

WAR VALCO



A race unique to the Forge, the war valco is a genetic offshoot of the common valco, bred for their ferocity, strength, and loyalty. War valco are used as foot soldiers in the vast deserts of Arena. No one remembers who created this race, though most assume some powerful long-lived Warlord bred the war valco over numerous generations. Whatever their origins, the breed has proved successful, and now outnumbers most other races in the red desert.

APPEARANCE

Similar in overall body shape and style to their valco cousins, war valco are generally broader shouldered, more heavily muscled, and slightly taller, standing between six and seven feet. The most distinct difference between the two races is the war valco's more ram-like appearance, having large curled horns and a thicker, shaggier coat.



Also, the war valco does not shed its horns at the end of each year; a war valco's horns grow continuously over his lifetime, becoming longer, harder, and denser each year.

War valco reach adulthood at age 12, and begin middle age after 30 years. They are considered old at 45 years, and venerable at 60. Few live longer than 85 years.

PERSONA

Though both breeds are undeniably aggressive and physical, war valco are more like their wild cousins in form than in outlook. Where valco are fun-loving and playful, war valco are serious and rigid. Where valco are thieves and bandits, war valco are death dealers and killers. Where valco follow their own path, war valco follow orders.

A race of roaming clans and tribes, war valco call no single place home. They tend to form into small clans of 50 to 100 warriors (plus women and children) and wander the desert from battle to battle, selling their services to the highest bidders. Between conflicts, a war clan will settle for a while and focus on breeding and the training of the children. When the money runs out, the clan picks up and moves on, looking for the next battle to fight.

War valco are innately aggressive. When a war valco sees something that he wants, he is accustomed to simply taking it with no questions asked and no recompense given. War valco tend to form very patriarchal societies, where nearly every conflict is settled by some contest of physical or martial prowess. Outsiders who wish to treat with

them are almost always pitted in a martial contest of some degree. Those who cannot hold their own are considered weak, and are not worth allying with.

War valco do not generally do well in more civilized settings. They are quick to anger, and culturally accustomed to one's worth being measured in the body count of one's enemies. They also have little sensitivity to cultural traditions other than their own, and thoroughly lack the etiquette and diplomatic skills necessary to attain economic or political power in a cosmopolitan environment. In the eyes of most urban residents, war valco are uncouth, untrustworthy primitives, completely bereft of social graces and undoubtedly up to no good. And while city dwellers are admittedly often blinded by their prejudices, in the case of the war valco, this assessment is not too far from the truth.

It must be noted that the war valco's difficulties in adjusting to urban life are more the result of cultural forces and hormones rather than stupidity. If raised from childhood in a more civilized setting, a war valco can and will learn to get along with others, though his success will almost always be found in a very physical field, such as athletics or the military.

WITHIN THE FORGE

Despite the nomad-like migrations of the war valco, they are common throughout Arena, acting mostly as freelance mercenaries for the local warlords. Though historically only a scattered few war valco have walked the streets of Penance, since the time of the troubles there has been a great influx to the Pedestal. Elsewhere on the Forge, war valco are a mere curiosity, and are not likely to be encountered.

War valco are known and respected for their fighting prowess and courage. Though more aggressive in nature than their valco cousins, they are quite willing to have dealings with most any honorable race. War valco generally show a mutual respect for doves and hawks, and for the most part, they distrust and disrespect pickers and nightlings.

SPIRITUALITY

Like the valco, war valco are spirit worshippers, though the spirits they worship are admittedly not quite as beneficent as those revered by their smaller brethren. To a war valco, the spirits around him are always angry, and they can only be appeased by blood. Blood in this case is not the blood of prey but of one's enemies. Each sacrifice a war valco makes will calm the spirits for a short period of time (the larger the battle, the greater the peace afterwards),

but always the spirits will eventually clamor again for blood, and the war valco must again take action.

To those who cannot hear the spirits, or who choose not to believe them, the war valco may seem insane. But to the war valco themselves, the spirits are ever present, the ancestors of their clan driving them forward to greater glory. In battle, the spirits in a war valco's head will whip him into a frenzy, and the race is renowned for their berserkers. It is also little surprise that the race is prone to drink, a spirit which supposedly brings them closer to their ancestors. War valco holy days generally involve much drinking and much fighting, and are best avoided.

LANGUAGE

The war valco tongue is a dialect of common valco, with less focus on nature and more words dealing with war and violence. Typically, valco and war valco can understand one another better in a written form than in a spoken one, where heavy accents make the languages seem much more dissimilar than they actually are. War valco employ a simplified version of the valco's racial character set, but seldom use it unless dealing with other races where written documents or contracts are necessary.

NAMES

War valco names mirror closely those of their more peaceful cousins. Female war valco names follow the same pattern as female valco names, being male names with the suffix "enth" or "eth" added. Instead of a patronymic though, war valco have a clan name that they staunchly defend against insult or injury. A war valco takes great pride in his clan name and will not suffer any insults to it.

Male Names: Boro, Kret, Morde, Rumek, Treger

Female Names: Kretenth, Laneth, Mordeth, Nementh, Sabaoeth

Clan Names: Bahsro, Dwosh, Grulen, Polnuk, Trodar

WAR VALCO RACIAL TRAITS

- **+4 to Strength, +2 to Constitution, -2 to Intelligence, -2 to Wisdom:** War valco are incredibly strong creatures with a sturdy body and a tough stomach. They are however quite primitive and quick to anger.
- **Medium:** War valco are medium size creatures and have no bonuses or penalties due to size.
- **Normal Speed:** War valco have a base speed of 30 feet.
- **High-Color vision:** Most war valco see with standard color vision, and have difficulties in darkness.
- **Hardy (Ex):** War valco are able to eat and

digest nearly any organic substance, including straw, thorny bushes, cloth, and wood. They are also able to deal well with rancid and rotten food. War valco receive a +2 racial bonus to all saves vs. disease and poison.

- **Ram (Ex):** A war valco does not have standard natural weaponry, though he can use his horns in a ram attack. At the end of his move during a charge (and before his melee attack), a war valco gets a bonus attack with his horns at his standard attack bonus, plus 2. If this attack hits, it will deal 2d6 points of damage plus 1½ times Strength Bonus. Critical range is 19-20(x2). If the attack hits, the war valco may choose to make a free bull rush attack against the opponent, at a +2 CMB. The war valco may still take his standard attack after the charge or bull rush. Bonuses stack with those from bull rush feats. Neither the charge nor the bull rush provoke an attack of opportunity. This attack can also be used against objects such as doors, though striking an immovable object such as a stone wall will deal half the attack damage back to the war valco.
- **Blood Fury (Ex):** Each time a war valco kills an opponent in battle, the spirits will boost his morale and drive him into a greater killing frenzy. All Fortitude and Will saves are increased by 1, as are the war valco's attack rolls for 1d10 rounds. This bonus stacks upon itself for each enemy felled, up to a maximum of the war valco's Strength bonus. The duration of the full stack is extended with each additional kill, and can be maintained indefinitely if the killing continues at a steady pace. Kills must be sentient creatures (or other worthy opponents such as undead), and non-combatants such as children do not count.
- **Languages:** War valco begin their careers speaking Valco. War valco with high Intelligence scores can choose from Common, Asherake, Chromithian, Dover, or whatever best suits their background.

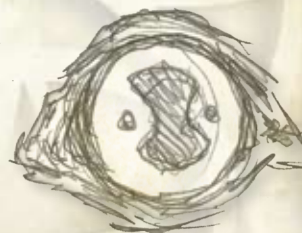


WAR VALCO SKULL

HORN VARIATIONS



HAND DETAIL
(OPEN PALM)



EYE AND PUPIL DETAIL