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# The Book of Orcnar

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Relican Enclave Collection

1st Edition

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# The World of the Orcnar

## 1. *Eard - The Sacred Land*

The territory known as Eard is a huge region located in the south west of Relicia directly beneath Unglandan. It is the home of the Orcnar primarily but there are many other indigenous folks who dwell there in small numbers. Its southern coast is lined with a huge range of mountains that extend deep into Encartria in the east and help to further define the boundaries of the Orcnar from their troublesome Nuem neighbours.

The landscape of Eard is largely unaltered by the Orcnar and there is a much greater emphasis placed on preserving the natural order of things present here than there is anywhere else in Relicia. Even so, there is still plenty of interesting architecture to be discovered in the region, even if it is sparse and far apart.

Simplicity is one of the key aspects of all things in Orcnar society and there is clear evidence of this in the design of their buildings which are almost always built upon basic structures that can be easily replicated if necessary. Their approach to warfare is equally as simple as is their general attitude towards technology altogether. It is very rare indeed for the Orcnar to be equipped with anything more than the teeth and claws they were spawned with when squaring off for a battle but there have been times throughout history when the Orcnar have resorted to launching sticks and stones at their enemies in times of desperation. It is therefore not unreasonable to assume that from time to time they might find themselves in a situation where they are forced to utilise the landscape and its gifts for their own advantage.

Orcnar design is not particularly uniform or elaborate and is instead built with much more practical intentions.

The temple of Kluk for instance has stood for many hundreds of years. Although massively superior in size to any other Orcnar building, its decorative elements are as simplistic as the basic mud huts that the Unmann will often hastily construct for shelter. It is important to stress that the temple serves no other purpose than to worship Eard itself alone and the Orcnar make their offerings to the land through ritual blood sacrifice. Even in ancient Relicia the Orcnar refused the advances of the Gods and never recognised them or respected their authority.

There are many distinctive environments present in the land of Eard and preparing to travel across the region can be a difficult task due to the unpredictable nature of its seasons. The Orcnar themselves are just as affected by these environmental variations and have evolved accordingly depending on their location within Eard.



Their affinity with the earth coupled with the surge of Maaj unleashed by the Vaettir is the cause of this metamorphosis and it has left many astoundingly different variations of Orcnar walking the surface of Relicia. Those who dwell on the sunny north coast for instance, have much darker skin than those who dwell in the dark mountains of the south, yet those who took refuge in the mountain of Klklk have mutated so drastically that their flesh has become as cold and pallid as the frosty mountain itself.

Make no mistake; whilst the Orcnar do not take kindly to strangers, Eard itself is not a friendly place to be.

They have realised the mistakes that they made in the past and are determined to be more vigilant from now on. The Orcnar see Eard as their rightful home and will stop at nothing to defend it. Even the most harmless, humble creatures should be weary when travelling through the region; else, they might end up butchered for a tasty Orcnar meal or suffer some other cruel fate that is equally just as horrid.

It wasn't easy infiltrating the ranks of the Orcnar and the magic required to disguise me as an Unmann came from some very foolish dealings I had with a Ridendean Hag. I paid a terrible price for the enchantment and I do not think I will ever be able to reveal the humiliating details of the experience to anyone.

In many ways, it was worth it though and I learnt a great deal from my time spent in Eard amongst the Orcnar. I will admit I was worried at first and fearful they would easily sniff me out as an imposter but to my surprise I was readily accepted by the tribe and my arrival was celebrated by the great Chief Ulluk himself.

After an evening of excessive drinking and feasting I was allowed free passage within the tribe and was able to gather much knowledge.

The Dmoder and the Ealdmoder were the most impressive and interesting creatures I encountered and their clearly elevated status in the tribe allowed them certain rights and freedoms that were denied to many of the lower castes. It was amazing to see the birth of the Nappa and I was truly astounded when I realised just how brilliant and diverse the Orcnar evolution process actually was.

All Orcnar castes, from the towering Abifian right down to the lowly Outcasts begin their lives as Nappa and develop at varying rates into whatever creature destiny has chosen for them. For most it is quite clear from the start what type of Orcnar they will become. The Docga for instance are easily identified and are incredibly dangerous from the moment they are spawned, but for others their identity and rank is not always so readily apparent. The 'mann' caste of the species all share very similar characteristics as Nappa and comprise of the Unmann, Grymann and Huntsmann groups. It is this 'mann' caste that is the most common to be found amongst the Orcnar of Eard. The spawning of Niwian and Beorn are much more infrequent. I myself was lucky enough to witness the growth of a



Dmoder, which was an amazing sight to behold; the same spawning also yielded a large number of Eotan Rifan, the sight of which was nothing less than terrifying.

## *2. Poor Ukld*

Ukld the Unmann was not too bright even by Orcnar standards and often found himself separated from his tribe. One day he had gotten himself lost and was trying to find his way home when he was set upon by a tiny yellow fellow...

“How dare you darken the sacred forests of Ridend? You have no hope of defeating me puny scum! Bow down and beg for your life!”

Ukld strained intently to see the creature and was puzzled, he was a fragile looking thing and was barely 4 foot tall, and he had a long pointy nose that was partly obscured by a helmet. Ukld was contemplating the seriousness of the strangers’ threat when another tiny creature appeared from the wilderness.

“Us! You will never defeat us! That’s what you should have said!”

The first creature turned his attention to the second clearly annoyed.

“What?”

The newcomer continued undaunted.

“What you meant to say was – You will never defeat us, puny scum! Bow down and beg for your life! This isn’t a singular occasion Arti so make sure you include the rest of us.”

The first creatures face flushed purple with anger.

“That’s what I did say! Will you please stop interrupting me while I’m trying to perform my sacred duty? I’ve sworn oaths you know?”

He turned his attention back to Ukld who had noticed other tiny figures had appeared and had sneakily begun creeping towards him.

“Ahem, now then listen here foul beast! I am Sir Artibul Damelgog, it is my sworn duty to protect these lands from the likes of you and your filthy kind, beg me for mercy and I promise I will cleave off your ugly head with a single swift stroke to your grotesque neck. Resist me and I vow to slice open your belly using only the bluntest edge of my sword! Now what will it be?”

Ukld was already bored of this strange encounter and he knocked the little fellow to the ground with a playful jab and attempted to resume his journey home. He had no quarrel with these creatures, they were tiny insignificant things and would be no match for him,



they were all bones and saggy meat, he decided he would not trouble them although he had for a moment considered eating a few.

Artibul Damelgog was not impressed with the Unmann's blatant lack of respect.

"YOU DESPICABLE SWINE! Get back here and meet your doom this instant! If you do not surrender your head you will leave me with no choice but to administer a severe Ridendean beating upon you and believe me when I say that you will not find it so easy to walk away from that!"

Ukld was starting to get annoyed by the creatures' taunts now but he stayed true to his judgment, he simply shook his head and continued on his way.

Sir Artibul turned briefly to his companions and gave them a wide eyed grin.

"It seems that there is a coward amongst us good sirs! Either that or a fool! Do you honestly think you can escape from a warrior with as many heroic deeds attached to his name as me? Do you not see when you look upon me that you are outmatched and outclassed? I will crush you under my boot like the insignificant bug that you are!"

Ukld had finally had enough of the creatures goading and he suddenly spun round and lurched towards the creature, he flashed his fangs and snarled. Sir Artibul nodded almost approvingly and clapped his hands together slowly.

"Finally you reveal yourself to me beast; finally we are ready to duel! Prepare yourself for death trespasser; good sirs let us best this beast!"

At that command, the creatures appeared from all directions and ascended like a swarm toward Ukld. The Unmann swung wildly with his fists and was sure he had killed those he could hit but there were too many of them, they climbed upon one another until they had covered his head and obscured his vision. Then when he was toppled and writhing on the ground, they stabbed him repeatedly until he finally stopped struggling and his final drop of life had drained away.

The creatures spent the next few minutes frantically carving away at Ukld's corpse, when he was fully dismembered and Sir Artibul was completely satisfied they had upheld the honour of Ridendea they vacated the area. All that was left of the once mighty Ukld was a dark sticky stain that tarnished the woodland floor.



# Forces of the Orcnar



## 1. Beorn

One significant mutation that is found within the race of Orcnar is that of the monstrous Beorn. The Beorn are significantly larger and smarter than their Unmann brothers and are natural leaders upon the battlefield. Their massive physique and thick flesh allows them to shrug off devastating injuries with ease and the ungodly bellowing howls that they roar inspire the Orcnar around them into a rabid frenzy. Enemies of the Orcnar have learned to fear the Beorn and rightly so, even a full strength Britanan Grenadier platoon will struggle to slow the furious pace of its charge.

The Beorn hide a devious cunning behind their savage appearances. This is where the greatest strength of the Orcnar lies, other races look upon them as unruly beasts and disregard them as being unintelligent brutes, again another falseness, intelligence is about fulfilling needs and the Orcnar are the most resourceful creatures in the world.

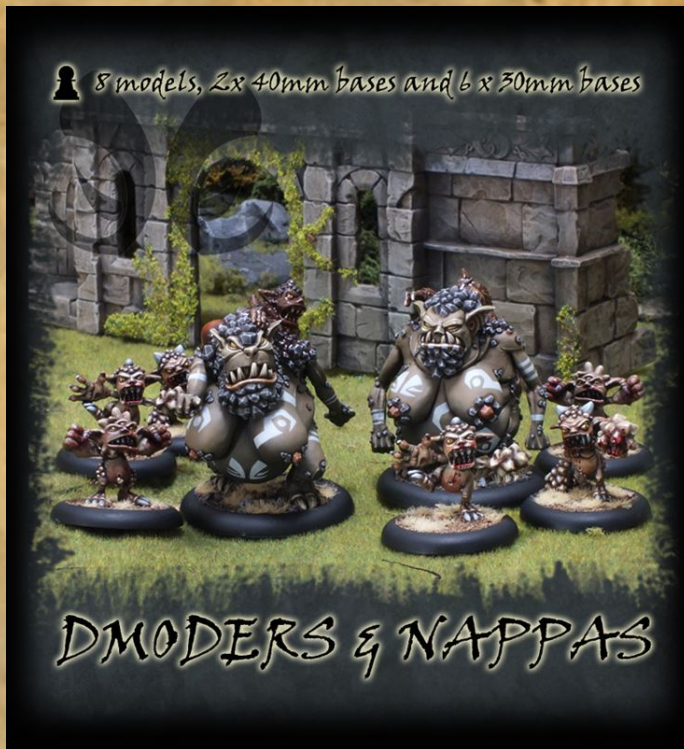
## 2. Ealdmoder

The mighty Ealdmoder are the honored elders of the Orcnar tribes and their guidance and wisdom is highly valued. Unlike the majority of subspecies within the race of Orcnar, the Ealdmoder are not a genetic variation but are in fact an altogether unique stage of evolution. Every Dmoder who survives long enough will eventually become barren and incapable of spawning, their backs will heal over and grow thick and tough and they will gradually take on the





characteristics of the Ealdmoder. The change will be apparent during the final spawning when the Nappa that are born are deformed and weak and are often put to death on the spot for the good of the tribe, though occasionally they will be simply dismissed as outcasts and left to linger alone in the barren wastes of Relicia.



### 3.Dmoder

Since the terrible events of the Great Collapse all Orcnar life has started on the backs of the Dmoders, because of this they are given a special respect throughout Orcnar society and all members of the tribe will happily lay down their lives to defend them. The sacred link between mother and child underlies the twisted perversion that the survival of the Orcnar depends upon, the Dmoder are the backbone of their species and without them the Orcnar would quickly become extinct.

When I witnessed the birthing of the Nappa myself, I could not help but feel

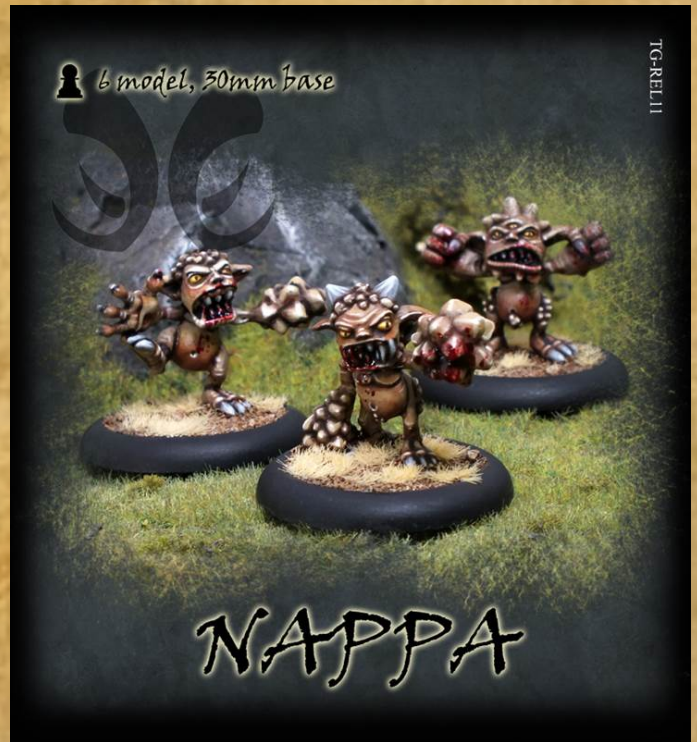
sorry for the Dmoder as the tiny vicious creatures carelessly tore themselves free from its flesh. The Dmoder was clearly in an awful amount of pain and made strange grunting noises as it flinched in agony. I looked upon the worried faces of the surrounding Orcnar and realised that they too in some capacity felt the gut wrenching agony suffered by the Dmoder, some even going as far as to cover their eyes to shield themselves from the horror.



## 4. Nappa

The infant Nappa are tiny, vicious creatures that are concerned only with filling their bellies, they are incredibly greedy and will consume as much food as possible during the initial hours following their spawning. Once fully contented the Nappa will become tired and lethargic and often they will collapse under the strain of their own bloated stomachs. When the Nappa awake from their rest, the second stage of their journey to maturity will begin and they will swiftly grow much larger, shedding their skin in the process, the distinctive features of their varying genus types will develop much more predominantly and they will form up into groups and join their respective packs within the tribe.

I have witnessed the births of many different creatures upon my travels of Relicia and it is a certain fact that all infants cry and wail as they are born into this doomed and desolate world. Being fortunate enough to have witnessed the wonders of a Nappa birth I can honestly say that there are no creatures in the whole of Relicia who wail and moan as incessantly as they do, in fact it is a wonder that more of them are not put to death as soon as they break free from the sacs as the wailing that accompanies them is damn near unbearable.



## 5. Niwian

The Niwian are somewhat physical impressive but are often massively overshadowed when among other members of the tribe. They are not even particularly skilled in combat either but will willingly aid their tribe's men where ever possible and are considerably smarter than the average Orcnar. Through the Niwian the commanders of the Orcnar can channel their energy and are able to further extend their influence to the fearsome



warriors of the hordes.

It is a strange and unique mutation that allows the Niwian to be deeply in tune with the thoughts of their elders and they manipulate this ability to their full advantage and are able to assist and aid them in the chaos of battle.

Other members of the tribe know full well to obey the word of the Niwian, for it is to be regarded with the same authority as that of the Beorn or Ealdmoder.

## 6. Unmann

There are few things as unsettling as the blood curdling battle cries of the Unmann. They are the most common subspecies of the Orcnar and despite their limited capacity to reproduce; they manage to sustain a healthy population.

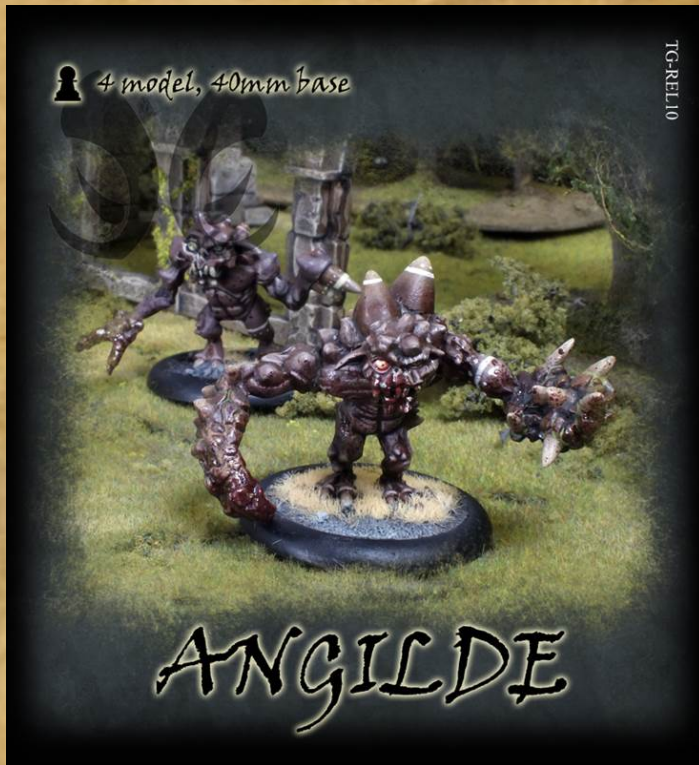
The Unmann adopt a primal approach to warfare and trust in their claws and teeth to slash and tear away at those who dare venture into their territories. They are a savage and ferocious opponent to face and generally prefer close quarter fighting to all other forms of combat

The physical make up of the Unmann varies vastly from one warrior to the next; some of them will grow to full maturity within a matter of hours of spawning while the more unfortunate mutant throwbacks of the breed will die within the same amount of time. It is this ?survival of the strongest? attitude that underlies all values of the Orcnar society.

Despite their perceived low level of intelligence, their enemies need to be cautious not to underestimate them. There are few creatures in the world that can withstand the charge of a hungry Unmann who has caught the smell of blood in his nostrils.







## 7. Angilde

Of all the terrible monstrosities that have manifested within the race of the Orcnar, none are more grotesquely disfigured than the disturbed Angilde. They are so sickening to look upon that they are shunned even by their own mutated Orcnar cousins who are fearful that the tainted abominations might spread some filthy plague amongst them.

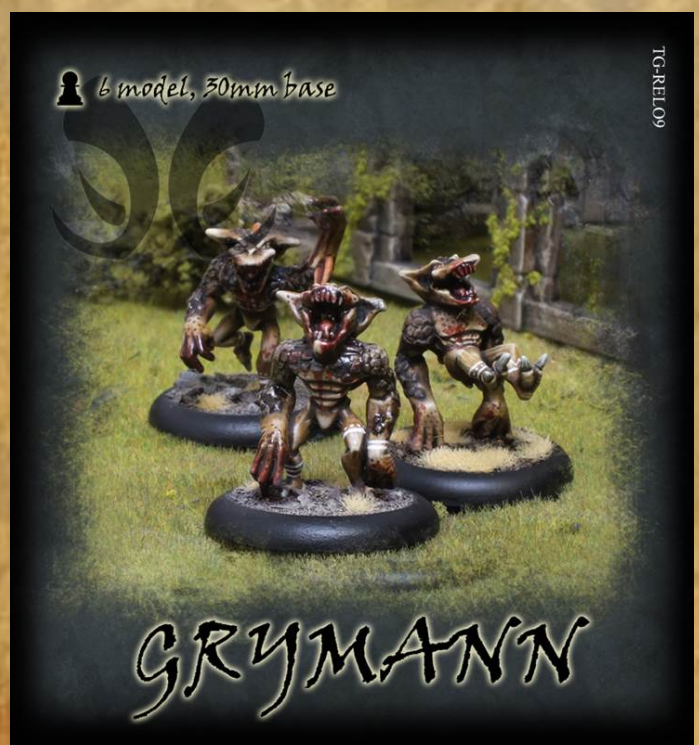
The Angilde have no place in Orcnar society and are cast out into the wilds shortly after birth, without the guidance of the tribe elders and the nourishment of the Dmoder most will perish in a relatively quick time, though there are

always at least a few of their kind who somehow manage to survive. They are often found lurking in the shadows on the outskirts of the various Orcnar encampments that are scattered across Relicia.

In times of war the Angilde will linger near the bloody fields of war scavenging whatever meagre scraps they can find, if challenged they will join in the fight on the side of their estranged tribe but they gain no favour from it and are universally despised by all other Orcnar creatures for their disgusting habits

## 8. Grymann

The Nappa that will grow to be Grymann are easily identified by the characteristic bloating of their throats that is unique to their genus when first born. During infancy, their unearthly screeching will only cease if they are allowed to feed further from the backs of the Dmoders. Usually they reach maturity relatively quickly, so fortunately the stress placed on the Dmoder is not too prolonged.





Although more slender and slightly more controlled than the Unmann, the Grymann share many common character traits with their cousins and provide perfect complimentary support when assisting them in battle. A co-ordinated attack led by a well placed volley of sonic booms can disrupt even the tightest battle line causing panic and confusion to rapidly spread through the ranks as the Grymann scream their way to victory, destroying their enemies and providing a constant supply of fresh meat for the tribe to feast upon.



## 9.Spatga

Due to the mutation that has warped their mouths, the Spatga are forced to constantly dribble and drool a venom their glands naturally produce. This powerful venom is so strong that it is able to rot the ground as easily as it burns away flesh; it is a terrible curse to be bitten by a Spatga for sure. What is most terrifying is their ability to project the contents of their stomachs towards their enemies in the same manner as the Britanans might fire a gun and the cunning Orcnar have learnt how to exploit this ability to its full spectacular potential.

Preceding a battle, the Spatga are force fed as much meat as they can possibly consume without collapsing so that their bellies are fully bloated and ready for war. The lurching Spatga are then coaxed towards their enemies, often retching involuntarily as they advance, the sickly acid bile constantly boiling furiously in their stomachs.

When an enemy is within range the Spatga will vomit their deadly poison towards them often maliciously aiming for the eyes of their opponents so that they might blind them and make them easier to pursue should they miraculously survive the blast. More often than not though, the unfortunate enemy will find themselves incapacitated and stuck to the spot when struck by the Spatga, covered in thick tar that will painfully strip their flesh away making them easy prey for the ravenous Orcn



## 10. Eotan

Amidst the tribes of the nomadic Orcnar terrifying mutant monstrosities are spawned, amongst these nothing is more gut wrenchingly terrifying than the Eotan. An unrelenting powerhouse of destruction, the Eotan embodies all of the savage qualities that define the Orcna.

The vicious demeanour of the Eotan is deep rooted in primal magic, their rage is an answer to the tragedy that has befallen their species and the genetic memory consumes all other thoughts, instilling an uncontrollable anger within them. Ear blistering screeches of bloodlust accompany the charge of these beasts, inspiring their brethren and rattling their enemies simultaneously.



Like their Unmann cousins there is a massive array of variations between two Eotans and it is almost impossible to find a pair that are alike. Bone protrudes from their boulder sized fists, strengthening their punch and warping their hands beyond recognition into solid lumps of stone. This manifestation may limit the dexterity of an Eotan as it renders the fingers useless for grasping but evolution compensates by bestowing the beasts with huge powerful jaws capable of rending flesh and bone alike with remarkable ease.

When an Eotan rears its ugly head even the bravest of heroes will find his nerve tested and retreating should not be seen as cowardice, in fact anyone who would dare stand toe to toe with an angry Eotan should be considered a fool.

Eotan Abifan(fists) Eotan Rifan (bone mace)



## 11. Docga



The Docga are the deranged killer attack hounds of the Orcnar, brutally vicious and generally ill tempered they will strike without warning, maiming and killing anything in their path. Their insatiable blood lust is so overwhelming that they will even turn their flesh rending jaws on each other once they are through with picking the bones of their enemies dry.

Their powerful forelegs give them the ability to cover vast distances incredibly quickly and their thick skin allows them to shrug off all but the most fatal of injuries. Unlike the

faithful hounds of old Britana the Orcnar Docga have no hierarchy within their packs and all consider themselves to be of alpha status.

The lightning speed at which they can suddenly redirect their charge adds the element of surprise to the Orcnar battle plan and the tactic has turned the tide of countless battle. It takes tremendous courage and iron grit for an opponent to hold his nerve when faced with the oncoming charge of the pack.



*Art, sketches and sculpture drafts*

① front

② back

③ ORCWAR: Outcasts

④ front

alt view pose 2


⑤ alt view head

⑥ alt view pose 1

GHEE

100%  
PUREBRED  
MUTANT

**PART FEROCIOUS**



**PART  
BRUTAL**

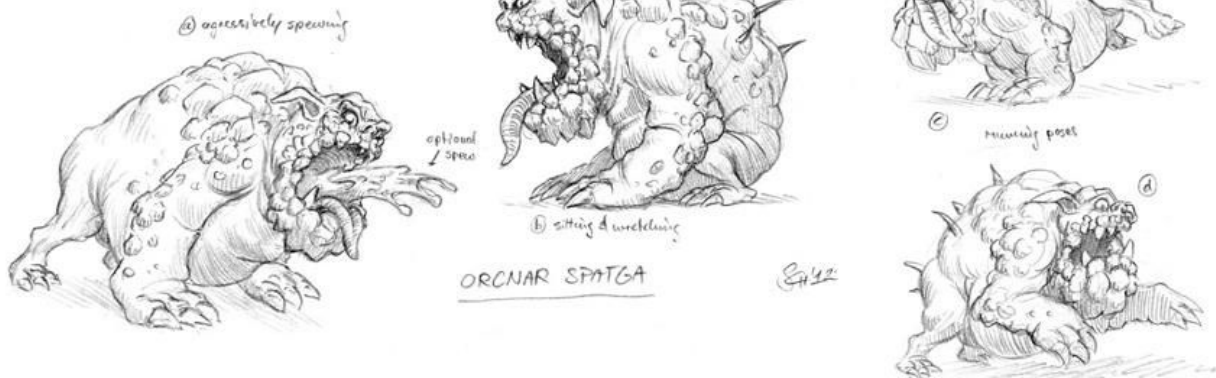
**ALL MUTANT**



## ① Basic Anatomy



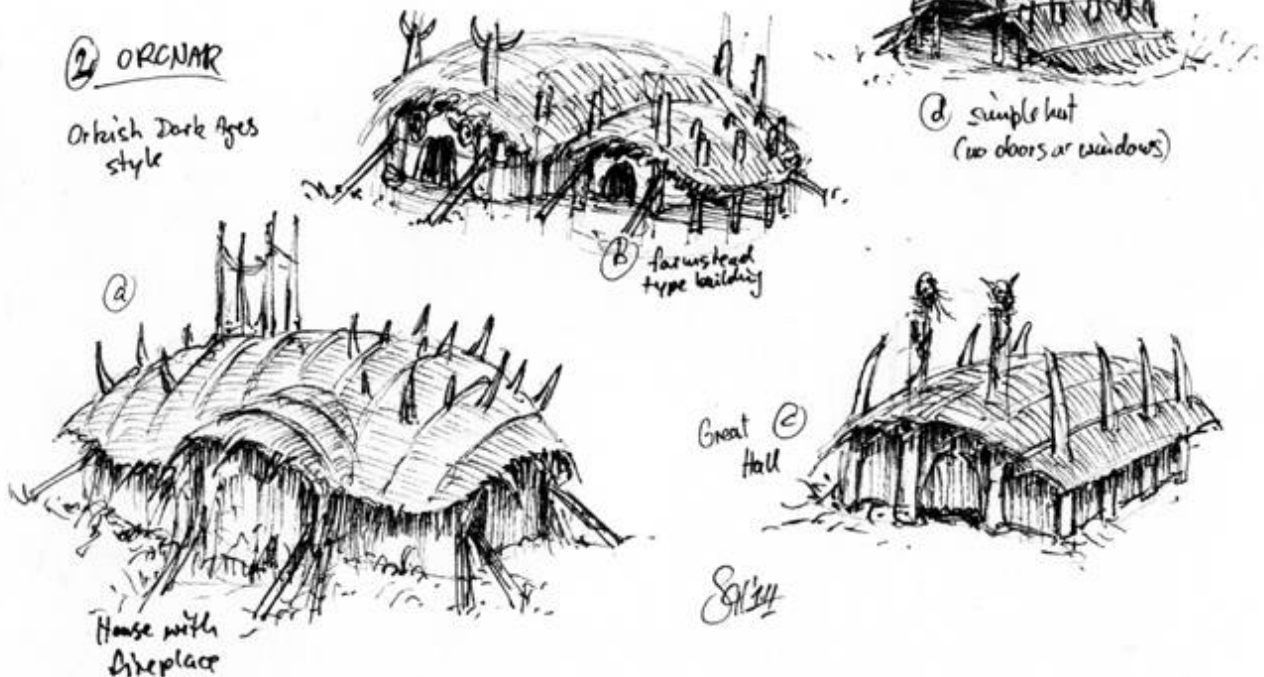
## ② Poses



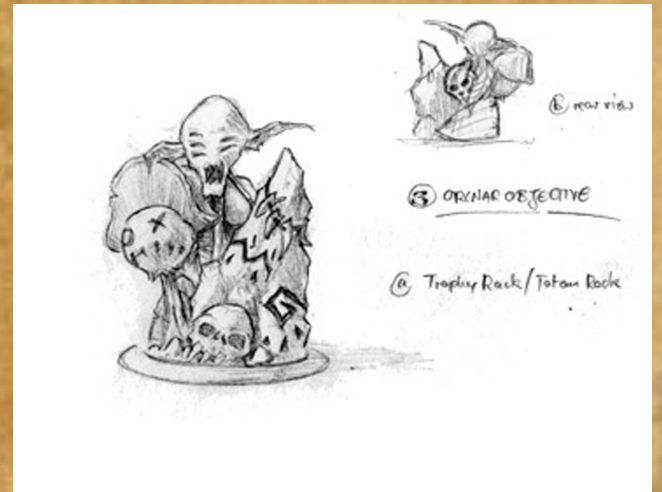
## TG:RELICS - ARCHITECTURE - Roughs

### ② ORCNAR

Orkish Dark Ages style









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# Relics




Niwian 1  
TGR07  
Base 30mm  
1 Variants

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# Relics



Niwian 2  
TGR08  
Base 30mm  
1 Variants

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# Relics



Orcnar  
Eotan  
Abifian  
TGROE1  
BASE: 40mm

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# Relics



Orcnar  
Eotan  
Rifan  
TGROE2  
BASE: 40mm

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Pack Content:

1 Niwian

3 Unmann

2 Docga

# The Orcnar Starter Set



*Relicia quakes as the Orcnar ready themselves for war*



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# Relics

10 models, 4 creatures



## ORCNAR STARTER SET



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# Relics

8 Orcnar  
Faction Dice



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TGRA4