

Sacred Ground

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in Ratik

Version 0.5

By Greg Jones

Circle Reviewer: Colleen Simpson

Reviewers: James Dempsey

Playtesters: York Cook, Daniel Oddo, Derek Christensen, Hilary Calander, Peter Barker, Sulenna Nicholson, Wes Nicholson, Jon Naughton, David Adams, and Steven Coling.

An alliance of Pyremius-worshipping orcs are mustering in the Rakers and nobody knows what they will do next. But Sir Hengon Mogotten is sending you on a strictly need-to-know mission, deep under cover into the camp of the Pyremius worshipping orcs. You're going to have to get in, find out as much as you can, cause as much havoc as possible and get out before your time is up. There are no guarantees on this mission as Sir Hengon Mogotten is putting you directly in harm's way for the good of the Archbarony.

A one-round Ratik regional adventure for characters level 3-15 (APLs 4-14) set in the Archbarony of Ratik. Part three of the *Rakers Aflame* series, this adventure leads directly into the special interactive RTK8-101 'Cleansing Fire'. Players will be given an opportunity to change characters during the Introduction if they feel their character is completely unsuited to the adventure.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Dungeon Masters Guide II* [Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, Robin D. Laws], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Player's Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

Along with this adventure you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik.

Adventurer's Standard Upkeep costs 12 gp per round for characters with Ratik as their home region and 24 gp for characters who do not have Ratik as their home region. Rich and Luxury Upkeep cost 75 gp per round for characters with Ratik as their home region and 150 gp for characters who do not have Ratik as their home region. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

In 597CY the orcs of the Rakers made a number of odd attacks on Ratik. The orcs first stole an entire village, and then attempted to capture ships to carry into the mountains. Adventurers discovered that the orcs were being led by a new, charismatic leader, known only as the Avatar of Pyremius.

The adventurers also discovered that the thefts were being made to create a huge sacrificial pyre to the God of Fire. Fearing that such an undertaking could only presage an increase in attacks upon the Archbarony, Evaleigh has tasked Sir Hengon Mogotten with discovering the extent of the orcs' plans and the impact those plans may have upon Ratik.

The Archbaroness was born in the Bone March and, in her youth, was taken from her home as it was overrun by orcs. The invasion was foreshadowed by a number of raids upon the March. Remembering the events of her youth, the Archbaroness is being overly cautious in her reaction to these current raids, believing that history may be about to repeat itself. Sir Hengon understands Evaleigh's concerns, and secretly agrees with her assessment.

As such, Sir Hengon has pulled together a force of wizards, clerics and druids to magically determine the

orcs' plans and disposition. So far, Sir Hengon has only had limited success. The Cult of Pyremius has a huge number of clerics in the camp that have been able to counter most of Sir Hengon's efforts to date.

As such, Sir Hengon has come up with a new plan, one that is more than a little unconventional. He intends to capture a group of orcs, then using a variant of the *magic jar* spell, strip the orcs' souls from their bodies. He will then put the souls of a group of adventurers into the orc bodies. Thus disguised, the adventurers should be able to infiltrate the orc encampment and gain the intelligence that Sir Hengon lacks.

ADVENTURE SUMMARY

Introduction: The PCs meet Jeron Redwater in Ratikhill in response to a letter from Sir Hengon. Jeron teleports them to the Rakers to meet Sir Hengon.

One: Sir Hengon explains part of the situation with the orcs, and asks the PCs to capture a group of orcs.

Two: The PCs intercept a group of orcs, and hopefully capture them.

Three: Sir Hengon interrogates the orcs, then asks the PCs to go under cover into the stronghold of the orcish Cult of Pyremius. To help them with this, Sir Hengon puts the PCs' souls into the bodies of the orcs.

Four: The PCs arrive at the orc encampment, and have to negotiate a number of NPCs.

Five: The PCs are able to investigate the encampment, and will have some NPC orcs interact with them.

Six: During the Grand Moot, the PCs will need to convince the orcish leadership that they are who they are pretending to be.

Seven: If at any time the PCs are discovered, or decide to go on a rampage, use the guidelines from this encounter for likely opposition.

Conclusion: The PCs report back to Sir Hengon on what they discovered.

PREPARATION FOR PLAY

For most of this adventure, the actions of the PCs will be self-directed. While the writer has attempted to cover the most obvious options of the players, some groups will always come up ideas that the writer has not thought of. As such, GMs will need to be ready to deal with unusual actions on their own initiative. GMs are encouraged to allow players to use their imagination, and to use the existing text as a guideline for appropriate responses.

Due to the near complete character re-write required in encounter three, it is highly recommended that GMs have extra copies of character sheets for the players to make use of.

INTRODUCTION

The PCs have received an invitation from Sir Hengon Mogotten, asking them to join him for the good of the realm. The following text assumes that PCs have accepted this invitation. Some out of region characters might not know who Sir Hengon is, or may feel odd about accepting such an invitation without more information. If this is the case, inform the player that some research reveals that Sir Hengon is the War Wizard of Ratikhill, and the Archbaroness's closest advisor. If they still don't want to accept the invitation the adventure ends here.

You have come to Ratikhill, to the Academy of Wizardry and Sorcery, in response to an invitation from Sir Hengon Mogotten, War Wizard of Ratikhill. The invitation held very little information, simply asking you to present this invitation to the publican in the main bar of The Silver Eagle and Crown across from the main Academy building at dusk.

When you arrive at The Silver Eagle and Crown you find that the dinner crowd has mostly filled the bar, but upon presenting the invitation the publican shows you into a small, private dining room. Over the next few minutes, other people are also shown into the room.

Allow PCs to introduce themselves at this point. If they have already adventured together, feel free to skip this part.

Note that those PCs that took part in RTK6-01 will have met Jeron Redwater previously.

You are just finishing your first drink, and perhaps thinking of ordering dinner, when a young man in vibrant red robes enters the room.

"Good evening, I am Jeron Redwater, and I would like to thank you all for accepting Sir Hengon's invitation. I am sorry that Sir Hengon could not come here to meet you, but if you have no objections I can teleport you to his current location."

Provided the PCs have no objections, Jeron will teleport them to Sir Hengon's camp. If they do object, Jeron will explain that time is critical, and conventional means of travel are not possible. If they still object, Jeron will thank them for their time, pay them 5 gp x APL for the inconvenience, and the adventure ends here. Jeron will not try to convince the PC, knowing that if they object to a teleport spell, they will never agree to the other magic required for this mission.

Jeron will try to deflect any questions, explaining that Sir Hengon is waiting to give them a full briefing that will answer everything and that he does not want to keep the War Wizard waiting.

Once the PCs agree, the PCs are teleported (in two groups) into Sir Hengon's camp.

ONE: SIR HENGON'S DELEMA

The PCs arrive at Sir Hengon's camp and are shown into the command tent.

As the effects of the teleportation magic wear off, you are able to look around at where you are. You immediately notice a drop in temperature, and a quickening of your breath, indicating that you are at a much higher elevation, probably high in the Griff or Rakers Mountain ranges.

Looking around at the camp you can see that a lot of effort has been made to disguise this place from casual observation. Both natural vegetation and magic have been employed to create an area that is effectively invisible from the outside.

There are a number of small tents around the clearing, and several small magical cottages, created with spells such as Leomund's Secure Shelter. Once all of you have arrived and oriented yourselves, Jeron leads you to a narrow, tall tent of the sort usually used for a person to get changed in. As you approach, Jeron says, "If you have any extra-dimensional pockets upon your persons, you will need to leave them outside."

If any PCs have a problem with this, Jeron will call over a junior wizard to look after the gear, assuring the PCs that it will be safe. Any further objections will be met with an exasperated, "Well stay out here and look after it yourself then."

Jeron holds aside the flap of the tent and past it you can see a shimmering doorway. Stepping through the doorway, you enter the command tent of Sir Hengon Mogotten. The room you step into is huge, with an indistinct ceiling and walls that are only made obvious by the tapestries and flags hanging from them. At a glance you can see the flags of Ratic and the Order of the Silk Garter. The tapestries are of a variety of styles, and are all of exquisite craftsmanship.

The bulk of this cavernous room is dominated by a massive table, which is in turn covered with a huge, hand drawn map of the Rakers. Upon the map you can see a number of markers with orcish styled flags upon them.

Seated around the table you can see Sir Hengon Mogotten along with a number of other wizards, several clerics of the orders of Procan and his children, a serious looking dwarf, and a pair of gnomes. Also around the hall are a large number of spectral creatures, with liveries in the arms of Ratic.

As you approach the table, Sir Hengon rises and greets you. "Good evening and thank you all for coming. Allow me the honour of introducing: Father Martin Dubois of the order of Procan; Sister Iselde Devonmeek of the order of Telchur; Alissa Kor of the order of Norebo; Dame Regina Abrin, War

Wizard of House Cormik; Professor Mervin Selot, Master of Conjuration at the Ratikhill Academy; Sir Venton Carr, Knight of the Silk Garter and former student of the Ratikhill Academy; Aramit, commander of Aramit's Rogues; and Norbin Korbelhazzer, Windmaster of Daberestead and his younger brother Nizbit."

Sir Hengon then introduces each of you to the assembled worthies before you, then proceeds to briefly name each of the acolytes and apprentices in attendance of the formerly introduced priests and wizards.

"Please, everybody be seated. If you would like any refreshments, please instruct the unseen servants and they will do their best to fulfil your requirements.

"Now, to business. As you may or may not be aware, there have been a number of odd raids performed upon the lands of Ratik by orcs in the past year. While in itself this is not unusual, the scale and nature of these raids has been a matter of some concern to the Archbaroness. In particular, the two biggest raids were to take an entire village: people, buildings and livestock; and the capture of several ships off the coast of Ratik; all to be taken high into the Rakers.

"One of the raiding parties going after the ships was defeated, and in questioning the captured orcs it was discovered that the purpose was to create a huge sacrificial pyre to Pyremius, the god of Fire. We also discovered that there is a huge alliance of orcs in the Rakers, united under the leadership of an enigmatic figure known only as the Avatar of Pyremius.

"The Archbaroness, remembering the events of her childhood that led to the conquest of her former homeland in the Bone March, has decided to take action. She fears that the raids of last year are a precursor to invasion, and as pessimistic as that may sound, I am inclined to agree with her. As such, we have been spying upon the orcish villages and encampments, trying to determine the size of the alliance, their disposition and their intentions. Thus far we have met with limited success.

"As you can see by this map, we have marked the locations of the many surface tribes of the alliance, as well as the main encampment of the orcs. It is our belief that this main encampment is of orcs that previously dwelt under the Rakers. Why they have come to the surface, we do not know. It is also the location of the sacrificial pyre to Pyremius, which was lit last autumn and is still burning.

"We have also noticed that all of the tribes have been sending delegations to the main camp. We are assuming that this is for some sort of Grand Moot. I would like you to attend this moot to find the answers to the questions we have.

"Obviously, you cannot attend as yourselves, but will need to be disguised as orcs. To do this, we would like you to capture one of the delegations and take their place. We have a group chosen, that has

not yet arrived at the orc encampment. This group, the delegation of the Black Skulls tribe, will be travelling via a route that will take them through a small pass that will be an excellent ambush point.

"I would like you to go to this pass, ambush the delegation from the Black Skulls, and capture them alive. I realize that capturing them alive is more difficult than just killing them, but we need to question the members of the delegation, and they will be needed for your disguises to be successful.

"To assist you in taking them alive we have gathered some equipment that you might find useful. We have metamagic rods of subdual damage, truncheons, sleep pellets and we can provide you with a couple of low level scrolls if you require them.

"Obviously, to succeed in this mission will require some stealth, but mostly it will require a facile tongue. You will be taking the place of these orcs, and pretending to be them in front of hundreds, perhaps thousands of orcish warriors. We will be able to help you with this disguise, making you look like an orc, but if you do not feel that you can act like an orc, say so now and we will endeavour to find a replacement for you for this mission."

At this point, players have the option of changing the character they are playing. Note that race does not matter (though some players will question the suitability of halflings and gnomes), but class might. Players of paladins, for example, may feel the character is unsuited as they do not believe their character should lie.

Do not dwell too long on this point, if players want to change characters, allow them to do so immediately. Otherwise, proceed with the mod, the players will have a chance to ask more questions in Encounter 3.

Sir Hengon's brief is interrupted by the arrival of a young wizard. Sir Hengon raises an eyebrow at the young woman, who states, "Sir, the Black Skulls delegation is moving. They should be at the ambush site in under an hour."

Sir Hengon thanks the young mage, Nicolette, then turns back to you. "In that case, we don't have much time. If you have any preparations that need to be made, I suggest you do so now. Nicolette will collect the equipment we have set aside for your use and can help with some low-level scrolls if you require them. I am sorry this is so rushed, but any questions you may have will need to wait. If we delay too long, the Black Skulls will be at the ambush site and you will lose your surprise.

"Professor Selot will teleport you to the ambush site when you are ready, and Nizbit will go with you. Once you have captured the orcs, Nizbit will contact his brother, who will help transport yourselves and the orcs back here. Good luck, and remember that we need the orcs alive!"

With that you are escorted out of the command tent by the young mage Nicolette. She takes you to a

small cottage, and shows you the equipment you can choose from.

The cottage contains a number of weapons, scrolls, potions and other equipment. PCs are each given:

- a truncheon
- a *potion of invisibility*
- blunt arrows and/or bolts
- any other appropriate equipment from the Players Handbook up to 100 gp in value.

Do not allow the players to take too long selecting equipment. This represents the availability of an equipment store with rope, grapples, some alchemical gear, etc. Sir Hengon's camp is not a market, and the personnel here will get tired of characters that try to squeeze every possible cp out of the situation.

The party can also share the use of:

- 3 x scrolls of *nonlethal substitution fireball* (CL 7th; 7d6 nonlethal damage)
- 2 x scrolls of 2nd level or lower spells from the DMG

Refer to Player Handout 1 for details on the equipment.

Treasure: The PCs receive the following from the Crown to help them in their mission:

👑**All APLs:** Loot 110 gp; Magic 348 gp; 3 scrolls of *nonlethal substitution fireball* – CL 7th (58 gp each), 6 *potions of invisibility* (26 gp each), 2 scrolls of 2nd level spells (13 gp each); Total 458 gp.

Development: If asked, Nicolette can provide the PCs with the following information:

- Most of the orc delegations have already arrived at the main encampment.
- They suspect that the moot will begin in the next day or two.
- The Black Skulls need to travel through the small pass the PCs will ambush them in as going around it will add more than a day to their travel time.
- As the Black Skulls are one of the last delegations to arrive, they are highly unlikely to take the long way around.
- The Black Skulls delegation is of about 20 orcs.
- About two thirds of the delegation appear to be young warriors, acting as an honour guard.
- The rest of the delegation appear to be notable members of the tribe, with the exception of a scout who travels ahead of the delegation, periodically signalling with a whistle.

- They do appear to have a cleric of Pyremius with them.
- There is also one other older orc who is probably an advisor, and may be able to use magic.

Once the PCs have selected their equipment, they are teleported to the ambush site. Professor Selot can teleport 4 PCs, plus as many PCs and/or animal companions as can fit in a portable hole (2 medium or 4 small creatures). Professor Selot can also cast *reduce person* and have a druid cast *reduce animal* to make more space. Remember that Nizbit is coming, so he will take up a spot in the hole.

TWO: THE AMBUSH

The PCs are teleported to the ambush site, a small, narrow pass with sheer cliffs on either side of it. The orcs need to pass this way, as avoiding this pass will add more than a day to their travel time.

The pass is about 20 ft. wide at all places, and 800 ft. long with 30-40 ft. high sheer cliffs on either side. If PCs can get up the wall, there are plenty of places they can sit while invisible. Due to the terrain at the top of the pass, any movement other than falling will require a DC 30 climb check.

Professor Selot will not stay to help; he is a 64-year-old academic, not a battle mage! Nizbit will stay, and will help the PCs to hide (granting them a +2 bonus to their checks with his assistance), but does not feel confident doing anything more.

🧝**Nizbit:** male gnome ranger 2; Hide +11.

You have arrived at the pass, and you can immediately see why it is such a good ambush site. The pass is about 20 ft. wide in most places and runs for about 800 ft, with curves every 100-120 ft. The walls of the pass are 30-40 ft. high, and look extremely difficult to climb.

Before leaving, Professor Selot turns invisible, reappearing a minute later to inform you that the orcs are about 10 minutes away.

The orcs, knowing the danger of this pass, always send a scout through first. If the PCs attack the scout, the rest of the orc delegation will be ready for danger (buff spells cast etc.) unless the PCs make the correct all-clear signal. Spells such as *charm person*, *dominate person* and *probe thoughts* will reveal that the all-clear signal is three short blasts of the scout's whistle.

🛡️**Cover and Hiding:** PCs can receive partial cover from climbing to the top of the pass (+4 AC, +4 to hide checks). If they lie down, they receive total cover, but standing up or moving so that they are able to see the enemy requires a move action and a DC 10 climb check. Failure by less than 5 results in the PC being unable to

move, while failure by 5 or more means the PC falls off the cliff into the pass (and receives 3d6 falling damage).

In the pass itself there are a lot of rocks hugging the cliff walls that can be used for partial cover (+4 AC, +4 to hide checks). Once out of the pass, it is possible to find total cover (about 30 ft. from the mouth of the pass and out of view of the pass).

Having taken up your hiding places, you only have a few minutes to wait before a single orc comes into view. The orc is armed with a longbow, and appears to be a scout for the Black Skulls.

Ask the PCs what they want to do. Gardok, the scout, will be moving at half speed, and actively looking for ambushes. Make opposed spot vs hide checks for Gardok, assuming the PCs have taken 20 on their hide checks. Gardok cannot see any PCs that have chosen to take full cover (at APLs 4 and 6, assume that Nizbit has taken full cover). If Gardok spots a PC, he raises the alarm immediately. If Gardok suspects the presence of an invisible opponent, he will move to investigate. At this point the PCs can have a surprise round if they choose.

Once Gardok has made it to the end of the pass, he signals the all-clear with his whistle. Once again, PCs have the opportunity to interrupt Gardok if they wish. Adjust the following text if the PCs have not set up their ambush at the end of the pass.

As the scouting orc reaches the end of the pass, he has one last look around. He then reaches into a pouch and raises a whistle to his lips. He blows three short blasts on the whistle, then puts the whistle away and assumes a relaxed pose.

The following text assumes that the PCs have either let Gardok scout through and make his signal, or have captured him and made the correct signal themselves.

Within a few short minutes, a group of orcs comes into view. In the front is a group of four orc warriors, followed by a massively muscled orc armed with a falchion. Behind the warriors are four more warriors carrying a sedan chair, inside which you can see a slumped figure. To either side of the chair are two orcs: a priest of Pyremius and a young female on one side; and an older orc and a servant on the other. Behind them follow another group of four orc warriors.

If the orcs were not given the all-clear signal, add the following:

All of the orcs seem alert for danger. They have weapons held at the ready and are moving slowly, looking for any potential ambushers.

Creatures: These orcs are the delegation from the Black Skulls tribe. The King in the sedan chair is already dead, unknown to most of his honour guard. The female orc is

the King's daughter, being taken to the Moot to secure a favourable political marriage. All of the orcs will fight to the death to protect their King.

As the orc warriors are too low a level to be an individual threat (and due to the assistance of Nizbit at low APLs) they have not been included in the EL calculation for this encounter. Due to the PCs' advantage of surprise and preparation, the EL of this encounter has been reduced by 1.

APL 4 (EL 7)

Princess Betar: female orc warrior 3; hp 21; Appendix 1.

Burner Mok: male orc cleric (Pyremius) 4; hp 32; Appendix 1.

Tor-Ka: male orc adept 3; hp 15; Appendix 1.

Karnak the Slayer: male orc barbarian 4; hp 44 (52 raging); Appendix 1.

Gardok: male orc scout 3; hp 24; Appendix 1.

Balak the servant: male orc rogue 3; hp 18; Appendix 1.

Warriors (12): male orc warrior 1; hp 7 each; Appendix 1.

APL 6 (EL 9)

Princess Betar: female orc warrior 5; hp 35; Appendix 1.

Burner Mok: male orc cleric (Pyremius) 6; hp 48; Appendix 1.

Tor-Ka: male orc adept 5; hp 23; Appendix 1.

Karnak the Slayer: male orc barbarian 6; hp 66 (78 raging); Appendix 1.

Gardok: male orc scout 5; hp 40; Appendix 1.

Balak the servant: male orc rogue 5; hp 30; Appendix 1.

Warriors (12): male orc barbarian 1; hp 11 each; Appendix 1.

APL 8 (EL 11)

Princess Betar: female orc warrior 7; hp 49; Appendix 1.

Burner Mok: male orc cleric (Pyremius) 8; hp 64; Appendix 1.

Tor-Ka: male orc adept 7; hp 38; Appendix 1.

Karnak the Slayer: male orc barbarian 8; hp 88 (104 raging); Appendix 1.

Gardok: male orc scout 7; hp 56; Appendix 1.

Balak the servant: male orc rogue 7; hp 42; Appendix 1.

Warriors (12): male orc barbarian 2; hp 22 each; Appendix 1.

APL 10 (EL 13)

Princess Betar: female orc warrior 9; hp 63; Appendix 1.

Burner Mok: male orc cleric (Pyremius) 10; hp 90; Appendix 1.

Tor-Ka: male orc adept 9; hp 48; Appendix 1.

☛ **Karnak the Slayer:** male orc barbarian 10; hp 110 (140 raging); Appendix 1.

☛ **Gardok:** male orc scout 9; hp 72; Appendix 1.

☛ **Balak the servant:** male orc rogue 9; hp 54; Appendix 1.

☛ **Warriors (12):** male orc barbarian 2; hp 22 each; Appendix 1.

APL 12 (EL 15)

☛ **Princess Betar:** female orc warrior 11; hp 77; Appendix 1.

☛ **Burner Mok:** male orc cleric (Pyremius) 12; hp 108; Appendix 1.

☛ **Tor-Ka:** male orc adept 11; hp 58; Appendix 1.

☛ **Karnak the Slayer:** male orc barbarian 12; hp 132 (168 raging); Appendix 1.

☛ **Gardok:** male orc scout 11; hp 88; Appendix 1.

☛ **Balak the servant:** male orc rogue 11; hp 66; Appendix 1.

☛ **Warriors (12):** male orc barbarian 2; hp 22 each; Appendix 1.

APL 14 (EL 17)

☛ **Princess Betar:** female orc warrior 13; hp 91; Appendix 1.

☛ **Burner Mok:** male orc cleric (Pyremius) 14; hp 126; Appendix 1.

☛ **Tor-Ka:** male orc adept 13; hp 68; Appendix 1.

☛ **Karnak the Slayer:** male orc barbarian 14; hp 154 (210 raging); Appendix 1.

☛ **Gardok:** male orc scout 13; hp 104; Appendix 1.

☛ **Balak the servant:** male orc rogue 13; hp 78; Appendix 1.

☛ **Warriors (12):** male orc barbarian 2; hp 22 each; Appendix 1.

Tactics: In the likely scenario that the orcs are surprised, the warriors left standing after the surprise round simply charge the PCs and attack to the best of their ability. Mok and Tor-Ka start with party buff spells, then alternate with offensive spells.

If the orcs are not surprised, then Mok and Tor-Ka will have already cast their buff spells. The warriors still charge and hack away.

Treasure: The PCs can get the following treasure off the orcs. GMs are reminded to remove any treasure that the PCs take into the orc encampment if they can't recover at the end of the adventure.

Note that most of this treasure is in the possession of the King, not in the hands of the orcs.

👑 **APL 4:** Loot 224 gp; Magic 629 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp); Total 853 gp.

👑 **APL 6:** Loot 224 gp; Magic 912 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp), *scout's headband* (283 gp); Total 1136 gp.

👑 **APL 8:** Loot 224 gp; Magic 1329 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp); Total 1553 gp.

👑 **APL 10:** Loot 224 gp; Magic 2271 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp); Total 2495 gp.

👑 **APL 12:** Loot 224 gp; Magic 3271 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp), *mantle of second chances* (1000 gp); Total 3495 gp.

👑 **APL 14:** Loot 224 gp; Magic 7030 gp; 5 *potions of cure light wounds* (4 gp each), *artificer's monocle* (125 gp), *boots of the battle charger* (167 gp), *gloves of fortunate striking* (167 gp), *hat of disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp), *mantle of second chances* (1000 gp), *gloves of the starry sky* (92 gp), *goggles of the golden sun* (333 gp), *periapt of the sullen sea* (500 gp), *belt of the wide earth* (667 gp), *bracers of blinding strike* (417 gp), *sandles of the light step* (750 gp), *vest of free movement* (1000 gp); Total 7254 gp.

Development: Once the PCs have subdued the whole party of orcs, it will be apparent that the King is dead. A DC 15 heal check will reveal that the King died of a heart attack 2-3 hours ago. A DC 30 heal check will reveal that the heart attack was caused by hemlock poisoning.

While the PCs are gathering the orcs together, Nizbit will contact his brother using a magic device. Norbin will arrive on the back of a dire eagle, flanked by two other dire eagle riders. Upon arrival, Norbin will unpack huge nets from his *bag of holding* which between them are big enough to hold all the orcs and the PCs. He will then cast *animal growth* upon the dire eagles (making them HUGE), and *invisibility sphere* upon the whole group.

THREE: UNDER YOUR SKIN

The PCs are flown back to Sir Hengon's camp with the orcs they have captured, at which point they find out the details of how they are getting into the orc encampment. They will also have all of their questions answered.

The flight back to Sir Hengon's camp is a quick one, only a few short miles from the ambush site. As you fly over the magnificent expanse of the Rakers you cannot help but see a huge plume of smoke to the north, less than a mile from Sir Hengon's camp. It appears that when Sir Hengon sets up a forward post, he sets it up right on the enemy's doorstep!

As you land in camp, people rush forward to help you unload the orcs you have taken prisoner. All the orcs are secured, before being taken into the command tent. As you enter, you can see a number of clerics casting bestow curse upon the orcs. Once they have all been cursed, several wizards step forward and begin casting probe thoughts upon the orcs, starting with the magic users, then the female orc, the champion and the scout. Finally, the servant and a couple of warriors are also questioned in this fashion. After more than an hour of questioning and using a variety of divination and charm magics upon the orcs, Sir Hengon calls you over to discuss the results of the interrogation.

At this point, give the players **Player Handout 2**. This contains the information that Sir Hengon and his team have extracted from the orcs.

Sir Hengon waits for you to finish reading the transcripts of the interrogation. Once you have finished, he says, "Now that we have the orcs contained we can start with the next part of this operation. As I stated earlier, to get any more information we are going to need to send people into the orc encampment. However, we obviously can't send in non-orcs, as they will tend to stand out.

"For this purpose I have been working all winter with Professor Selot and other associates at the Academy to create a variant of the magic jar spell. In sort, this will allow me to put your souls into gems, from where I can guide you to take possession of the orcs' bodies. With the information we have just extracted, this should allow you to enter the orc encampment in place of the Black Skulls.

"When you take possession of the orcs' bodies, you will gain all of their physical traits, while retaining your own mental traits and spell casting abilities. If you should happen to die while in the body of an orc, your soul will instantly transfer back to the gem, and from there to your body. The orcs' souls will travel on to the afterlife.

"We will also provide each of you with a pearl of speech which will allow you to speak and comprehend the orcish language. In addition, we will cast spells such as undetectable alignment and Nystal's magic aura upon you to protect you from casual magical detection.

"However, these are not complete proof against detection. If the cleric Mok is to be believed, there are many clerics in their cult of Pyremius, and those clerics are ever vigilant against those that are against

the Avatar. As such, you will need to be careful in any dealings you have with the clerics.

"I would now ask you to think about what role you would like to play in the delegation. To get into the three councils that are being held it is imperative that somebody takes the roles of Princess Betar, Burner Mok and Tor-Ka the shaman. Beyond that, it is up to you".

Once the PCs have made their choices, they can ask Sir Hengon any questions they like. He will try to answer to the best of his ability, making educated guesses if asked. Below are some of the questions PCs may ask, and the responses Sir Hengon would give:

What exactly do you want us to find out?

The most important is what the orcs are planning to do. Will they attack, and if so, when? Any further details on their planned assault would also be useful.

Also, any other details that would be useful such as: how many warriors they have; how many clerics in the Cult of Pyremius; special weapons or monstrous forces; weapon caches, especially explosives; exploitable bad feelings between the tribes; any details on the leadership; and anything else of that nature.

However, it is imperative that you not be discovered. If the orcs discover that they have been infiltrated, they will likely change their plans and we will be in an even worse position than we are now.

How long will we have?

You will have until dawn. At that time the spell will fail, and you will return to your bodies. However, if the orc bodies are still alive, then the souls of the orcs will reinhabit them. If this happens, then the orcs will know they have been infiltrated. I would ask you most stridently to avoid allowing the orcs to know they have been infiltrated.

Should we try and cause damage or kill some orcs?

Any damage you can cause would be of help in the long run. However, remember that we don't want the orcs to realize that they have been spied upon. If you just start randomly killing people, or even their leaders, the orcs will likely figure something is up and use magical means to discover what. If they know we are aware of their timetable, they may attack earlier than planned, before we can get forces into position to stop them.

How do we get out?

As I stated earlier, if you die, your soul will be instantly transported back to your body. If you want to try and sneak out via magical or other means, that is possible, but will likely attract attention. Only do so if you think you can without being marked as potential spies.

Then how do we get our equipment and magic items out?

The equipment from the orcs you captured is yours to use, and I suggest you do so for two reasons. First, you will appear much more like orcs with orcish equipment than with non-orcish gear. Second, if you do die in there whatever equipment you are carrying will have to be left behind.

As such, I suggest you think very carefully about what equipment you want to take with you, as it is unlikely to come back.

How do we get there?

Norbin will fly you under an *invisibility sphere* to an appropriate spot that is out of sight of any orcs, probably back near the ambush site where you attacked them. From there, you will walk in.

Can we take the body of the dead King with us?

Yes.

Can we copy spells from your spellbook?

Yes, you can copy spells from either Jeron's or my spellbook. (PCs can copy any open spell of up to level 6.)

Can we have a copy of your new *magic jar* spell?

I'm sorry, but it is still only written as spell lab notes. It won't be ready for publication for another 6 months.

Can we have a *heroes' feast* before we go?

Yes, Father Martin is happy to prepare it for you.

(If a player notices the signet ring on Balak's equipment list and thinks to ask about it) Can we ask Balak more about this ring?

Yes.

After recasting the *probe thoughts* I have learnt that Balak is part of a secret society known as the Crossed Arrows. They are a group of assassins that kill off any leaders in their community that they judge to be too weak, or unwarlike. He is expecting to meet others of this group at the Moot, and is supposed to bring a chalice with him that was among the King's gear.

The Crossed Arrows also have a secret handshake, clasping wrists with ones middle finger tucked in to represent a hidden claw or talon.

When do we leave?

Tomorrow evening. That will give you time to refresh your spells and make decisions about your equipment. It will also give you a chance to get into the encampment and have a look around before the Moot starts at midnight. Given that orcs tend to be nocturnal, it is best that you arrive at least an hour or two after dark.

Also, Father Martin has offered to prepare you a *heroes' feast*, so you will want a chance to eat it before you go.

If the PCs have any other questions, GMs are encouraged to answer them to what they consider the best of Sir Hengon's ability.

Development: At this point, give each of the players the physical stats and hit points for their new body, and have them adjust their character sheets to fit. Remind players to take into account the loss of any permanent magical items, such as stat boost items and resistance bonuses to their saves.

Characters keep all feats, proficiencies, skills and class features. However, if they no longer have the requisites, such as Dexterity 13 for Dodge, for example, then the feat is suppressed while the character is in the body of the orc. Likewise, any feats that directly affect a character's body (such as Toughness, or Draconic Skin) have no effect while the character inhabits the body of the orc.

Any racially-based features, such as racial traits and some feats and class features, are also suppressed for the duration of the PCs stay in an orc body. Note: if a class has a racial requirement, such as halfling outrider, then the class features for that class are suppressed, but not the BAB, Base Save Bonus or skill points.

Father Martin's *heroes' feast* grants the PCs 11 temporary hp, plus all other usual bonuses (see PH pg 240).

FOUR: THE ORC ENCAMPMENT

The PCs are flown back to the ambush site, and from there they can walk the few miles to the orc encampment. Failing any magic, they will arrive a little after 9pm.

Once at the encampment they will need to bluff their way past the gate guard. Once inside, the PCs have the opportunity to deal with the body of the dead King, and to try and gain some information or create some havoc. Until midnight the PCs' actions will be mostly self-directed, so the GM will need to be ready for whatever the players think of.

You are flown back to the ambush site, from which you then hike into the orc encampment. As you approach you can see that it is a massive encampment, with tens of thousands of orcs living here.

There is a 10-12 ft. tall stone wall surrounding the entire encampment, and on both the north and south side there are strong wooden gates. Beyond the wall you can see a high hill that dominates the interior of the encampment. Atop the hill burns a huge bonfire.

As you approach the gate you can see that it is open, and there are a large number of orcs on the gate and the walls watching you approach. When

you are within 10 ft. of the gate, one orc steps forward to address you. "Who are you lot, and wadda ya want?"

Allow the PCs to answer. GMs may need to improvise if the PCs decide not to assume the identity of the Black Skulls. Once the PCs have identified themselves, the guard captain will ask:

"You're late. What 'appened to ya?"

Again allow the PCs to answer. At this point the PC doing the talking for the party will need to make a DC 10 + APL bluff check (the guard captain is more discerning at higher APLs) to convince the guard captain of their story. The following modifiers apply to the roll:

- +5 for having the dead body of the King
- +1 for claiming to be attacked by creatures native to the Rakers
- -2 for any excuse that does not include being attacked by something
- -2 if anybody other than the Princess or her named consort is doing the talking

If the PCs fail their bluff check by less than 5, then read the following:

"Yeah, right, you're the Black Skulls. Don't think so! Go find a place to stay and stop trying to pass yaseselves off as ya betters."

The PCs can take this rebuff and enter the camp, or they can take issue with it. If they take issue the guard captain tries to arrest them, go to encounter seven.

If the PCs fail their bluff check by 5 or more, the guard captain tries to capture them immediately. Go to encounter seven.

Creature: Captain Molok is the Captain of the Gate Guard for the South Gate. He questions everybody entering the gate, though has no real suspicion of infiltration by orcs. Only if the PCs really make him suspicious (by failing their bluff by 5 or more) does Captain Molok try to detain them for further questioning.

APL 4 (EL 4)

☛**Captain Molok:** male orc rogue 3/barbarian 1; sense motive + 4.

APL 6 (EL 6)

☛**Captain Molok:** male orc rogue 4/barbarian 2; sense motive + 6.

APL 8 (EL 8)

☛**Captain Molok:** male orc rogue 5/barbarian 3; sense motive + 8.

APL 10 (EL 10)

☛**Captain Molok:** male orc rogue 6/barbarian 4; sense motive + 10.

APL 12 (EL 12)

☛**Captain Molok:** male orc rogue 7/barbarian 5; sense motive + 12.

APL 14 (EL 14)

☛**Captain Molok:** male orc rogue 8/barbarian 6; sense motive + 14.

Tactics: If Captain Molok believes that there is something very suspect with the PCs (ie. they fail their bluff check by 5 or more), he will move to arrest the PCs. Molok will also direct a number of other guards to assist him, and will always look for an opportunity to flank and make use of his sneak attack ability.

Go to Encounter seven for further details on Captain Molok and his followers.

If the PCs succeed, read the following:

"Oright, Donk 'ere'll show ya to ya place. Ya all can dump ya stuff an then do what ya want 'till midnight."

If the PCs have the body of the King with them, add the following:

"Ya probly wanna deal with that lump o' meat, yeah? Them clerics is all in the new temple, Donk'll show ya the way."

At this stage, most parties will have a dead body they will be keen to get rid of. If the PCs failed the bluff check to get past the guards by less than 5, then they can just dump the body, they can try and find the clerics of Pyremius themselves, or they can perform the cremation service themselves with the PC impersonating Mok officiating.

If the PCs have Donk to guide them, then they will be escorted to the 'new temple' of Pyremius. Donk takes them through a tunnel that has been dug into the side of the hill. The tunnel leads to a huge, cathedral style cavern which serve as the Temple of Pyremius.

The guard Donk leads you to the hill that dominates the centre of the encampment, atop which you can now clearly see the enormous bonfire. Around the base of the hill you can see a number of tunnel entrances, and it is to one of these that Donk leads you. It is a short walk before the tunnel branches into many side corridors, each with a number of rooms. Donk shows you to the room that has been set aside for you, then leads you to the cavern that holds the temple of Pyremius.

The cavern is huge, big enough to hold at least a thousand orcs, and is dimly lit by dozens of small

fire elementals dancing about the perimeter. At one end of the cavern you can see a massive altar to Pyremius, and upon the altar burns a fire so bright it hurts your orcish eyes.

As you enter, you are approached by a young cleric. "Whadda ya want?" he asks.

Allow PCs to answer. Dead orcs are not unusual around here, and the clerics are happy to perform a funeral service. Upon hearing that the dead orc is a tribal king, they will even provide an honour guard.

The young cleric is soon ready to perform the service, and you are led back to the surface. Once back to the surface, you are led up to the top of the hill. At the crest of the hill you can see there is an honour guard of 300 warriors of the Iron Tusks waiting.

The entire summit of the hill, even the area you are standing upon, is covered in ash and coals. It seems that at some time the fire atop the hill was much bigger than its current size.

The cleric of Pyremius says a short and impersonal service for the fallen King of the Black Skulls, then the body is thrown towards the fire by six of the honour guard.

It is at that point that you realize that the fire is alive! A tendril of fire lashes out and snatches up the flying body of the dead king, consuming it in an instant. A quick look at the cleric and the honour guard reveals that this is not a surprise to them.

The service ended, the honour guard is dismissed, and the cleric returns to the temple. You appear to have the run of the camp!

Having dealt with the dead (or not if they didn't bring the body with them), the PCs now have the run of the camp. Some things that the PCs might want to do (based upon the role they are playing):

- Tor-Ka may want to seek out the other shamen. He can easily find somebody to lead him to the shamens' chamber, but the chamber contains only a few apprentices cleaning the chamber. All the shamen are with their kings, advising them for the upcoming moot.
- Mok may want to talk to other clerics of Pyremius. The senior clerics are preparing for the moot, but there are a few junior clerics available. Their favoured topics of conversation are: heretics that have been discovered by Mok; and who Mok will denounce at the Moot.
- Princess Betar may look for a consort (if she has not already named a PC to that role). She can easily find tribal champions from any of the surface tribes willing to take on the role. She can also easily get multiple champions to fight for her. A DC 15 diplomacy or perform (oratory) check will get two champions to fight for Betar's hand. For every 5 point by which the DC is exceeded, add another contender.

- PCs may look for the quarters of the leaders. A DC 10 gather information check will find them, but the PCs will not be allowed entrance.
- PCs may look for stores of consumables. A DC 10 gather information check will reveal that the bonfire constantly needs fuel, so there is a shortage in the camp. Also, with so many clerics of Pyremius, explosive effects can easily be managed with magic.
- PCs might look for stores of weapons. A DC 12 gather information check reveals that each tribe has its own weapons. The only real weapon stores are those of the Iron Tusks, kept in the main barracks to the south side of the inner ring. The only special weapons are magic, mostly fire elementals from the Cult of Pyremius.
- PCs might want to look for monstrous forces. A DC 10 gather information check will reveal that there are two tribes of ogres that are part of the alliance (the Skull Crushers and the Red Eyes), and one of hill giants (the Big 'Uns). A DC 15 gather information check will reveal that there is also a tribe of orcish lycanthropes (the Silver Tusks) and several packs of worgs. A DC 20 gather information check will reveal that the Gaping Maw tribe has a pet basilisk, the Black Chasm tribe has a pet carrion crawler and the Black Rock tribe has several pet wyverns.
- PCs may also go looking for rivalries to exploit. A DC 10 gather information check will reveal that all rivalries have been suppressed by the Cult of Pyremius, upon pain of any warring tribes being destroyed by the Cult. Individuals may still pursue the old rivalries through honour duels and the like, but tribal battles no longer occur.
- PCs may want to try and create havoc. There are a huge number of ways in which PCs can do this, and GMs will have to judge the effectiveness of the PCs' ideas, as well as their subtlety. As a general rule, doing anything once will generally be ignored while doing it twice will be investigated.
- PCs might be inclined to put out the bonfire. If they do so, they will face a very angry Fire Monolith, and they will immediately activate Encounter seven (start with the 4th wave of attackers).

Creature: The bonfire contains an Elder Fire Elemental. If the PCs try to put out the fire, they will have to face the wrath of Pyremius' Gift.

All APLs (EL 17)

🔥 **Pyremius' Gift:** fire monolith; hp 432; Appendix I.

Development: If at any time while looking around and asking questions, or if creating havoc, the PCs do something that might make the orcs suspicious of them, it will lead to investigation. Investigation will include spells such as *detect magic* and *detect poison*. If this reveals anything suspect, then a high level cleric of Pyremius will cast *commune*. This will quickly reveal that the Black

Skulls delegation is to blame, and will lead to the PCs being arrested. Go to Encounter seven.

FIVE: MEETING THE LOCALS

While the PCs are waiting for midnight and the gathering of the Moot there are some orcs that may approach them. These vignettes are for those characters not playing a role in the Moot, and do not need to be run if time is an issue.

5A: THE CROSSED ARROWS

Balak, the old King's servant and assassin, is part of an orcish secret society, the Crossed Arrows. The Crossed Arrows are a group of assassins that aim to maintain the strength of the orc race by killing off any leaders that appear to be too weak and/or peaceful. They have a secret meeting at the Moot, and one of the Crossed Arrows will approach Balak about the meeting.

If the PC playing Balak can bluff their way through this encounter, they may be able to find out some extra information. If they don't, then all PCs in the party will have a -3 on all future social interaction skill checks in this adventure as the Crossed Arrows spread rumours about the Black Skulls.

NOTE: there is no xp for this vignette. It is to add flavour, give the PCs some more information and to impress upon the PCs that the orcs they are supplanting are known within this society. Unprepared PCs will likely find the situation difficult, but failure will only result in a penalty for future social interactions, and should not result in discovery.

As you are moving about the orc encampment looking for information, you are approached by an orc. The orc approaching you has his hand on his baldric so that you can see the back of his hand. Upon the orc's finger you can see a ring that bears a crest of two crossed arrows, the same as the crest on the ring you found in Balak's pack.

Ask the player what they want to do. Ignoring the orc counts as a failure, as the Crossed Arrows assume that Balak has turned rogue.

If the PC talks to the orc, they will need to make a DC 10 + APL bluff or perform (act) check (the orc assassin is more discerning at higher APLs) to convince the orc that they are the real Balak.

If the PCs thought to ask Sir Hengon to ask additional questions of Balak, then they will know the secret handshake and what Balak will be asked for, giving them a +10 on their bluff or perform (act) check.

If the PC passes the check, read the following:

Having established your bona fides to the satisfaction of the orc, he then asks you in a whisper, "Did you bring it?"

Allow the PC to answer. An answer of yes will be followed by a request for the item. An answer of no will result in:

"You fool. Now the ritual will be incomplete. To the elves with you and your cursed soul!"

If the PC playing Balak does not hand over the chalice, then this encounter is a failure, and all PCs in the party will have a -3 on all future social interaction skill checks in this adventure as the Crossed Arrows spread rumours about the Black Skulls.

If the PC playing Balak does hand over the chalice, then they can talk to the orc and discover the following:

- The Avatar is near impossible to kill. All but the most powerful blows from weapons seem to bounce off him, and he seems immune to poisons and to magic.
- The Avatar is highly charismatic, a compelling leader.
- However, he is a moron. If you actually listen to his speeches they are full of stupid statements and inconsistencies.
- We believe that somebody else is pulling the strings, we just don't know who.
- Breaking the power of the Cult of Pyremius would require getting rid of: the Avatar; the Avatar's brothers; and the elemental in the bonfire. The elemental is a gift from Pyremius for the sacrifice made last winter. If it went, Pyremius might withdraw his favour.
- The Cult fears the power of creatures of cold and ice more than anything else. The White Wolves tribe was wiped out by the Cult for this reason.

If the PC playing Balak wants to put out a contract on somebody, they can try. It will require a DC 25 bluff check to convince the Crossed Arrows of the necessity, with a +1 bonus for every 100 gp given in bribes/gifts/expenses.

Development: If the PC fails a bluff or perform check at any time during this encounter, then the Crossed Arrows are convinced that Balak has broken faith with them. As such, they spread negative rumours about the Black Skulls, which result in all future social interaction skill checks by any member of the party receiving a -3 penalty.

5B: MEETING THE SILVER TUSKS

This encounter can happen at any time, though the closer to the Moot the better as it is likely to result in a PC host body's death.

The Silver Tusks are a small, newly created tribe that is made up of warriors from all the tribes who have been infected with lycanthropy. All the Silver Tusks are infected lycanthropes, the natural lycanthrope that is infecting them being the tribe's most closely-guarded secret.

The leader of the Silver Tusks has decided that he wants to enhance the tribe's reputation by having one of his warriors challenge and kill a member of each other tribe. He does not care who his warriors kill, so long as between them they kill somebody from each tribe.

Most of the Silver Tusks have been challenging young warriors, as they are easier to bait and kill. However, in the case of the Black Skulls, the only warriors left are Karnak and Gardok. The Silver Tusk Borchai will aim at challenging Gardok first, but if Gardok is not there, or ignores the challenge, he will focus on Karnak.

NOTE: there is no xp for this vignette. It is to add flavour, give the PCs some more information and to impress upon the PCs that the orcs they are supplanting are known within this society. Most PCs will likely find the battle situation difficult, but failure will only result in ensuring that at least one PC gets out in a believable fashion.

As you are passing the time until the Moot gathers at midnight, you are approached by a powerful looking orc warrior. Many other orcs obviously get out of his way, until he is standing inches from your face. "I am Borchai. You are standing in my spot!"

Borchai is looking for a fight, and will get more and more antagonistic until challenged. If the player won't accept the bait, Borchai calls out:

"Are all Black Skulls cowards? Will none of them stand their ground? I see their Princess has no husband. I will take her, and then the Black Skulls can have a real leader!"

If Princess Batar already has a consort, then Borchai will fight the consort. In short order he kills Batar's consort.

Creature: Borchai is an orc wereboar. He has been ordered to kill a warrior of the Black Skulls, but will settle for any PC willing to challenge him.

APL 4 (EL 4)

👉 **Borchai:** male orc wereboar barbarian 1; hp 51; Appendix 1.

APL 6 (EL 6)

👉 **Borchai:** male orc wereboar barbarian 3; hp 81; Appendix 1.

APL 8 (EL 8)

👉 **Borchai:** male orc wereboar barbarian 5; hp 111; Appendix 1.

APL 10 (EL 10)

👉 **Borchai:** male orc wereboar barbarian 7; hp 141; Appendix 1.

APL 12 (EL 12)

👉 **Borchai:** male orc wereboar barbarian 9; hp 171; Appendix 1.

APL 14 (EL 14)

👉 **Borchai:** male orc wereboar barbarian 11; hp 201; Appendix 1.

Tactics: Borchai will begin by taking off his clothes and transforming into a hybrid wereboar. The PC challenging Borchai can attack at this stage if they so choose. If they do, roll initiative and Borchai spends a standard action in his first turn changing form (DC 15 control shape check, see MM pg 303 for further details; it is not a full moon), then rages. If the PC waits for Borchai to finish changing form, Borchai will rage and charge immediately.

If any other PCs join in on this honour duel, then they too will be challenged by another Silver Tusk (use the stats for Borchai). Cunning players should realize that this is an easy way to get a PC out of the encampment and back to Sir Hengon to report.

Note that wereboars have the special quality Ferocity. As such they keep fighting until they are at -10 hp. Borchai can rage for 11 rounds at APLs 4-8, 12 rounds at APLs 10-12 and for 13 rounds at APL 14.

Treasure: There is no treasure to be gained from this encounter.

Development: If none of the PCs accept this challenge, then Borchai does indeed take Princess. Princess Betar is taken into the hill, from whence the leader of the Silver Tusks orders her stripped and thrown out – not worthy of becoming a consort of the Silver Tusk tribe's leader. Naked, Princess Betar can now return to the other PCs. All PCs receive a -3 to all future social interaction skill checks as the Black Skulls are seen as cowards.

SIX: THE GREAT MOOT

About half an hour before midnight, orcs begin gathering at the base of the hill. At midnight, the Avatar and his retinue come into view before the great bonfire. The Avatar makes a speech, then accepts oaths of fealty from the assembled Kings.

It is nearing midnight when you notice many of the orcs are gathering at the base of the hill. At the crest of the hill is the ever-burning bonfire dedicated to Pyremius, and a number of guards from the Burning Fist tribe standing as an honour guard, marking the boundary of how close the assembled masses can get.

As it nears midnight, you see the Avatar come into view, along with his eight surviving brothers and many clerics of the Cult of Pyremius. Eventually the crowd settles down after much

shuffling and a few fights, and the Avatar addresses the crowd.

“Orcs of the Rakers, devoted of Pyremius, we have a manifest destiny that I shall deliver to you. We are the natural owners of this world, yet we live in the mountains, in the harshest place to live. In the mountains it is cold, and there is not enough to eat.

“I say we are entitled to more. I say we are entitled to all that they have in the low-lands, and I say that they are too weak to stop us from taking it. I say we should have food, and fire to warm us.

“Those pale-skins, stunties and pointy-ears in the low-lands are jealous of our power. They are jealous of the favour of Pyremius that shines upon us. They are jealous of our great fire!

“So we shall go into the low-lands and we shall take what we want. We will burn their fields and their homes, and we will feast on man-flesh. We will burn the low-lands and the fire we create will keep us warm for eternity. We will slaughter pale-skins and pointy-ears and feast upon their flesh until none remain, and our hunger will be sated. And never again will we have to live in these cold mountains!” This speech is received with great cheers and howls of approval by the assembled orcs. When the cheers die down, the Avatar calls forth the leader of the Iron Tusks. The King comes forth and swears fealty to the Avatar, followed by the leaders of the Silver Tusks, the Burning Fist, the Gaping Maw, the Black Rock, the Skull Crushers, and all the other tribes in order of precedence.

More than 20 tribal kings have been called forth, when the leader of the Griffon’s Bane tribe kneels to make his oath of fealty. He pauses for a moment before crying out, “I will not swear fealty. To the elves with your soul”

As the King of the Griffon’s Bane rises he draws his scimitar to attack the Avatar, but the Avatar’s brothers have already moved forward to grab the traitorous King. After a brief struggle, they drag the King to the bonfire and cast him to the flames. The elemental within the fire snatches up the King and consumes him in a single bite.

There is a brief pause, after which another Griffon’s Bane warrior steps forward, kneels before the Avatar, and makes the oath of fealty to the Avatar. You notice a large group of Iron Tusks have moved to be near the Griffon’s Bane, but the ceremony continues without any other interruptions.

After the 36th tribe, the Boar’s Head, have sworn allegiance, the Black Skulls are called forward to make their oath.

At this stage the PCs will need to send somebody forward. So far, with the exception of the Griffon’s Bane, only one member of each tribe has gone forward and it has been the tribe’s king in each case.

As the Black Skulls don’t have a king, this role falls to Princess Betar unless she has named a consort to act in her stead. If anybody other than Betar or her named consort steps forward, it will raise a great deal of mumbling from the crowd, and the PC will receive a -10 penalty on their bluff or perform (act) skill checks for this encounter.

As the PC approaches the Avatar, they will notice that a zone of truth is in effect before the Avatar. The PC will need to succeed on a DC 18 Will save to resist the effect of the spell (see PH pg 303 for details on the spell).

You make your way forward, pushing through the crowd. As you reach the place where you are to kneel, you can feel the effects of a zone of truth in the area. Now the actions of the King of the Griffon’s Bane make sense, and your situation is much more dangerous!

The PC making the oath will then need to succeed on a DC 15 bluff or perform (act) check to convince the Avatar of your loyalty. The following modifiers apply to this check:

- +3 if the PC is evasive, and swear on behalf of the Black Skulls
- -3 if the PC makes a personal oath of fealty
- +2 if the PC swears fealty to the power of Pyremius, and is a member of the Scarlet Brotherhood.
- -10 if anybody other than Princess Betar or her named consort make the oath.

If Princess Betar’s consort is an NPC, then the consort can make the oath with no problems.

Failure to convince the Avatar of the loyalty of the Black Skulls will result in the following:

The Avatar looks at you for a moment, then declares, “You are lying, I can see it in your eyes.” He steps towards you, and you feel the effect of the zone of truth suppressed.

If the PCs decide to resist, go to Encounter seven. Otherwise, read the following:

The Avatar continues to approach you, and when he steps within 10 ft. of you, everything suddenly goes dark. You wake up in your own body, back in Sir Hengon’s camp.

Back in the orc encampment, everybody sees Betar fall, then stand and cry out, “Where am I? The last thing I remember is being attack by a group of low-landers.” At that, all eyes turn upon the remaining members of the Black Skulls delegation, and Burning Fist warriors start moving towards you.

The effect on the Avatar is a permanent *anti-magic field* which dispels the *magic jar* effect upon the PC in Princess Betar. For those PCs still alive, go to Encounter seven.

Development: Following the ceremony of the oaths of fealty, the crown splits in four: the leaders go into the Great Moot; the clerics of the Cult of Pyremius go into the temple; the shamen go into their cave; and the rest of the crowd disperses.

Each of the meetings runs simultaneously, so each PC can only attend one. GMs can run the meetings in any order, but are reminded not to dwell too long on each meeting as it may become boring for the players not involved.

6A: THE GREAT MOOT

Following the oaths of fealty, the Avatar leads his brothers and the assembled kings into the hill to the Grand Hall, wherein the Grand Moot will be held.

Most of the kings enter the hall with a single warrior and/or servant. The PCs will need to decide who to send into the hall. Anybody beyond Princess Betar, her consort and a single warrior or servant will be excluded from the Moot by the guards.

You follow the procession into one of the many tunnels dug into the side of the hill. The hall has a huge raised dais at one end, while the rest of the hall is stepped so that even those at the back can see the Avatar upon his dais.

Once everybody is settled (or as settled as orcs seem to get), the Avatar holds up his hands for attention. "The time has come, and the signs have been met. The elements of air, earth and water have been consumed in sacrifice to might Pyremius, and he has blessed us with his elemental servant. The cold ones have not stood against us, and I say that there are no others that can!"

"I say that now is the time to take what is rightfully ours, to slay and to burn the low-lands! I and my brothers march at the next dark moon, who of you will come with us?"

The speech is met with a huge amount of cheering among the kings, then the King of the Iron Tusks steps forward and says, "I will come, and I bring 60 warbands to serve you."

One of the Avatar's brothers steps forwards and announces, "I, Pyros, will lead half your warriors."

Another of the Avatar's brothers then steps forwards and says, "And I, Kalmashon, will lead the other half."

Another king steps forwards and declares, "The Silver Tusks will come, with all 57 warriors!" The Silver Tusks are again divided between Pyros and Kalmashon.

These declarations are followed by the Burning Fist (40 warbands), the Gaping Maw (30 warbands), the Black Rock (18 warbands and 20 wyverns), and all of the other tribes. Most of the tribes talk of their numbers in terms of warbands, with the exception of the Silver Tusks, the Big Uns and the Red Eyes. It also appears that the tribes are making their declarations in the order of precedence from the

ceremony where they gave their oaths of fealty. With a few notable exceptions, such as the Silver Tusks, the order of precedence seems to be from the largest tribes to the smallest.

Once past the 30th tribe it seems that each king has only two warbands to offer to the battle, including the Boar's Head.

Once again, it is time for the PCs to act. If they offer less than two warbands, there will be a moment of silence before somebody says in a very audible whisper, "How many Black Skulls were killed on the way here anyway?" If they offer more than two warbands, somebody will call out, "It takes more than three warriors to make a warband you know!" PCs can respond to these jibes as they like, but so long as they don't pick a fight, they will soon be passed over.

Once the PCs have finished, give them Player Handout 3 to look over.

Once the kings have all declared their forces, and each of them has been accepted by one of the bothers, the discussion turns to tactics. It seems that the plan is to flow out of the mountains into the very southern reaches of the Timberway, then spread out to swarm over the lands of Houses Cormik and DevonmEEK. Five brigades, each of 30-40 warbands, will attack the forces of Ratik, giving the armies of Ratik too many targets to deal with effectively. The remaining three brigades will deal with supply issues, garrisoning captured strongholds, guarding prisoners/slaves and will act as a tactical reserve of troops.

At this point, the question on most PCs' lips will be: how big is a warband? A DC 18 gather information check will reveal that most warbands are 80-100 orc warriors. This means that each of the five main brigades attacking Ratik will contain about 3,500 warriors, more than Ratik's entire standing army!

PCs can try to add to the discussion on tactics, after all that is the point of the Moot! If they can succeed on a DC 20 diplomacy or perform (oratory) check, the leaders will seriously consider the PCs' proposal (so long as it sounds sensible). Note that attacking the Pale is out of the question!

6B: THE MEETING OF THE CULT

All of the clerics of the Cult of Pyremius proceed to meet in the temple. At this meeting two things will be done: the clerics from the surface tribes are required to present a heretic from the tribe they have been monitoring for judgement; and each of the clerics will be assigned to a brigade for the upcoming attack.

The PC playing Mok (if still alive) will be required to attend, and can bring one other PC with him as a servant or acolyte. No other PCs will be allowed into the temple.

You follow the other clerics into the temple, and as you enter you notice that the walls of the temple are lined with warriors from the Burning Fist tribe, interspersed with small fire elementals. Once all the clerics and guards are assembled, the temple is packed. At a rough estimation, there must be at least 500 clerics in here, a similar number of guards and at least twice that number of acolytes and novices!

Immulator Drakan, the High Priest, then performs a service for the assembled clerics and guards. It appears that there are many call and response parts to this service, some of which are even in Suloise!

The PC playing Mok will need to partake in this ritual or stand out as an obvious infiltrator (if another PC is present, their ignorance will pass without remark).

To convincingly pretend to take part will require a DC 12 bluff or perform (act) check. To remember the actual responses will require a DC 20 knowledge (religion) check. Any PCs who are members of the Scarlet Brotherhood receive a +3 bonus to any of these skills due to familiarity with the rights of Pyremius, while PCs that can speak Ancient Suloise receive a +2 bonus due to the ease they have with the Suloise portions of the service.

Failing to convince the other clerics that Mok is not an infiltrator will result in immediate arrest. Go to Encounter seven.

Once the service is complete, each of the clerics assigned to a surface tribe is called forth, starting with the tribe that was last in the order of precedence set out in the ceremony where the Avatar accepted oaths of fealty from the tribal kings.

Each of the clerics comes forth, and in each case a group of guards drags in an orc from a side tunnel. The cleric then denounces the prisoner as a heretic, often citing specific crimes, usually behaviour that would honour Gruumsh. Each victim is brought before the altar, and asked if they worship any gods other than Pyremius. In each of the first six cases, the victims confess, after which they are sacrificed upon the altar. Once dead, the victims bodies are dragged out again by the guards.

After the first six clerics have each been sentenced and sacrificed, Burner Mok is called forth by the Immulator.

The PC playing Mok will need to respond to the Immulator. The most likely responses are: that Mok's heretic was killed in the attack on the way here; to offer a PC as a heretic; or to accuse an NPC from another tribe. GMs will need to judge how to react to any other option the players think of.

If the PC states that their heretic died on the way to the Moot, they will need to succeed on a DC 18 bluff check to convince the Immulator and the other assembled clerics. Failure results in a call for interrogation, and arrest. Go to Encounter seven.

If the PC offers another PC as a heretic, then that PC will be pulled forward and tried. The PC will then be sacrificed to Pyremius, thus releasing their soul back to the camp of Sir Hengon and getting at least one PC out in a believable way.

If the PC accuses a member of another tribe, there will be cries of foul from the cleric assigned to that tribe. The PC will be accused of overstepping their authority, and a challenge will be issued by the cleric of the accused tribe.

Note that accusations against named NPCs, monstrous allies (giants and ogres), Silver Tusks and Burning Fist orcs will be laughed at and result in the PC's immediate arrest. Go to Encounter seven.

The challenge will be to hold a burning hot metal rod without any form of magical protection against fire. To hold the rod will require a DC 12 Will save, repeated each round with the DC increasing by 2 as the flesh is burnt from the challengers' hands.

Creature: The cleric of the accused tribe.

APL 4 (EL 4)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 4; Will +6.

APL 6 (EL 6)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 6; Will +8.

APL 8 (EL 8)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 8; Will +10.

APL 10 (EL 10)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 10; Will +12.

APL 12 (EL 12)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 12; Will +14.

APL 14 (EL 14)

☛ **Cleric of Pyremius:** male orc cleric (Pyremius) 14; Will +16.

If the PC loses the challenge the guards will be called forward to arrest the PC. Go to Encounter seven.

If the PC is victorious then the challenging cleric will be arrested, and dragged off to be thrown upon the bonfire. The PC's hand will be healed by the Immulator, then the orc that the PC accused will be brought in.

The accused is brought into the temple by warriors of the Burning Fist, and led to the altar. The accused is then asked to proclaim their allegiance to Pyremius.

The chance of the PC randomly picking a heretic from another tribe depends on whether that tribe is a surface or subterranean tribe. If the accused is of a surface tribe, there is a 80% chance that they are a heretic. If they are of a subterranean tribe, the chance is only 10%.

If the accused is a heretic, they will be sacrificed like the other prisoners, and the accusations will continue.

The accusations, trials and sacrifices continue, and as they proceed you notice a strong theme among the accused. Most are powerless, the old and the young who are either too set in their ways or too stupid to conceal their allegiance to the old ways. Whatever this ritual might achieve for the Cult, the victims are the least of the threat to Ratik, so the proceedings do nothing to aid its cause.

Once the trials are finally over the Immolator goes through a role call of the clerics. After naming each cleric, he informs them to which brigade they are to be assigned for the main assault. It is hard to keep track of the names and where they are going, but at a rough estimate you believe that there will be about 70-80 clerics assigned to the five big brigades!

6C: THE SHAMEN MEET

The shamen all go to meet in the cavern set aside for them. Before the rise of the Cult of Pyremius, this would have been the only religious meeting at the Great Moot. While the shamen are still allowed to meet, their power and influence within the community has been drastically reduced.

This meeting has only one purpose, to determine who will be sent on a diplomatic mission to Spinecastle. The Avatar has decreed that the war will go much easier if the forces of Ratik are concentrating on an assault from the Kalmar Pass. However, the shamen are the only ones who have had past communication with the orcs of the Bone March, so this mission has by necessity been entrusted to them.

The PC playing Tor-Ka (if still alive) will be required to attend, and can bring one other PC with him as a servant or apprentice. No other PCs will be allowed into the shamen's cave.

You follow the other shamen into the cave, and as you enter you notice that the walls of the temple are lined with warriors from many of the surface tribes. Once all the shamen and guards are assembled, the cave is packed. At a rough estimation, there must be about 50 shamen in here, a similar number of guards and the same again in servants and apprentices.

The Head Shaman, Char-Bak, then performs an old Gruumshian service for the assembled shamen and guards. It appears that there are many call and response parts to this service, which all are taking part in!

Any PCs present will need to partake in this ritual or stand out as an obvious infiltrator. Unlike the service to

Pyremius above, it is expected that all surface-dwelling orcs know how to participate in this service.

To convincingly pretend to take part requires a DC 12 bluff or perform (act) check. To remember the actual responses from prior religious studies requires a DC 20 Knowledge (religion) check.

Failing to convince everybody present that all PCs present are not infiltrators will result in the shamen and their guards assuming that the PCs have been corrupted or coerced by the Cult of Pyremius. Go to Encounter seven.

Once the service is complete, a discussion will begin on who is to go south to open a parley with the orcs of the Bone March.

The service complete, the Char-Bak, the Head Shaman, begins a discussion about births, deaths and marriages in the last year. This discussion goes for some time, and during the discussion you get the impression that there is a lot of suppressed anger in the room towards the Cult of Pyremius and their victimisation of Gruumsh worshippers.

You have almost despaired of hearing anything useful in this meeting when discussion turns to the forming of a delegation. It seems that the Avatar has decided to ask the orcs of Spinecastle to assault Ratikhill while the Cult of Pyremius invades.

The PC playing Tor-Ka can intervene at this stage, making suggestions for the delegation. At this stage, they plan to send 2 shamen, 4 apprentices and an honour guard of 12.

If the PCs don't intervene, the delegates chosen are Grutan of the Dragon Claws as the senior delegate, and Ursov of the Bear Skins as the junior delegate.

The delegates decided, Char-Bak gives them their instructions. "Go to the Southern Tribes in their castle. Offer them all the lands south and east of the pass if they make this attack.

"However, they must attack before the New Moon, for that is when the Avatar plans to launch his assault. They can be of little use to us if they attack after we have taken the fortress!"

The PCs may want to offer themselves for this mission, hoping to sabotage it. However, the GM should remind the players that the *magic jar* effect that is keeping them in the orc bodies will end by dawn, so they will not be around to do the mission. This will only result in the original delegates being sent.

This encounter is designed to give the PCs information that can be reported back to Sir Hengon. The PCs are not expected to do anything about it at this stage.

If the PC playing Tor-Ka tries to instigate a revolt among the shamen, a spy/Pyremius sympathizer among

the shamen will summon the guards to arrest the PC. Go to Encounter seven.

Development: If the PCs have managed to get to this point without being discovered, then they have about an hour before the *magic jar* effect ends. They have the choice of: leaving, through the main gate or via magic; creating some havoc, then going out in a blaze of glory; or finding some subtle yet public way of getting themselves killed.

The last option is the best, as any other action will make the orcs suspicious of the Black Skulls delegation. A *commune* spell will inform the orcs that they have been infiltrated, and as such they will step up the timeline for the attack, putting the PCs and the army of Ratik in a more difficult position for the Interactive.

SEVEN: BLAZE OF GLORY

Encounter seven is a catch-all of stat block for if the PCs break their cover. Remember that as there is no consequence for defeat there is no experience awarded for this encounter. Therefore, GMs can run the encounter as they like. Some stat blocks have been prepared to help GMs in offering likely opponents for the PCs.

If time is running short, given that there is no xp for this encounter, GMs are encouraged to abstract this encounter. Allow the PCs to kill a (in your opinion) reasonable number of the enemy, then announce that they are slain by something much more powerful than the PC.

PCs can trigger this encounter by acting in a suspicious manner, and failing to pass bluff checks, as detailed in:

- Encounter 4 – dealing with the Captain of the Gate Guard
- Encounter 4 – if the GM feels the players have done anything particularly stupid while gathering information
- Encounter 6 – making the oath of fealty to the Avatar
- Encounter 6B – partaking in the rituals of the Cult of Pyremius
- Encounter 6C – partaking in the rituals of the shamen
- Or at any time the PCs decide to cut loose!

As stated earlier in the mod, the PCs will have a lot of room for self-directed investigations and sabotage in this adventure. GMs will need to judge both the effectiveness and the subtlety of the PCs' actions.

If at any time the GM feels that the players are being too blatant, have a group of orcs try to arrest them for further questioning.

With the exception of the encounters where the conditions for arrest have already been stipulated (generally as a result of a failed social interaction), PCs can always use social skills and/or magic to try and avoid a fight. Again, GMs will need to judge each case

individually, but use the spell descriptions and the skill descriptions from the Players Handbook as a guideline.

When trying to shift the attitude of a random NPC, assume that all orcs begin with an attitude of unfriendly (as per PH pg 72). If NPC attitudes ever shift to Hostile, a fight breaks out immediately.

Creatures: This is a standard patrol of orc guards that the PCs are likely to run into within the walls of the orc encampment. GMs can adjust these numbers to suit if the PCs are looking to pick a fight with a particular group.

If the PCs unwittingly pick a fight, start with one patrol of orcs, then add a new wave of attackers every three round. If the PCs manage to defeat four waves of attackers, throw anything you want at them (including Brothers of the Avatar, Silver Tusks, Clerics of Pyremius, Hill Giants – MM pg 123 and Elder Fire Elementals – MM pg 99).

The patrol squads have not been tiered above APL 8, and it can be assumed that high APL groups will be able to slaughter orc guards at will. However, the orcs will not be able to respond immediately with more powerful forces. Give PCs of APLs 10-14 the opportunity to slaughter orc guards for 10 rounds, and then throw some of the special opponents at them.

APL 4 (EL 5)

👤 **Sergeant:** male orc barbarian 2; hp 22; Appendix 1.

👤 **Warriors (8):** male orc warrior 1; hp 7 each; Appendix 1.

APL 6 (EL 7)

👤 **Sergeant:** male orc barbarian 4; hp 44; Appendix 1.

👤 **Warriors (8):** male orc barbarian 1; hp 11 each; Appendix 1.

APL 8 (EL 9)

👤 **Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤 **Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

APL 10 (EL 0)

👤 **Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤 **Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

APL 12 (EL 0)

👤 **Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤 **Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

APL 14 (EL 0)

👤 **Sergeant:** male orc barbarian 6; hp 66; Appendix 1.

👤 **Warriors (8):** male orc barbarian 2; hp 22 each; Appendix 1.

Other opponents that the PCs can face after several waves of orc guards are:

APL 4 (EL 7)

👉 **Ogre Barbarian**: male ogre barbarian 4; hp 97; Monster Manual 199.

APL 4 (EL 6)

👉 **Cleric of Pyremius**: male orc cleric (Pyremius) 6; hp 48; Appendix 1.

APL 4 (EL 7)

👉 **Huge Fire Elemental**: hp 160; Monster Manual 99.

APL 4 (EL 6)

👉 **Brother of the Avatar**: male half-fiend orc fighter 5; hp 50; Appendix 1.

APL 4 (EL 6)

👉 **Silver Tusk**: male orc wereboar barbarian 3; hp 81; Appendix 1.

APL 6 (EL 9)

👉 **Ogre Barbarians (2)**: male ogre barbarian 4; hp 97 each; Monster Manual 199.

APL 6 (EL 8)

👉 **Cleric of Pyremius**: male orc cleric (Pyremius) 8; hp 80; Appendix 1.

APL 6 (EL 7)

👉 **Huge Fire Elementals (2)**: hp 160; Monster Manual 99.

APL 6 (EL 8)

👉 **Brother of the Avatar**: male half-fiend orc fighter 7; hp 70; Appendix 1.

APL 6 (EL 8)

👉 **Silver Tusk**: male orc wereboar barbarian 5; hp 111; Appendix 1.

APL 8 (EL 11)

👉 **Ogre Barbarians (4)**: male ogre barbarian 4; hp 97 each; Monster Manual 199.

APL 8 (EL 10)

👉 **Cleric of Pyremius**: male orc cleric (Pyremius) 10; hp 120; Appendix 1.

APL 8 (EL 11)

👉 **Greater Huge Fire Elementals (2)**: hp 210; Monster Manual 99.

APL 8 (EL 10)

👉 **Brother of the Avatar**: male half-fiend orc fighter 9; hp 99; Appendix 1.

APL 8 (EL 10)

👉 **Silver Tusk**: male orc wereboar barbarian 7; hp 141; Appendix 1.

APL 10 (EL 12)

👉 **Hill Giant Barbarians (4)**: male hill giant barbarian 1; hp 159 each (185 raging); Appendix 1.

APL 10 (EL 12)

👉 **Cleric of Pyremius**: male orc cleric (Pyremius) 12; hp 140; Appendix 1.

APL 10 (EL 13)

👉 **Elder Fire Elementals (2)**: hp 240; Monster Manual 99.

APL 10 (EL 12)

👉 **Brother of the Avatar**: male half-fiend orc fighter 9; hp 110; Appendix 1.

APL 10 (EL 12)

👉 **Silver Tusk**: male orc wereboar barbarian 9; hp 183; Appendix 1.

APL 12 (EL 14)

👉 **Hill Giant Barbarians (4)**: male hill giant barbarian 3; hp 189 each (219 raging); Appendix 1.

APL 12 (EL 14)

👉 **Clerics of Pyremius (2)**: male orc clerics (Pyremius) 12; hp 140 each; Appendix 1.

APL 12 (EL 15)

👉 **Elder Fire Elementals (4)**: hp 240; Monster Manual 99.

APL 12 (EL 14)

👉 **Brother of the Avatar**: male half-fiend orc fighter 9; hp 110; Appendix 1.

APL 12 (EL 14)

👉 **Silver Tusk**: male orc wereboar barbarian 11; hp 215; Appendix 1.

APL 14 (EL 14)

👉 **Hill Giant Barbarians (4)**: male hill giant barbarian 3; hp 189 each (219 raging); Appendix 1.

APL 14 (EL 16)

👉 **Clerics of Pyremius (4)**: male orc clerics (Pyremius) 12; hp 140 each; Appendix 1.

APL 14 (EL 15)

👉 **Elder Fire Elementals (4)**: hp 240; Monster Manual 99.

APL 14 (EL 14)

☛ **Brother of the Avatar:** male half-fiend orc fighter 9; hp 110; Appendix 1.

APL 14 (EL 16)

☛ **Silver Tusks (2):** male orc wereboar barbarian 11; hp 215; Appendix 1.

Development: Once the PCs have all been killed, proceed to the conclusion. However, keep track of the opponents that the PCs defeated for the Critical Events Summery.

CONCLUSION

The PCs return to Sir Hengon's camp. This can occur in a number of ways, though the most likely is that they orcs the PCs are inhabiting die, and the PCs' souls return to their bodies.

Once back, the PCs will be given a chance to recover themselves, given refreshments, then questioned whilst the events are still fresh in their minds.

Your time as an orc is over, and you are seated once again in the command tent of Sir Hengon. You are offered refreshments while you gather your thoughts, then Sir Hengon asks, "So, what did you discover?"

Allow the players to relate as much as they can. Ensure that the players do not refer to any notes, as the characters will not have been able to make notes.

When the PCs have finished their report, Sir Hengon says,

"I am amazed and grateful for all that you have done. Be assured that the Archbaroness herself sends her thanks.

"However, now that we have this intelligence we need to act upon it. Would you be willing to join us in confronting this unholy alliance of orcs? We plan to attack them before they advance upon us on the new moon."

Players are thanked for any offers of help for the upcoming battle.

Those PCs that completed the mission receive the **Thanks of Sir Hengon**, the **Gratitude of the Crown** and the **Under your Skin** favours. Those that died as an orc also receive the **A Brush with Death** favour.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Note that with the exception of Enc 2, xp for this adventure is awarded for convincing NPCs that the PCs belong. If the PCs fail to convince the NPCs of their false identity it will result in combat (Enc 7) for which there is no xp reward.

Encounter 2

Capture the delegation

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

Encounter 4

Pass the guard Captain

APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Encounter 6

Convincingly swear fealty to the Avatar

APL 4	60 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

Encounter 6B

Make a sacrifice to the Cult of Pyremius

APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP
APL 14	390 XP

Encounter 6C

Convincingly partake in the ceremony to Gruumsh

APL 4	60 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

Story Award

Objective(s) met:

APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total possible experience:

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

Encounter 1:

All APLs: Loot 110 gp; Magic 348 gp; 3 scrolls of *nonlethal substitution fireball* – CL 7th (58 gp each), 6 potions of *invisibility* (26 gp each), 2 scrolls of 2nd level spells (13 gp each); Total 458 gp.

Encounter 2:

APL 4: Loot 224 gp; Magic 629 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp); Total 853 gp.

APL 6: Loot 224 gp; Magic 912 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp), *scout's headband* (283 gp); Total 1136 gp.

APL 8: Loot 224 gp; Magic 1329 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp); Total 1553 gp.

APL 10: Loot 224 gp; Magic 2271 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp); Total 2495 gp.

APL 12: Loot 224 gp; Magic 3271 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp), *mantle of second chances* (1000 gp); Total 3495 gp.

APL 14: Loot 224 gp; Magic 7030 gp; 5 potions of *cure light wounds* (4 gp each), *artificer's monocle* (125 gp), boots of the *battle charger* (167 gp), gloves of *fortunate striking* (167 gp), hat of *disguise* (150 gp), *scout's headband* (283 gp), *vampire torc* (417 gp), *badge of valor* (100 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *rod of bodily restoration* (258 gp), *mantle of second chances* (1000 gp), gloves of the *stary sky* (92 gp), *goggles of the golden sun* (333 gp), *periapt of the sullen sea* (500 gp), *belt of the wide earth* (667 gp), *bracers of blinding strike* (417 gp), *sandles of the light step* (750 gp), *vest of free movement* (1000 gp); Total 7254 gp.

Total Possible Treasure

Note that most of the treasure from enc. 1 will be consumed in enc. 2, and most of the loot from enc. 2 will be used in the PCs' disguises. As such, there is much less overcap than first appears. The magic treasure for enc. 2 plus 51 gp loot is most of what the PCs will actually earn from this adventure.

APL 4: Loot 335 gp; Magic 977 gp; Total 1,312 gp. (650 gp max)

APL 6: Loot 335 gp; Magic 1,260 gp; Total 1,595 gp. (900 gp max)

APL 8: Loot 335 gp; Magic 1,677 gp; Total 2,012 gp. (1,300 gp max)

APL 10: Loot 335 gp; Magic 2,619 gp; Total 2,954 gp. (2,300 gp max)

APL 12: Loot 335 gp; Magic 3,619 gp; Total 3,954 gp. (3,300 gp max)

APL 14: Loot 335 gp; Magic 7,378 gp; Total 7,713 gp.

Special

☛ **Thanks of Sir Hengon:** For your extreme bravery, going under cover into the orc stronghold, Sir Hengon has offered to craft for you ONE of the following from the DMG for 27,500 gp: *manual of bodily health +1*; *manual of gainful exercise +1*; *manual of quickness of action +1*; *tome of clear thought +1*; *tome of leadership and influence +1*; *tome of understanding +1*.

☛ **Gratitude of the Crown:** The Crown acknowledges the great service you have done for the realm. In gratitude, the Archbaroness offers to cover the cost of a single *raise dead* spell or half the cost of a single *resurrection* spell at a time of your choosing. You also gain an influence point with the Crown.

☛ **Under your Skin:** The memory of orcish blood pumping through your veins, and the rage it engenders is strong in your mind. One time in the future, you can call upon this memory to enter a 'rage' as the barbarian class feature. If you already have the 'rage' class feature, this memory allows you to enter a 'greater rage'. If you have the 'greater rage' class feature, the memory allows you to enter a 'mighty rage' (see PH pg 25-26).

☛ **A Brush with Death:** You saw death, but it passed you by. This gives you confidence in your ability to face death again. Once time in the future you may re-roll a single failed saving throw that would have resulted in your death. You receive a +4 bonus to this re-roll.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 4:

- *Scroll of nonlethal substitution fireball* (Adventure; CL 7th; DMG and Complete Arcane; 700 gp)
- *Artificer's monocle* (Adventure; MIC; 1500 gp)
- *Boots of the battle charger* (Adventure; MIC; 2000 gp)
- *Gloves of fortunate striking* (Adventure; MIC; 2000 gp),
- *Hat of disguise* (Adventure; DMG; 1800 gp)

APL 6 (all of APL 4 plus the following):

- *Scout's headband* (Adventure; MIC; 3400 gp)

APL 8 (all of APLs 4-6 plus the following):

- *vampire torc* (Adventure; MIC; 5000 gp)

APL 10 (all of APLs 4-8 plus the following):

- *badge of valor* (Adventure; MIC; 1200 gp)
- *helm of tactics* (Adventure; MIC; 2000 gp)
- *horn of resilience* (Adventure; MIC; 5000 gp)
- *rod of bodily restoration* (Adventure; MIC; 3100 gp)

APL 12 (all of APLs 4-10 plus the following):

- *mantle of second chances* (Adventure; MIC; 12000 gp)

APL 14 (all of APLs 4-12 plus the following):

- *gloves of the stary sky* (Adventure; MIC; 1100 gp)
- *goggles of the golden sun* (Adventure; MIC; 4000 gp)
- *periapt of the sullen sea* (Adventure; MIC; 6000 gp)
- *belt of the wide earth* (Adventure; MIC; 8000 gp)
- *bracers of blinding strike* (Adventure; MIC; 5000 gp)
- *sandles of the light step* (Adventure; MIC; 9000 gp)
- *vest of free movement* (Adventure; MIC; 12000 gp)

APPENDIX 1: ALL APLS

PYREMIUS' GIFT

CR 17

Fire monolith (Complete Arcane pg 158)

CE Gargantuan elemental (fire, extraplanar)

Init +13; **Senses** Listen +43, Spot +43

Languages Ignan, Abyssal

AC 29, touch 15, flat-footed 20

(-4 size, +9 Dex, +14 natural)

hp 432 (36 HD); DR 15/-

Immune fire

Fort +20, **Ref** +29, **Will** +16

Weakness Vulnerability to cold

Speed 60 ft. in no armor (12 squares), base movement 60 ft.;

Melee 2 x slams +35 (6d6+11/19-20 plus 4d6 fire)

Space 20 ft.; **Reach** 20 ft.

Base Atk +27; **Grp** +50

Atk Options Burn

Combat Gear none

Abilities Str 32, Dex 29, Con 22, Int 12, Wis 15, Cha 17

SQ Darkvision 60ft., elemental traits

Feats Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Improved Natural Attack, Mobility, Spring Attack, Weapon Focus (slam), Power Attack,

Skills Balance +13, Diplomacy +5, Intimidate +16, Jump +25, Listen +43, Sense Motive +15, Spot +43, Tumble +24

Possessions none

APL 4

2: THE AMBUSH

PRINCESS BETAR

CR 2

Female orc warrior 3

CE Medium humanoid (orc)

Init -1; **Senses** Listen -2, Spot -2

Languages Orc

AC 17, touch 9, flat-footed 17

(+0 Dex, +6 splint mail, +2 heavy wooden shield)

hp 21 (3);

Fort +4, **Ref** +0, **Will** -1

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee scimitar +6 (1d6+2/18-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 15, Dex 8, Con 12, Int 8, Wis 7, Cha 11

SQ Darkvision 60ft.

Feats Persuasive, Weapon Focus (scimitar)

Skills Bluff +2, Intimidate +8

Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK

CR 4

Male orc cleric 4

CE Medium humanoid (orc)

Init -1; **Senses** Listen +2, Spot +2

Languages Orc

AC 19, touch 11, flat-footed 19

(-1 Dex, +6 splint mail, +2 heavy wooden shield, +2 *shield of faith*)

hp 32 (4 HD);

Fort +6, **Ref** +0, **Will** +6

Weakness Light sensitivity

Speed 20 ft. in splint mail (4 squares), base movement 30 ft.;

Melee mw heavy mace +7 (1d8+2)

Ranged javelin +2 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 hit, +4 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 4th):

2nd—aid, bull's strength, summon monster II, produce flame (D)

1st—bless, summon monster I, shield of faith, vigor-lesser, burning hands (D)

0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

‡ Already cast

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning

Skills Heal +7, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +7

Possessions combat gear plus holy symbol, spell component pouch

TOR-KA

CR 2

Male orc adept 3

CE Medium humanoid (orc)

Init -1; **Senses** Listen +1, Spot +1

Languages Orc

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 15 (3 HD);

Fort +1, **Ref** +0, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +2 (1d4+1/19-20)

Ranged ranged touch spells +0 (varies)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +2

Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.

Adept Spells Prepared (CL 3rd):

1st—bless, burning hands, cure light wounds

0—cure minor wounds, detect magic, mending

‡ Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 12, Cha 7

SQ Darkvision 60ft.

Feats Toughness, Brew Potion

Skills Knowledge (religion) +6, Spellcraft +6

Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER

CR 4

Male orc barbarian 4

CE Medium humanoid (orc)

Init +0; **Senses** Listen +7, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 chain shirt)

hp 44 (4 HD);

Fort +6, **Ref** +2, **Will** +1

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +11 (2d4+7/18-20)

Ranged javelin +5 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +9

Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge, trap sense +1

Feats Power Attack, Weapon Focus (falchion)

Skills Intimidate +5, Listen +7, Survival +7

Possessions combat gear

KARNAK (RAGING) CR 4

AC 13, touch 9, flat-footed 12
(+1 Dex, +4 chain shirt, -2 raging)

hp 52 (4 HD);

Fort +8, **Ref** +2, **Will** +3

Melee mw falchion +13 (2d4+10/18-20)

Ranged javelin +5 (1d6+7)

Base Atk +4; **Grp** +11

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT CR 3

Male orc scout 3

CE Medium humanoid (orc)

Init +3; **Senses** Listen +6, Spot +6

Languages Orc

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 chain shirt)

hp 24 (3 HD);

Fort +4, **Ref** +5, **Will** +1

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged mw might (+3 str) composite longbow +6 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +6

Atk Options Skirmish (+1d6, +1 AC)

Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 15, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step

Feats Point Blank Shot, Precise Shot

Skills Climb +9, Hide +8, Knowledge (dungeoneering) +0, Knowledge (geography) +3, Knowledge (nature) +0, Listen +6, Move Silently +8, Spot +6, Survival +6

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 1d6 damage, and increases his AC by +1, on all attacks in any round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT

CR 3

Male orc rogue 3

CE Medium humanoid (orc)

Init +6; **Senses** Listen +6, Spot +6

Languages Orc

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 18 (3 HD);

Fort +3, **Ref** +5, **Will** +1

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4+2/19-20) or;

dagger +2 (1d4+2/19-20) and;

dagger +2 (1d4+1/19-20)

Ranged dagger +5 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +4

Atk Options Sneak attack +2d6

Combat Gear 4 x daggers

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +1

Feats Improved Initiative, Two Weapon Fighting

Skills Bluff +4, Craft (alchemy) +6, Disguise +8, Gather Information +6, Hide +5, Knowledge (local) +6, Listen +6, Move Silently +5, Spot +6

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR CR ½

Male orc warrior 1

CE Medium humanoid (orc)

Init +0; **Senses** Listen +1, Spot +1

Languages Orc

AC 15, touch 10, flat-footed 15

(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)

hp 7 (1d8+1 HD);

Fort +3, **Ref** +0, **Will** -2

Weakness Light sensitivity

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

Melee scimitar +4 (1d6+3/18-20)

Ranged javelin +1 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +4

Combat Gear Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

SQ Darkvision 60ft.

Feats Alertness

Skills Listen +1, Spot +1

Possessions combat gear

4: THE ORC ENCAMPMENT

CAPTAIN MOLOK **CR 4**

Male orc rogue 3/barbarian 1
 CE Medium humanoid (orc)
Init +1; **Senses** Listen +6, Spot +6
Languages Orc

AC 16, touch 11, flat-footed 15
 (+1 Dex, +5 Breastplate)
hp 29 (4 HD);
Fort +5, **Ref** +4, **Will** +1
Weakness Light sensitivity

Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;

Melee mw falchion +10 (2d4+7/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8
Atk Options Sneak attack +2d6, rage 1/day
Combat Gear mw falchion, mw breastplate

Abilities Str 20, Dex 12, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, evasion, trap sense +1, fast movement, illiteracy
Feats Power Attack, Weapon Focus (falchion)
Skills Appraise +5, Climb +7, Intimidate +5, Knowledge (local) +5, Listen +6, Sense Motive +6, Spot +6, Search +5
Possessions combat gear

CAPTAIN MOLOK (RAGING) **CR 4**

AC 14, touch 9, flat-footed 13
 (+1 Dex, +5 breastplate, -2 raging)
hp 37 (4 HD);
Fort +7, **Ref** +4, **Will** +3

Melee mw falchion +12 (2d4+10/18-20)
Base Atk +3; **Grp** +10

Abilities Str 24, Dex 12, Con 18, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS**BORCHAI (HYBRID BOAR FORM)** **CR 4**

Male orc wereboar barbarian 1
 CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6
Languages Orc

AC 20, touch 12, flat-footed 18
 (+2 Dex, +8 natural)
hp 51 (4 HD); DR 5/silver
Fort +13, **Ref** +5, **Will** +4
Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +8 (1d8+7)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +8
Atk Options Rage 1/day
Combat Gear none

Abilities Str 21, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape)
Skills Control Shape +11, Climb +7, Listen +6, Spot +6
Possessions combat gear

BORCHAI (RAGING) **CR 4**

AC 18, touch 10, flat-footed 16
 (+2 Dex, +8 natural, -2 raging)
hp 59 (4 HD); DR 5/silver
Fort +15, **Ref** +5, **Will** +6

Melee gore +10 (1d8+10)
Base Atk +3; **Grp** +10

Abilities Str 25, Dex 14, Con 26, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY**SERGEANT** **CR 2**

Male orc barbarian 2
 CE Medium humanoid (orc)
Init +1; **Senses** Listen +5, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 chain shirt)
hp 22 (2 HD);
Fort +5, **Ref** +1, **Will** +0
Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee mw falchion +7 (2d4+6/18-20)
Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Rage 1/day
Combat Gear mw falchion, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge
Feats Power Attack
Skills Intimidate +3, Listen +5, Survival +5
Possessions combat gear

SERGEANT (RAGING) **CR 2**

AC 13, touch 9, flat-footed 12
 (+1 Dex, +4 chain shirt, -2 raging)
hp 26 (2 HD);
Fort +7, **Ref** +1, **Will** +2

Melee mw falchion +9 (2d4+9/18-20)
Ranged javelin +3 (1d6+6)
Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR **CR 1/2**

Male orc warrior 1

CE Medium humanoid (orc)
Init +0; **Senses** Listen +1, Spot +1
Languages Orc

AC 15, touch 10, flat-footed 15
(+0 Dex, +3 studded leather armor, +2 heavy wooden shield)
hp 7 (1d8+1 HD);
Fort +3, **Ref** +0, **Will** -2
Weakness Light sensitivity

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft.;
Melee scimitar +4 (1d6+3/18-20)
Ranged javelin +1 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +1; **Grp** +4
Combat Gear Scimitar, studded leather armor, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6
SQ Darkvision 60ft.
Feats Alertness
Skills Listen +1, Spot +1
Possessions combat gear

CLERIC OF PYREMIUS **CR 6**

Male orc cleric 6
CE Medium humanoid (orc)
Init -1; **Senses** Listen +3, Spot +3
Languages Orc

AC 24, touch 12, flat-footed 24
(-1 Dex, +6 splint mail, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*)
hp 60 (6 HD) plus 11 temps (*aid*);
Resist fire 10
Fort +9, **Ref** +1, **Will** +8
Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;
Melee mw heavy mace +12 (1d8+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +6 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, *peripart of wisdom* +2, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

Cleric Spells Prepared (CL 6th):
3rd—*magic vestment* † †, *summon monster III*, *resist energy-fire* (D) †
2nd—*aid* †, *bear's endurance* †, *bull's strength* †, *summon monster II*, *produce flame* (D)
1st—*divine favor* †, *shield of faith* †, *summon monster I*, *vigor-lesser* †, *burning hands* (D)
0—*cure minor wounds* (x2), *detect magic* (x2), *read magic*

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction
† Already cast

Abilities Str 14 (18), Dex 8, Con 14 (18), Int 11, Wis 14(16), Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Augment Healing

Skills Heal +10, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

Possessions combat gear plus holy symbol, spell component pouch

BROTHER OF THE AVATAR **CR 7**

Male half-fiend orc fighter 5
NE Medium outsider (augmented humanoid) (native) (orc)

Init +5; **Senses** Listen +0, Spot +0

Languages Orc

AC 21, touch 15, flat-footed 16
(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)

hp 50 (5 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 15

Fort +7, **Ref** +6, **Will** +1

Weakness Light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

Melee mw longsword +12 (1d8+5/19-20) or;

mw longsword +10 (1d8+5/19-20) and
mw longsword +10 (1d8+2/19-20) and
bite +3 (1d6+2) or;

2 x claws +10 (1d4+5) and
bite +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Two weapon fighting, Power attack, Smite good 1/day (+5 damage)

Combat Gear mw longsword (x2), +1 *mithral chain shirt*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*

Spell-Like Abilities (CL 5th):

4th—Unholy blight

2nd—Darkness 3/day, desecrate

Abilities Str 21, Dex 20, Con 16, Int 12, Wis 10, Cha 8

SQ Darkvision 60ft.

Feats Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack

Skills Climb +9, Intimidate +7, Jump +9, Knowledge (religion) +5

Possessions combat gear

SILVER TUSK (HYBRID BOAR FORM) **CR 6**

Male orc wereboar barbarian 3
CE Medium humanoid (orc, shapechanger)

Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 81 (6 HD); DR 5/silver
Fort +14, **Ref** +6, **Will** +5
Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +11 (1d8+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Rage 1/day

Combat Gear none

Abilities Str 21, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, uncanny dodge, trap sense +1

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore)

Skills Control Shape +13, Climb +7, Listen +6, Spot +6, Survival +5

Possessions combat gear

SILVER TUSK (RAGING)

CR 6

AC 18, touch 10, flat-footed 16
(+2 Dex, +8 natural, -2 raging)

hp 93 (6 HD); DR 5/silver

Fort +16, **Ref** +6, **Will** +7

Melee gore +13 (1d8+10)

Base Atk +5; **Grp** +12

Abilities Str 25, Dex 14, Con 26, Int 8, Wis 12, Cha 6

2: THE AMBUSH

PRINCESS BETAR CR 4

Female orc warrior 5
 CE Medium humanoid (orc)
Init -1; **Senses** Listen -2, Spot -2
Languages Orc

AC 17, touch 9, flat-footed 17
 (+0 Dex, +6 splint mail, +2 heavy wooden shield)
hp 35 (5);
Fort +5, **Ref** +0, **Will** -1
Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;
Melee scimitar +9 (1d6+3/18-20)
Ranged javelin +4 (1d6+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +8
Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 16, Dex 8, Con 12, Int 8, Wis 7, Cha 11
SQ Darkvision 60ft.
Feats Persuasive, Weapon Focus (scimitar)
Skills Bluff +2, Intimidate +10
Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK CR 6

Male orc cleric 6
 CE Medium humanoid (orc)
Init -1; **Senses** Listen +2, Spot +2
Languages Orc

AC 17, touch 9, flat-footed 17
 (-1 Dex, +6 splint mail, +2 heavy wooden shield)
hp 48 (6 HD);
Fort +7, **Ref** +1, **Will** +8
Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;
Melee mw heavy mace +7 (1d8+2)
Ranged javelin +3 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +6
Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +6 damage)
Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 6th):
 3rd—prayer, summon monster III, resist energy (D)
 2nd—aid, bull's strength, summon monster II, produce flame (D)
 1st—bless, summon monster I, shield of faith, vigor-lesser, burning hands (D)
 0—cure minor wounds (x2), detect magic (x2), read magic
D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 14, Cha 10
SQ Darkvision 60ft.
Feats Spell Focus (conjunction), Augment Summoning, Brew Potion
Skills Heal +9, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9
Possessions combat gear plus holy symbol, spell component pouch

TOR-KA CR 4

Male orc adept 5
 CE Medium humanoid (orc)
Init -1; **Senses** Listen +1, Spot +1
Languages Orc

AC 9, touch 9, flat-footed 9
 (-1 Dex)
hp 23 (5 HD);
Fort +1, **Ref** +0, **Will** +5
Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;
Melee dagger +3 (1d4+1/19-20)
Ranged ranged touch spells +1 (varies)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +3
Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.
Adept Spells Prepared (CL 5th):
 2nd—scorching ray
 1st—bless, burning hands, cure light wounds
 0—cure minor wounds, detect magic, mending
 † Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 13, Cha 7
SQ Darkvision 60ft.
Feats Toughness, Brew Potion
Skills Knowledge (religion) +8, Spellcraft +8
Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER CR 6

Male orc barbarian 6
 CE Medium humanoid (orc)
Init +0; **Senses** Listen +9, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 chain shirt)
hp 66 (6 HD);
Fort +7, **Ref** +3, **Will** +2
Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;
Melee mw falchion +13/+8 (2d4+7/18-20)
Ranged javelin +7 (1d6+5)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +11
Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2

Feats Power Attack, Weapon Focus (falchion), Cleave

Skills Intimidate +7, Listen +9, Survival +9

Possessions combat gear

KARNAK (RAGING) CR 6

AC 13, touch 9, flat-footed 12
(+1 Dex, +4 chain shirt, -2 raging)

hp 78 (6 HD);

Fort +9, **Ref** +3, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)

Ranged javelin +7 (1d6+7)

Base Atk +6; **Grp** +13

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT CR 5

Male orc scout 5

CE Medium humanoid (orc)

Init +4; **Senses** Listen +8, Spot +8

Languages Orc

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 chain shirt)

hp 40 (5 HD);

Fort +4, **Ref** +7, **Will** +1

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee scimitar +8 (1d6+4/18-20)

Ranged mw might (+3 str) composite longbow +9 (1d8+3) or;
rapid shot mw might (+3 str) composite longbow +7/+7 (1d8+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +8

Atk Options Skirmish (+2d6, +1 AC)

Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 16, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step, evasion

Feats Point Blank Shot, Precise Shot, Rapid Shot

Skills Climb +11, Hide +11, Knowledge (dungeoneering) +0, Knowledge (geography) +4, Knowledge (nature) +1, Listen +8, Move Silently +11, Spot +8, Survival +8

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 2d6 damage, and increases his AC by +1, on all attacks in any round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT CR 5

Male orc rogue 5

CE Medium humanoid (orc)

Init +7; **Senses** Listen +8, Spot +8

Languages Orc

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 30 (5 HD);

Fort +3, **Ref** +6, **Will** +1

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +5 (1d4+2/19-20) or;
dagger +3 (1d4+2/19-20) and;
dagger +3 (1d4+1/19-20)

Ranged dagger +6 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +5

Atk Options Sneak attack +3d6

Combat Gear 4 x daggers

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +1, uncanny dodge

Feats Improved Initiative, Two Weapon Fighting

Skills Bluff +6, Craft (alchemy) +8, Disguise +10, Gather Information +8, Hide +7, Knowledge (local) +8, Listen +8, Move Silently +7, Spot +8

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR CR 1

Male orc barbarian 1

CE Medium humanoid (orc)

Init +0; **Senses** Listen +4, Spot +0

Languages Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 11 (1 HD);

Fort +4, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +5 (1d6+4/18-20)

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy

Feats Power Attack

Skills Intimidate +2, Listen +4, Survival +4

Possessions combat gear

WARRIOR (RAGING) CR 1

AC 14, touch 9, flat-footed 13
 (+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)
hp 13 (1 HD);
Fort +6, **Ref** +1, **Will** +2

Melee scimitar +7 (1d6+6/18-20)
Ranged javelin +2 (1d6+6)
Base Atk +1; **Grp** +7
Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

4: THE ORC ENCAMPMENT**CAPTAIN MOLOK CR 6**

Male orc rogue 5/barbarian 1
 CE Medium humanoid (orc)
Init +5; **Senses** Listen +8, Spot +8
Languages Orc
AC 16, touch 11, flat-footed 15
 (+1 Dex, +5 Breastplate)
hp 41 (6 HD);
Fort +5, **Ref** +5, **Will** +1
Weakness Light sensitivity

Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;
Melee mw falchion +11 (2d4+7/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options Sneak attack +3d6, rage 1/day
Combat Gear mw falchion, mw breastplate
Abilities Str 20, Dex 12, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, evasion, trap sense +1, fast movement, illiteracy, uncanny dodge
Feats Power Attack, Weapon Focus (falchion), Improved Initiative
Skills Appraise +7, Climb +7, Intimidate +7, Knowledge (local) +7, Listen +8, Sense Motive +8, Spot +8, Search +7
Possessions combat gear

CAPTAIN MOLOK (RAGING) CR 6

AC 14, touch 9, flat-footed 13
 (+1 Dex, +5 breastplate, -2 raging)
hp 53 (6 HD);
Fort +7, **Ref** +5, **Will** +3

Melee mw falchion +13 (2d4+10/18-20)
Base Atk +4; **Grp** +11
Abilities Str 24, Dex 12, Con 18, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS**BORCHAI (HYBRID BOAR FORM) CR 6**

Male orc wereboar barbarian 3
 CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
 (+2 Dex, +8 natural)
hp 81 (6 HD); DR 5/silver
Fort +14, **Ref** +6, **Will** +5
Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;
Melee gore +11 (1d8+7)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +10
Atk Options Rage 1/day
Combat Gear none

Abilities Str 21, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, uncanny dodge, trap sense +1
Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore)
Skills Control Shape +13, Climb +7, Listen +6, Spot +6, Survival +5
Possessions combat gear

BORCHAI (RAGING) CR 6

AC 18, touch 10, flat-footed 16
 (+2 Dex, +8 natural, -2 raging)
hp 93 (6 HD); DR 5/silver
Fort +16, **Ref** +6, **Will** +7

Melee gore +13 (1d8+10)
Base Atk +5; **Grp** +12
Abilities Str 25, Dex 14, Con 26, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY**SERGEANT CR 4**

Male orc barbarian 4
 CE Medium humanoid (orc)
Init +0; **Senses** Listen +7, Spot +0
Languages Orc
AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 chain shirt)
hp 44 (4 HD);
Fort +6, **Ref** +2, **Will** +1
Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;
Melee mw falchion +11 (2d4+7/18-20)
Ranged javelin +5 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +9
Atk Options Rage 2/day
Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge, trap sense +1
Feats Power Attack, Weapon Focus (falchion)
Skills Intimidate +5, Listen +7, Survival +7
Possessions combat gear

SERGEANT (RAGING) CR 4

AC 13, touch 9, flat-footed 12
(+1 Dex, +4 chain shirt, -2 raging)
hp 52 (4 HD);
Fort +8, **Ref** +2, **Will** +3

Melee mw falchion +13 (2d4+10/18-20)
Ranged javelin +5 (1d6+6)
Base Atk +4; **Grp** +11

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR CR 1

Male orc barbarian 1
CE Medium humanoid (orc)
Init +0; **Senses** Listen +4, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 11 (1 HD);
Fort +4, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +5 (1d6+4/18-20)

Ranged javelin +2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +1; **Grp** +5

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy

Feats Power Attack

Skills Intimidate +2, Listen +4, Survival +4

Possessions combat gear

WARRIOR (RAGING) CR 1

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather, +2 heavy wooden shield, -2 raging)

hp 13 (1 HD);
Fort +6, **Ref** +1, **Will** +2

Melee scimitar +7 (1d6+6/18-20)

Ranged javelin +2 (1d6+6)

Base Atk +1; **Grp** +7

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

CLERIC OF PYREMIUS CR 8

Male orc cleric 8
CE Medium humanoid (orc)
Init -1; **Senses** Listen +3, Spot +3
Languages Orc

AC 29, touch 15, flat-footed 29
(-1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*, +3 *recitation*)

hp 80 (8 HD) plus 13 temps (*aid*);

Resist fire 20

Fort +13, **Ref** +4, **Will** +12

Weakness Light sensitivity

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +20/+15 (1d8+8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +8 damage)

Combat Gear mw heavy mace, full plate, heavy wooden shield, 4x javelins, *periapt of wisdom* +2, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

Cleric Spells Prepared (CL 8th):

4th—magic weapon-greater †, recitation †, wall of fire (D)

3rd—invisibility purge †, magic vestment (x2) † †, summon monster III, resist energy-fire (D) †

2nd—aid †, bear's endurance †, bull's strength †, summon monster II, produce flame (D)

1st—divine favor †, shield of faith †, summon monster I, vigor-lesser(x2) †, burning hands (D)

0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

Abilities Str 14(18), Dex 8, Con 14 (18), Int 11, Wis 15(17), Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Augment Healing

Skills Heal +14, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +9

Possessions combat gear plus holy symbol, spell component pouch

BROTHER OF THE AVATAR CR 9

Male half-fiend orc fighter 5/pious templar 2
NE Medium outsider (augmented humanoid) (native) (orc)

Init +5; **Senses** Listen +0, Spot +0

Languages Orc

AC 21, touch 15, flat-footed 16

(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)

hp 70 (7 HD); **DR** 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 17

Fort +10, **Ref** +6, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

Melee mw longsword +14/+9 (1d8+5/19-20) or;

mw longsword +12/+7 (1d8+5/19-20) and

mw longsword +12/+7 (1d8+2/19-20) and

bite +5 (1d6+2) or;

2 x claws +12 (1d4+5) and
bite +7 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +12

Atk Options Two weapon fighting, Power attack,
Smite good 1/day (+7 damage)

Combat Gear mw longsword (x2), +1 *mithral chain
shirt, brooch of shielding, potion of cure light
wounds, potion of bull's strength, potion of see
invisibility, barkskin +3, potion of shield of faith +4,
potion of displacement*

Spell-Like Abilities (CL 7th):

4th— Unholy blight, poison 3/day

2nd— Darkness 3/day, desecrate

Abilities Str 21, Dex 20, Con 16, Int 12, Wis 10, Cha
8

SQ Darkvision 60ft., mettle, smite 1/day (+4 to hit, +2
damage)

Feats Two Weapon Fighting, Oversized Two Weapon
Fighting, Weapon Focus (longsword), True
Believer, Power Attack, Improved Two Weapon
Fighting

Skills Climb +9, Concentration +10, Intimidate +7,
Jump +9, Knowledge (religion) +5

Possessions combat gear

Mettle (Su): A pious templar's special blessing
allows her to shrug off magical effects that would
otherwise harm her. If a Pious Templar makes a
successful Will or Fortitude saving throw that
would normally reduce the spell's effect, she
suffers no effect from the spell at all. Only those
spells with a Saving Throw entry of "Will partial,"
"Fortitude half," or similar entries can be negated
through this ability.

Smite (Su): Once per day, a pious templar of
2nd level or higher may make a single melee
attack with a +4 attack bonus and a damage
bonus equal to her pious templar level (if she
hits). The pious templar must declare the smite
before making the attack. Starting at 6th level, a
pious templar can smite twice per day and at
10th three times per day.

If a pious templar has a smite evil or smite
ability (for being a paladin or a cleric with the
Destruction domain) already, she can use the
ability one extra time per day (two extra at 6th
level). The attack bonus does not increase, but
the damage bonus is based on the character's
combined level (pious templar plus cleric or
paladin level).

SILVER TUSK (HYBRID BOAR FORM) CR 8

Male orc wereboar barbarian 5

CE Medium humanoid (orc, shapechanger)

Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 111 (8 HD); DR 5/silver

Fort +15, **Ref** +6, **Will** +5

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement
40 ft.;

Melee gore +14 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +13

Atk Options Rage 2/day

Combat Gear none

Abilities Str 22, Dex 14, Con 22, Int 8, Wis 12, Cha 6

SQ Darkvision 60ft., alternate form, boar empathy,
ferocity, low-light vision, scent, fast movement,
illiteracy, improved uncanny dodge, trap sense +1

Feats Alertness, Iron Will, Power Attack, Skill Focus
(control shape), Weapon Focus (gore)

Skills Control Shape +15, Climb +8, Listen +6, Spot
+6, Survival +9

Possessions combat gear

SILVER TUSK (RAGING)

CR 8

AC 18, touch 10, flat-footed 16

(+2 Dex, +8 natural, -2 raging)

hp 127 (8 HD); DR 5/silver

Fort +17, **Ref** +6, **Will** +7

Melee gore +16 (1d8+12)

Base Atk +7; **Grp** +15

Abilities Str 26, Dex 14, Con 26, Int 8, Wis 12, Cha 6

APL 8

2: THE AMBUSH

PRINCESS BETAR

CR 6

Female orc warrior 7

CE Medium humanoid (orc)

Init -1; **Senses** Listen -2, Spot -2

Languages Orc

AC 17, touch 9, flat-footed 17

(+0 Dex, +6 splint mail, +2 heavy wooden shield)

hp 49 (7);

Fort +6, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee scimitar +11/+6 (1d6+3/18-20)

Ranged javelin +6 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +10

Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 16, Dex 8, Con 12, Int 8, Wis 7, Cha 11

SQ Darkvision 60ft.

Feats Persuasive, Weapon Focus (scimitar), Power Attack

Skills Bluff +2, Intimidate +12

Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK

CR 8

Male orc cleric 8

CE Medium humanoid (orc)

Init -1; **Senses** Listen +2, Spot +2

Languages Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail, +2 heavy wooden shield)

hp 64 (8 HD);

Fort +8, **Ref** +1, **Will** +9

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +9/+4 (1d8+2)

Ranged javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +8 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 8th):

4th—recitation, summon monster IV, wall of fire (D)

3rd—cure serious wounds, prayer, summon monster III, resist energy (D)

2nd—aid, bull's strength, summon monster II, produce flame (D)

1st—bless, summon monster I, shield of faith, vigor-lesser (x2), burning hands (D)

0—create water, cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 15, Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Brew Potion

Skills Heal +9, Knowledge (religion) +2, Knowledge (the planes) +2, Spellcraft +11

Possessions combat gear plus holy symbol, spell component pouch

TOR-KA

CR 6

Male orc adept 7

CE Medium humanoid (orc)

Init -1; **Senses** Listen +1, Spot +1

Languages Orc

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 38 (7 HD);

Fort +2, **Ref** +1, **Will** +6

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4+1/19-20)

Ranged ranged touch spells +2 (varies)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +4

Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.

Adept Spells Prepared (CL 7th):

2nd—bull's strength, scorching ray

1st—bless, burning hands, cure light wounds (x2)

0—cure minor wounds, detect magic, mending

‡ Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 13, Cha 7

SQ Darkvision 60ft.

Feats Toughness, Brew Potion, Improved Toughness

Skills Knowledge (religion) +10, Spellcraft +10

Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER

CR 8

Male orc barbarian 8

CE Medium humanoid (orc)

Init +0; **Senses** Listen +11, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 chain shirt)

hp 88 (8 HD); DR 1/-

Fort +8, **Ref** +3, **Will** +2

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +15/+10 (2d4+7/18-20)

Ranged javelin +9 (1d6+5)

Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +13
Atk Options Rage 3/day
Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 21, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2
Feats Power Attack, Weapon Focus (falchion), Cleave
Skills Intimidate +9, Listen +11, Survival +11
Possessions combat gear

KARNAK (RAGING) **CR 8**

AC 13, touch 9, flat-footed 12
(+1 Dex, +4 chain shirt, -2 raging)
hp 104 (8 HD); DR 1/-
Fort +10, **Ref** +3, **Will** +4

Melee mw falchion +17/+12 (2d4+10/18-20)
Ranged javelin +9 (1d6+7)
Base Atk +8; **Grp** +15

Abilities Str 25, Dex 13, Con 18, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT **CR 7**

Male orc scout 7
CE Medium humanoid (orc)
Init +4; **Senses** Listen +10, Spot +10
Languages Orc

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 chain shirt)
hp 56 (7 HD);
Fort +5, **Ref** +8, **Will** +2
Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee scimitar +10/+5 (1d6+4/18-20)
Ranged mw might (+3 str) composite longbow +12/+7 (1d8+3) or;
Rapid shot mw might (+3 str) composite longbow +10/+10/+5 (1d8+3)

Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +10
Atk Options Skirmish (+2d6, +2 AC)
Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 16, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step, evasion, flawless stride

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +13, Hide +13, Knowledge (dungeoneering) +1, Knowledge (geography) +4, Knowledge (nature) +2, Listen +10, Move Silently +13, Spot +10, Survival +10

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 2d6 damage, and increases his AC by +2, on all attacks in any

round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT **CR 7**

Male orc rogue 7
CE Medium humanoid (orc)
Init +7; **Senses** Listen +10, Spot +10
Languages Orc

AC 13, touch 13, flat-footed 10
(+3 Dex)
hp 42 (7 HD);
Fort +4, **Ref** +7, **Will** +2
Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +8 (1d4+2/19-20) or;
dagger +6 (1d4+2/19-20) and;
dagger +6 (1d4+1/19-20)
Ranged dagger +8 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +7
Atk Options Sneak attack +4d6
Combat Gear 4 x daggers

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +2, uncanny dodge

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (dagger)

Skills Bluff +8, Craft (alchemy) +10, Disguise +12, Gather Information +10, Hide +8, Knowledge (local) +10, Listen +10, Move Silently +8, Spot +10

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR **CR 2**

Male orc barbarian 2
CE Medium humanoid (orc)
Init +0; **Senses** Listen +5, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)
hp 22 (2 HD);

Fort +5, **Ref** +1, **Will** +0
Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)
Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6
Atk Options Rage 1/day
Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge
Feats Power Attack
Skills Intimidate +3, Listen +5, Survival +5
Possessions combat gear

WARRIOR (RAGING) CR 2

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)
hp 26 (2 HD);
Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

4: THE ORC ENCAMPMENT

CAPTAIN MOLOK CR 8

Male orc rogue 7/barbarian 1
CE Medium humanoid (orc)
Init +5; **Senses** Listen +10, Spot +10
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 Breastplate)

hp 53 (8 HD);

Fort +6, **Ref** +6, **Will** +2

Weakness Light sensitivity

Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;

Melee mw falchion +13/+8 (2d4+7/18-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Sneak attack +4d6, rage 1/day

Combat Gear mw falchion, mw breastplate

Abilities Str 21, Dex 12, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +2, fast movement, illiteracy, uncanny dodge

Feats Power Attack, Weapon Focus (falchion), Improved Initiative

Skills Appraise +9, Climb +7, Intimidate +9, Knowledge (local) +9, Listen +10, Sense Motive +10, Spot +10, Search +9

Possessions combat gear

CAPTAIN MOLOK (RAGING) CR 8

AC 14, touch 9, flat-footed 13
(+1 Dex, +5 breastplate, -2 raging)

hp 69 (8 HD);

Fort +8, **Ref** +6, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)

Base Atk +6; **Grp** +13

Abilities Str 25, Dex 12, Con 18, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS

BORCHAI (HYBRID BOAR FORM) CR 8

Male orc wereboar barbarian 5
CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 111 (8 HD); DR 5/silver

Fort +15, **Ref** +6, **Will** +5

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +14 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +13

Atk Options Rage 2/day

Combat Gear none

Abilities Str 22, Dex 14, Con 22, Int 8, Wis 12, Cha 6

SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +1

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore)

Skills Control Shape +15, Climb +8, Listen +6, Spot +6, Survival +9

Possessions combat gear

BORCHAI (RAGING) CR 8

AC 18, touch 10, flat-footed 16
(+2 Dex, +8 natural, -2 raging)

hp 127 (8 HD); DR 5/silver

Fort +17, **Ref** +6, **Will** +7

Melee gore +16 (1d8+12)

Base Atk +7; **Grp** +15

Abilities Str 26, Dex 14, Con 26, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY

SERGEANT CR 6

Male orc barbarian 6
CE Medium humanoid (orc)
Init +0; **Senses** Listen +9, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 chain shirt)

hp 66 (6 HD);

Fort +7, **Ref** +3, **Will** +2

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +13/+8 (2d4+7/18-20)

Ranged javelin +7/+2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2
Feats Power Attack, Weapon Focus (falchion), Cleave
Skills Intimidate +7, Listen +9, Survival +9
Possessions combat gear

SERGEANT (RAGING) CR 6

AC 15, touch 9, flat-footed 14
(+1 Dex, +4 chain shirt, -2 raging)
hp 78 (6 HD);
Fort +9, **Ref** +3, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)
Ranged javelin +7/+2 (1d6+6)
Base Atk +6; **Grp** +13

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR CR 2

Male orc barbarian 2
CE Medium humanoid (orc)
Init +0; **Senses** Listen +5, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)
hp 22 (2 HD);
Fort +5, **Ref** +1, **Will** +0
Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;
Melee scimitar +6 (1d6+4/18-20)
Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Rage 1/day
Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge
Feats Power Attack
Skills Intimidate +3, Listen +5, Survival +5
Possessions combat gear

WARRIOR (RAGING) CR 2

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)
hp 26 (2 HD);
Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)
Ranged javelin +3 (1d6+6)
Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

CLERIC OF PYREMIUS CR 10

Male orc cleric 10
CE Medium humanoid (orc)
Init -1; **Senses** Listen +4, Spot +4
Languages Orc

AC 28, touch 14, flat-footed 28
(-1 Size, -1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*, +3 *recitation*)
hp 120 (10 HD) plus 15 temps (*aid*) plus 10 temps (*divine power*); DR 5/good
Resist fire 20
Fort +16, **Ref** +5, **Will** +14
Weakness Light sensitivity

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;
Melee mw heavy mace +27/+22/+27 (2d6+17)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +20

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +10 damage), power attack
Combat Gear mw heavy mace, full plate, heavy wooden shield, 4x javelins, *perapt of wisdom* +4, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

Cleric Spells Prepared (CL 10th):

5th—righteous might †, righteous wrath of the faithful †, fire shield (D) †
4th—divine power †, freedom of movement †, magic weapon-greater †, recitation †, wall of fire (D)
3rd—invisibility purge †, magic vestment (x2) † †, summon monster III, resist energy-fire (D) †
2nd—aid †, bear's endurance †, bull's strength †, summon monster II, stabilize, produce flame (D)
1st—divine favor †, shield of faith †, summon monster I, vigor-lesser (x2) †, burning hands (D)
0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction
† Already cast

Abilities Str 14(28), Dex 8, Con 14(22), Int 11, Wis 15(19), Cha 10
SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack
Skills Heal +15, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +13
Possessions combat gear plus holy symbol, spell component pouch

BROTHER OF THE AVATAR CR 11

Male half-fiend orc fighter 5/pious templar 4
NE Medium outsider (augmented humanoid) (native) (orc)
Init +5; **Senses** Listen +0, Spot +0
Languages Orc

AC 21, touch 15, flat-footed 16
(+5 Dex, +5 *mithral chain shirt* +1, +1 natural)
hp 99 (9 HD); **DR** 5/magic, 1/-

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 19

Fort +13, **Ref** +9, **Will** +7

Weakness Light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

Melee mw longsword +17/+12 (1d8+8/17-20) or;

mw longsword +15/+10 (1d8+8/17-20) and
mw longsword +15/+10 (1d8+5/17-20) and
bite +8 (1d6+3) or;

2 x claws +15 (1d4+6) and
bite +10 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options Two weapon fighting, Power attack, Smite good 1/day (+9 damage)

Combat Gear mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*, *barkskin* +3, *potion of shield of faith* +4, *potion of displacement*

Spell-Like Abilities (CL 9th):

4th— Unholy blight, poison 3/day, contagion

2nd— Darkness 3/day, desecrate

Abilities Str 22, Dex 20, Con 16, Int 12, Wis 10, Cha 8

SQ Darkvision 60ft., mettle, smite 1/day (+4 to hit, +4 damage)

Feats Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword)

Skills Climb +9, Concentration +15, Intimidate +7, Jump +9, Knowledge (religion) +5

Possessions combat gear

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the

Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

SILVER TUSK (HYBRID BOAR FORM) CR 10

Male orc wereboar barbarian 7

CE Medium humanoid (orc, shapechanger)

Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 141 (10 HD); DR 5/silver; DR 1/-

Fort +16, **Ref** +7, **Will** +6

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +16 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +15

Atk Options Rage 2/day

Combat Gear none

Abilities Str 22, Dex 14, Con 22, Int 8, Wis 12, Cha 6

SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +2

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage

Skills Control Shape +17, Climb +8, Listen +6, Spot +6, Survival +13

Possessions combat gear

SILVER TUSK (RAGING) CR 10

AC 16, touch 8, flat-footed 14

(+2 Dex, +8 natural, -4 raging)

hp 171 (10 HD); DR 5/silver; DR 1/-

Fort +19, **Ref** +7, **Will** +8

Melee gore +19 (1d8+13)

Base Atk +9; **Grp** +18

Abilities Str 28, Dex 14, Con 28, Int 8, Wis 12, Cha 6

APL 10

2: THE AMBUSH

PRINCESS BETAR

CR 8

Female orc warrior 9

CE Medium humanoid (orc)

Init -1; **Senses** Listen -2, Spot -2

Languages Orc

AC 17, touch 9, flat-footed 17

(+0 Dex, +6 splint mail, +2 heavy wooden shield)

hp 63 (9);

Fort +7, **Ref** +2, **Will** +1

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee scimitar +13/+8 (1d6+3/18-20)

Ranged javelin +8 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 16, Dex 8, Con 12, Int 8, Wis 7, Cha 12

SQ Darkvision 60ft.

Feats Persuasive, Weapon Focus (scimitar), Power Attack, Cleave

Skills Bluff +3, Intimidate +15

Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK

CR 10

Male orc cleric 10

CE Medium humanoid (orc)

Init -1; **Senses** Listen +2, Spot +2

Languages Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail, +2 heavy wooden shield)

hp 90 (10 HD);

Fort +9, **Ref** +2, **Will** +10

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +10/+5 (1d8+2)

Ranged javelin +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +9

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +10 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 10th):

5th—righteous wrath of the faithful, summon monster V, fire shield (D)

4th—cure critical wounds, recitation, summon monster IV, wall of fire (D)

3rd—cure serious wounds, prayer, summon monster III, resist energy (D)

2nd—aid, bull's strength, cure moderate wounds, summon monster II, produce flame (D)

1st—bless, summon monster I, shield of faith, vigor-lesser (x2), burning hands (D)

0—create water, cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 15, Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjunction), Augment Summoning, Brew Potion, Improved Toughness

Skills Heal +9, Knowledge (religion) +4, Knowledge (the planes) +2, Spellcraft +13

Possessions combat gear plus holy symbol, spell component pouch

TOR-KA

CR 8

Male orc adept 9

CE Medium humanoid (orc)

Init -1; **Senses** Listen +2, Spot +2

Languages Orc

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 48 (9 HD);

Fort +3, **Ref** +2, **Will** +10

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +5 (1d4+1/19-20)

Ranged ranged touch spells +3 (varies)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +5

Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.

Adept Spells Prepared (CL 9th):

3rd—lightning bolt

2nd—bull's strength, scorching ray (x2)

1st—bless, burning hands, cure light wounds (x2)

0—cure minor wounds, detect magic, mending

‡ Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 14, Cha 7

SQ Darkvision 60ft.

Feats Toughness, Brew Potion, Improved Toughness, Iron Will

Skills Knowledge (religion) +12, Spellcraft +12

Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER

CR 10

Male orc barbarian 10

CE Medium humanoid (orc)

Init +0; **Senses** Listen +13, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 chain shirt)

hp 110 (10 HD); DR 2/-

Fort +9, **Ref** +4, **Will** +3

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +17/+12 (2d4+7/18-20)

Ranged javelin +11 (1d6+5)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +15

Atk Options Rage 3/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 21, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +3

Feats Power Attack, Weapon Focus (falchion), Cleave, Reckless Rage

Skills Intimidate +11, Listen +13, Survival +13

Possessions combat gear

KARNAK (RAGING)

CR 10

AC 11, touch 7, flat-footed 10

(+1 Dex, +4 chain shirt, -4 raging)

hp 140 (10 HD); **DR** 2/-

Fort +12, **Ref** +4, **Will** +5

Melee mw falchion +20/+15 (2d4+12/18-20)

Ranged javelin +11 (1d6+8)

Base Atk +10; **Grp** +18

Abilities Str 27, Dex 13, Con 20, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT

CR 9

Male orc scout 9

CE Medium humanoid (orc)

Init +4; **Senses** Listen +12, Spot +12

Languages Orc

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 chain shirt)

hp 72 (9 HD);

Fort +6, **Ref** +9, **Will** +3

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee scimitar +12/+7 (1d6+4/18-20)

Ranged mw might (+3 str) composite longbow +14/+9 (1d8+3) or;

rapid shot mw might (+3 str) composite longbow +12/+12/+7 (1d8+3) or;

manyslot mw might (+3 str) composite longbow +10 (2d8+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +12

Atk Options Skirmish (+3d6, +2 AC)

Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 17, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step, evasion, flawless stride, camouflage

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Manyslot

Skills Climb +15, Hide +15, Knowledge (dungeoneering) +1, Knowledge (geography) +4, Knowledge (nature) +4, Listen +12, Move Silently +15, Spot +12, Survival +14

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 3d6 damage, and increases his AC by +2, on all attacks in any round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT

CR 9

Male orc rogue 9

CE Medium humanoid (orc)

Init +7; **Senses** Listen +12, Spot +12

Languages Orc

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 54 (9 HD);

Fort +5, **Ref** +8, **Will** +3

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +9 (1d4+2/19-20) or; dagger +7/+2 (1d4+2/19-20) and; dagger +7/+2 (1d4+1/19-20)

Ranged dagger +10 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +8

Atk Options Sneak attack +5d6

Combat Gear 4 x daggers

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +3, improved uncanny dodge

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (dagger), Improved Two Weapon Fighting

Skills Bluff +10, Craft (alchemy) +12, Disguise +14, Gather Information +12, Hide +9, Knowledge (local) +12, Listen +12, Move Silently +9, Spot +12

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

Init +0; **Senses** Listen +5, Spot +0

Languages Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 22 (2 HD);

Fort +5, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Rage 1/day
Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge
Feats Power Attack
Skills Intimidate +3, Listen +5, Survival +5
Possessions combat gear

WARRIOR (RAGING) CR 2

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)
hp 26 (2 HD);
Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)
Ranged javelin +3 (1d6+6)
Base Atk +2; **Grp** +8
Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

4: THE ORC ENCAMPMENT

CAPTAIN MOLOK CR 10

Male orc rogue 9/barbarian 1
CE Medium humanoid (orc)
Init +5; **Senses** Listen +12, Spot +12
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 Breastplate)
hp 65 (10 HD);
Fort +7, **Ref** +7, **Will** +3
Weakness Light sensitivity

Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;
Melee mw falchion +14/+9 (2d4+7/18-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +12
Atk Options Sneak attack +5d6, rage 1/day
Combat Gear mw falchion, mw breastplate

Abilities Str 21, Dex 12, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, evasion, trap sense +3, fast movement, illiteracy, improved uncanny dodge
Feats Power Attack, Weapon Focus (falchion), Improved Initiative, Reckless Rage
Skills Appraise +11, Climb +7, Intimidate +11, Knowledge (local) +11, Listen +12, Sense Motive +12, Spot +12, Search +11
Possessions combat gear

CAPTAIN MOLOK (RAGING) CR 10

AC 12, touch 7, flat-footed 11
(+1 Dex, +5 breastplate, -4 raging)

hp 95 (10 HD);
Fort +10, **Ref** +7, **Will** +5

Melee mw falchion +17/+12 (2d4+12/18-20)
Base Atk +7; **Grp** +15
Abilities Str 27, Dex 12, Con 20, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS

BORCHAI (HYBRID BOAR FORM) CR 10

Male orc wereboar barbarian 7
CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6
Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)
hp 141 (10 HD); DR 5/silver; DR 1/-
Fort +16, **Ref** +7, **Will** +6
Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;
Melee gore +16 (1d8+9)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +15
Atk Options Rage 2/day
Combat Gear none

Abilities Str 22, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +2
Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage
Skills Control Shape +17, Climb +8, Listen +6, Spot +6, Survival +13
Possessions combat gear

BORCHAI (RAGING) CR 10

AC 16, touch 8, flat-footed 14
(+2 Dex, +8 natural, -4 raging)
hp 171 (10 HD); DR 5/silver; DR 1/-
Fort +19, **Ref** +7, **Will** +8

Melee gore +19 (1d8+13)
Base Atk +9; **Grp** +18
Abilities Str 28, Dex 14, Con 28, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY

SERGEANT CR 6

Male orc barbarian 6
CE Medium humanoid (orc)
Init +0; **Senses** Listen +9, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 chain shirt)
hp 66 (6 HD);
Fort +7, **Ref** +3, **Will** +2

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +13/+8 (2d4+7/18-20)

Ranged javelin +7/+2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2

Feats Power Attack, Weapon Focus (falchion), Cleave

Skills Intimidate +7, Listen +9, Survival +9

Possessions combat gear

SERGEANT (RAGING)

CR 6

AC 15, touch 9, flat-footed 14

(+1 Dex, +4 chain shirt, -2 raging)

hp 78 (6 HD);

Fort +9, **Ref** +3, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)

Ranged javelin +7/+2 (1d6+6)

Base Atk +6; **Grp** +13

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

Init +0; **Senses** Listen +5, Spot +0

Languages Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 22 (2 HD);

Fort +5, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge

Feats Power Attack

Skills Intimidate +3, Listen +5, Survival +5

Possessions combat gear

WARRIOR (RAGING)

CR 2

AC 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

hp 26 (2 HD);

Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

HILL GIANT BARBARIAN

CR 8

Male hill giant barbarian 1

CE Large giant

Init +0; **Senses** Listen +9, Spot +9

Languages Orc

AC 22, touch 9, flat-footed 22

(-1 size, +0 Dex, +4 chain shirt, +9 natural)

hp 159 (13 HD);

Fort +15, **Ref** +4, **Will** +5

Speed 50 ft. in chain shirt (8 squares), base movement 50 ft.;

Melee mw falchion +22/+17/+12 (2d6+13/18-20)

Ranged rock +12 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +23

Atk Options Rage 1/day, rock throwing

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 28, Dex 10, Con 23, Int 6, Wis 13, Cha 4

SQ Low-light vision, rock catching, fast movement, illiteracy

Feats Power Attack, Weapon Focus (falchion), Cleave, Improved Bull Rush, Improved Critical (falchion)

Skills Intimidate -1, Listen +9, Spot +9

Possessions combat gear

HILL GIANT BARBARIAN (RAGING)

CR 8

AC 20, touch 7, flat-footed 20

(-1 size, +0 Dex, +4 chain shirt, +9 natural, -2 raging)

hp 185 (13 HD);

Fort +18, **Ref** +4, **Will** +7

Melee mw falchion +22/+17 (2d6+16/18-20)

Ranged rock +10 (2d6+11)

Base Atk +10; **Grp** +25

Abilities Str 32, Dex 10, Con 27, Int 6, Wis 13, Cha 4

CLERIC OF PYREMIUS

CR 12

Male orc cleric 12

CE Medium humanoid (orc)

Init -1; **Senses** Listen +4, Spot +4

Languages Orc

AC 28, touch 14, flat-footed 28

(-1 Size, -1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*, +3 *recitation*)

hp 140 (12 HD) plus 15 temps (*aid*) plus 12 temps (*divine power*); DR 5/good

Resist fire 20

Fort +17, **Ref** +6, **Will** +15

Weakness Light sensitivity

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +29/+24/+29 (2d6+17)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +22

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +12 damage), power attack

Combat Gear mw heavy mace, full plate, heavy wooden shield, 4x javelins, *peript of wisdom* +4, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

Cleric Spells Prepared (CL 12th):

6th—blade barrier, heal, harm (D)

5th—righteous might †, righteous wrath of the faithful †, slay living, fire shield (D)

4th—divine power †, freedom of movement †, magic weapon-greater †, recitation †, wall of fire (D)

3rd—invisibility purge †, magic vestment (x2) † †, summon monster III (x2), resist energy-fire (D) †

2nd—aid †, bear's endurance †, bull's strength †, summon monster II, stabilize, produce flame (D)

1st—divine favor †, shield of faith †, summon monster I, vigor-lesser (x4) †, burning hands (D)

0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

Abilities Str 14(28), Dex 8, Con 14(22), Int 11, Wis 16(20), Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack, Cleave

Skills Heal +18, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +15

Possessions combat gear plus holy symbol, spell component pouch

BROTHER OF THE AVATAR

CR 12

Male half-fiend orc fighter 6/pious templar 4

NE Medium outsider (augmented humanoid) (native) (orc)

Init +6; **Senses** Listen +0, Spot +0

Languages Orc

AC 24, touch 16, flat-footed 16

(+6 Dex, +5 *mithral chain shirt* +1, +1 natural, +1 shield)

hp 110 (10d10+40 HD); **DR** 5/magic, 1/-

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20

Fort +14, **Ref** +11, **Will** +8

Weakness Light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

Melee mw longsword +18/+13 (1d8+8/17-20) or;

mw longsword +16/+11 (1d8+8/17-20) and
mw longsword +16/+11 (1d8+5/17-20) and
bite +9 (1d6+3) or;

2 x claws +16 (1d4+6) and
bite +11 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options Two weapon fighting, Power attack, Smite good 1/day (+10 damage)

Combat Gear mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, +2 *gloves of dexterity*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*, *barkskin* +3, *potion of shield of faith* +4, *potion of displacement*

Spell-Like Abilities (CL 10th):

4th—Unholy blight, poison 3/day, contagion

2nd—Darkness 3/day, desecrate

Abilities Str 22, Dex 22, Con 16, Int 12, Wis 10, Cha 8

SQ Darkvision 60ft., mettle, smite 1/day (+4 to hit, +4 damage)

Feats Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword), Two Weapon Defense

Skills Climb +9, Concentration +15, Intimidate +10, Jump +9, Knowledge (religion) +5

Possessions combat gear

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

SILVER TUSK (HYBRID BOAR FORM) CR 12

Male orc wereboar barbarian 9

CE Medium humanoid (orc, shapechanger)

Init +1; **Senses** Listen +6, Spot +6**Languages** Orc**AC** 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 183 (12 HD); DR 5/silver; DR 1/-**Fort** +17, **Ref** +8, **Will** +7**Weakness** Light sensitivity**Speed** 40 ft. in no armor (8 squares), base movement 40 ft.;**Melee** gore +18 (1d8+9)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +17**Atk Options** Rage 3/day**Combat Gear** none**Abilities** Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 6**SQ** Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +3**Feats** Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage, Improved Toughness**Skills** Control Shape +19, Climb +12, Listen +6, Spot +6, Survival +13**Possessions** combat gear**SILVER TUSK (RAGING) CR 12****AC** 16, touch 8, flat-footed 14

(+2 Dex, +8 natural, -4 raging)

hp 219 (12 HD); DR 5/silver; DR 1/-**Fort** +20, **Ref** +8, **Will** +9**Melee** gore +21 (1d8+13)**Base Atk** +11; **Grp** +20**Abilities** Str 28, Dex 14, Con 28, Int 8, Wis 12, Cha 6

APL 12

2: THE AMBUSH

PRINCESS BETAR

CR 10

Female orc warrior 11

CE Medium humanoid (orc)

Init -1; Senses Listen -2, Spot -2

Languages Orc

AC 17, touch 9, flat-footed 17

(+0 Dex, +6 splint mail, +2 heavy wooden shield)

hp 77 (11);

Fort +8, Ref +2, Will +1

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee scimitar +15/+10/+5 (1d6+3/18-20)

Ranged javelin +10 (1d6+3)

Space 5 ft.; Reach 5 ft.

Base Atk +11; Grp +14

Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 16, Dex 8, Con 12, Int 8, Wis 7, Cha 12

SQ Darkvision 60ft.

Feats Persuasive, Weapon Focus (scimitar), Power Attack, Cleave

Skills Bluff +3, Intimidate +17

Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK

CR 12

Male orc cleric 12

CE Medium humanoid (orc)

Init -1; Senses Listen +3, Spot +3

Languages Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail, +2 heavy wooden shield)

hp 108 (12 HD);

Fort +10, Ref +3, Will +13

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +12/+7 (1d8+2)

Ranged javelin +8 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +11

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +12 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 12th):

6th—blade barrier, summon monster VI, harm (D)

5th—cure light wounds – mass, righteous wrath of the faithful, summon monster V, fire shield (D)

4th—cure critical wounds, recitation, summon monster IV, wall of fire (D)

3rd—cure serious wounds (x2), prayer, summon monster III, resist energy (D)

2nd—aid, bull's strength, cure moderate wounds, summon monster II, produce flame (D)

1st—bless, summon monster I, shield of faith, vigor-lesser (x3), burning hands (D)

0—create water, cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 16, Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Brew Potion, Improved Toughness, Iron Will

Skills Heal +9, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +15

Possessions combat gear plus holy symbol, spell component pouch

TOR-KA

CR 10

Male orc adept 11

CE Medium humanoid (orc)

Init -1; Senses Listen +2, Spot +2

Languages Orc

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 58 (11 HD);

Fort +3, Ref +2, Will +11

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +6 (1d4+1/19-20)

Ranged ranged touch spells +4 (varies)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +6

Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.

Adept Spells Prepared (CL 11th):

3rd—cure serious wounds, lightning bolt (x2)

2nd—aid, bull's strength, scorching ray (x2)

1st—bless, burning hands, cure light wounds (x2)

0—cure minor wounds, detect magic, mending

† Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 14, Cha 7

SQ Darkvision 60ft.

Feats Toughness, Brew Potion, Improved Toughness, Iron Will

Skills Knowledge (religion) +14, Spellcraft +14

Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER

CR 12

Male orc barbarian 12

CE Medium humanoid (orc)

Init +0; **Senses** Listen +15, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 chain shirt)

hp 132 (12 HD); DR 2/-

Fort +10, **Ref** +5, **Will** +4

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +20/+15/+10 (2d4+9/15-20)

Ranged javelin +13 (1d6+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +12; **Grp** +18

Atk Options Greater rage 4/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +4

Feats Power Attack, Weapon Focus (falchion), Cleave, Reckless Rage, Improved Critical (falchion)

Skills Intimidate +13, Listen +15, Survival +15

Possessions combat gear

KARNAK (RAGING)

CR 12

AC 11, touch 7, flat-footed 10

(+1 Dex, +4 chain shirt, -4 raging)

hp 168 (12 HD); DR 2/-

Fort +14, **Ref** +5, **Will** +7

Melee mw falchion +24/+19/+14 (2d4+15/15-20)

Ranged javelin +13 (1d6+10)

Base Atk +12; **Grp** +22

Abilities Str 30, Dex 13, Con 22, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT

CR 11

Male orc scout 11

CE Medium humanoid (orc)

Init +5; **Senses** Listen +14, Spot +14

Languages Orc

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 chain shirt)

hp 88 (11 HD);

Fort +7, **Ref** +10, **Will** +3

Weakness Light sensitivity

Speed 50 ft. in chain shirt (8 squares), base movement 50 ft.;

Melee scimitar +14/+9/+4 (1d6+4/18-20)

Ranged mw might (+3 str) composite longbow +16/+11/+6 (1d8+3) or;

rapid shot mw might (+3 str) composite longbow +14/+14/+9/+4 (1d8+3) or;

manyslot mw might (+3 str) composite longbow +12 (3d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +14

Atk Options Skirmish (+3d6, +3 AC)

Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 17, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step, evasion, flawless stride, camouflage, blindsense 30 ft.

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Manyslot

Skills Climb +17, Hide +17, Knowledge (dungeoneering) +3, Knowledge (geography) +4, Knowledge (nature) +4, Listen +14, Move Silently +17, Spot +14, Survival +16

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 3d6 damage, and increases his AC by +3, on all attacks in any round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT

CR 11

Male orc rogue 11

CE Medium humanoid (orc)

Init +7; **Senses** Listen +14, Spot +14

Languages Orc

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 66 (11 HD);

Fort +5, **Ref** +9, **Will** +3

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +11 (1d4+2/19-20) or;

dagger +9/+4 (1d4+2/19-20) and;

dagger +9/+4 (1d4+1/19-20)

Ranged dagger +12 (1d4+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +10

Atk Options Sneak attack +6d6 plus Crippling Strike (-2 str)

Combat Gear 4 x daggers

Abilities Str 14, Dex 17, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +3, improved uncanny dodge

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (dagger), Improved Two Weapon Fighting

Skills Bluff +12, Craft (alchemy) +14, Disguise +16, Gather Information +14, Hide +10, Knowledge (local) +14, Listen +14, Move Silently +10, Spot +14

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)
Init +0; **Senses** Listen +5, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)
hp 22 (2 HD);
Fort +5, **Ref** +1, **Will** +0
Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;
Melee scimitar +6 (1d6+4/18-20)
Ranged javelin +3 (1d6+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +6
Atk Options Rage 1/day
Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge
Feats Power Attack
Skills Intimidate +3, Listen +5, Survival +5
Possessions combat gear

WARRIOR (RAGING) CR 2

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)
hp 26 (2 HD);
Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)
Ranged javelin +3 (1d6+6)
Base Atk +2; **Grp** +8
Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

4: THE ORC ENCAMPMENT

CAPTAIN MOLOK CR 12

Male orc rogue 11/barbarian 1
CE Medium humanoid (orc)
Init +5; **Senses** Listen +14, Spot +14
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 Breastplate)
hp 77 (12 HD);
Fort +7, **Ref** +8, **Will** +3
Weakness Light sensitivity
Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;
Melee mw falchion +17/+12 (2d4+9/15-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +15
Atk Options Sneak attack +6d6 plus Crippling Strike (-2 str), rage 1/day
Combat Gear mw falchion, mw breastplate
Abilities Str 22, Dex 12, Con 14, Int 8, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +3, fast movement, illiteracy, improved uncanny dodge

Feats Power Attack, Weapon Focus (falchion), Improved Initiative, Reckless Rage, Improved Critical (falchion)

Skills Appraise +13, Climb +7, Intimidate +13, Knowledge (local) +13, Listen +14, Sense Motive +14, Spot +14, Search +13

Possessions combat gear

CAPTAIN MOLOK (RAGING) CR 12

AC 12, touch 7, flat-footed 11
(+1 Dex, +5 breastplate, -4 raging)
hp 113 (12 HD);
Fort +10, **Ref** +8, **Will** +5

Melee mw falchion +20/+15 (2d4+13/15-20)

Base Atk +9; **Grp** +18

Abilities Str 28, Dex 12, Con 20, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS

BORCHAI (HYBRID BOAR FORM) CR 12

Male orc wereboar barbarian 9
CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6
Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)
hp 183 (12 HD); DR 5/silver; DR 1/-
Fort +17, **Ref** +8, **Will** +7
Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +18 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +17

Atk Options Rage 3/day

Combat Gear none

Abilities Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +3

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage, Improved Toughness

Skills Control Shape +19, Climb +12, Listen +6, Spot +6, Survival +13

Possessions combat gear

BORCHAI (RAGING) CR 12

AC 16, touch 8, flat-footed 14
(+2 Dex, +8 natural, -4 raging)
hp 219 (12 HD); DR 5/silver; DR 1/-
Fort +20, **Ref** +8, **Will** +9

Melee gore +21 (1d8+13)

Base Atk +11; **Grp** +20

Abilities Str 28, Dex 14, Con 28, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY

SERGEANT

CR 6

Male orc barbarian 6

CE Medium humanoid (orc)

Init +0; **Senses** Listen +9, Spot +0

Languages Orc

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 chain shirt)

hp 66 (6 HD);

Fort +7, **Ref** +3, **Will** +2

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +13/+8 (2d4+7/18-20)

Ranged javelin +7/+2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2

Feats Power Attack, Weapon Focus (falchion), Cleave

Skills Intimidate +7, Listen +9, Survival +9

Possessions combat gear

SERGEANT (RAGING)

CR 6

AC 15, touch 9, flat-footed 14

(+1 Dex, +4 chain shirt, -2 raging)

hp 78 (6 HD);

Fort +9, **Ref** +3, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)

Ranged javelin +7/+2 (1d6+6)

Base Atk +6; **Grp** +13

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR

CR 2

Male orc barbarian 2

CE Medium humanoid (orc)

Init +0; **Senses** Listen +5, Spot +0

Languages Orc

AC 16, touch 11, flat-footed 15

(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 22 (2 HD);

Fort +5, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge

Feats Power Attack

Skills Intimidate +3, Listen +5, Survival +5

Possessions combat gear

WARRIOR (RAGING)

CR 2

AC 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

hp 26 (2 HD);

Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

HILL GIANT BARBARIAN

CR 10

Male hill giant barbarian 3

CE Large giant

Init +0; **Senses** Listen +9, Spot +9

Languages Orc

AC 22, touch 9, flat-footed 22

(-1 size, +0 Dex, +4 chain shirt, +9 natural)

hp 189 (15 HD);

Fort +17, **Ref** +5, **Will** +6

Speed 50 ft. in chain shirt (8 squares), base movement 50 ft.;

Melee mw falchion +22/+17/+12 (2d6+13/18-20)

Ranged rock +12 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +25

Atk Options Rage 1/day, rock throwing

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 28, Dex 10, Con 23, Int 6, Wis 13, Cha 4

SQ Low-light vision, rock catching, fast movement, illiteracy, uncanny dodge, trap sense +1

Feats Power Attack, Weapon Focus (falchion), Cleave, Improved Bull Rush, Improved Critical (falchion), Reckless Rage

Skills Intimidate +3, Listen +9, Spot +9

Possessions combat gear

HILL GIANT BARBARIAN (RAGING)

CR 10

AC 18, touch 5, flat-footed 18

(-1 size, +0 Dex, +4 chain shirt, +9 natural, -4 raging)

hp 234 (15 HD);

Fort +20, **Ref** +5, **Will** +8

Melee mw falchion +25/+20/+15 (2d6+18/18-20)

Ranged rock +12 (2d6+12)

Base Atk +12; **Grp** +28

Abilities Str 34, Dex 10, Con 29, Int 6, Wis 13, Cha 4

CLERIC OF PYREMIUS**CR 12**

Male orc cleric 12

CE Medium humanoid (orc)

Init -1; **Senses** Listen +4, Spot +4**Languages** Orc**AC** 28, touch 14, flat-footed 28(-1 Size, -1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*, +3 *recitation*)**hp** 140 (12 HD) plus 15 temps (*aid*) plus 12 temps (*divine power*); **DR** 5/good**Resist** fire 20**Fort** +17, **Ref** +6, **Will** +15**Weakness** Light sensitivity**Speed** 20 ft. in full plate armor (4 squares), base movement 30 ft.;**Melee** mw heavy mace +29/+24/+29 (2d6+17)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +22**Atk Options** Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +12 damage), power attack**Combat Gear** mw heavy mace, full plate, heavy wooden shield, 4x javelins, *peript of wisdom* +4, *rod of metamagic-extend (lesser)*, *potion of cure light wounds***Cleric Spells Prepared** (CL 12th):

6th—blade barrier, heal, harm (D)

5th—righteous might †, righteous wrath of the faithful †, slay living, fire shield (D)

4th—divine power †, freedom of movement †, magic weapon-greater †, recitation †, wall of fire (D)

3rd—invisibility purge †, magic vestment (x2) † †, summon monster III (x2), resist energy-fire (D) †

2nd—aid †, bear's endurance †, bull's strength †, summon monster II, stabilize, produce flame (D)

1st—divine favor †, shield of faith †, summon monster I, vigor-lesser (x4) †, burning hands (D)

0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

Abilities Str 14(28), Dex 8, Con 14(22), Int 11, Wis 16(20), Cha 10**SQ** Darkvision 60ft.**Feats** Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack, Cleave**Skills** Heal +18, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +15**Possessions** combat gear plus holy symbol, spell component pouch**BROTHER OF THE AVATAR****CR 12**

Male half-fiend orc fighter 6/pious templar 4

NE Medium outsider (augmented humanoid) (native) (orc)

Init +6; **Senses** Listen +0, Spot +0**Languages** Orc**AC** 24, touch 16, flat-footed 16(+6 Dex, +5 *mithral chain shirt* +1, +1 natural, +1 shield)**hp** 110 (10d10+40 HD); **DR** 5/magic, 1/-**Immune** poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 20**Fort** +14, **Ref** +11, **Will** +8**Weakness** Light sensitivity**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;**Melee** mw longsword +18/+13 (1d8+8/17-20) or;mw longsword +16/+11 (1d8+8/17-20) and
mw longsword +16/+11 (1d8+5/17-20) and
bite +9 (1d6+3) or;2 x claws +16 (1d4+6) and
bite +11 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +16**Atk Options** Two weapon fighting, Power attack, Smite good 1/day (+10 damage)**Combat Gear** mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, +2 *gloves of dexterity*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*, *barkskin* +3, *potion of shield of faith* +4, *potion of displacement***Spell-Like Abilities** (CL 10th):

4th—Unholy blight, poison 3/day, contagion

2nd—Darkness 3/day, desecrate

Abilities Str 22, Dex 22, Con 16, Int 12, Wis 10, Cha 8**SQ** Darkvision 60ft., mettle, smite 1/day (+4 to hit, +4 damage)**Feats** Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword), Two Weapon Defense**Skills** Climb +9, Concentration +15, Intimidate +10, Jump +9, Knowledge (religion) +5**Possessions** combat gear**Mettle (Su):** A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.**Smite (Su):** Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite

before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

SILVER TUSK (HYBRID BOAR FORM) CR 14

Male orc wereboar barbarian 11

CE Medium humanoid (orc, shapechanger)

Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18

(+2 Dex, +8 natural)

hp 215 (14 HD); DR 5/silver; DR 2/-

Fort +18, **Ref** +8, **Will** +7

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +20 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options Greater rage 3/day

Combat Gear none

Abilities Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 6

SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +3

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage, Improved Toughness

Skills Control Shape +21, Climb +16, Listen +6, Spot +6, Survival +13

Possessions combat gear

SILVER TUSK (RAGING) CR 14

AC 16, touch 8, flat-footed 14

(+2 Dex, +8 natural, -4 raging)

hp 355 (14 HD); DR 5/silver; DR 2/-

Fort +22, **Ref** +8, **Will** +10

Melee gore +24 (1d8+15)

Base Atk +11; **Grp** +20

Abilities Str 31, Dex 14, Con 30, Int 8, Wis 12, Cha 6

2: THE AMBUSH

PRINCESS BETAR

CR 12

Female orc warrior 13

CE Medium humanoid (orc)

Init -1; Senses Listen -1, Spot -1

Languages Orc

AC 17, touch 9, flat-footed 17

(+0 Dex, +6 splint mail, +2 heavy wooden shield)

hp 91 (13);

Fort +9, Ref +3, Will +3

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee scimitar +17/+12/+7 (1d6+3/18-20)

Ranged javelin +12 (1d6+3)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +16

Combat Gear Scimitar, splint mail, heavy wooden shield, 4x javelins

Abilities Str 16, Dex 8, Con 12, Int 8, Wis 8, Cha 12

SQ Darkvision 60ft.

Feats Persuasive, Weapon Focus (scimitar), Power Attack, Cleave, Skill Focus (intimidate)

Skills Bluff +3, Intimidate +22

Possessions combat gear plus pack, bedroll, rations, waterskin and personal effects

BURNER MOK

CR 14

Male orc cleric 14

CE Medium humanoid (orc)

Init -1; Senses Listen +3, Spot +3

Languages Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +6 splint mail, +2 heavy wooden shield)

hp 126 (14 HD);

Fort +11, Ref +3, Will +14

Weakness Light sensitivity

Speed 20 ft. in splint mail armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +13/+8 (1d8+2)

Ranged javelin +9 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +12

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +14 damage)

Combat Gear mw heavy mace, splint mail, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Cleric Spells Prepared (CL 14th):

7th—(D)

6th—blade barrier, heal, summon monster VI, harm (D)

5th—cure light wounds – mass, righteous wrath of the faithful, summon monster V, fire shield (D)

4th—cure critical wounds (x2), recitation, summon monster IV, wall of fire (D)

3rd—cure serious wounds (x2), prayer, summon monster III, resist energy (D)

2nd—aid, bull's strength, cure moderate wounds (x2), summon monster II, produce flame (D)

1st—bless, summon monster I, shield of faith, vigor-lesser (x3), burning hands (D)

0—create water, cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

Abilities Str 14, Dex 8, Con 14, Int 11, Wis 16, Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjunction), Augment Summoning, Brew Potion, Improved Toughness, Iron Will

Skills Heal +9, Knowledge (religion) +5, Knowledge (the planes) +5, Spellcraft +17

Possessions combat gear plus holy symbol, spell component pouch

TOR-KA

CR 12

Male orc adept 13

CE Medium humanoid (orc)

Init -1; Senses Listen +2, Spot +2

Languages Orc

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 68 (13 HD);

Fort +6, Ref +3, Will +12

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +7/+2 (1d4+1/19-20)

Ranged ranged touch spells +5 (varies)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +7

Combat Gear Staff, dagger, 3 x *potion of cure light wounds*.

Adept Spells Prepared (CL 13th):

4th—cure critical wounds

3rd—cure serious wounds, lightning bolt (x2)

2nd—aid, bull's strength, scorching ray (x2)

1st—bless, burning hands, cure light wounds (x2)

0—cure minor wounds, detect magic, mending

‡ Already cast

Abilities Str 13, Dex 8, Con 10, Int 11, Wis 15, Cha 7

SQ Darkvision 60ft.

Feats Toughness, Brew Potion, Improved Toughness, Iron Will, Great Fortitude

Skills Knowledge (religion) +16, Spellcraft +16

Possessions combat gear plus spell component pouch, pack, bedroll, rations, waterskin and personal effect

KARNAK THE SLAYER **CR 14**

Male orc barbarian 14
 CE Medium humanoid (orc)
Init +0; **Senses** Listen +17, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 chain shirt)
hp 154 (14 HD); DR 3/-
Fort +11, **Ref** +5, **Will** +4 (+8 vs. enchantments)
Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +22/+17/+12 (2d4+9/15-20)

Ranged javelin +15 (1d6+6)

Space 5 ft.; **Reach** 5 ft.

Base Atk +14; **Grp** +20

Atk Options Greater rage 4/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 22, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +4, indomitable will

Feats Power Attack, Weapon Focus (falchion), Cleave, Reckless Rage, Improved Critical (falchion)

Skills Intimidate +15, Listen +17, Survival +17

Possessions combat gear

KARNAK (RAGING) **CR 14**

AC 11, touch 7, flat-footed 10
 (+1 Dex, +4 chain shirt, -4 raging)
hp 210 (14 HD); DR 3/-
Fort +15, **Ref** +5, **Will** +7

Melee mw falchion +26/+21/+16 (2d4+15/15-20)

Ranged javelin +15 (1d6+10)

Base Atk +14; **Grp** +24

Abilities Str 30, Dex 13, Con 22, Int 8, Wis 10, Cha 6

GARDOK THE SCOUT **CR 13**

Male orc scout 13
 CE Medium humanoid (orc)
Init +10; **Senses** Listen +16, Spot +16
Languages Orc

AC 17, touch 13, flat-footed 14
 (+3 Dex, +4 chain shirt)

hp 104 (13 HD);
Fort +8, **Ref** +11, **Will** +4

Weakness Light sensitivity

Speed 50 ft. in chain shirt (8 squares), base movement 50 ft.;

Melee scimitar +14/+9/+4 (1d6+4/18-20)

Ranged mw might (+3 str) composite longbow +19/+14/+9 (1d8+3/19-20/x3) or;
 rapid shot mw might (+3 str) composite longbow +17/+17/+12/+7 (1d8+3/19-20/x3) or;
 manyshot mw might (+3 str) composite longbow +15 (3d8+9/19-20/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +16

Atk Options Skirmish (+4d6, +3 AC)

Combat Gear scimitar, mw mighty (+3 str) composite longbow, 40 arrows, chain shirt, pack, bedroll, rations, waterskin, personal effects

Abilities Str 16, Dex 18, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, battle fortitude +1, uncanny dodge, fast movement, trackless step, evasion, flawless stride, camouflage, blindsense 30 ft.

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Manyshot, Improved Critical (longbow), Improved Initiative

Skills Climb +19, Hide +20, Knowledge (dungeoneering) +3, Knowledge (geography) +5, Knowledge (nature) +5, Listen +16, Move Silently +20, Spot +16, Survival +18

Possessions combat gear

Skirmish (Ex): Gardok deals an extra 4d6 damage, and increases his AC by +3, on all attacks in any round where he moves at least 10 ft. This bonus damage only applies against targets with a discernable anatomy that are not immune to critical hits, and are within 30 ft.

BALAR THE SERVANT **CR 13**

Male orc rogue 13
 CE Medium humanoid (orc)
Init +8; **Senses** Listen +16, Spot +16
Languages Orc

AC 13, touch 13, flat-footed 10
 (+3 Dex)

hp 78 (13 HD);
Fort +6, **Ref** +11, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in no armor (6 squares), base movement 30 ft.;

Melee dagger +12 (1d4+2/17-20) or;
 dagger +10/+5 (1d4+2/17-20) and;
 dagger +10/+5 (1d4+1/17-20)

Ranged dagger +13 (1d4+2/17-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +11

Atk Options Sneak attack +7d6 plus Crippling Strike (-2 str)

Combat Gear 4 x daggers

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 11, Cha 6

SQ Darkvision 60ft., trapfinding, evasion, trap sense +4, improved uncanny dodge

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (dagger), Improved Two Weapon Fighting, Improved Critical (dagger)

Skills Bluff +14, Craft (alchemy) +16, Disguise +18, Gather Information +16, Hide +12, Knowledge (local) +16, Listen +16, Move Silently +12, Spot +16

Possessions combat gear plus pack, bedroll, rations, waterskin, cleaning equipment, cooking gear, signet ring (10 gp), disguise kit, personal effects

WARRIOR **CR 2**

Male orc barbarian 2
CE Medium humanoid (orc)
Init +0; **Senses** Listen +5, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 22 (2 HD);
Fort +5, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6
SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge

Feats Power Attack

Skills Intimidate +3, Listen +5, Survival +5

Possessions combat gear

WARRIOR (RAGING) **CR 2**

AC 14, touch 9, flat-footed 13
(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

hp 26 (2 HD);

Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

4: THE ORC ENCAMPMENT

CAPTAIN MOLOK **CR 14**

Male orc rogue 13/barbarian 1
CE Medium humanoid (orc)
Init +5; **Senses** Listen +16, Spot +16
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 Breastplate)

hp 89 (14 HD);
Fort +8, **Ref** +9, **Will** +4

Weakness Light sensitivity

Speed 30 ft. in breastplate armor (6 squares), base movement 40 ft.;

Melee mw falchion +18/+13 (2d4+9/15-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options Sneak attack +7d6 plus Crippling Strike (-2 str), rage 1/day

Combat Gear mw falchion, mw breastplate

Abilities Str 22, Dex 12, Con 14, Int 8, Wis 11, Cha 6
SQ Darkvision 60ft., trapfinding, evasion, trap sense +4, fast movement, illiteracy, improved uncanny dodge

Feats Power Attack, Weapon Focus (falchion), Improved Initiative, Reckless Rage, Improved Critical (falchion)

Skills Appraise +15, Climb +7, Intimidate +15, Knowledge (local) +15, Listen +16, Sense Motive +16, Spot +16, Search +15

Possessions combat gear

CAPTAIN MOLOK (RAGING) **CR 14**

AC 12, touch 7, flat-footed 11
(+1 Dex, +5 breastplate, -4 raging)

hp 131 (14 HD);

Fort +11, **Ref** +9, **Will** +6

Melee mw falchion +21/+16 (2d4+13/15-20)

Base Atk +10; **Grp** +19

Abilities Str 28, Dex 12, Con 20, Int 8, Wis 11, Cha 6

5A: MEETING THE SILVER TUSKS

BORCHAI (HYBRID BOAR FORM) **CR 14**

Male orc wereboar barbarian 11
CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 215 (14 HD); DR 5/silver; DR 2/-

Fort +18, **Ref** +8, **Will** +7

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +20 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options Greater rage 3/day

Combat Gear none

Abilities Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 6
SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +3

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage, Improved Toughness

Skills Control Shape +21, Climb +16, Listen +6, Spot +6, Survival +13

Possessions combat gear

BORCHAI (RAGING) **CR 14**

AC 16, touch 8, flat-footed 14

(+2 Dex, +8 natural, -4 raging)
hp 355 (14 HD); DR 5/silver; DR 2/-
Fort +22, **Ref** +8, **Will** +10

Melee gore +24 (1d8+15)
Base Atk +11; **Grp** +20

Abilities Str 31, Dex 14, Con 30, Int 8, Wis 12, Cha 6

7: BLAZE OF GLORY

SERGEANT CR 6

Male orc barbarian 6
CE Medium humanoid (orc)
Init +0; **Senses** Listen +9, Spot +0
Languages Orc

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 chain shirt)

hp 66 (6 HD);
Fort +7, **Ref** +3, **Will** +2

Weakness Light sensitivity

Speed 40 ft. in chain shirt (8 squares), base movement 40 ft.;

Melee mw falchion +13/+8 (2d4+7/18-20)

Ranged javelin +7/+2 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +11

Atk Options Rage 2/day

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, improved uncanny dodge, trap sense +2

Feats Power Attack, Weapon Focus (falchion), Cleave

Skills Intimidate +7, Listen +9, Survival +9

Possessions combat gear

SERGEANT (RAGING) CR 6

AC 15, touch 9, flat-footed 14
(+1 Dex, +4 chain shirt, -2 raging)

hp 78 (6 HD);

Fort +9, **Ref** +3, **Will** +4

Melee mw falchion +15/+10 (2d4+10/18-20)

Ranged javelin +7/+2 (1d6+6)

Base Atk +6; **Grp** +13

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6

WARRIOR CR 2

Male orc barbarian 2
CE Medium humanoid (orc)
Init +0; **Senses** Listen +5, Spot +0
Languages Orc

AC 16, touch 11, flat-footed 15
(+1 Dex, +3 studded leather, +2 heavy wooden shield)

hp 22 (2 HD);

Fort +5, **Ref** +1, **Will** +0

Weakness Light sensitivity

Speed 40 ft. in studded leather armor (8 squares), base movement 40 ft.;

Melee scimitar +6 (1d6+4/18-20)

Ranged javelin +3 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +6

Atk Options Rage 1/day

Combat Gear scimitar, studded leather, heavy wooden shield, 4x javelins, *potion of cure light wounds*

Abilities Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6

SQ Darkvision 60ft., fast movement, illiteracy, uncanny dodge

Feats Power Attack

Skills Intimidate +3, Listen +5, Survival +5

Possessions combat gear

WARRIOR (RAGING) CR 2

AC 14, touch 9, flat-footed 13

(+1 Dex, +3 studded leather armor, +2 heavy wooden shield, -2 raging)

hp 26 (2 HD);

Fort +7, **Ref** +1, **Will** +2

Melee scimitar +8 (1d6+6/18-20)

Ranged javelin +3 (1d6+6)

Base Atk +2; **Grp** +8

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 10, Cha 6

HILL GIANT BARBARIAN CR 10

Male hill giant barbarian 3
CE Large giant
Init +0; **Senses** Listen +9, Spot +9
Languages Orc

AC 22, touch 9, flat-footed 22

(-1 size, +0 Dex, +4 chain shirt, +9 natural)

hp 189 (15 HD);

Fort +17, **Ref** +5, **Will** +6

Speed 50 ft. in chain shirt (8 squares), base movement 50 ft.;

Melee mw falchion +22/+17/+12 (2d6+13/18-20)

Ranged rock +12 (2d6+9)

Space 10 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +25

Atk Options Rage 1/day, rock throwing

Combat Gear mw falchion, chain shirt, 4x javelins, *potion of cure light wounds*

Abilities Str 28, Dex 10, Con 23, Int 6, Wis 13, Cha 4

SQ Low-light vision, rock catching, fast movement, illiteracy, uncanny dodge, trap sense +1

Feats Power Attack, Weapon Focus (falchion), Cleave, Improved Bull Rush, Improved Critical (falchion), Reckless Rage

Skills Intimidate +3, Listen +9, Spot +9

Possessions combat gear

HILL GIANT BARBARIAN (RAGING) CR 10

AC 18, touch 5, flat-footed 18

(-1 size, +0 Dex, +4 chain shirt, +9 natural, -4 raging)

hp 234 (15 HD);
Fort +20, Ref +5, Will +8

Melee mw falchion +25/+20/+15 (2d6+18/18-20)
Ranged rock +12 (2d6+12)
Base Atk +12; **Grp** +28

Abilities Str 34, Dex 10, Con 29, Int 6, Wis 13, Cha 4

CLERIC OF PYREMIUS **CR 12**

Male orc cleric 12

CE Medium humanoid (orc)

Init -1; **Senses** Listen +4, Spot +4

Languages Orc

AC 28, touch 14, flat-footed 28

(-1 Size, -1 Dex, +8 full plate, +2 heavy wooden shield, +2 *magic vestment*, +2 *magic vestment*, +3 *shield of faith*, +3 *recitation*)

hp 140 (12 HD) plus 15 temps (*aid*) plus 12 temps (*divine power*); **DR** 5/good

Resist fire 20

Fort +17, **Ref** +6, **Will** +15

Weakness Light sensitivity

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.;

Melee mw heavy mace +29/+24/+29 (2d6+17)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +22

Atk Options Spells, rebuke undead, turn water elementals, rebuke fire elementals, smite 1/day (+4 to hit, +12 damage), power attack

Combat Gear mw heavy mace, full plate, heavy wooden shield, 4x javelins, *peript of wisdom* +4, *rod of metamagic-extend (lesser)*, *potion of cure light wounds*

Cleric Spells Prepared (CL 12th):

6th—blade barrier, heal, harm (D)

5th—righteous might †, righteous wrath of the faithful †, slay living, fire shield (D)

4th—divine power †, freedom of movement †, magic weapon-greater †, recitation †, wall of fire (D)

3rd—invisibility purge †, magic vestment (x2) † †, summon monster III (x2), resist energy-fire (D) †

2nd—aid †, bear's endurance †, bull's strength †, summon monster II, stabilize, produce flame (D)

1st—divine favor †, shield of faith †, summon monster I, vigor-lesser (x4) †, burning hands (D)

0—cure minor wounds (x2), detect magic (x2), read magic

D: Domain spell. Deity: Pyremius. Domains: Fire, Destruction

† Already cast

Abilities Str 14(28), Dex 8, Con 14(22), Int 11, Wis 16(20), Cha 10

SQ Darkvision 60ft.

Feats Spell Focus (conjuration), Augment Summoning, Augment Healing, Power Attack, Cleave

Skills Heal +18, Knowledge (religion) +1, Knowledge (the planes) +1, Spellcraft +15

Possessions combat gear plus holy symbol, spell component pouch

BROTHER OF THE AVATAR **CR 12**

Male half-fiend orc fighter 6/pious templar 4

NE Medium outsider (augmented humanoid) (native) (orc)

Init +6; **Senses** Listen +0, Spot +0

Languages Orc

AC 24, touch 16, flat-footed 16

(+6 Dex, +5 *mithral chain shirt* +1, +1 natural, +1 shield)

hp 110 (10d10+40 HD); **DR** 5/magic, 1/-

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 20

Fort +14, **Ref** +11, **Will** +8

Weakness Light sensitivity

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.; fly 30 ft.;

Melee mw longsword +18/+13 (1d8+8/17-20) or;

mw longsword +16/+11 (1d8+8/17-20) and
mw longsword +16/+11 (1d8+5/17-20) and
bite +9 (1d6+3) or;

2 x claws +16 (1d4+6) and
bite +11 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +16

Atk Options Two weapon fighting, Power attack, Smite good 1/day (+10 damage)

Combat Gear mw longsword (x2), +1 *mithral chain shirt*, +2 *vest of resistance*, +2 *gloves of dexterity*, *brooch of shielding*, *potion of cure light wounds*, *potion of bull's strength*, *potion of see invisibility*, *barkskin* +3, *potion of shield of faith* +4, *potion of displacement*

Spell-Like Abilities (CL 10th):

4th—Unholy blight, poison 3/day, contagion

2nd—Darkness 3/day, desecrate

Abilities Str 22, Dex 22, Con 16, Int 12, Wis 10, Cha 8

SQ Darkvision 60ft., mettle, smite 1/day (+4 to hit, +4 damage)

Feats Two Weapon Fighting, Oversized Two Weapon Fighting, Weapon Focus (longsword), True Believer, Power Attack, Improved Two Weapon Fighting, Weapon Specialization (longsword), Improved Toughness, Improved Critical (longsword), Two Weapon Defense

Skills Climb +9, Concentration +15, Intimidate +10, Jump +9, Knowledge (religion) +5

Possessions combat gear

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those

spells with a Saving Throw entry of “Will partial,” “Fortitude half,” or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character’s combined level (pious templar plus cleric or paladin level).

SILVER TUSK (HYBRID BOAR FORM) CR 14

Male orc wereboar barbarian 11
CE Medium humanoid (orc, shapechanger)
Init +1; **Senses** Listen +6, Spot +6

Languages Orc

AC 20, touch 12, flat-footed 18
(+2 Dex, +8 natural)

hp 215 (14 HD); DR 5/silver; DR 2/-

Fort +18, **Ref** +8, **Will** +7

Weakness Light sensitivity

Speed 40 ft. in no armor (8 squares), base movement 40 ft.;

Melee gore +20 (1d8+9)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +19

Atk Options Greater rage 3/day

Combat Gear none

Abilities Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 6

SQ Darkvision 60ft., alternate form, boar empathy, ferocity, low-light vision, scent, fast movement, illiteracy, improved uncanny dodge, trap sense +3

Feats Alertness, Iron Will, Power Attack, Skill Focus (control shape), Weapon Focus (gore), Reckless Rage, Improved Toughness

Skills Control Shape +21, Climb +16, Listen +6, Spot +6, Survival +13

Possessions combat gear

SILVER TUSK (RAGING) CR 14

AC 16, touch 8, flat-footed 14

(+2 Dex, +8 natural, -4 raging)

hp 355 (14 HD); DR 5/silver; DR 2/-

Fort +22, **Ref** +8, **Will** +10

Melee gore +24 (1d8+15)

Base Atk +11; **Grp** +20

Abilities Str 31, Dex 14, Con 30, Int 8, Wis 12, Cha 6

APPENDIX 2: NEW RULES ITEMS

FEATS

Augment Healing

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

Source: *Complete Divine*, page 79

Nonlethal Substitution [metamagic]

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

Source: *Complete Arcane*, page 81

Oversized Two Weapon Fighting

You are adept at wielding larger than normal weapons in your off hand.

Prerequisites: Str 13, Two-Weapon Fighting.

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding a light weapon in your off hand (see page 160 of the *Players Handbook*).

Special: A fighter may select Oversized Two Weapon Fighting as one of his fighter bonus feats.

Source: *Complete Adventurer* p111

Reckless Rage

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability.

Benefits: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to your Strength and Constitution. These bonuses and penalties stack with those of rage, greater rage and mighty rage.

Source: *Races of Stone*, page 143

True Believer

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Source: *Complete Divine*, page 86

SPELLS

Recitation

Conjunction (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V,S,DF

Casting Time: 1 standard action

Range: 30ft

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack.

(this additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (this bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Source: *Spell Compendium* pg 177

Stabilize

Conjuration (Healing)

Level: Paladin 2, Cleric 2

Components: V, S, DF

Casting Time: 1 swift action

Area: 50-ft radius burst-centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1 point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect.

Source: *Spell Compendium* p204

Vigor, Lesser

Conjuration (Healing)

Level: Clr1, Drd1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Source: *Spell Compendium* 229

PLAYER HANDOUT 1

Equipment given to the PCs by Sir Hengon:

- a truncheon (*martial one handed melee weapon; 1d8/x2 subdual*)
- three *sleep pellets* (effects up to 4HD of creatures within a 10 ft burst as the *sleep* spell; DC 14 will save negates) thrown weapon, 20 ft range increment
- a potion of *invisibility*
- blunt arrows and/or bolts (damage as normal for the weapon, except subdual rather than normal)
- any other appropriate equipment from the Players Handbook up to 100gp in value.

- a truncheon (*martial one handed melee weapon; 1d8/x2 subdual*)
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- any other appropriate equipment from the Players Handbook up to 100gp in value.

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- a potion of *invisibility*
- blunt arrows and/or bolts (damage as normal for the weapon, except subdual rather than normal)
- any other appropriate equipment from the Players Handbook up to 100gp in value.

- a truncheon (*martial one handed melee weapon*; 1d8/x2 subdual)
- three *sleep pellets* (effects up to 4HD of creatures within a 10 ft burst as the *sleep* spell; DC 14 will save negates) thrown weapon, 20 ft range increment
- a potion of *invisibility*
- blunt arrows and/or bolts (damage as normal for the weapon, except subdual rather than normal)
- any other appropriate equipment from the Players Handbook up to 100gp in value.

The party can also share the use of:

- 3 x scrolls of *nonlethal fireball* CL 7th – 7d6 nonlethal damage
- 2 x scrolls of 2nd level or lower spells from the DMG

PLAYER HANDOUT 2

The following is the information that Sir Hengon managed to extract from the prisoners.

The Female Warrior:

- Her name is Betar, she is the King's daughter.
- She is going to the moot at the command of her father, who intended to arrange a favourable political marriage for her with an important warrior of another surface tribe.
- All her information on the Avatar and the Cult is rumours and gossip.
- She does know that with her father dead she is now the leader of this delegation, until she names another as her consort.
- When she names a consort, all powers of leadership for the Black Skulls fall to that individual.
- As the leader of the Black Skulls delegation, she would be expected to do most of the talking on behalf of the tribe.
- She is not surprised about the death of her father, as she conspired with Balar to have the old King poisoned.

The Cleric of Pyremius

- His name is Mok and his title within the Cult is Burner, equivalent in rank to a village priest.
- Mok is not of the Black Skulls, but has been sent by the Cult to bring the word of Pyremius to the Black Skulls.
- Mok is also looking for heresy, and for any traitors.
- Mok has been shown respect by the Black Skulls, but feels that some decisions are made without him.
- Mok has not found many traitors, but knows that one of the young warriors in the retinue is a devout follower of Gruumsh.
- Mok has seen the Avatar. He knows the Avatar is a half-demon, as are his 8 surviving brothers.
- The High Priest of the Cult is named Drakan, and his title is Immolator.
- The Cult has a huge following, and hundreds of clerics have been blessed with the power of Pyremius.
- The Cult will meet when the grand moot occurs.
- The Avatar will announce an invasion plan at the Grand Moot, Mok does not know any details.

The Old Orc:

- His name is Tor-Ka and he is the shaman of the Black Skulls.
- Tor-Ka is a worshipper of Gruumsh, but knows to hide that allegiance.
- Tor-Ka has been manipulating Mok to minimize the damage he does. He has ensured that the Black Skulls are respectful when dealing with Mok, but ensuring that Mok does not take part in any major decision making.
- The shamen of the surface tribes have been allowed to continue in their traditional role by the Avatar. However, much of their power has been subsumed by the Cult of Pyremius.
- The shamen of all the surface tribes will meet at the Grand Moot. However, Tor-Ka does not know how much will be achieved at this meeting. Most of the decisions that the shamen would usually make will be made by the Cult of Pyremius, or by the Avatar himself.
- The Head Shaman is Char-Bak.

The Warrior with the Falchion:

- His name is Karnak, called by some the Slayer. He is the Champion of the Black Skulls.
- Karnak worships Gruumsh, but has been told by Tor-Ka, the shaman, to keep it a secret.
- Karnak knows there will be a war this summer.

The Scout with the Bow:

- His name is Gardok.
- Gardok worships Gruumsh, but has been told by Tor-Ka, the shaman, to keep it a secret.
- There is not enough food, too many died in the winter. Hunting is becoming harder, the hunters have to go further to find food.
- Dwarves are attacking the tribes in greater numbers. They are also ambushing hunting parties, making the food situation even worse.

The King's Servant:

- His name is Balar. He is the King's body servant.
- He is also the King's assassin.
- He knows that Mok is not very bright. Mok is young and easily flattered, which has made him easy to manipulate.
- Balar has heard of purges in other tribes, especially among those too old to fight any more.
- The Black Skulls have been relatively untouched, with only a few orcs killed for heresy. Those killed were too stupid or stubborn to pretend to worship Pyremius.
- Two tribes have been totally wiped out by the Cult, the White Wolves and the Ice Demons. Balar believes they were wiped out because of a prophesy that says something about the Avatar being stopped by the power of ice or snow or something like that.
- Balar is not surprised about the King's death. He conspired with Princess Betar and poisoned the King.
- The King was becoming increasingly frustrated by the control of the Cult. Balar felt the King might get the entire tribe killed if he lost control at the Moot.

Other information not specific to one subject:

- The names of the surface tribes of orcs, and their approximate numbers.
- That the biggest subterranean tribe is the Iron Tusks, numbers unknown.
- That the orcs intent to invade Ratik. No other details are known.
- The magic items were taken off Palish adventurers that the King and his warriors killed. Nobody knows what they do.
- That there is a prophesy, which talks of an orcish victory. It seems that the particulars of the prophesy have been fulfilled.

The Prophecy:

*When Fire has consumed its three brothers,
Then will the blessing of the Fire Lord be revealed.
But beware those of ice and snow,
For in their power lies your doom!*

PLAYER HANDOUT 3

Below are the stats of the orcs the PCs will be possessing, and their equipment.

Princess Betar – the female warrior: manipulative, over-bearing, cunning, low int

Abilities: APL 4 – Str 15, Dex 8, Con 12
APL 6-14 – Str 16, Dex 8, Con 12

Hit Points: APL4 – 21; APL6 – 35; APL8 – 49; APL10 – 63; APL12 – 77; APL14 – 91

Equipment: scimitar (1d6/18-20), splint mail (+6 AC, +0 max dex, -7 check penalty), heavy wooden shield (+2 AC, -2 check penalty), 4 javelins (1d6/x2, 30 ft range inc.), pack, bedroll, rations, waterskin, personal effects.

Burner Mok – the cleric of Pyremius: strident, passionate, enthusiastic, naïve, average int

Abilities: Str 14, Dex 8, Con 14

Hit Points: APL4 – 32; APL6 – 48; APL8 – 64; APL10 – 80; APL12 – 96; APL14 – 114

Equipment: mw heavy mace (+1 hit, 1d8/x2), splint mail (+6 AC, +0 max dex, -7 check penalty), heavy wooden shield (+2 AC, -2 check penalty), 4 javelins (1d6/x2, 30 ft range inc.), holy symbol, spell component pouch, *potion of cure light wounds*, pack, bedroll, rations, waterskin, personal effects.

Tor-Ka – the old advisor: calm, authoritative, wise, persuasive, above average int

Abilities: Str 13, Dex 8, Con 10

Hit Points: APL4 – 15; APL6 – 23; APL8 – 38; APL10 – 48; APL12 – 58; APL14 – 68

Equipment: staff, dagger (1d4/19-20, 10ft range inc)), spell component pouch, 3 x *potions of cure light wounds*, pack, bedroll, rations, waterskin, personal effects.

Karnak the Slayer – the falchion wielding warrior: domineering, aggressive, violent, quick-tempered, low int

Abilities: APL 4-6 – Str 20, Dex 13, Con 14
APL 8-10 – Str 21, Dex 13, Con 14
APL 12-14 – Str 22, Dex 13, Con 14

Hit Points: APL4 – 44; APL6 – 66; APL8 – 88; APL10 – 110; APL12 – 132; APL14 – 154

Equipment: mw falchion (+1 hit, 2d4/18-20), chain shirt (+4 AC, +4 max dex, -2 check penalty), 4 javelins (1d6/x2, 30 ft range inc), *potion of cure light wounds*, pack, bedroll, rations, waterskin, personal effects.

Gardok the Scout – the scout with the bow: quiet, competent, deadly, secretive, average int

Abilities: APL 4 – Str 16, Dex 15, Con 14
APL 6-8 – Str 16, Dex 16, Con 14
APL 10-12 – Str 16, Dex 17, Con 14
APL 14 – Str 16, Dex 18, Con 14

Hit Points: APL4 – 24; APL6 – 40; APL8 – 56; APL10 – 72; APL12 – 88; APL14 – 104

Equipment: scimitar (1d6/18-20), chain shirt (+4 AC, +4 max dex, -2 check penalty), mw mighty (str +3) composite longbow (+1 hit, 1d8+3/x3, 110 ft range inc), 20 arrows, pack, bedroll, rations, waterskin, personal effects.

Balak the Servant – the King’s servant: subservient, obedient, observant, above average int

Abilities: APL 4 – Str 14, Dex 15, Con 14
APL 6-8 – Str 14, Dex 16, Con 14
APL 10-12 – Str 14, Dex 17, Con 14
APL 14 – Str 14, Dex 18, Con 14

Hit Points: APL4 – 18; APL6 – 30; APL8 – 42; APL10 – 54; APL12 – 66; APL14 – 78

Equipment: 4 x daggers (1d4/19-20), cleaning equipment, cooking gear, pack, bedroll, rations, waterskin, signet ring (10 gp value), personal effects.

Black Skull warrior – honour guard warrior: aggressive, simple, low int

Abilities: APL 4 – Str 17, Dex 11, Con 12
APL 6-14 – Str 19, Dex 13, Con 14

Hit Points: APL4 – 7; APL6 – 11; APL8 – 22; APL10 – 22; APL12 – 22; APL14 – 22

Equipment: scimitar (1d6/18-20), studded leather (+3 AC, +5 max dex, -1 check penalty), heavy wooden shield (+2 AC, -2 check penalty), 4 javelins (1d6/x2, 30 ft range inc), pack, bedroll, rations, waterskin, personal effects.

PLAYER HANDOUT 4

This is the order of precedence in which the tribes made their oaths of fealty, and the number of warriors they dedicated to the upcoming battle.

1. Iron Tusks – 60 warbands (U)
2. Silver Tusks – 57 warriors (lycanthropes)
3. Burning Fist – 40 warbands (U)
4. Gaping Maw – 30 warbands (U)
5. Black Rock – 18 warbands plus 20 wyverns (O)
6. Skull Crushers – 2 warbands (ogres - U)
7. Big 'Uns – 27 warriors (hill giants – O)
8. Dragon Claws – 10 warbands (O)
9. River of Fire – 8 warbands (U)
10. Basilisk's Eye – 8 warbands (U)
11. Red Eyes – 42 warriors (ogres – O)
12. Broken Mountain – 6 warbands (O)
13. The Shriekers – 4 warbands (U)
14. Great Caverns – 4 warbands (O)
15. Dark Shields – 3 warbands (U)
16. Bear Skins – 3 warbands (O)
17. Night Wraiths – 3 warbands (O)
18. Blue Hydras – 3 warbands (O)
19. White Waters – 3 warbands (O)
20. Sliding Mountain – 3 warbands (O)
21. Hell Hounds – 3 warbands (O)
22. Red Skulls – 3 warbands (O)
23. Griffon's Bane – 3 warbands (O)
24. Stony Hide – 3 warbands (O)
25. Bloody Axes – 3 warbands (O)
26. Jagged Peaks – 3 warbands (O)
27. Green Spears – 3 warbands (O)
28. Grey Cliffs – 3 warbands (O)
29. Serpent's Bane – 3 warbands (O)
30. Bloody Tusks – 2 warbands (O)
31. Badger's Claws – 2 warbands (O)
32. Hellcats – 2 warbands (O)
33. Grey Wastes – 2 warbands (O)
34. Unicorn Slayers – 2 warbands (O)
35. White Peaks – 2 warbands (O)
36. Boar's Head – 2 warbands (O)
37. Black Skulls – 2 warbands (O)
38. Eagle's Claw – 2 warbands (O)
39. Mountain Lions – 2 warbands (O)
40. Black Snakes – 2 warbands (O)
41. Goat's Head – 2 warbands (O)
42. Howling Moon – 2 warbands (O)
43. Red Dawn – 2 warbands (O)

U – Under: those tribes that came from under the Rakers

O – Over: those tribes that are native to the surface