals who he blessed with powers. All of the generals were killed at once with a group led by Henet. Olzen was also slain in a pitched battle. The war lasted about 2 years.

The heroes of Elysia put the remainder of the Bloody Fist to death by a witch hunt level of extermination. The surviving Bloody Fist ran into the darkened forests and hills of eastern Stonewood.

The Time Between the Wars

In exile the Bloody Fist tried to adopt a new peaceful way of life but all they knew was war and raiding so this was a doomed venture. Over these 20 years, the burning memory of defeat and exile chewed away at the surviving Bloody Fist Tribe's sanity and will to live.

The Coming of the Uruk-Hai

A young orc Ahroun made a bargain with an entity known as "The Black Shadow". This bargain changed the orcs that accepted the transformation to become Uruk-Hai Dragon Orcs that have extensive powers.



The Taking of Stonewood

Because the heroes of Elysia were not there to defend the city due to issues with the crystal barrier, The Bloody Fist moved in and occupied Stonewood. The taking of Stonewood was fast and brutal. Anyone that did not accept the Accords of the Fist was put to death.

The Accords of the Fist

The Accords of the Fist were agreed to by the townspeople of Stonewood as part of the parlay with the Bloody Fist Orcs.

- No weapons on person or drawn
- No spells in hand
- No verbal condemnation of Orcish Might
- Kneel or bow at the Bloody Fist Banners
- Attend the pledge of freedom and tithe nightly

The Pledge of Servitude

Every day at 10 PM the town of Stonewood gathered to pledge allegiance to the Bloody Fist and to offer up their tithe. The Accords of the Fist mandated that the town give an offering every day. This is led by the mayor but if he is away or of infirm health another member of the citizenry performs ceremony. Each of the townspeople that are able join around a banner of the bloody fist and recite the Pledge of Servitude.

- > The mighty Bloody Fist is benevolent.
- > The mighty Bloody Fist is kind.
- > The mighty Bloody Fist is gentle.
- > We accept our place below the mighty orc.

> {bow}

- > We offer now our meager tribute though we know it will never be enough.
- > The great orc horde watches over us.
- > The great orc horde protects us.



The Changed Ones

This ritual had been gifted to the Bloody Fist Orcs by the Black Shadow. It requires that 6 sacrifices agree to be changed and bound to the altar. The altar then roars with the flame of their consumed souls powering a terrible transformation. This transformation changes the sacrifices into horrific monsters consumed by their most base desires but bound to the will of those that conducted the ritual.

The Scarifies that were made at the Altar in stonewood were powerful Hoylean wizards who were tricked into thinking that they were responding to an auction of magical items but instead it was the fearsome Bloody Fist. The Bloody Fist put them to the sword and only 6 of the close to 30 Hoyleans survived but they survived by submitting to be changed. These Changed Ones assisted the Orcs in taking the city of Stonewood and then patrolled it's environs and annihilated anyone that violated the Accords of the Fist.

The Ritual of the Changed Ones

The Bloody fist kept six dwarves on their knees at swordpoint. They were made to swear loyalty to something called the Black Shadow around a 6 Sided Altar. The dwarves then had each of their eyes catch fire, then they started screaming. They screamed and screamed but they couldn't move. They began speaking in unison.

- > Six Clean Souls I offer you.
- > Free from the taint of necromancy and fire.
- > Six Perfect vessels I will gather in return.
- > This bargain shall never be unstruck.
- > These souls are your and these vessels mine.

Then the screaming started again. That screaming went on for far longer than a dwarf could scream.

Occupation of Stonewood

A group of adventurers attempted to free the Town of Stonewood 3 months into the occupation alongside Balor Ironleaf under the alias Black Leaf but were slaughtered and occupation continued. The beloved mayor Stoneaxe was publically executed, a new Mayor with a shaved beard, Mayor Durag, was installed. During the occupation the Bloody Fist did not kill or execute any of the populate but rather kept them docile and subdued. The final 6 months of the occupation had been peaceful and almost normal.



Elysia Reclaims Stonewood

Adventurers who had not been seen in a few years time, walked out of the mists and into the seemingly quiet town of Stonewood. They were met on the road by Mayor Durag and his comrade, confused by their sudden appearance. They were informed of the local laws and protocols in their absence under rule of the Bloody Fist. The Mayor and his aide were laughed at and walked past. Upon reaching the town proper the adventurers saw the Tavern of Stonewood decorated in Banners of the Bloody Fist, hung inside the tavern walls were the Accords of the Fist. Making for a tense situation, the adventurers were warned to keep their weapons sheathed and their spells away as the Orcs would be back if not. Later that night the Changed Ones, corrupted Hoyleans of some kind, returned to the town and besieged it. These Changed Ones were left as enforcers by the Bloody Fist to maintain order. Upon the Changed Ones defeat, the mood of the town lifted.

At dawn the Bloody Fist marched into town banners raised high and drums pounding, demanding answers. The only answers they received were insults and threats. Taunted by a bold Elf who flashed the banner of their previously defeated Warlord Olzen, the Bloody Fist Raid Leader ordered to attack and a brutal skirmish took place in town.

Balor Ironleaf, Captain of the Black Anvil Company of Stonewood, came from the shadows of resistance and guided the adventurers on how to beat back the Bloody Fist with 10 key buildings they must reclaim to secure the town of Stonewood. Dodging and fighting the Bloody Fist, the adventurers used their skills of battle and stealth to reclaim these buildings from the Bloody Fist and stop their plans.

The Bloody Fist returned many times during that day and were repelled. There was one scary raiding party that had quite a few adventurers close to the Earth Circle and some being carried off to prison camps, but from the woods and their cabins other adventurers emerged and saved the day in a glorious fashion.

The force the Bloody Fist had left behind was not prepared to deal with so many skilled adventurers at once. They pulled back what small expeditionary forces they left behind for the winter, they continued to scout and let the people of Stonewood think they had won.



An Ominous Winter

The Bloody Fist suffered a setback but not true defeat. While they had lost a battle, Stonewood had the city reclaimed for Evendar, but the Bloody Fist instilled fear into the hearts of the people in a way that could not be so quickly undone.

The troop movements of the Bloody Fist over the winter have been troubling. The mobilization has been slow and deliberate but the forces that are now arrayed against the Duchy are proper Bloody Fist troops, equipped for war not occupation. The General Val'Kaz the Ruthless issued a message to the town of Stonewood giving them one final chance to "lay down their arms and put forth the main perpetrators who started the rebellion, especially the "Elf who wears our fallen Warlords banner on his waist".



URUK-HAI (DRAGON ORCS)

The new Uruk-Hai Bloody Fist Orcs are faster, stronger, smarter, more savage, more tactical, and more organized than traditional Orcs and the Bloody Fist of the last war. They are made this way by the ritual that was gifted by The Black Shadow. This process causes a tremendous amount of pain often killing the changing orc. Even if the orc survives it comes at a great cost. The pain never really stops. Think about how you feel with a a constant ache that never goes away. A headache, a backache a toothache. That shortness of temper and lack of patience. That is what being an Uruk-Hai is like. They can't think and it makes them furious that others can think. Often the behavior that we see from these orcs is visible as a short temper and a lack of ability to focus. Some of the behaviors that we have seen are as follows.

- Scowling
- Gruff Speech
- Cut people off when they are talking
- Revel in making people uncomfortable
- Roar when entering into battle

Makeup

The Uruk-Hai Bloody Fist Orcs wear facepaint into battle. It is comprised of 3 components. A red tribal design said to be a mixture of human, dwarf, and elf blood. A white decoration on the chin, neck, and throat. This is ground up bone used during that orc's rebirth ritual. Black scales due to the deal they have with The Black Shadow.

Fear of the Black Shadow

It is unknown how this can be performed but we have found as part of the ritual that gives the Uruk-Hai their power they have a fear of the true form of the Black Shadow.

A Tainted Soul

The process that changes the orcs into the Uruk-Hai also taints their spirit. This magical effect identifies as Celestial, Earth, and Arcane (Dragon Magic). The Black Anvil Company enlisted an Earth Guild to Destroy Formal Magic, the spirit of a Orc and it horribly backfired. Though initially believed to be a fluke further attempts also were met with dismal results.



THE BANNER OF THE FIST

The Banner of the Fist is consecrated with the blood of the orcs that bear it into battle. When a great victory is had the most powerful warriors are sacrificed by the shamans and their spirits are imbued in the banners. This is not a punishment of any sort it is a great reward to be with their brothers offering strength forevermore. Before every meal the orcs give an offering to their fallen brothers by pouring one out at the banner of the fist.

When the Bloody Fist enters battle, the banner of the Bloody Fist is planted in the ground. By channeling the trapped spirit within the banner the warriors within 10 Feet of the banner can receive The Blessing of the Bloody Fist. The Bloody Fist are known to defend the Banner fiercely and not be drawn away unless provoked. Tactically they stay near the banner and their Shamans but can be provoked with rage or killing blows of their fallen brothers in arms to break ranks sometimes. The banner can be destroyed on a 15 count Counted Action of "I destroy the Banner l....".

Blessing of the Bloody Fist: All Bloody Fist Urak-hai within 10 Feet of the Banner of the Fist.

- Swing an additional 5 damage on weapons.
- Regenerate 20 Body on a 5 Count of I drink your blood...
- Rip from binding as per Rip From Binding Strong Trait an unlimited number of times.



CURRENT STRUCTURE OF THE BLOODY FIST

The Black Shadow

No one has seen or heard the Black Shadow but Ahroun when the deal was struck with the Bloody Fist. The full details are only known to Ahroun and the Black Shadow, The rumor is he the Black Shadow is a shapeless entity who can appear as an elf in black robes when a deal is struck. The power granted to the Bloody Fist was a form of "Draconic Power" but the true nature of its source remains unknown.

Warlord

Ahroun the Hope-Flayer

(The Warlord)

Carries Magic Items

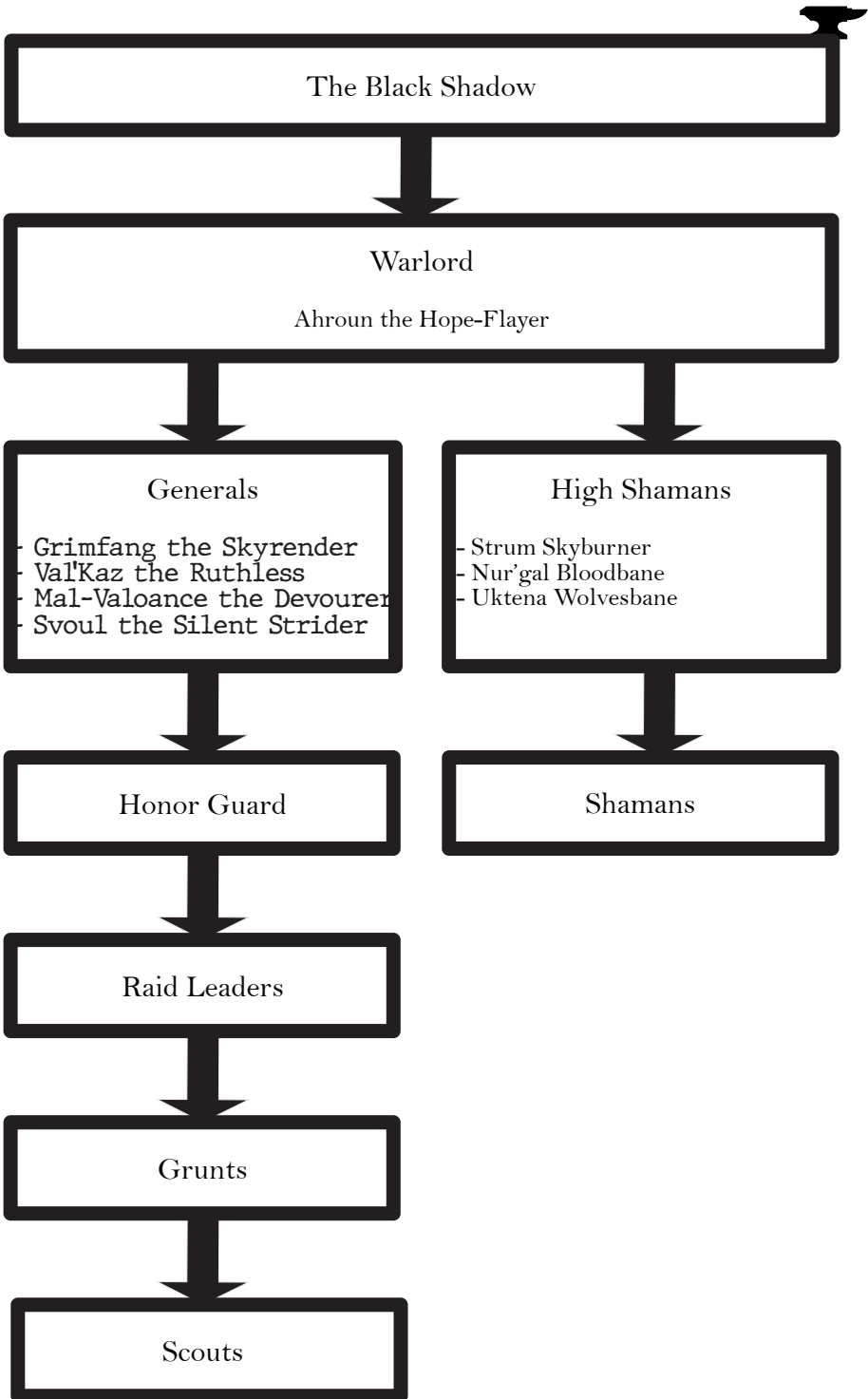
- Blade of The Black Shadow
- Amulet of the Fist

He stands tall like a tree, covered in animal furs and a wolfs' head on his, burning orange eyes like the embers of a fire, 2 large blades on his back that could fell giants, his stare strikes fear in your heart and makes you question what it means to be called a warrior...

Not much is known about Ahroun's true power. He was once a mere Orc in the Bloody Fist ranks. His father died in his arms as a child during the last war 20 years ago in Stonewood. Once he met with the Black Shadow, he changed and became empowered. He went from being a reputable fighter and rising leader to a master of arms and an absolute terror on the battlefield. No one has seen him without his wolf mask in years, his eyes glow an eerie orange now with the hatred that freely flows through him. Despite this new power and all the hatred that fuels him, he remains relatively calm unless he is challenged or his authority questioned.

Generals

The Generals of the Bloody Fist have been made powerful through a lesser deal with the Black Shadow. They tower above rank and file troops with terrible supernatural strength and endurance.





Grimfang the Skyrender

(The Berserker Butcher)

Carries Magic Items

- Glaive of the Skyrender
- Necklace of Destruction

He stands tall but slightly hunched over from years of constant warfare, his muscular structure does not lack despite the change in his posture. His eyes burn like crimson fire, his breath heavy and deep. His teeth grinding from the anger he embraces when he smells blood and the scents of battle. His movements are quick panicked as he assumes everyone is a viable target for his massacre. His footsteps leave a loud sound as he stalks slowly. The Berserker carries a mighty glaive and has 2 trusty short swords across his back when quarters are too close to use his glaive. His primal roars and grunts shake even the most hardened hearts. His sense of self preservation is low as making the kill is all that matters to this berserker butcher...

Grimfang was always a violent and angry child. He grew up trying to fight everyone and anything that moved. At a young age he started killing anything that he could with his bare hands for the challenge. He won't hurt children but anything else with a weapon is a fair target. His glaive that he carries is modeled after an elvish glaive he used to kill an opposing army general in an honor duel. He took the glaive and had it reconstructed by Bloody Fist smiths and blessed by the Black Shadow to be empowered.

His tactics are cruel and brutal; he will take getting stabbed to make sure he gets the kill. Wounds can be healed but eviscerated foes don't get back up. He dances with his glaive like it's an art form in battle. When the Bloody Fist send Grimfang in, they don't expect any survivors and they have accepted a scorched earth protocol.



Mal-Valoance the Devourer (The Tactician)

Carries Magic Items

- Tacticians Bracer
- Bulwark of the Battlefield Shield

He stands tall and proud, his posture good for an Orc. An eye patch across his left eye, his right eye is always at the horizon scanning for movements of enemy troops. His hands are always behind his back with a military-like posture. Well-spoken and educated for what one might expect at first look. His movements are sharp and decisive. His peers look at him with respect because he has already has planned how to defeat them if they cross him...

Mal-Valoance from a young age took to studying the tactics of all creatures and races. His eye and acumen on the battlefield are unmatched among his kind. He has a library of tactical and historical books to understand his enemies from birth to the grave. His skill in battle is impressive but his true skill lies in his ability to control the battlefield and the armies clashing on it. He is not afraid to retreat and let his enemies fight a skeleton force to preserve his main army. Living to fight another day and destroying his enemy without drawing a sword are his preferred methods.



Val’Kaz the Ruthless (The Drinker of Fear)

Carries Magic Items

- Necklace of Terror
- Ring of Ruthlessness

He stands of average Orcish height, a slimmer build than other Bloody Fist. His face half hidden in a cowl, scarred and disfigured from his menacing tactics and explosives over the years. He carries his blackened blade and dagger under his shield for nefarious deeds. When he enters a room he doesn't speak a word until he has planned to speak. People avoid his eye contact because he looks directly into your soul and finds what you fear to use against you...

Some would call him cowardly, but he is far from it. He acts from the shadows, sending messages and inspiring fear. If you let him know what you are afraid of or what would make you surrender or submit, you might as well consider yourself defeated because he will employ cruel tactics to get it done. Terror is his game and he does it masterfully. His preferred method is for you to come crawling to him on your knees to surrender after he has terrorized you into submission. However, he is not above slaughtering you and your family and mailing your head to a mayor to send a message of who you are dealing with.



A Warning to Stonewood

Attention vile disruptors of Stonewood,

I Val'kaz the Ruthless, 3rd Blade General of the Bloody Fist, Ahroun's Terror, drinker of fear, smasher of dreams do issue the following warning for your transgressions against the Bloody Fist:

Stonewood shall be surrendered unto the Bloody Fist upon Winter's end in 3 months. We do not wish to deploy our full tactics and military to remove the invaders to our rightfully-claimed land but we shall if you force our hand. Those who wish to be spared our fury may take this brief time to prepare for our arrival and greet us with open arms as we provided safety and protection for the last season before this incident. Those who wish to still remain loyal to the Bloody Fist may do so by swearing it before your Mayor, Little Bristle. He shall keep tabs on who wishes to live within our good graces and those who wish to bite the Fist that feeds.

Those who stay and raise up arms against us, we will hunt you like prey, we will rend the flesh from your bones, we will drink your blood from the skulls of the fallen, we will spare no man, woman, dwarf, elf, or child who fights us. The choice is yours, but, I Val'Kaz the Ruthless will show you why I am named such if you cross me. You will be turning your head to check the shadows for me when my breed of terror strikes if war is declared upon our arrival.

Please do think this through carefully. We may sound like bloodthirsty savages, but there are darker forces than us that lurk in your Elysia which we will give you shelter from. All that we ask in return is your cooperation, loyalty, and tithes.

We will see you in 3 months time. I pray you make the correct decision for your own good and the good of Stonewood. The mighty Hopeflayer sends his regards and wishes your families well this winter and that you remember who it was that gave you a second chance where others would not.

-Val'kaz the Ruthless

3rd Blade General of the Bloody Fist



Svoul the Silent Strider (The Face and Dagger)

Carries Magic Items

- Blade of Assassination
- Necklace of Hidden Movements

He stands at the ready, quietly composed and eyes darting around the room to make sure of all exits and potential threats. His face hidden mostly by a black mask up to his eyes for stealth, not much of his skin is visible so people don't see his Orcish nature coming for them. He may not seem well armed. However that would be a mistake to assume he isn't loaded to the teeth with weapons and tools of assassination. His eyes reflect the lives he has taken ahead of their time, dead and cold as they stare at yours determining what fate has in store. Obsessively, he flips coins when passively determining the fate of people he meets, heads for dead or tails for potential victim...

Nobody knows where he will strike because he is a mighty assassin. Svoul was recruited into the Bloody Fist at a young age when his parents were killed by the Bloody Fist during a tribal misunderstanding. Fueled with grief and bloodlust, Svoul focused inward and sharpened his skills into razor precision and deadly efficiency. When things require a delicate touch or political coercion, Svoul is sent in.

Mastery of the art of subterfuge and etiquette gets him in the door. When executing the plan, he will make it seem like he was never there and leave a trail of carnage in his wake. Sometimes, missions are as simple as grab a target or set up a murder scene and pin the job on someone else. He uses an assortment of weapons based on the job to make sure it fits the description and wounds match the job to avoid suspicion.



High Shamans

The Shamans of the Bloody Fist report directly to Ahroun.

Shamans

Bloody Fist shamans operate as an independent part of the horde. They do not answer to anyone under the rank of Honor Guard. Uruk-Hai Shamans now travel in pairs, always with a Celestial Caster and an Earth Caster in each squadron that is assigned shamans.

The Ritual of the Fire Drakes

The Ritual of the Fire Drakes has been gifted by the Black Shadow to the Bloody Fist Orcs. This ritual allows the orcs to summon the Baleful Fire Drakes. These fearsome creatures are green and red Fire Drakes from the Fire Plane. They are morphed into Draconic looking figures because of the influence of the Black Shadow on the ritual. They are incredibly destructive and follow the orders of those who summoned them to complete their task or scorching things. They breathe a fire that will burn anything. They are fast moving and do not speak, they just grunt and growl.



Strum Skyburner

(Celestial Avatar of the Sky)

Carries Magic Items

- Wand of Skyburner
- Amulet of Skyburner

He stands slightly hunched from his age but is clearly a grizzled veteran of war with the Bloody Fist. A well-studied wizard from his time in his library. A completely self-taught wizard but deadly in combat. His face is covered in Celestial markings and runes. He has devoted himself to study, a rarity among Orcish kind, but he has a affinity for Celestial Magic. The air around him has a lingering scent of magic and fire radiating in it. His robes are dark red like the setting sun when it appears like it is on fire...

Strum is a highly intelligent Orc. His theories about magic and turning the sky into fire are fascinating and convincing. Most of the Bloody Fist think he is a madman for his ideas of Sky Magic but his skill in combat when he unleashes his barrage of elemental attacks is terrifyingly effective, so people don't openly speak out against his perceived madness. He is willing to converse about magic and magical theories of Celestial and Elemental nature, he has little use for Earth Magic outside of it being used to heal him. His wand has inspired fear into many foes and nobles over the years. It is made of bloodstained bone from a Hippogriff and is adorned with rare bird feathers.



Nur'gal Bloodbane

(Earth Necromancer)

Carries Magic Items

- Staff of the Bloodbane
- Amulet of the Bloodbane

He stands with the power of undeath in and around him. His eyes are a whiteish blue like the undead he commands. The lack of pupils is a sinister feeling when he gazes at you. His face is covered in scars and markings of undeath. He has a chaos star on his throat. A necklace of bones hanging from his neck, and a skull staff in his hand ready to kill your friends and resurrect them for his legions without remorse...

Nur'gal was a cruel young Orc. He would kill things to see how they worked as an undead. People distanced themselves from Nur'gal as his necromantic practices got more intense. As for his practices, he was good and thorough with his research.

His newest ritual creates a new type of Death Knight infused with the Black Shadow's blessing. He is responsible for the current Honor Guard ritual and strength but he isn't happy with it and thinks he can make it better. If you can be made into a vessel for Undeath, Nur'gal will find a way to make you useful.



Uktena Wolvesbane
(Earth Spirit Healer)

Carries Magic Items

- Wolvesbane Amulet
- Dagger of Wolvesbane

He stands shorter than your average Orc but stout in stature. His arms and shoulders are covered in wolf white fur with streaks of blood across them. His hands are covered with wolf claws as a proper shaman, used for ritual and rending the flesh of his foes who try to bring harm to the Bloody Fist. His face and neck are covered with the blood of other Orcs to link them spiritually. When he walks among the other Fist members, they turn aside out of respect for his ability as a healer and trust in how to tend to the wounded.

Uktena was brought into the life of being a healer when he saved his older brother during the last Bloody Fist war with his last bit of healing magic before passing out. His whole life he spent mending the wounds of the Bloody Fist. From basic healing arts to purging spirit effects, Uktena devoted his life to spirit healing and the war effort of the Bloody Fist. While he is an impressive healer, he is also impressive in combat with his claws in defending those who are wounded among the Bloody Fist.



Other Notables

The Bloody Fist has several notable figures that fall outside of military structure but are tremendously vital to their war effort. These are considered high value targets and must be eliminated at all costs.

Bonesaw the Jailer

Carries Magic Items

- Cassandra the Merciful

He stands large and imposing, his black leather executioner hood hides his bloodstained face and wicked grin. His appearance is savage but he has a charm about his evilness. Despite his cruel words and tactics, he can still make you laugh and smile. Just before he bashes someone's skull in with his mace Cassandra...

Bonesaw the Jailer is known for his brutal ways of blood sacrifice. Some members of the Bloody Fist do not care for the levels he will go to in order to prove his devotion but his favor with Ahroun means he cannot be challenged. The warlord favors him and his methods because he feels that they bring results.

The Final Comfort

Captives of the Bloody Fist are sometimes offered a choice to die or accept the Caress of the Fist. This is a test of character. The poor souls that choose to live are then bound and a magic is inflicted upon them.

This magic creates terrible creatures from their pain. These creatures are bound to the area nearby the captive but are fearsome foes. The Bloody Fist gets particular glee from the suffering that this causes to the captive.

Orcamedies

The spirit of the great orcish inventor that plagued Greyhorn has been captured in a talking skull. He had attempted to join the Bloody Fist but rather than take him in, the Bloody Fist took the only part they needed, his intellect, and flayed the flesh from his bones. Now he provides technical assistance to the Bloody Fist while he plots his death to end this half life.

The Big Ballista

A powerful Ballista made of Stonewood that can fire specially-made bolts that can penetrate even the most powerful structure.

The Orcamedies Special

A powerful weapon that has been developed in secret. It feeds off the marinated spirits of 10 powerful orc warriors who are allowing themselves to be transferred to a fearsome contraption that will force the will of those orcs upon all those who are within 30 miles of the detonation. The infusion of orcish energy will sway the minds of those who are affected to be sympathetic to the orcish cause.

The Gnawing Ones

During the occupation of the town of Stonewood, the Bloody Fist introduced an invasive wood borne pest that feeds on the roots of the mighty Stonewood trees that have not yet been magically hardened. Sated, they move to a breeding stage digging large caverns in for their young to live as they grow.

Troops

Honor Guard

Nameless Soldiers, they gave up their names to serve the Bloody Fist. High Shaman and above are escorted by them. They follow orders to the letter without exception. If told to commit suicide they will fall on their swords.

Raid Leaders

Bloody Fist Raid Leaders lead the ranks of the Bloody Fist grunts and scouts with terrifying vigor. Their word is law to the lower ranks. They are often seeking to be rewarded with a promotion to Honor Guard.

- Gnar the Black Fury
- Skindancer the Cruel
- Wendigo the White Howler

Grunts

Grunts are the most common of the members of the Bloody Fist horde. They are fearless and barbaric in their lust for vengeance. They follow a doctrine that has been beaten into them through restless drilling.

Scouts

Bloody Fist scouts are the youngest members of the Bloody Fist war machine. They often do not bring to bear the ferocity that one expects from the more seasoned Bloody Fist but rather they are willing to observe and plan. The Scouts will often leave the field of battle without ever engaging with an enemy in battle having gained knowledge to bring back to the horde, with none the wiser.

This is part of the Zine Library for the NERO Live Action Roleplaying game. For more details about this game please check out Nero International at nerolarp.com and the local POLAR chapter at polarlarp.com.

If you know anyone that wants a copy of this send an email to the POLAR staff at zines@polarlarp.org and we will ship one out for you!

The contents of this document are available to characters in the game world of Tyrra and can be known by your NERO character if it would make sense for them to have read this document.

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