

A Beginner's Guide to Orrek Hammerborn

Alternate title: Everything you wanted to know about Orrek but were afraid to ask

Alternate, alternate title: Hammerborn for Dummies

Introduction:

Congratulations! You've got your hands on your very own Orrek Hammerborn level 2.0 model. While it may be tempting to take your Orrek out and start playing with it immediately, we strongly recommend that you thoroughly review this guide first to ensure you get the maximum value and enjoyment out of your Orrek. In this handy guide, we will walk you through every feature of your Orrek level 2.0, and explain how it can be used to maximum value. The Hammerborn is first and foremost a cleric of Iskar, he will seek to follow Iskar's will and spread his teachings wherever possible. Next he is a craftsman, feeling most at home shaping raw steel at the forge. Finally he is a protector, seeking to aid those in need. With a little care, your Orrek will continue to bring you joy for many years.

Socialization:

Your basic Orrek is equally comfortable alone, or with a small social group. It is important to ensure that the Orrek is given ample time to get used to his fellow party members to ensure successful integration with the group.

Current party (alphabetical):

Bridgid – Orrek sees Bridgid as somewhat of a kindred spirit. They are both concerned with the welfare of others, and are both somewhat intellectually challenged. Orrek likes that Bridgid does not look down on him for his lack of understanding complicated issues.

Orthus – While he was initially somewhat suspicious of Orthus, recent events have caused Orrek to reevaluate that opinion. He has recognized that while Orthus can be somewhat unpredictable and temperamental, he clearly cares very deeply for Ramornia and is willing to put himself in harm's way to protect her. That is something that Orrek can understand and relate to very well.

Ramornia – As with Orthus, Orrek was uncertain about Ramornia at first as well. However, she too has proven herself to be a reliable companion. Furthermore, a recent conversation in which Ramornia indicated that she is part of a community devoted to a higher power is also something he understands. At this point Orrek doesn't really understand what a 'cult' is, and believes Ramornia may be something like a fellow cleric. He knows little of other religions so it doesn't surprise him that he isn't familiar with whatever strange fragment Ramornia might follow.

Surel – Perhaps more than any of the others, Surel has shown that she cares deeply about the welfare of the group. That aligns with Orrek's desire to protect and aid his friends as well. While he may not always understand why she does what she does, he trusts that she will be acting in the best interests of the party (or at least what she believes to be in the best interest of the party).

Yasha – Orrek and Yasha have been friends for many years. He trusts Yasha completely and will not hesitate to come to his aid if needed.

Meeting NPC's:

The Hammerborn 2.0 model is extremely uncomfortable in social situations with strangers, preferring to remain quiet and in the background, allowing other in his social circle to handle any such interactions. This will change slightly if he encounters any tradesmen. Orrek's devotion to Iskar and upbringing in his clan's forge have instilled in him a great respect for fellow artisans. He will happily converse with them as much they will allow. He will open up even further to anyone who shows an interest in Iskar and his teachings.

As stated before, Orrek sees himself as a protector and aid to those in need. That said, he is also a devoted follower of the patron fragment of craftsmen. As any good craftsman knows, they deserve to be paid a fair wage for their labors. As such, Orrek won't hesitate to seek proper compensation for his efforts from those that are able to pay.

Combat:

The latest Orrek level 2.0 comes with a variety of capabilities for combat situations, here below is a brief guide to his preferred tactics for a variety of situations. Keep in mind this is only a guide, a good user will adjust these as needed to fit the situation at hand.

Long range (60'+) – In most cases Orrek will attempt to close the distance with his enemies, moving towards whatever he perceives to be the biggest threat. If there is a need or desire to stay at a distance, he will use his light crossbow, favoring weak or lightly armored targets that he thinks he can eliminate. Finally if the need is very great, he can cast Guiding Bolt, but this will be a last resort option in most cases.

Medium range (30' – 60') – As before, Orrek's first choice will be to move closer. At this range he will favor using Searing Smite in most cases, targeting enemies that appear to have low dexterity. Alternatively, he would consider casting Bless on his friends if it looks as though the combat encounter might be difficult.

Close range (less than 30') – At this distance, Orrek will attempt to engage in close combat. He will first target anyone who he believes is a threat to more vulnerable party members, putting himself between them wherever possible. In most cases, Orrek's best attack at this stage is still his warhammer. Against a heavily armored opponent (like Eden), Searing Smite might be better. Also if Orrek is surrounded, consider Word of Radiance. Defensively, he can use Shield of Faith if it seems warranted.

Regarding spell use in general: Orrek will be reluctant in general to use spells (except for cantrips for obvious reasons), preferring to keep those spell slots available for healing spells if needed. He has both Cure Wounds (action, touch) and Healing Word (bonus action, 30' range) available to heal his comrades when needed.

Goals:

For this next session, Orrek's primary goal is of course to help the group figure out what's going on, and to keep everyone alive and healthy. Minor goals include getting a knife or dagger at the earliest opportunity (He only has a warhammer and light crossbow, and I realized he might need to have something that would cut a rope or something along those lines at some point). He also wants to find out more about this seemingly magical bucket, which leads to him wanting to find a small (100 gp value) pearl, so that he will be able to cast Identify). And finally, he'll want to grab any small metallic objects that look somewhat valuable so that he can use them with his Artisan's Blessing ability to create other useful items for the group.

Conclusion:

With proper care and attention, your very own Orrek Hammerborn 2.0 model will last you for many years, bringing Iskar's blessings to your group and helping out with all of your equipment care as well and the vital healing that is too often needed.