

NMR4-07

The Eye of Gruumsh

A Two-Round D&D LIVING GREYHAWK[®] MetaRegional Adventure

Version 0.5

by Craig Hier

Thanks to Chris Sanders, JB Talbot, Robert Haynes and Thomas Sleeper for sitting through the play test.

Special thanks to Russell Stanley for giving the monsters an extra workout.

A pleasant evening's meal has been interrupted. Again. This time an old friend has gotten in a bit of trouble and before long the fate of the Pale seems to be in your hands. Do you dare rise to the challenge or does the prospect of facing the Eye of Gruumsh seem too much for you? This is an adventure for APLs 6-16,

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
CR of Animal	1/4 & 1/6	1	2	3	4
	1/3 & 1/2	0	0	0	1
	0	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard two-round Meta-Regional adventure, set in the Theocracy of the Pale (sort of). Characters native to the Nyrond meta-region pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. 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 scenario.

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 Survival check (DC 20), 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

Garel Grendal was founded over 200 years ago by a tribe of orcs who had quickly discovered that they were not welcome amongst the other humanoids of what is now the Pale, the Land of the Frost Barbarians and Ratik. Fleeing from certain death they entered the Raker Mountains. They soon found an underground cavern that was large enough to hold the tribe.

Over the years the orcs have grown in numbers and expanded the cavern into a very large city. Trade with giants and other, less obvious races has provided the city a strong financial backing. Now topping three thousand they are a successful and prosperous city.

The years have not blunted the feelings for the surface dwellers, especially the humans in the

neighboring areas. This hatred has come to a boiling point in a shaman known as Gralled Splittusk.

Gralled started as a simple priest of Gruumsh. Over the years his single-minded drive to seek revenge on the surface world focused his growth into an Eye of Gruumsh. He was soon the leading priest in the city.

Not satisfied with this position, he started a coup. After a mere three hours the old chief was dead and Splittusk was in charge. The city was brought under his iron shod heel and those not in line with his goals were exiled.

One such group discovered the ancient trading outpost and setup shop. A group of adventurers soon discovered them as detailed in the scenario "Business is Business".

Shortly thereafter, Gralled set about researching the surface world around the city. In ever widening patrols the orc war bands soon discovered the outpost and took it by force. This led to the events described in "Gruumsh's Retort".

Also during this time he closed down much of the trade to and from the city. All the existing materials in the city were redirected to the military. Soon the city will starve if they do not seek out new resources.

Splittusk assumed his patrols were being attacked by people from Ratik and has therefore decided to attack Ratik and cause as much destruction as possible.

His spies, on the other hand have informed him that the defense in the Pale have been weakened. This is due to the Pale attacks into the Duchy of Tehn.

Gralled is remaining steadfast in his decision to attack Ratik but his advisors are not sure and some openly endorse attacking the Pale. To put his advisors at ease, he has sent a pair of spies into the Pale to confirm the state of the defenses. With this new information he hopes to quell the opposition and attack Ratik.

A young orc from Eagle Crag Pass named Breggin has decided that the adventuring life is for him and set off for adventure. His first stop is the town of Rakervale in the Pale. Unfortunately he is about 20 minutes too late.

The spy has broken into Prelate Malvern Fenn's office and rifled through some paperwork but not before being seen. Knowing full well that the wrath of the watch would soon be on him, he fled toward the mountains as fast as he could. Coming the other way is hapless Breggin. The watch catches him without much fuss and throws him in jail. This is where our story starts.

Adventure Summary

1 – An orc in need. The party finds a friend, of sorts, in trouble. One of the orcs from the Eagle Crag pass has

been arrested. He was trailing a spy from the militant orcs and captured for the spy's crimes.

2 – Of Trolls and Orcs. The party comes across two trolls arguing over a body. This need not be a combat encounter but probably will be. The orcs have the equipment from one of the spies and it contains evidence of the spies' missions.

3 – Necessary Evil. An ambush set by interested parties to ensure that the orcs complete their mission.

4 – Here There Be Orcs. The party catches the spy but an orc patrol catches them. The spy bolts for the entrance into the underground city.

5 – Pick a door. The party selects an entrance into the city.

6 – An Angry Dwarf. The party is rescued by a feisty dwarf who has managed to survive in the midst of the orcs for some time now.

7 – The City. The party enters the city and tries to investigate the amount of troops and sow unrest.

Introduction

Rakervale has always been an ideal spot for those that seek adventure. The Troll Fens and Rakers have provided many challenges to be overcome. That combined with the excellent weather that midsummer provides, the common room of the Pious Pilgrim is very full. The mood is very light and jovial as barmaids hustle food and drinks to the very full tables.

The talk around the tavern focuses on the recent troll and orc activities. Trolls have been spotted pretty close to the city and reports have indicated that orcs are fairly crawling over the Rakers.

At this point the PCs may wish to look around the room. They may have come with some old friends or find them here. The main topic of conversation in the bar is, naturally, the best route to find adventure (and maybe some treasure along the way).

Allow the party a chance to hook up with each other in an organic way. Try to steer them away from the "Hey, aren't you a PC" method of introducing themselves. Perhaps start a contest wherein the PCs are the only takers or perhaps a story telling contest and have each PC tell a story. The main purpose is to have the PCs notice each other in a way beyond the players at the table.

A young man runs into the tavern. Addressing the crowd he exclaims that an orc was just seen in the Prelate's house and the watch has been sent to catch him.

After being in the pub for about an hour a new story rips through the crowd; an orc was seen breaking into the Prelate Malvern Fenn's house. The watch has given chase

and should have the culprit back in custody very soon. This of course focuses the crowd's conversation on orcs. Some rumors can be gathered from the crowd at this point.

- Small raiding groups of orcs have been seen all along the Rakers in the past month
- The Trolls of the Fens have enslaved orcs to spy on the humans of the Pale.
- A secret order of orc spies is trying to subvert the Theocracy.
- A massive orc army from deep in the Rakers is preparing to march against Ratik.
- That orc was only looking for food. They are too stupid to know the difference between a Bakery and the Prelate's house.
- A mysterious figure named the Watcher has been causing all the orc unrest.

If players want to join the orc hunt, that is great, let them and proceed to encounter one: The hunt is on. If the players ask about settling in for the night, inform them that there is no room at the inn and they will have to go to another inn for a place to stay.

Once outside, go to encounter one: street meeting. This should hook the PCs into the adventure.

Some PCs may have some way to stay in the common or a private room. That is fine; they will get caught up in the fight that will soon erupt.

If the party seems stalled or doesn't feel the need to leave the inn, a fight will soon erupt. The watch is quick to quell the disturbance but the PCs night is ruined. If any PCs threw punches they are sent to jail. Otherwise they are needed, as witnesses, to fill out a report at the jail. Either way, go to encounter one: Jailhouse blues.

Encounter One: An Orc in Need

The Hunt is On

If the PCs decide to join the hunt for the orc, read or paraphrase the following

You quickly catch a small band of watchmen heading east toward the mountain. The leader seems to be following some footprints. Suddenly one of the men shouts. "There he is!" Coming toward you in the failing light is an Orc. The mob breaks toward him and the smile on the orc's face is replaced by one of panic.

The orc is Breggin, a first level ranger out on his first adventure. He is from Eagle Crag Pass (from the *Business is Business* and *Gruumsh's Retort* scenarios) and was

inspired to take up the adventuring lifestyle by the adventurers that saved his home.

The mob is quick to overpower the young orc. Any attempt to speak is met with a quick blow unless the party intervenes. The only goal the watchmen have is getting their prisoner under lock and key.

So single-minded are they that the mob will completely overlook the facts that the boot prints being followed do not match Breggin's and the prints veer off the road some 50 yards ahead. Any attempt to point this out will be met with a quick dismissal ("He changed boots", "He is doubling back to fool us")

There is really nothing the party can do at this point without attacking the Watch. The watch will want to take down their names and statements since they had been in on the capture so proceed to the Jailhouse Blues section.

Street Meeting

If the PCs have left the Pious Pilgrim, they encounter the following once they leave. Adjust for any PCs that might have joined the hunt or stayed inside.

You emerge from the lively pub just in time to witness a group of watchmen dragging a hapless orc towards the jailhouse. As he passes by a look of recognition comes over his face and he yells out to you, "Help, Lyriam (or appropriate PC name) you must help me" The cry is answered by a blow from the hilt of a watchman's sword.

If any of the PCs have played "*Business is Business*" or "*Gruumsh's Retort*" gives them a chance (Wisdom check DC15 due to the number of watchmen around him and the fact he was just a face in the crowd at the last meeting) to recognize him as one of the Eagle Crag orcs. Even if all the PCs have not played the previous scenarios, Breggin will recognize them. If no one has played the previous adventures, he will swear one of them is a bard called Lyriam.

Jailhouse Blues

For this part it is important to note which PCs have been played in the previous scenarios. Breggin will call these PCs by name and plead for help. If none of the PCs have been played in the previous scenarios he will incorrectly assume that one of them is somebody named "Lyriam".

If the heroes find themselves involved in the bar fight or otherwise on the wrong side of the watch, read or paraphrase the following.

KLANG! The bars of the jail cell close confining you to a small 8' by 8' cell. A freshly made cot and clear bowl of water comprise your furnishings. Occupying the neighboring cells is a lone orc who seems a little worse for the wear. Hearing the noise of your cell closing he looks over at you.

If the heroes are just visiting the jail read or paraphrase the following adjusting to account for whether or not the adventurers were involved in the bar fight.

You enter the clean but cramped jail. The occupants include a pair of drunks that started a bar fight and a lone orc. The orc raises his head as you enter.

The Orc's Tale

Regardless of the party's current situation, continue on to read or paraphrase the following.

Looking you in the eye, a look of recognition comes to the young orc's face. "Lyriam (or appropriate PC name)!! You have got to help me. They want to kill me. Please tell them I am not a spy or thief or whatever."

He will wait a moment or two for the PCs to respond but if they do not will continue.

"My name is Breggin and I am from the Eagle Crag tribe. You have done my tribe and I a great service in the past and I was hoping you could help me now. These humans think I have stolen something and wish to kill me. It couldn't have been me as I just got into town. Please help me Lyriam (or appropriate PC name)."

If the PCs decide to help Breggin they may confer with the Captain of the Watch. The Captain knows the following pieces of information that he is willing to share,

- Some important documents regarding the stationing of troops in and around Rakervale were removed from the Prelate's house.
- An orc matching the defendant's description was seen by the Prelate and others in the area. If asked what that description was he will tell them "An orc with a sword and leather armor".
- The trial will probably be a few days in coming since the local prosecutor is in Wintershaven.
- If the PCs can find enough evidence to clear the orc, the Captain will drop all charges and release him.

After hearing all this and if the PCs decide to help, Breggin will add the following:

- To practice his tracking, he was following a pair of boot tracks out of the mountains. After a while one of the set of tracks disappeared.
- These tracks were fairly deep and could well have been made by an orc. They were also leading into Rakervale.
- The patrols of hostile orcs near his home have lessened recently so he figured it was safe to explore the surrounding area.

- The heraldry the hostile orcs have assumed is a bloody sword impaling an eye on a field of black.

The heroes have a few options at this point. They can attempt to break Breggin out of jail, they can proceed with the adventure and try to clear Breggin or they can just walk away.

Checking in with Prelate Fenn

Parties that wish to further investigate the missing paperwork will want to question the Prelate. His house is easy to find and he is willing to meet with the PCs.

Prelate Fenn's house is a hive of activity. Several watchmen are busy looking over the remains of a window at the back of the house and a pair of priests are tending to an older gentleman on the front steps.

If the party attempts to engage the watchmen in conversation they will politely tell them to scram. A brief look at the area will reveal that someone jumped out the window and ran towards the edge of town.

The gentleman at the front of the house is Prelate Malvern Fenn. He will shoo away the priests as the party approaches and talks to the party in a friendly manner. He has the following information.

- He was at a dinner party at a friend's house when he felt a bit tired. He excused himself and came home. When he entered his house he was surprised to see an orc going through his desk. The orc grab some papers and leapt through the back window.
- Most of the people assigned to protect him, which aren't many, were with him. Only one guard was left at the house and he was stationed on the front porch.
- He did not see or hear anything as the orc snuck in the back window. He apparently closed it after entering so as to not arouse suspicion.
- The information in the papers is extremely sensitive. In the wrong hands it could spell doom for this area of the Pale.
- The papers that were stolen were information on the current troops in the area, their patrol schedule and supply caravan information.

He will stress the need to retrieve the paperwork but will not "hire" the party. There are not enough troops in the area to properly defend against a concerted attack by half. He will suggest strongly that getting the information back will save many lives and Pholtus will smile upon them.

I Don't Wanna!!

Some players will want to resist the above hooks. That is perfectly OK! The party will come to them. The timeline will progress as follows:

- Next Morning – Life in town returns to a more reasonable level as most of the adventurers in town head into the Rakers or Troll Fens.
- Second Day – Some Trolls enter town. Use the stats from Encounter Two.
- Third Day – Most of the adventurers leave town. Most head back to Wintershiven, some head into the Fenns and some others head into the mountains.
- Forth Day – Breggin is put on trial. It is a simple, yet formal proceeding. If the PCs try to disrupt the proceedings they are arrested (if they can be caught) and sentenced to spend 5 TUs in a Dawn Camp.
- The result of the trial is never in doubt since the evidence is clear and abundant.
- Fifth Day, morning – Breggin is released. He leaves town heading into the Pale towards Wintershiven.
- Fifth Day, afternoon – The Orcs attack. The attack happens in two waves. For the first wave combine two patrols from Round Two. After 10 rounds, add another patrol and either the Barbarians, War Mages or Clerics. This should be a VERY tough battle.

If this path is chosen, dozens of innocents will be killed and there is nothing the PCs can do to stop it.

Clearing Breggin's Name

If the party decides to clear Breggin they will need evidence. The only evidence that will clear him is evidence of another orc. Of course, if the party does not try to clear him, the evidence will be found by the defense in his trial.

The most compelling evidence is that Breggin's boot print does not match the set of prints outside the Prelate's house. This is not enough on its own to clear him. It needs to be tied to the set of prints near where Breggin was captured. It shows that Breggin walked fo down the road quite awhile before encountering the watch. It also shows the second set veer off the road.

Another bit of evidence is that there is blood on the smashed window and Breggin has no cuts. A heal check will reveal that no healing was used to cover the injuries.

Special Note

If, at anytime, the party returns to town with either the stolen paperwork or information on the upcoming attacks they will receive a visit from Colonel Jerril Waserrel.

The Colonel will ask the party to further investigate the source of this threat and, if possible, subvert the enemy's ability to attack the Pale. He will also mention that an attack on the Pale at this time will result in many innocent deaths as the army is spread very thin.

He will appeal to the groups desire to avoid the unnecessary deaths of Pale citizens. If that fails he will offer "payment that is in line with the details of the report and actions taken."

If the PCs still don't get the hint, go back to "I Don't wanna" and proceed that way.

Encounter Two: Of Trolls and Orcs

Following the trail of the spy is difficult up to the point where the watchmen met Breggin due to the number of men going back and forth. Past that, however, the trail can be found with a tracking check (DC 14). If none of the PCs have tracking, a farmer or other adventurer will be happy to assist in so far as pointing them in the right direction. Under no circumstances will the tracker travel with the party.

Once the trail is found it can be deduced that the spy witnessed the capture of Breggin and therefore didn't bother to hide his tracks. The tracks can be followed by either a tracking check (DC 12) or a spot check (DC 17).

Following the tracks leads off the road through the forest and toward the mountains. After following the trail for a few hours read or paraphrase the following to the group.

From the trail ahead a voice can be heard. It is a loud and brutish voice. Soon another joins it.

The party has heard the conversation of two mountain trolls arguing over this afternoon's meal. The conversation is in Giant. If a party member knows Giant he can get the gist of the argument. One troll wants to split the hobgoblin lengthwise and the other wants to split it across the middle.

If the party sneaks forward they can come to a vantage point some 100 feet from the trolls. Read or paraphrase the following.

From this vantage point you can see two very large Ogres fighting over the corpse of a humanoid about 100 feet away. They are in a clearing next to a large rocky hill and the trail you have been following leads right to them.

At this distance it will take a challenging spot check (DC 30) to notice that the object of the fight is a hobgoblin.

If the party chooses to attack them they can get within 50 feet before the trolls can even attempt to notice them (Spot check DC 16). The Ogres aren't really hostile

right now but any hostile actions toward them will be met with force but it can be assumed that the PCs have a surprise round as the trolls preoccupied.

APL 6 (EL 8)

👉 **Troll (2):** hp 63, 63, See Appendix One: Encounter B

APL 8 (EL 10)

👉 **Mountain Troll:** hp 63, See Appendix One: Encounter B

APL 10 (EL 12)

👉 **Mountain Troll (2):** hp 217, 217, See Appendix One: Encounter B

APL 12 (EL 14)

👉 **Mountain Troll (2):** hp 282, 282, See Appendix One: Encounter B

APL 14 (EL 16)

👉 **Mountain Troll (2):** hp 317, 317, See Appendix One: Encounter B

APL 16 (EL 18)

👉 **Mountain Troll (2):** hp 373, 373, See Appendix One: Encounter B

Another way around this encounter is simply avoiding it. Of course not further information or experience points will be gathered. You may wish to save this encounter for the return trip if the party chooses this path.

If, however, the party chooses to try and talk to them they will be happy to talk if the party can resolve the dispute and convince them not to eat the party since they just got finished a nice Hobgoblin meal. Any clever method of solving the dispute should work (Diplomacy check, DC 17) as they aren't the brightest trolls. Care should be taken to not offend the trolls as the slightest provocation will start a fight and once provoked no amount of talking will calm them down.

The trolls do not have a lot of information to give apart that there have been more orcs than normal traipsing through their domain. They managed to kill a couple but they aren't very good eating.

If asked to see the equipment of the slain orcs they will show them their refuse heap. If the party has slain the trolls they need to specifically search (DC 20) for their cave in order to find the refuse heap.

The heap contains the remains of two orcs amongst other things. The only way you can tell the orcs from the others is that they have matching leather armor with a bloody sword impaling an eye on a field of black. Further searching (DC 25 search check) will reveal a set of papers that indicate that one of the orcs missions was to assess

the strength of the Pale defenses in prelude to a possible attack.

Encounter Three: Necessary Evil

The trail gets rough and varies greatly as it progresses into the mountains. Tracking becomes more difficult over the rocky ground the obvious lack of care in your quarry makes following much easier.

Ahead, the path widens out to at least 20 feet wide and 50 feet long. To your left, the mountain continues its rapid ascent and to your right, a dense growth of trees blocks your vision.

On the other side two figures block the path. They are large in stature with two heads each. But that isn't the most startling feature of these two brutes. They are all white with some scaly patches and wings, reptilian wings.

Three of the four heads pivot in your direction. "Hey! Looks there. Looks like wes gonna have fun after all." States one head. "Can wes eat them?" Inquires its partner. "Na, da boss gonna want to sees um first." Answers one of the other heads. "Don't just stand there, let's get um!!" Bellows the last head. Both giants charge.

Roll initiative as normal. Both parties have seen each other and had time to react so no surprise is granted. If the party has previously stated that they are using stealthy means to investigate the path before hand they will notice the ettins before they are noticed. If they can close the gap (50') before being notice (Hide check, DC 30) they can get a surprise round.

APL 6 (EL 9)

👉 **Ettin(2):** hp 94, 94, See Appendix One: Encounter A

APL 8 (EL 11)

👉 **Ettin(2):** hp 115, 115, See Appendix One: Encounter A

APL 10 (EL 13)

👉 **Half-White Dragon Ettin(2):** hp 149, 149, See Appendix One: Encounter A

APL 12 (EL 15)

👉 **Half-White Dragon Ettin(2):** hp 172, 172, See Appendix One: Encounter A

APL 14 (EL 17)

👉 **Half-White Dragon Ettin(2):** hp 195, 195, See Appendix One: Encounter A

APL 16 (EL 19)

👉 **Half-White Dragon Ettin(2):** hp 218, 218, See Appendix One: Encounter A

The ettins, Eckland and Rennk, are half white dragon. Their sire was recently killed and having nothing better to do threw in with a giant shadowy figure that showed up with some trolls looking for them. The guy whom they call 'Boss' told them that some orcs would be coming back and forth through here and they were to make sure nobody interfered with them.

Not being the brightest even by ettin standards the pair set up shop in the woods to the right. They have been letting the orcs go through unmolested but everything else has been attacked.

Of course that hasn't been much. A search of their "lair" will reveal two elk, a small band (4) of kobolds, a dwarf and a pair of Pholtan priests. None of these had anything of overt value. The priests have holy symbols and the dwarf has a war hammer with a clan emblem on it. A knowledge local (Pale or MetaRegional, DC 25) or Bardic lore (DC 20) check will reveal it to be the relatively small HammerSong clan from the Griff Mountains. He also has a note on his body. This note is player handout two.

If the PCs manage to subdue the Ettins, the heads will bicker with each other for being the cause of the defeat. What little they do know is mentioned above. They don't even know why they are working for the mysterious stranger other than it gave them something to do.

Encounter Four: Here There Be Orcs

Continuing to follow the trail you enter a sparsely wooded valley that is littered with large boulders. As you make your way around a series of boulders, you spot an orc on the trail about 30 feet ahead of you. He is just standing there looking with his gaze firmly fixed away from you. It doesn't take long to see why; a patrol of orcs is coming down the path about 50 feet in front of him.

About the same time you notice the patrol they notice you. Naturally your presence doesn't sit well with them and they issue a battle cry. The orc you were following quickly looks over his shoulder in your direction. He gets a panicked look and then runs away from both you and the patrol.

The spy will bolt toward the rear cave entrance (see DM Map – Back Door) as fast as he can. That is 60' a round. Therefore he should make the door in the second round. His motivation is to both save his own hide and summon reinforcements.

The patrol, on the other hand, has a chance to see some combat after months of tedious patrolling. They will ask for and give no quarter. Besides, that other guy is going for help.

APL 6 (EL 7)

⚡ **Orc Captain:** hp 27, See Appendix One: Encounter C

⚡ **Orc Scout:** hp 23, See Appendix One: Encounter C

⚡ **Orc Warriors (6):** hp 5, See Appendix One: Encounter C

APL 8 (EL 9)

⚡ **Orc Captain:** hp 42, See Appendix One: Encounter C

⚡ **Orc Scout:** hp 36, See Appendix One: Encounter C

⚡ **Wolf Companion:** hp 13, See Appendix One: Encounter C

⚡ **Orc Warriors (6):** hp 12, See Appendix One: Encounter C

APL 10 (EL 11)

⚡ **Orc Captain:** hp 57, See Appendix One: Encounter C

⚡ **Orc Scout:** hp 49, See Appendix One: Encounter C

⚡ **Wolf Companion:** hp 26, See Appendix One: Encounter C

⚡ **Orc Warriors (6):** hp 27, See Appendix One: Encounter C

APL 12 (EL 13)

⚡ **Orc Captain:** hp 72, See Appendix One: Encounter C

⚡ **Orc Scout:** hp 62, See Appendix One: Encounter C

⚡ **Wolf Companion:** hp 26, See Appendix One: Encounter C

⚡ **Orc Warriors (6):** hp 42, See Appendix One: Encounter C

APL 14 (EL 15)

⚡ **Orc Captain:** hp 87, See Appendix One: Encounter C

⚡ **Orc Scout:** hp 75, See Appendix One: Encounter C

⚡ **Wolf Companion:** hp 26, See Appendix One: Encounter C

⚡ **Orc Warriors (6):** hp 57, See Appendix One: Encounter C

APL 16 (EL 17)

👉 **Orc Captain:** hp 115, See Appendix One: Encounter C

👉 **Orc Scout:** hp 75, See Appendix One: Encounter C

👉 **Wolf Companion:** hp 39, See Appendix One: Encounter C

👉 **Orc Warriors (6):** hp 72, See Appendix One: Encounter C

If the PCs do not manage to stop the orc before he reaches the cave he will run inside and start to sound the alarm. This will take the entire third round so any PCs who have followed him will have an extra round to stop him.

If left unmolested the spy will sound the alarm. The alarm is a large horn that makes a VERY loud noise. It can be assumed every orc in the city heard it. This will summon reinforcements that will arrive at the cave mouth in ten rounds. Use the same stats for the reinforcements as the initial patrol. Every five rounds after that another patrol will show up until the PCs either are slain or give up.

If the spy is stopped, the combat will draw attention eventually. They have approximately 10 minutes before the next patrol comes from the cave. Once this happens they will sound the alarm and then a patrol will turn up every five rounds.

Encounter Five: Pick a Door

Once defeated, the party will notice that the patrol came from a cave some 240 feet away. If the spy made it to the rear cave entrance it will be obvious. If the spy made it part way, a search check (DC 22) will reveal the secondary entrance which is about 120 feet away. On the other hand if the spy was cut down before making it very far the search check becomes harder (DC 30).

Most patrols come from the main entrance. Going in this way has a higher chance of detection. The other entrance is much smaller and used by small groups of orcs on a much less frequent basis. Noting the tracks around the entrances (Spot, DC 12) will allow the PCs to know this.

If the party decides to mess around before going into the cave, another patrol will show up (Use stats from above) but this time coming from the north and heading into the cave. As they are weary, not expecting trouble this close to home and not really paying attention give them a small chance (Spot, DC 30) to notice the battle site if it is still obvious and an even lower chance of noticing the party (Spot, DC 35).

If the heroes choose the main entrance, read or paraphrase the following.

A strong and somewhat repulsive odor strikes you as you approach the cave entrance. It seems to be comprised of decay, sweat and blood. The entrance is wide enough to allow four abreast and about 12 feet tall. Carved into the side of the entrance a sword piercing an eye is carved into the rock.

Looking into the cave you notice that the tunnel starts to head downward almost immediately. Several stalagmites line the otherwise smooth path. To on side suspended between two stalactites is a large horn.

If the heroes chose the smaller entrance, read or paraphrase the following.

Hidden between two large shrubs is another cave. It is about 7 feet across and 8 feet tall. Beyond the entrance a small tunnel leads sharply downward before bending out of sight. Tucked into a niche along the left wall is a large curved horn.

Needless to say blowing the horn is an alarm and will bring the orcs in force. If a foolish PC does blow the horn have a patrol (as detailed below in Encounter Seven: Standard Patrol) arrive ready for battle in ten rounds. After another ten rounds have yet another patrol show up, this time from outside. Keep this up until the PCs flee, are rescued by Gramlin or are killed.

After a few rounds of searching around the sound of approaching boot falls can be heard coming from down the tunnel. Once the PCs start looking around or getting ready for battle, proceed to encounter six.

Encounter Six: A Strange place for a Dwarf

This encounter introduces the Dwarf Gramlin. He has sent a note to the Pale and assumes that the party in the lead patrol of an army sent to deal with the orcs. He is, of course, wrong.

He will figure out his error soon enough and then set another plan before the PCs. They are to go into the city and stir the unrest that exists between the various factions of the city by systematically eliminating members of one group while implicating members of another group. The resulting turmoil should be enough to start a major internal conflict that will remove the orcs as a threat for many years to come.

"Hey, you must have gotten my note?" states a voice for seemingly nowhere. Stepping from around a stalagmite is a shorter than normal dwarf. He is clad in very dark leather armor that has been patched repeatedly. His face is etched with age and his hair has faded to white.

He hears the sound of the approaching patrol and looks you over again. "You ain't Orcs so you'd best come with me if you want to live." With that he

turns and faces the wall pulling some stones from a pouch on his belt. He places the stone on the wall and it fades slightly. Turning toward you he whispers, "Follow me" and proceeds to enter the wall.

The wall has been momentarily made incorporeal. If the party follows read the following otherwise proceed with the combat(s) as mentioned above.

Once you have all passed through the wall, you notice that the room you find yourself in is surprisingly well lit. It is a large room measuring 30 feet by 40 feet. Against the far wall is a workbench with several small stones on it. Next to the wall you just came through is a table and some chairs. There is also a bed, dwarf-sized, near the workbench.

Pulling out one of the chairs at the table the dwarf takes a seat. "Name's Gramlin. What by the beard of Moradin were you doing, trying to get yourselves killed?" He pauses momentarily. "Dang foolish walking into a city full of blood thirsty orcs. I take it you got my note and have an army waiting outside?"

Gramlin is a very old rune caster of sorts who has been living in this area for over 100 years. He even predates the orc tribe that has since moved in and formed a city.

Gramlin is the author of the note that was on the dwarven body in the Ettin's lair. The messenger was one of his great nephews, Rodim who had come to visit a week ago. He found the visit fortuitous since he could send a warning and get his nephew out of trouble. He will be saddened to hear of his passing.

If any of the party has the ring from NMR4-0X All's Well and Stabled he will instantly recognize it and question them about it. He will offer the friend of a friend access to some special items (see AR).

Gramlin can impart the following information.

- The orcs moved in about 80 years ago.
- Apparently they were some sort of religious extremist that were kicked out of their old home, an underground city called Garel Enkdal some distance to the north.
- They grow fast and built a city out of one of the larger caverns. It now consists of over 200 buildings and houses some 1000 orcs.
- They had been kept in check by the mistrust between the priest, fighters and barbarians that would occasionally erupt into bloodshed.
- Several years ago a particularly charismatic priest took control of all the factions and ended the squabbling.

- He made a deal with some underoerth race to have some of the more intelligent orcs taught the ways of the battlemages.
- With the in-fighting removed the orcs were free to set their sights on the true enemies of Gruumsh, the rest of the world.
- There used to be a good market place but all the city's resources have been diverted towards war. The orcs must strike out soon or they will starve themselves out.
- They traded with other races both from the surface and below.

After some conversation with the party, Gramlin decides that the party can help him out. He is getting old and dodging orcs has become rather tiring. He also has no desire to see innocents slain by the orcs so he sent the warning to the people of the Pale. He was expecting a much larger force but has a contingency plan that he will tell to the party.

"Well, I was expecting more of an army but I have thought about this and I believe I have a way to prevent the attack. The trick is to reignite the festering hatred the orcs have for each other. The fighters hate the priests, the priests hate the mages and the mages have absolutely no love for the fighters. And vice versa.

The best way to accomplish this is kill small groups of one type and make it look like another group did it. Do this enough times, twice should be sufficient, and then all chaos will erupt and I doubt even that cursed Eye of Gruumsh could stop it.

I have studied the city and determined that these areas here (Points to areas A, B, C and D on the map) would be the ideal places to accomplish your mission. These places are sort of sacred to one group or another that will compound the effect.

Avoid this area (points to E) at all costs. It is heavily defended and does not further our goals. It houses the women and children as well as some farms and the fresh water supply.

For parties APL 6, 8, 10, 12 and 14 read the following.

This area (points to F) is the Palace of the Eye. From the looks of you, I would avoid it at all costs as well. The Eye and his advisors are a very powerful group and should not be taken lightly.

For parties of APL 16, read the following.

If you can manage it, taking out the Eye in his palace (points to F) would be the quick way to unbalance the city. It is not something I would normally advise as the Eye and his advisors are a very powerful group but you MIGHT be able to handle it.

Read or paraphrase the following for all APLs

I should warn you that the cavern has been warded against spells like earthquake and stone shape. I tried to bring the place down years ago but it just triggered an alarm and I almost got caught.

Also be careful about making a big light show or using flashy magics. That kind of advertising can bring a lot of orcs to you very quickly. Do not make the mistake of thinking that the orcs are lazy and disorganized. They are very quick to respond to threats against their home. The under races have learned that lesson well.

I have some little trinkets that should help you. Here, these stones will allow you to look like these orcs. They will last for around 12 hours so don't dawdle. If they discover you are surface dwellers you are as good as dead. Here, this stone will allow you to return to my cave. Once you have finished, come back here.

The stones will place illusions over the party members that are very good. Only a very good spot check (DC 30) will allow the observer to detect the illusion.

He will also draw the party a map of the city and indicate the areas A-F. He will annotate them as follows:

- A – This is the military training ground. Using flashy magic here will make them believe the warmages have violated their sanctum.
- B – The arena is the warmages training and show area. If you can get a few mages in there and then hack'em up good that should get them good and riled. Leaving behind an orc weapon or two wouldn't hurt either.
- C – Ahh, the temple. Taking out a high level priest or two inside the temple would do the trick.
- D – Here is a neat place, it is a pub. Good information can be gotten here. Be careful as a fight here won't cause any unrest.
- E – Avoid this area. This is where the orc women and children are located. Any fight started here will end quickly and you won't like the conclusion.
- F – This is the Eye's Palace. Killing him would solve the problem very quickly but this is a very hazardous path.
- Some of the buildings in the city are abandoned and should provide adequate shelter if you need to hide out for awhile. Just remember that your disguises are only good for 12 hours and I don't have any more to give you.

Encounter Seven – The City

This is the start of the second round. This entire round will be the party exploring the city and subverting the

preparations for war. This is completely open-ended and can drag on if you allow it to.

The preferred way for parties to handle this is to pick selected fights. If the party manages to defeat two of the non-patrol fights below without raising an alarm, the orcs of the city will soon fall upon each other and neutralize the threat.

The party can also go for the Eye of Gruumsh directly. This fight is, however, untiered and should not be done lightly. If you feel your party is foolish enough to attempt this fight have Gramlin mention that he watched the Eye defeat three stone giants single-handedly several years ago.

Some parties will prefer to adopt the “nuke them from orbit” approach. Well, the orcs, not being stupid, have protected the stone of the cavern from either moving, shifting or being turned to mud. The only thing that can really be done to it is a passwall. Any attempt to cast earthquake, stone shape or rock to mud will result in an alarm going off and the city mobilizing.

Spells such as cloudkill, fireball, blade barrier and Evard's Black tentacles will work in a populated area once. The chaos such spells will cause is sufficient to cause the alarm to be raised.

Another option is for the party to gather information and then return to Rakersvale. Choosing this path does nothing to prevent the oncoming battle. In fact there is little the party can do to prevent it. There is no time to muster the needed troops to adequately defend the city but enough adventurers can be recruited to turn the tide. Return to the “I Don't Wanna” section of encounter one and assume the next morning is Day 5.

Orc Interactions

If the party uses the disguises provided by Gramlin, the party can interact with the orcs without causing much commotion. There are a couple of points that make this more difficult.

First, it is dark. There are very few light sources in the city and they are almost all inside. The orcs rely on their darkvision to maneuver around the city. If the party decides to use a light source, every passing orc will automatically do a spot check (spot +1) but that won't penetrate the disguise. The party will, however, notice this extra scrutiny.

Secondly everybody speaks orc and very few speak common. If the party doesn't speak orc, this will immediately raise concern. Spells like *tongues* are to be considered as speaking orc natively. If the use of common is not explained away effectively with a diplomacy check (DC 30 due to the lack of oral communications) or a bluff check (DC 28 again due to lack of a common language) the party will be discovered. Examples of this would be making a 'ssh' gesture or that

they are under the effects of a spell. Casting silence on themselves would be an inspired maneuver. ☺

Fights are common enough place that a skirmish will not raise an immediate alarm. It is enough, however, to draw the attention of a patrol. Therefore once the party gets in a fight they have a scant four minutes to clear out or be subject to discovery. This will allow enough time to gather the magic items but not the mundane ones. There will be no time to strip the bodies after a street fight.

If the party is discovered they are immediately beset with a patrol at 60 feet away. Another patrol will arrive 5 minutes after that. Following another 5 minutes the war mages will show up. The clerics will arrive 5 minutes after that.

Standard Patrol

APL 6 (EL 6)

👉 **Orc Captain:** hp 34, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 5 each, See Appendix One: Encounter F

APL 8 (EL 8)

👉 **Orc Captain:** hp 49, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 12 each, See Appendix One: Encounter F

APL 10 (EL 10)

👉 **Orc Captain:** hp 64, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 27 each, See Appendix One: Encounter F

APL 12 (EL 12)

👉 **Orc Captain:** hp 80, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 42 each, See Appendix One: Encounter F

APL 14 (EL 14)

👉 **Orc Captain:** hp 106, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 57 each, See Appendix One: Encounter F

APL 16 (EL 16)

👉 **Orc Captain:** hp 123, See Appendix One: Encounter F

👉 **Orc Warrior (6):** hp 72 each, See Appendix One: Encounter F

If the party is defeated or captured they will be incarcerated for 5 TUs and then stripped of all their gear and let go after the attacks have occurred. This is done to allow the characters to spread the word about the ferocious orcs they encountered.

Finally about one in every twelve buildings is empty. They are fairly easy to make out and there should be little problem finding one. These buildings make great places to hide or heal up.

Street Talk

Below is a section on each of the major groups in the city. This explains a bit of their history and views toward the other groups. The groups do not interact well on the whole and only the Eye of Gruumsh keeps the order.

The traffic on the street consists of military patrols, merchants and the occasional priest. The patrols are by far the most numerous. The priest are by far the least numerous.

Women and Children

The women and children are housed in Area E: The Warrens. There the young can be watched over by the females without worrying about attacks from other denizens of the dark. Attacking this area will result in an overwhelming response from the orcs. ALL the encounters will happen at once and the party will die.

Warmages

Another group the party will not meet in the streets is the warmages. They have been ordered not leave their compound (Area B) except for the occasional supplies or worship. The possibility for conflict is much too great.

The warmages are a new group in the city and are looked upon with suspicion and fear. The arcane arts have long since been the prevue of the enemy and therefore a foreign concept.

They began when then Eye first came to power. He knew that arcane might was needed and made a deal with the Drow to teach some of the brighter orcs the skills needed.

The regular military does not trust them at all and would rather the Eye throw them out part and parcel. This is your basic fear what you do not understand situation.

Military

The military patrols are the power in the city and they know it. Each patrol will have a smug air about it and basically ignore the party (if still in disguise). Passing patrols will grunt briefly, enforcing their superiority. Some will be talking amongst themselves and the following comments can be overhead on occasion:

- The mages aren't reliable. We should practice by killing them.
- More fighters are what is needed not undisciplined barbarians.
- The Priests are too concerned with spilling the blood of the heathens and not winning the battle.
- Without us this city would perish.

Merchants

The merchants are more subdued and less chatty. They have, for the past few years, been forced to serve the military. Normal trade with other peoples that used to provide a good living and supply the city has been waning. This has put the entire city in jeopardy but the Eye doesn't seem to care. The merchants see this and know that it will lead to doom or war or both.

Careful observation will show them somewhat fearful of the passing patrols but their body language reveals that they harbor some hostility toward them.

Any attempt to engage the merchants in conversation will be met with short, polite answers and fearful looks around. They do not want to be heard criticizing the military forces.

Priests

The priesthood has enjoyed a raise in social status in the recent years. The Eye has demanded that the worship of Gruumsh take a priority in the lives of the orcs. This decree has, in turn, elevated the priesthood from civil servant status to a commanding role.

This new position has placed the military and priesthood at odds since the both cannot lead the orcs. So far the Eye has managed to quell this tension by being the guy in charge. Both branches respect and follow his lead but the tension remains.

Since the party resembles a patrol, the passing priests will regard them with utter disdain. The only interaction will have to be started by the party and then the priests will question their loyalty to Gruumsh. If the party continues the interaction, the priest will suggest they commune with Gruumsh to find the answer they seek.

Area A: Militia HQ

Standing near the center of the town is a collection of long barracks surrounding a clear area. On one side is a larger building with no windows. The sounds of battle can be heard coming from the clearing as troops train on each other.

The long barracks hold some troops. Most are out on patrol and the majority of the remaining troops are

sleeping. At most a single patrol can be mustered at this exact instant.

The larger building is the headquarters for the military. It has no windows and the sounds of battle do not faze its inhabitants. Any attempt to enter the building (the entrance is on the side away from the field) will be rebuffed by a pair of guards.

The practice field is being held by a group of barbarians. They are jousting with each other. Upon seeing the party they will call them over for a training session. If the party seems hesitant the barbarians will claim that they are "just weak grunts" and "not worthy of picking mushrooms".

The barbarians will rage the instant lethal force is used against them. If any magic is used against the barbarians the troops in the barracks will assume the party is a group of battlemages. This will start the unrest needed to topple the city.

APL 6 (EL 8)

🔥 **Orc Barbarian Captain:** hp 56, See Appendix One: Encounter E

🔥 **Orc Barbarian (2):** hp 39, 39, See Appendix One: Encounter E

APL 8 (EL 10)

🔥 **Orc Barbarian Captain:** hp 73, See Appendix One: Encounter E

🔥 **Orc Barbarian (2):** hp 56, 56, See Appendix One: Encounter E

APL 10 (EL 12)

🔥 **Orc Barbarian Captain:** hp 90, See Appendix One: Encounter E

🔥 **Orc Barbarian (2):** hp 73, 73, See Appendix One: Encounter E

APL 12 (EL 14)

🔥 **Orc Barbarian Captain:** hp 107, See Appendix One: Encounter E

🔥 **Orc Barbarian (2):** hp 90, 90, See Appendix One: Encounter E

APL 14 (EL 16)

🔥 **Orc Barbarian Captain:** hp 124, See Appendix One: Encounter E

🔥 **Orc Barbarian (2):** hp 107, 107, See Appendix One: Encounter E

APL 16 (EL 18)

🔥 **Orc Barbarian Captain:** hp 141, See Appendix One: Encounter E

👉 **Orc Barbarian (2):** hp 124, 124, See Appendix One: Encounter E

Area B: Warmage's Guild

This area seems to have been recently built up. It consists of a few smaller buildings nestled around a much larger building. On the side away from the city a large amphitheatre has been carved out of the cavern walls. The sounds of arcane discharges can be heard issuing out of it.

The majority of mages are inside the large building studying tactics for the upcoming battle. Searching the main building will reveal a room with 30 orcs sitting in what can only be described as a classroom, listening to another orc discuss the proper placement of fireballs. Attacking at this point will be certain suicide. Use thirty one war mages instead of the three listed below.

The mages in the arena are instructors honing their skills. Should the party attack them they can do so without much fear of detection or interruption.

Several minutes (20) after the fight the students from inside the large building will trickle out and notice the bodies. Assuming melee weapons were used, the students will blame the military and increase the tensions needed to cause a civil war in the city.

APL 6 (EL 8)

👉 **Orc Warmage (4):** hp 24 each; See Appendix One: Encounter G

APL 8 (EL 10)

👉 **Orc Warmage (4):** hp 33 each; See Appendix One: Encounter G

APL 10 (EL 12)

👉 **Orc Warmage (4):** hp 44 each; See Appendix One: Encounter G

APL 12 (EL 14)

👉 **Orc Warmage (4):** hp 55 each; See Appendix One: Encounter G

APL 14 (EL 16)

👉 **Orc Warmage (4):** hp 66 each; See Appendix One: Encounter G

APL 16 (EL 18)

👉 **Orc Warmage (4):** hp 77 each; See Appendix One: Encounter G

Area C: Temple of Gruumsh

Carved out of the rock of the side of the cavern is a massive edifice that can only be the temple of

Gruumsh. A large relief depicts a huge one-eyed orc standing on a small mountain of severed heads with a bloody double axe at the ready. The heads are mainly elven but a few humans, dwarves and gnomes can be made out. On the other side a massive battle scene has been painted. It shows an army of orcs doing battle with every sort of humanoid. It goes without saying that the orcs are winning.

In the middle of these two scenes is a giant set of double doors. Measuring twenty feet high and 30 feet across, they stand open accepting the praises of Gruumsh.

Entering the building they are greeted by a pair of acolytes. They welcome the battle hardened to proclaim the glory of Gruumsh and the untested to pray for Gruumsh's favor in seeking battle. There are a number of other orcs in the temple praying and making offering to the One-eyed god.

If the party asks to see the high priest they are informed that an APL appropriate elder(s) can be found in the new hall of worship and would be happy to lead them there.

The new hall of worship is a long narrow hall. The main floor is 70 feet long and 20 feet wide with sets of bleachers rising from the sides. The walls are covered with many scenes of battle. One shows a handful of orcs beating back a battalion of elves where another shows a one-eyed orc fighting a pair of massive stone giants. Standing in the middle of the floor is a pair of priests who look your way.

The acolyte will immediately excuse himself leaving the party and priests alone. This is another golden opportunity for the party to sow unrest. The acolytes will find the bodies shortly and assume that the party was a group of mages and fighters who were envious of the clergy's new position.

APL 6 (EL 8)

👉 **Orc Priest:** hp 42, See Appendix One: Encounter D

👉 **Orc Acolyte(2):** hp 29, 29, See Appendix One: Encounter D

APL 8 (EL 10)

👉 **Orc Priest:** hp 55, See Appendix One: Encounter D

👉 **Orc Acolyte(2):** hp 42, 42, See Appendix One: Encounter D

APL 10 (EL 12)

👉 **Orc Priest:** hp 68, See Appendix One: Encounter D

👉 **Orc Acolyte(2):** hp 55, 55, See Appendix One: Encounter D

APL 12 (EL 14)

- 👉 **Orc Priest:** hp 81, See Appendix One: Encounter D
- 👉 **Orc Acolyte(2):** hp 68, 68, See Appendix One: Encounter D

APL 14 (EL 16)

- 👉 **Orc Priest:** hp 94, See Appendix One: Encounter D
- 👉 **Orc Acolyte(2):** hp 81, 81, See Appendix One: Encounter D

APL 16 (EL 18)

- 👉 **Orc Priest:** hp 107, See Appendix One: Encounter D
- 👉 **Orc Acolyte(2):** hp 94, 94, See Appendix One: Encounter D

Area D: The Pub

Walking past an otherwise non-descriptive building the sounds of revelry can be heard. A familiar sound that can be heard from Whintershiven to the smallest town in Geoff. The sounds of a pub. The sounds of ale being drunk and stories, both truthful and imagined, being told at a volume worthy of the great outdoors. It feels odd that this familiar sound should be found in this most unfamiliar location.

The pub has no plaque to reveal its name. It is called “The Gullet of Gruumsh” or simply “The Gullet”. Many off duty soldiers and priests are enjoying the night life. A careful glance around will reveal (Spot Check, DC 24) a few mages trying to fit in.

All the information detailed above can be found here as the crowd looser with their tongues. No gather information check is needed as everybody wants to talk about what is bothering the city and their cliché.

If a fight breaks out use two patrols (See above) without weapons to populate the bar. The Fight will last for four rounds before another, more sober patrol, stops it. This will not cause any significant unrest in the city as this fight was, for the most part, not lethal and stopped quickly.

Area E: The Warrens

A short wall rings this area. On the inside is all the orcs hold dear; the women, children and fresh drinking water. There are also some mushroom farms to help feed the city.

As mentioned above, any attack in this area will be met with the stiffest possible defense. All the encounters above will happen at once. No other tactic employed here will generate any significant disruption in the orcs plans.

Area F: Eye of Gruumsh Palace

Sitting across from the military HQ is a big house. There is a pair of guards standing outside the front door.

The guards are regular orcs and are just for show. Inside the building (see Map Four) the Eye and his advisors are in the war room (Room E) going over plans.

Room A: Open Space

This area is open to the main foyer below. The walkway around this area is 10' wide.

Room B: General's Room

This room is very functional. There is a bed, a desk and a wardrobe.

Searching the room will reveal only a few sets of military uniforms.

Room C: High Priest's Room

This room is very ornate. Symbols and Depictions of Gruumsh are everywhere. They are over the bed, covering the large stone desk and two wardrobes.

Searching this room turns up lots of scriptures to Gruumsh and many fancy robes. There is nothing else of interest or value.

Room D: Trophy Room

The walls of this room are filled with stuffed heads. There are even human, elf, dwarf and drow heads as well as most of the surrounding wildlife. There is nothing else in this room.

Room E: War Room

This room is very large with many maps hanging on the walls. Sitting at a large table in the center of the room are three orcs. One is tall, thin and has a uniform on. The other is a short man in clerical robes. The final guy is a very large orc with but a single eye. All three look in your direction. Suddenly, the room is obscured as an opaque, shimmering screen of violet energy covers the door.

Upon opening the door, the dispelling screen trap activates. The Cleric will start biffing up while the other two get ready.

- 👉 **Ottiluke's Greater Dispelling Screen:** CR 15; magical; proximity trigger; Search DC 35; Disable Device DC 25

Untiered (EL 20)

- 👉 **Eye of Gruumsh:** hp 131; See Appendix One: Encounter H
- 👉 **General:** hp 140; See Appendix One: Encounter H

High Priest: hp 107; See Appendix One: Encounter H

Room F: The Eye's Room

This richly appointed room speaks to the power of its owner. This must be the Eye's room. Richly appointed furnishings seem somewhat out of place for a zealous orc leader.

The room has nothing of value. In fact, the Eye spends very little time in this room.

Room G: Main Atrium

This room is a spacious foyer two stairway lead up to a second floor balcony. There are also three doors on this level.

The servants will come from the training room when they hear the front door open. Treat them as a standard patrol.

Room H: Dining Area

This room contains a large stone table and many chairs. It is the main dining room for the palace.

Room I: Kitchen

Several fire pits and a long counter with many knives and cooking utilities.

Room J, K, L, M: Servants Quarters

This room is very Spartan. A simple palette bed lies in one corner and a trunk sits at its foot.

The trunk contains a few sets of clothes and worthless personal items. Nothing of any real interest or value can be found here.

Room N: Training Room

This room has many weapons in racks along the walls. The floor is covered with a mat and In the center are several training dummies.

Again nothing of value is in this room.

Room O: Library (Sort of)

Whoever designed this palace had a sense of humor. This room is a library. Well, it would be if it had books. Instead empty shelves line all the wall of this room. Dust is everywhere.

Not only is there nothing of interest or value in this room, there is absolutely nothing in this room.

Conclusion

If the party has managed to sow enough unrest in the city, read the following.

Sounds of battle start reaching your ears. Soon more sounds join it. Before long the entire cavern is embroiled in the sounds of combat.

Gramlin is happy to see you as come through the wall. "Did it go well?" He asks, waiting for your report.

"That is good news. Hopefully I will be through with these smelly orcs and the surface world no longer needs to fear their wrath." He smiles warmly. He takes you out of the mountain and bids you farewell.

Somehow the news of your actions has reached Rakervale before you. Farmers, priest and even fellow adventurers line the streets as you enter town and applaud your efforts. The Prelate has sent word that you are to dine with him this evening.

Before the meal, however, the Prelate addresses you. "You have indeed saved our poor hamlet from almost certain destruction. Pholtus was wise to guide your path to us. I am please to confer upon you the gratitude of the church and the title of "Hero of the Rakers". The crowd cheers and you have an excellent meal.

If the party does not manage to defeat the orcs in the city but rather decides to make a stand in Rakervale, read or paraphrase the following.

The long bloody fight ends. You stand victorious but at what costs. As reports of farms being burned down and a few building in town being torn down not to mention the loss of human life you wonder what kind of victory it was. At least you managed to save the rest of the town from almost certain annihilation.

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.

Encounter A (APL+3) -- Trolls

APL6 270xp

APL8 330xp

APL10 390xp

APL12 450xp

APL14 510xp

APL16 570xp

Encounter B (APL+2) -- Ettins

APL6 240xp
 APL8 300xp
 APL10 360xp
 APL12 420xp
 APL14 480xp
 APL16 540xp

Encounter C (APL+1) -- Patrol

APL6 210xp
 APL8 270xp
 APL10 330xp
 APL12 390xp
 APL14 450xp
 APL16 510xp

Encounter D (APL+2) -- Priests

APL6 240xp
 APL8 300xp
 APL10 360xp
 APL12 420xp
 APL14 480xp
 APL16 540xp

Encounter E (APL+2) -- Barbarians

APL6 240xp
 APL8 300xp
 APL10 360xp
 APL12 420xp
 APL14 480xp
 APL16 540xp

Encounter F (APL) -- Patrol #2

APL6 180xp
 APL8 240xp
 APL10 300xp
 APL12 360xp
 APL14 420xp
 APL16 480xp

Encounter G (APL+2) -- Warmages

APL6 240xp
 APL8 300xp

APL10 360xp

APL12 420xp

APL14 480xp

APL16 540xp

Encounter H (EL 20) -- Eye of Gruumsh

ALL 600xp

Story Award

Stopped the Orcs from attacking town:

APL6 100xp

APL8 160xp

APL10 220xp

APL12 280xp

APL14 340xp

APL16 400xp

Discretionary roleplaying award

APL6 80xp

APL8 140xp

APL10 200xp

APL12 260xp

APL14 320xp

APL16 380xp

Total possible experience:

APL6 900 xp

APL8 1,125xp

APL10 1,350xp

APL12 1,575xp

APL14 1,800xp

APL16 2,025xp

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. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Appendix One – APL 6

Encounter A: EL 9

Ettin Ftr1: CR 7; Large giant; HD 10d8+40+1d10 +4; hp 94; Init +4; Spd 40 ft.; AC 20 (–1 size, +0 Dex, +7 natural, +4 Chain Shirt), touch 9, flat-footed 18; Base Atk +8; Grp +18; Atk Morningstar +15 melee (2d6+6) or javelin +7 ranged (1d8+6); (Range Increment: 30') Full Atk (4 attacks total): 2 morningstars +15/+10 melee (2d6+6) or 2 javelins +7 ranged (1d8+6); Space/Reach 10 ft./10 ft.; SQ low–light vision, superior two–weapon fighting; AL CE; SV Fort +13, Ref +3, Will +7; Str 22, Dex 11, Con 19, Int 8, Wis 14, Cha 8.

Languages: A pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

Skills: Listen +12, Search +2, Spot +12, Intimidate +0; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar)

Superior Two–Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Possessions: Masterwork Morningstar (2), Chain Shirt, javelin.

Description/Combat: Ettins, or two–headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 8

Troll: CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (–1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk Claw +9 melee (1d6+6); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); Space/Reach 10 ft./10 ft.; SA rend

(2d6+9); SQ darkvision 90 ft., low–light vision, regeneration 5, scent; AL (Usually) CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Languages: Giant

Skills: Listen +5, Spot +6;

Feats: Alertness, Iron Will, Track.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Description/Combat: Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and drag along the ground. For all this seeming awkwardness, trolls are very agile. A typical adult troll stands 9 feet tall and weighs 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray. The hair is usually greenish black or iron gray.

Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Encounter C: EL 7

Orc Captain, Ftr3: CR 3; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 20 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 10, flat-footed 16; Base Atk +3; Grp +7; Atk Falchion +9 melee (2d4+6/18–20) or javelin +4 ranged (1d6+4); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +5, Climb –1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush.

Possessions: Masterwork Falchion, Masterwork Banded Mail, 5 javelins.

Orc Scout, Rgr3: CR 3; Medium humanoid; HD 3d8+6; hp 23; Init +1; Spd 30 ft.; AC 19 (+4 Chain Shirt, +2 Heavy Shield, +1 Dex), touch 10, flat-footed 14; Base Atk +3; Grp +7; Atk Scimitar +8 melee (1d6+4/18–20) or javelin +4 ranged (1d6+4); Full Atk: +6 melee Scimitar (1d6+4/18–20) and +6 melee Spiked Shield (1d6+2/x2); SA: Favored Enemy (Dwarf +2); SQ darkvision 60 ft., light sensitivity; Wild Empathy AL CE; SV Fort +5, Ref +4, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Survival +6, Jump +8, Hide +6, Move Silently +6, Spot +6

Feats: Dodge, Improved Shield Bash, Two Weapon Fighting, Track, Endurance

Possessions: Masterwork Scimitar, mw Heavy Spiked Shield, chain shirt, 5 javelins.

Orc, 1st-level warrior: CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will –2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills and Feats: Listen +1, Spot +1; Alertness.

Possessions: Falchion, studded leather, javelin.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 8

Orc Priest, Clr6: CR: 6, Medium Humanoid (Orc); Hit Dice: 6d8+4 (42 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares), Armor Class: 19 (+1 Dex, + 6 Banded Mail, +2 Hvy. Shield), touch 11, flat-footed 18; Base Atk: +4 Grp: +6; Attack: Shortspear +8 melee (1d6+2/x2), or javelin +5 ranged (1d6+2/x2); Full Attack: (same); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; Saves: Fort +8, Ref +4, Will +8; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6

Languages: Orc, Common

Skills: Spellcraft +7, Concentration +9,

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave

Possessions: Cloak of Resistance +2, masterwork Shortspear, Heavy Shield, Banded Mail **Domains:** War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+4 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 12 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Wounds, Divine Favor (+2), Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Sound Burst, Cure Mod. Wounds, Resist Energy (10), Silence

3rd- Magic Vestment (+1)*, Blindness/Deafness, Dispel Magic

Orc Acolyte, Clr4: CR: 4, Medium Humanoid (Orc); Hit Dice: 4d8+8 (29 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); Armor Class: 19 (+1 Dex, + 6 Banded Mail, +2 Hvy. Shield), touch 11, flat-footed 18; Base Atk: +3 Grp: +5; Attack: Shortspear +7 melee (1d6+2/x2), or javelin +4 ranged (1d6+2/x2); Full Attack: (same); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; Saves: Fort +8, Ref +4, Will +8; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6

Languages: Orc, Common

Skills: Spellcraft +7, Concentration +9,

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack

Possessions: Cloak of Resistance +2, masterwork Shortspear, Heavy Shield, Banded Mail **Domains:** War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+4 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 12 + Spell level

o- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Divine Favor (+1), Shield of Faith (+2)

2nd- Spiritual Weapon*, Spiritual weapon, Cure Mod. Wounds, Silence

Encounter E: EL 8

Orc Barbarian Captain, Brb6: CR 6; Medium humanoid; HD 6d12+12; hp 56; Init +1; Spd 40 ft.; AC 16 (+5 Chain Shirt +1, +1 Dex), touch 10, flat-footed 16; Base Atk +6; Grp +11; Atk Falchion +13 melee (2d4+8/18–20) or javelin +5 ranged (1d6+5); Full Atk Falchion +13/+8 melee (2d4+8/18–20); t/5 ft.; SA: Rage 2/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +2 darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +13, Climb +13, Survival +9

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack

Possessions: +1 Falchion, +1 Chain Shirt, 5 javelins.

Orc Barbarian, Brb4: CR 4; Medium humanoid; HD 4d12+8; hp 39; Init +1; Spd 40 ft.; AC 15 (+4 Chain Shirt, +1 Dex), touch 10, flat-footed 16; Base Atk +4; Grp +9; Atk Falchion +11 melee (2d4+7/18–20) or javelin +5 ranged (1d6+5); Full Atk (same); SA: Rage 2/day; SQ: Fast Movement, Uncanny Dodge, Trap Sense +1 darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +11, Climb +11, Survival +7

Feats: Power Attack, Weapon Focus (Falchion),

Possessions: Masterwork Falchion, Masterwork Chain Shirt, 5 javelins.

Encounter F: EL 6

Orc Captain, Ftr4: CR 4; Medium humanoid; HD 4d10+8; hp 34; Init +1; Spd 20 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 11, flat-footed 16; Base Atk +4; Grp +9; Atk Falchion +11 melee (2d4+9/18–20) or javelin +5 ranged (1d6+5); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE;

SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +6, Climb -1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion).

Possessions: Masterwork Falchion, Masterwork Banded Mail, 5 javelins.

Orc Warrior, 1st-level warrior: CR 1/2; Medium humanoid; HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13 (+3 studded leather armor), touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills and Feats: Listen +1, Spot +1; Alertness.

Possessions: Falchion, studded leather, javelin.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter G: EL 8

Orc, 4th level Warmage: CR 4; Medium humanoid (orc); HD 4d6+8; hp 24; Init +1; Spd 30 ft.; AC 15 (+4 chain shirt), touch 10, flat-footed 13; Base Atk +2; Grp +3; Atk: morningstar +3 melee (1d8+2/x2) or javelin +3 ranged (1d6+1); Full Atk (same); SA: Spells; SQ: Armored Mage (light), Warmage Edge (+1), Advanced Learning (shield), darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +2, Will +3; Str 12, Dex 12, Con 14, Int 12, Wis 8, Cha 13.

Languages: Orc, Common

Skills: Concentration +9, Spellcraft +10, Knowledge Arcana +8

Feats: Point Blank Shot, Precise Shot

Possessions: Morningstar, Chain Shirt, javelin (5).

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells.

Spells Per Day: 6/7/3

Base Save DC: 11+ Spell Level

o) *Acid Splash, Disrupt Undead, Light, Ray of Frost*

1) *Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike*

2) *Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*

Appendix One – APL 8

Encounter A: EL 11

Ettin Ftr1: CR 9; Large Dragon; HD 10d10+50+1d10+5; hp 115; Init +4; Spd 40 ft., Fly 80 ft (Average maneuverability); AC 24 (-1 size, +0 Dex, +11 natural, +4 Chain Shirt), touch 9, flat-footed 18; Base Atk +8; Grp +22; Atk Morningstar +19 melee (2d6+10) or javelin +7 ranged (1d8+10); (Range Increment: 30'); Full Atk (6 attacks total): 2 morningstars +19/+14 melee (2d6+10) and 2 Bites +12 melee (1d8+5) or 2 javelins +7 ranged (1d8+10) and 2 Bites +12 melee (1d8+5) or 2 claws +17 melee (1d6+10) and 2 Bites +12 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA: 1/day – 30 ft. cone of cold, 6d8 cold damage, DC 20 Reflex for half; SQ: Darkvision 60', low-light vision, superior two-weapon fighting, immunity to sleep, paralysis, and cold; AL CE; SV Fort +14, Ref +3, Will +7; Str 30, Dex 11, Con 21, Int 10, Wis 14, Cha 10.

Languages: Draconic, Orc, Goblin, Giant.

Skills: Listen +17, Search +13, Spot +17, Intimidate +7, Swim +12; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar)

Possessions: Masterwork Morningstar (2), Chain Shirt, javelin.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Description/Combat: Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 10

Mountain Troll: CR 10; Huge Giant; HD 15d8+150 (217 hp); Init +1; Spd 30ft.; AC: 22 (-2 size, +13 natural armor, +1 Dex), touch 9, flatfooted 21; Base Atk +11; Grp +31; Atk: Greatclub +16 melee (3d8+28)*; Full Atk: Greatclub +16/+11/+6 melee (3d8+28) and bite +11 melee (1d8+11) or 2 claws +16 melee (1d8+17) and bite +11 melee (1d8+11)*; Space/Reach 15 ft./15 ft.; SA: Knockdown; SQ:

Darkvision 90ft.; fast healing 9, low-light vision, scent, stability.; Alignment: CE; SV Fort +19, Ref +16, Will +7; Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6

*includes adjustments for power attack.

Languages: Giant

Skills: Hide -1 (+1 in mountain settings), Listen +11, Spot +11

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack

Possessions: Huge Greatclub

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feat. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Description/Combat: Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its power attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a great club or other two handed weapon).

Encounter C: EL 9

Orc Captain, Ftr5: CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +1; Spd 20 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 10, flat-footed 16; Base Atk +5; Grp +10; Atk Falchion +12 melee (2d4+10/18-20) or javelin +6 ranged (1d6+4); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +5, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion)

Possessions: +1 Falchion, Masterwork Banded Mail, 5 javelins.

Orc Scout, Rgr5: CR 5; Medium humanoid; HD 5d8+10; hp 36; Init +1; Spd 30 ft.; AC 18 (+4 Chain Shirt, +2 Heavy Shield, +2 Dex), touch 12, flat-footed 16; Base Atk +5; Grp +9; Atk Scimitar +10 melee (1d6+5/18–20) or javelin +7 ranged (1d6+4); Full Atk: +8 melee Scimitar (1d6+5/18–20) and +8 melee Spiked Shield (1d6+2/x2); SA: Favored Enemy (Dwarf +2, Human +4); SQ darkvision 60 ft., light sensitivity; Wild Empathy, animal companion AL CE; SV Fort +6, Ref +6, Will +1; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Survival +8, Jump +10, Hide +8, Move Silently +8, Spot +8

Feats: Dodge, Improved Shield Bash, Two Weapon Fighting, Track, Endurance

Possessions: Masterwork Scimitar, mw Heavy Spiked Shield, chain shirt, 5 javelins.

Wolf: CR 1; LA —; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk Bite +3 melee (1d6+1); Full Atk (same); SA trip; SQ low-light vision, scent; AL (Always) N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track^B, Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description/Combat: Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Tricks: Attack x2

Orc Warriors, Ftr1: CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 14 (+3 studded leather armor, +1 Dex), touch 10, flat-footed 13; Base Atk +1; Grp +5; Atk Halberd +6 melee (1d10+6/x3) or javelin +2 ranged (1d6+4); Full Atk (same); SQ darkvision 60 ft.,

light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +7;

Feats: Weapon Focus (Halberd), Combat Reflexes

Possessions: Falchion, studded leather, javelin, halberd.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 10

Orc Priest, Clr8: CR: 6, Medium Humanoid (Orc); Hit Dice: 8d8+16 (55 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 19 (+1 Dex, +6 Banded Mail, +2 Hvy. Shield), touch 11, flat-footed 18; Base Atk: +6 Grp: +8; Attack: Shortspear +10 melee (1d6+2/x2), or javelin +7 ranged (1d6+2/x2); Full Attack: Shortspear +10/+5 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +9, Ref +4, Will +9; Str 14, Dex 13, Con 14, Int 10, Wis 17, Cha 6

Languages: Orc, Common

Skills: Spellcraft +7, Concentration +9,

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave

Possessions: Cloak of Resistance +2, masterwork Shortspear, Heavy Shield, Banded Mail, Periapt of Wisdom +2

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+8 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 13 + Spell level

o- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Wounds, Divine Favor (+2), Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Sound Burst, Cure Mod. Wounds, Resist Energy (10), Silence

3rd- Magic Vestment (+2)*, Blindness/Deafness, Dispel Magic, Invisibility Purge

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement

Orc Acolytes, Clr6: CR: 6, Medium Humanoid (Orc); Hit Dice: 6d8+4 (42 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 19 (+1 Dex, +6 Banded Mail, +2 Hvy. Shield), touch 11, flat-footed 18; Base Atk: +4; Grp: +6; Attack: Shortspear +8 melee (1d6+2/x2), or javelin +5 ranged (1d6+2/x2); Full Attack: (same); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +8, Ref +4, Will +8; Str 14, Dex 13, Con 14, Int 10, Wis 14, Cha 6

Languages: Orc, Common

Skills: Spellcraft +7, Concentration +9,

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave

Possessions: Cloak of Resistance +2, masterwork Shortspear, Heavy Shield, Banded Mail **Domains:** War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+6 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 12 + Spell level

o- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Wounds, Divine Favor (+2), Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Sound Burst, Cure Mod. Wounds, Resist Energy (10), Silence

3rd- Magic Vestment (+1)*, Blindness/Deafness, Dispel Magic

Encounter E: EL 10

Orc Barbarian Captain, Brb8: CR 8; Medium humanoid; HD 8d12+16; hp 73; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +8; Grp +13; Atk Falchion +15 melee (2d4+8/18–20)

or javelin +10 ranged (1d6+5); Full Atk Falchion +15/+10 melee (2d4+8/18–20); SA: Rage 3/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Damage Reduction 1/-, darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +6, Will +4; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +15, Climb +15, Survival +11

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack,

Possessions: +1 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Orc Barbarian, Brb6: CR 6; Medium humanoid; HD 6d12+12; hp 56; Init +1; Spd 40 ft.; AC 16 (+5 Chain Shirt +1, +1 Dex), touch 10, flat-footed 16; Base Atk +6; Grp +11; Atk Falchion +13 melee (2d4+8/18–20) or javelin +5 ranged (1d6+5); Full Atk Falchion +13/+8 melee (2d4+8/18–20); SA: Rage 2/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +2 darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +13, Climb +13, Survival +9

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack

Possessions: +1 Falchion, +1 Chain Shirt, 5 javelins.

Encounter F: EL 8

Orc, Ftr6: CR 6; Medium humanoid; HD 6d10+12; hp 49; Init +1; Spd 20 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 11, flat-footed 16; Base Atk +6; Grp +11; Atk Falchion +13 melee (2d4+10/18–20) or javelin +7 ranged (1d6+5); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +8, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper.

Possessions: +1 Falchion, Masterwork Banded Mail, 5 javelins.

Orc, Ftr1: CR 1; Medium humanoid; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 14 (+3 studded leather armor,

+1 Dex), touch 10, flat-footed 13; Base Atk +1; Grp +5; Atk Halberd +6 melee (1d10+6/x3) or javelin +2 ranged (1d6+4); Full Atk (same); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +1, Will +0; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +7;

Feats: Weapon Focus (Halberd), Combat Reflexes

Possessions: Falchion, studded leather, javelin, halberd.

2) *Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade*

3) *Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall*

Encounter G: EL 10

Orc, 6th level Warmage: CR 6; Medium humanoid (orc); HD 6d6+12; hp 33; Init +1; Spd 30 ft.; AC 18 (+5 chain shirt +1, +2 buckler +1, +1 Dex), touch 11, flat-footed 17; Base Atk +3; Grp +4; Atk: morningstar +5 melee (1d8+2/x2) or javelin +4 ranged (1d6+1); Full Atk (same); SA: Spells; SQ: Armored Mage (light), Warmage Edge (+3), Advanced Learning (*Shield, Wind Wall*), darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +3, Will +4; Str 12, Dex 12, Con 14, Int 12, Wis 8, Cha 13.

Languages: Orc, Common

Skills: Concentration +1, Spellcraft +12, Knowledge Arcana +10

Feats: Point Blank Shot, Precise Shot, Extra Edge

Possessions: Masterwork morningstar, Chain Shirt +1, javelin (5).

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells. He gains an extra spell at 4th, 6th, 11th, and 16th levels.

Spells Per Day: 6/7/5/3

Base Save DC: 11+ Spell Level

o) *Acid Splash, Disrupt Undead, Light, Ray of Frost*

1) *Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike, Shield*

Appendix One – APL 10

Encounter A: EL 13

Half-White Dragon Ettin Ftr3: CR 11; Large Dragon; HD 10d10+60+3d10+18; hp 149; Init +4; Spd 40 ft., Fly 80 ft (Average maneuverability); AC 26 (–1 size, +0 Dex, +11 natural, +6 Chain Shirt+2), touch 9, flat-footed 18; Base Atk +10; Grp +24; Atk Morningstar +21 melee (2d6+11) or javelin +10 ranged (1d8+10); (Range Increment: 30'); Full Atk (6 attacks): 2 morningstars +21/+16 melee (2d6+11) and 2 Bites +17 melee (1d8+5) or 2 javelins +10/+5 ranged (1d8+10) and 2 Bites +17 melee (1d8+5) or 2 claws +19 melee (1d6+10) and 2 Bites +17 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA: 1/day – 30 ft. cone of cold, 6d8 cold damage, DC 21 Reflex for half; SQ: Darkvision 60', low-light vision, superior two-weapon fighting, immunity to sleep, paralysis, and cold; AL CE; SV Fort +16, Ref +4, Will +8; Str 30, Dex 11, Con 22, Int 10, Wis 14, Cha 10.

Languages: Draconic, Orc, Goblin, Giant.

Skills: Listen +17, Search +13, Spot +17, Intimidate +12, Swim +12; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar), Quickdraw, Multiattack.

Possessions: +1 Morningstar (2), +2 Chain Shirt, masterwork javelins (12).

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Description/Combat: Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 12

Mountain Troll: CR 10; Huge Giant; HD 15d8+150 (217 hp); Init +1; Spd 30ft.; AC: 22 (–2 size, +13 natural armor, +1 Dex), touch 9, flatfooted 21; Base Atk +11; Grp +31; Atk: Greatclub +16 melee (3d8+28)*; Full Atk: Greatclub +16/+11/+6 melee (3d8+28) and bite +11 melee (1d8+11) or 2 claws +16 melee (1d8+17) and bite +11 melee (1d8+11)*; Space/Reach 15 ft./15 ft.; SA: Knockdown; SQ:

Darkvision 90ft.; fast healing 9, low-light vision, scent, stability.; Alignment: CE; SV Fort +19, Ref +16, Will +7; Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6

*includes adjustments for power attack.

Languages: Giant

Skills: Hide –1 (+1 in mountain settings), Listen +11, Spot +11

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack

Possessions: Huge Greatclub

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feat. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Description/Combat: Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its power attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a great club or other two handed weapon).

Encounter C: EL 11

Orc Captain, Ftr7: CR 7; Medium humanoid; HD 7d10+14; hp 57; Init +1; Spd 20 ft.; AC 19 (+7 Banded Mail +1, +1 Ring, +1 Dex), touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk Falchion +14 melee (2d4+10/18–20) or javelin +8 ranged (1d6+5); Full Atk: Falchion +14/+9 melee (2d4+10/18–20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +7, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper

Possessions: +1 Falchion, +1 Banded Mail, Ring of Protection +1, 5 javelins.

Orc Scout, Rgr7: CR 7; Medium humanoid; HD 7d8+14; hp 49; Init +2; Spd 30 ft.; AC 19 (+4 Chain Shirt, +3 Heavy Shield, +2 Dex), touch 12, flat-footed 17; Base Atk +7; Grp +11; Atk Scimitar +12 melee (1d6+5/18–20) or javelin +9 ranged (1d6+4); Full Atk: +10/+5 melee Scimitar (1d6+5/18–20) and +10/+5 melee Shield of Bashing (1d8+3/x2); SA: Favored Enemy (Dwarf +2, Human +4); SQ darkvision 60 ft., light sensitivity; Wild Empathy, animal companion AL CE; SV Fort +7, Ref +7, Will +2; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Survival +10, Jump +12, Hide +10, Move Silently +10, Spot +10

Feats: Dodge, Mobility, Improved Shield Bash, Two Weapon Fighting, Track, Endurance, Improved Two Weapon Fighting

Possessions: +1 Scimitar, +1 Heavy Shield of Bashing, masterwork chain shirt, 5 javelins.

Wolf: Medium animal; HD 2d8+4+2d8+4; hp 26; Init +3; Spd 50 ft.; AC 18 (+3 Dex, +5 natural), touch 12, flat-footed 12; Base Atk +3; Grp +2; Atk Bite +6 melee (1d6+3); Full Atk (same); SA trip; SQ: link, share spells, Evasion, low-light vision, scent; AL (Always) N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track^B, Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description/Combat: Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Tricks: Attack x2, Down, Heel

Orc Warriors, Ftr3: CR 1; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 30 ft.; AC 15 (+4 Chain Shirt, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack; Base Atk +3; Grp +7; Atk Halberd +9 melee

(1d10+6/x3) or javelin +4 ranged (1d6+4); Full Atk: Halberd +9 melee (1d10+6/x3) and Halberd Butt +4 melee (1d6+2/x2); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +9;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style

Possessions: Falchion, studded leather, javelin, masterwork halberd.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 12

Orc Priest, Clr10: CR: 10, Medium Humanoid (Orc); Hit Dice: 10d8+20 (68 hp); Initiative: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares), Armor Class: 20 (+1 Dex, +6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +7 Grp: +9; Attack: Shortspear +11 melee (1d6+2/x2), or javelin +8 ranged (1d6+2/x2); Full Attack: Shortspear +11/+6 melee (1d6+2/x2), SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; Saves: Fort +10, Ref +5, Will +10; Str 14, Dex 13, Con 14, Int 10, Wis 17, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +15, Knowledge (Religion) +3

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +2

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+10 strength). Activating

the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 13 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Spiritual Weapon, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+2)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living

Orc Acolyte, Clr8; CR: 6, Medium Humanoid (Orc); Hit Dice: 8d8+16 (55 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares), Armor Class: 19 (+1 Dex, + 6 Banded Mail, +2 Hvy. Shield), touch 11, flat-footed 18; Base Atk: +6 Grp: +8; Attack: Shortspear +10 melee (1d6+2/x2), or javelin +7 ranged (1d6+2/x2); Full Attack: Shortspear +10/+5 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; Saves: Fort +9, Ref +4, Will +9; Str 14, Dex 13, Con 14, Int 10, Wis 17, Cha 6

Languages: Orc, Common

Skills: Spellcraft +7, Concentration +9,

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave

Possessions: Cloak of Resistance +2, masterwork Shortspear, Heavy Shield, Banded Mail, Periapt of Wisdom +2

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+8 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 13 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Wounds, Divine Favor (+2), Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Sound Burst, Cure Mod. Wounds, Resist Energy (10), Silence

3rd- Magic Vestment (+2)*, Blindness/Deafness, Dispel Magic, Invisibility Purge

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement

Encounter E: EL 12

Orc Barbarian Captain, Brb10: CR 10; Medium humanoid; HD 10d12+20; hp 90; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +10; Grp +15; Atk Falchion +17 melee (2d4+8/15-20) or javelin +10 ranged (1d6+5); Full Atk Falchion +17/+12 melee (2d4+8/15-20); SA: Rage 3/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Damage Reduction 2/-, darkvision 60 ft., light sensitivity; AL CE;

SV Fort +10, Ref +7, Will +5;

Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +17, Climb +17, Survival +13

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion)

Possessions: +1 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Orc Barbarian, Brb8: CR 8; Medium humanoid; HD 8d12+16; hp 73; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +8; Grp +13; Atk Falchion +15 melee (2d4+8/18-20) or javelin +10 ranged (1d6+5); Full Atk Falchion +15/+10 melee (2d4+8/18-20); SA: Rage 3/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Damage Reduction 1/-, darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +6, Will +4; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +15, Climb +15, Survival +11

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack,

Possessions: +1 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Encounter F: EL 10

Orc, Ftr8: CR 8; Medium humanoid; HD 8d10+16; hp 64; Init +1; Spd 20 ft.; AC 19 (+7 Banded Mail +1, +1 Ring,

+1 Dex), touch 11, flat-footed 18; Base Atk +8; Grp +13; Atk Falchion +15 melee (2d4+10/15-20) or javelin +9 ranged (1d6+5); Full Atk: Falchion +15/+10 melee (2d4+10/15-20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +2; Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +7, Climb +2

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion)

Possessions: +1 Falchion, +1 Banded Mail, Ring of Protection +1, 5 javelins.

Orc, Ftr3: CR 1; Medium humanoid; HD 3d10+6; hp 27; Init +1; Spd 30 ft.; AC 15 (+4 Chain Shirt, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack; Base Atk +3; Grp +7; Atk Halberd +9 melee (1d10+6/x3) or javelin +4 ranged (1d6+4); Full Atk: Halberd +9 melee (1d10+6/x3) and Halberd Butt +4 melee (1d6+2/x2); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +9;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style

Possessions: Falchion, studded leather, javelin, masterwork halberd.

Encounter G: EL 12

Orc, 8th level Warmage: CR 8; Medium humanoid (orc); HD 8d6+16; hp 44; Init +1; Spd 20 ft.; AC 19 (+6 Breastplate +1, +2 buckler +1, +1 Dex), touch 11, flat-footed 18; Base Atk +4; Grp +5; Atk: morningstar +6 melee (1d8+2/x2) or javelin +5 ranged (1d6+1); Full Atk (same); SA: Spells; SQ: Armored Mage (light), Warmage Edge (+5), Advanced Learning (Shield, Wind Wall), darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +3, Will +5; Str 12, Dex 12, Con 14, Int 14, Wis 8, Cha 16.

Languages: Orc, Common

Skills: Concentration +13, Spellcraft +15, Knowledge Arcana +13

Feats: Point Blank Shot, Precise Shot, Extra Edge, Sudden Empower

Possessions: Masterwork morningstar, Breastplate +1, Cloak of Charisma +2, Headband of Intellect +2, javelin (5).

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure. At 8th level the warmage can wear medium armor and ignore its Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells. He gains an extra spell at 4th, 6th, 11th, and 16th levels.

Spells Per Day: 6/7/7/6/3

Base Save DC: 13+ Spell Level

o) Acid Splash, Disrupt Undead, Light, Ray of Frost

1) Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike, Shield

2) Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

3) Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall

4) Blast of Flame, Contagion, Evard's Black Tentacles, Phantasmal Killer, Orb of Acid/Cold/Electricity/Fire/Force/Sound, Shout, Wall of Fire

Appendix One – APL 12

Encounter A: EL 15

Half-White Dragon Ettin Ftr5: CR 13 ; Large Dragon; HD 10d10+60+5d10 +30; hp 172; Init +4; Spd 40 ft., Fly 80 ft (Good maneuverability); AC 26 (–1 size, +0 Dex, +11 natural, +6 Chain Shirt+2), touch 9, flat-footed 18; Base Atk +12; Grp +26; Atk Morningstar +23 melee (2d6+11) or javelin +22 ranged (1d8+10); (Range Increment: 30'); Full Atk: 2 morningstars +23/+18/+13 melee (2d6+11) and 2 Bites +19 melee (1d8+5) or 2 javelins +22/+17/+12 ranged (1d8+10) and 2 Bites +19 melee (1d8+5) or 2 claws +21 melee (1d6+10) and 2 Bites +19 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA: 1/day – 30 ft. cone of cold, 6d8 cold damage, DC 21 Reflex for half); SQ: Darkvision 60', low-light vision, superior two-weapon fighting, immunity to sleep, paralysis, and cold; AL CE; SV Fort +17, Ref +4, Will +8; Str 30, Dex 11, Con 22, Int 10, Wis 14, Cha 10.

Languages: Draconic, Orc, Goblin, Giant.

Skills and Listen +17, Search +13, Spot +17, Intimidate +16, Swim +12; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar), Quickdraw, Multiattack, Brutal Throw, Improved Flight

Possessions: +1 Morningstar (2), +2 Chain Shirt, masterwork javelins (20).

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Description/Combat: Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 14

Mountain Troll Ftr 2: CR 12; Huge Giant; HD 15d8+180+2d10+24 (282 hp); Init +3; Spd 30ft.; AC: 28 (–2 size, +13 natural armor, +3 Dex, +4 chain shirt), touch 11, flatfooted 25; Base Atk +13; Grp +35; Atk: Greatsword +22 melee (4d6+32)*; Full Atk: Greatsword +22/+17/+12 melee (4d6+32) and bite +15 melee (1d8+12) or 2 claws

+20 melee (1d8+19) and bite +15 melee (1d8+12)*; Space/Reach 15 ft./15 ft.; SA: Knockdown; SQ: Darkvision 90ft.; fast healing 9, low-light vision, scent, stability.; Alignment: CE; SV Fort +24, Ref +8, Will +8; Str 38, Dex 16, Con 35, Int 6, Wis 12, Cha 4

*includes adjustments for power attack.

Languages: Giant

Skills: Hide –1 (+1 in mountain settings), Listen +11, Spot +11, Jump +16

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Greatsword), Great Cleave

Possessions: Huge +1 Greatsword, chainshirt

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feat. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Description/Combat: Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its power attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a great club or other two handed weapon).

Encounter C: EL 13

Orc Captain, Ftr9: CR 9; Medium humanoid; HD 9d10+18; hp 72; Init +1; Spd 20 ft.; AC 19 (+7 Banded Mail +2, +1 Ring, +1 Dex), touch 11, flat-footed 18; Base Atk +9; Grp +14; Atk Falchion +16 melee (2d4+10/15–20) or javelin +10 ranged (1d6+5); Full Atk: Falchion +16/+11 melee (2d4+10/15–20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will +3; Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +9, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack

Possessions: +1 Falchion, +1 Banded Mail, Ring of Protection +1, 5 javelins.

Orc Scout, Rgr9: CR 9; Medium humanoid; HD 9d8+18; hp 62; Init +2; Spd 30 ft.; AC 21 (+6 Chain Shirt +2, +3 Heavy Shield, +2 Dex), touch 12, flat-footed 19; Base Atk +9; Grp +14; Atk Scimitar +15 melee (1d6+6/18–20) or javelin +11 ranged (1d6+4); Full Atk: +13/+8 melee Scimitar (1d6+6/18–20) and +13/+8 melee Shield of Bashing (1d8+3/x2); SA: Favored Enemy (Dwarf +2, Human +4); SQ darkvision 60 ft., light sensitivity; Wild Empathy, animal companion, Woodland Stride, Swift Tracker, Evasion AL CE; SV Fort +8, Ref +8, Will +3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Survival +12, Jump +14, Hide +12, Move Silently +12, Spot +12

Feats: Dodge, Improved Shield Bash, Two Weapon Fighting, Track, Endurance, Mobility, Improved Two Weapon Fighting, Elusive Target

Possessions: +1 Scimitar, +1 Heavy Shield of Bashing, +2 chain shirt, 5 javelins.

Wolf: Medium animal; HD 2d8+4+2d8+4; hp 26; Init +3; Spd 50 ft.; AC 18 (+3 Dex, +5 natural), touch 12, flat-footed 12; Base Atk +3; Grp +2; Atk Bite +6 melee (1d6+3); Full Atk (same); SA trip; SQ: link, share spells, Evasion, low-light vision, scent; AL (Always) N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track^B, Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description/Combat: Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Tricks: Attack x2, Down, Heel

Orc Warriors, Ftr5: CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +1; Spd 30 ft.; AC 15 (+4 Chain Shirt, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack.; Base Atk +5; Grp +10; Atk Halberd +12 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +12 melee (1d10+10/x3) and Halberd Butt +7 melee (1d6+5/x2); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +12;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd)

Possessions: Falchion, chain shirt, javelin, +1 halberd.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 14

Orc Priest, Clr12: CR: 10, Medium Humanoid (Orc); Hit Dice: 12d8+24 (81 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 20 (+1 Dex, +6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +9 Grp: +11; Attack: Shortspear +13 melee (1d6+2/x2), or javelin +10 ranged (1d6+2/x2); Full Attack: Shortspear +13/+8 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +12, Ref +7, Will +15; Str 14, Dex 13, Con 14, Int 10, Wis 20, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +17, Knowledge (Religion) +5

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +4

Domains: War, Strength,

- Weapon Focus (Shortspear)

- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+12 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 15 + Spell level

o- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+4), Bless, Sanctuary

2nd- Spiritual Weapon*, Spiritual Weapon, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+3)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall, Prayer

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward, Greater magic Weapon (+3)

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living, Righteous Might

6th- Stoneskin*, Greater Dispel Magic, Harm

Orc Acolyte, Clr10: CR: 10, Medium Humanoid (Orc); Hit Dice: 10d8+20 (68 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 20 (+1 Dex, +6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +7 Grp: +9; Attack: Shortspear +11 melee (1d6+2/x2), or javelin +8 ranged (1d6+2/x2); Full Attack: Shortspear +11/+6 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +10, Ref +5, Will +10; Str 14, Dex 13, Con 14, Int 10, Wis 17, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +15, Knowledge (Religion) +3

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +2

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+10 strength). Activating

the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 13 + Spell level

o- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+3), Bless,

2nd- Spiritual Weapon*, Spiritual Weapon, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+2)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living

Encounter E: EL 14

Orc Barbarian Captain, Brb12: CR 12; Medium humanoid; HD 12d12+24; hp 107; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +12; Grp +17; Atk Falchion +21 melee (2d4+11/15-20) or javelin +12 ranged (1d6+5); Full Atk Falchion +21/+16/+11 melee (2d4+11/15-20); SA: Greater Rage, Rage 4/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +4, Damage Reduction 2/-, darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +8, Will +6; Str 23, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +20, Climb +20, Survival +15

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion), Cleave

Possessions: Gauntlets of Ogre Power +2, +2 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Orc Barbarian, Brb10: CR 10; Medium humanoid; HD 10d12+20; hp 90; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +10; Grp +15; Atk Falchion +17 melee (2d4+8/15-20) or javelin +10 ranged (1d6+5); Full Atk Falchion +17/+12 melee (2d4+8/15-20)

; SA: Rage 3/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +3, Damage Reduction 2/-, darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +7, Will +5; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +17, Climb +17, Survival +13

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion)

Possessions: +1 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Encounter F: EL 12

Orc, Ftr10: CR 10; Medium humanoid; HD 10d10+20; hp 80; Init +1; Spd 20 ft.; AC 19 (+7 Banded Mail +2, +1 Ring, +1 Dex), touch 11, flat-footed 18; Base Atk +10; Grp +15; Atk Falchion +19 melee (2d4+11/15-20) or javelin +11 ranged (1d6+5); Full Atk: Falchion +19/+14 melee (2d4+11/15-20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +3; Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +11, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack, Greater Weapon Focus (Falchion)

Possessions: +2 Falchion, +1 Banded Mail, Ring of Protection +1, 5 javelins.

Orc, Ftr5: CR 5; Medium humanoid; HD 5d10+10; hp 42; Init +1; Spd 30 ft.; AC 15 (+4 Chain Shirt, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack.; Base Atk +5; Grp +10; Atk Halberd +12 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +12 melee (1d10+10/x3) and Halberd Butt +7 melee (1d6+5/x2); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +1; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +12;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd)

Possessions: Falchion, chain shirt, javelin, +1 halberd.

Encounter G: EL 14

Orc, 10th level Warmage: CR 10; Medium humanoid (orc); HD 10d6+16; hp 55; Init +1; Spd 20 ft.; AC 19 (+6

Breastplate +1, +2 buckler +1, +1 Dex), touch 11, flat-footed 18; Base Atk +5; Grp +6; Atk: morningstar +7 melee (1d8+2/x2) or javelin +6 ranged (1d6+1); Full Atk (same);

SA: Spells; SQ: Armored Mage (light, medium), Warmage Edge (+6), Advanced Learning (*Shield, Wind Wall*), darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +6, Will +8; Str 12, Dex 12, Con 14, Int 16, Wis 8, Cha 16.

Languages: Orc, Common

Skills: Concentration +15 (+19 Cast defensive), Spellcraft +18, Knowledge Arcana +16

Feats: Point Blank Shot, Precise Shot, Extra Edge, Sudden Empower, Sudden Enlarge, Combat Casting

Possessions: Masterwork morningstar, Breastplate +1, Cloak of Charisma +2, Headband of Intellect +4, Cloak of Resistance +2, and javelin (5).

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure. At 8th level the warmage can wear medium armor and ignore its Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells. He gains an extra spell at 4th, 6th, 11th, and 16th levels.

Spells Per Day: 6/7/7/6/3

Base Save DC: 13+ Spell Level

o) Acid Splash, Disrupt Undead, Light, Ray of Frost

1st) Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike, Shield

2nd) Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

3rd) Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall

4th) Blast of Flame, Contagion, Evard's Black Tentacles, Phantasmal Killer, Orb of Acid/Cold/Electricity/Fire/Force/Sound, Shout, Wall of Fire

5th) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, Greater Fireburst, Flame Strike, Prismatic Ray

Appendix One – APL 14

Encounter A: EL 17

Half-White Dragon Ettin Ftr7: CR 15 ; Large Dragon; HD 10d10+60+7d10+42; hp 195; Init +5; Spd 40 ft., Fly 80 ft (Good maneuverability); AC 27 (–1 size, +1 Dex, +11 natural, +6 Chain Shirt+2), touch 9, flat-footed 18; Base Atk +14; Grp +28; Atk Morningstar +25 melee (2d6+11) or javelin +24 ranged (1d8+10); (Range Increment: 30'); Full Atk: 2 morningstars +25/+20/+15 melee (2d6+11) and 2 Bites +21 melee (1d8+5) or 2 javelins +24/+19/+14 ranged (1d8+10) and 2 Bites +21 melee (1d8+5) or 2 claws +23 melee (1d6+10) and 2 Bites +21 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA: 1/day – 30 ft. cone of cold, 6d8 cold damage, DC 21 Reflex for half); SQ: Darkvision 60', low-light vision, superior two-weapon fighting, immunity to sleep, paralysis, and cold; AL CE; SV Fort +18, Ref +6, Will +9; Str 30, Dex 12, Con 22, Int 10, Wis 14, Cha 10.

Languages: Draconic, Orc, Goblin, Giant.

Skills: Listen +17, Search +13, Spot +17, Intimidate +20, Swim +12; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar), Quickdraw, Multiattack, Brutal Throw, Improved Flight, Power Throw

Possessions: +1 Morningstar (2), +2 Chain Shirt, masterwork javelins (30).

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Description/Combat: Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 16

Mountain Troll Ftr 4: CR 14; Huge Giant; HD 15d8+180+4d10+48 (317 hp); Init +3; Spd 30ft.; AC: 28 (–2 size, +13 natural armor, +3 Dex, +4 chain shirt), touch 11, flatfooted 25; Base Atk +15; Grp +37; Atk: Greatsword +24 melee (4d6+34)*; Full Atk: Greatsword +24/+19/+14

melee (4d6+34) and bite +17 melee (1d8+12) or 2 claws +22 melee (1d8+19) and bite +17 melee (1d8+12)*; Space/Reach 15 ft./15 ft.; SA: Knockdown; SQ: Darkvision 90ft.; fast healing 9, low-light vision, scent, stability.; Alignment: CE; SV Fort +25, Ref +9, Will +9; Str 38, Dex 16, Con 35, Int 6, Wis 12, Cha 4

*includes adjustments for power attack

Languages: Giant

Skills: Hide –1 (+1 in mountain settings), Listen +11, Spot +11, Jump +18

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Greatsword), Great Cleave, Weapon Specialization (Greatsword), Combat Reflexes

Possessions: Huge +1 Greatsword, chainshirt

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feat. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Description/Combat: Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its power attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a great club or other two handed weapon).

Encounter C: EL 15

Orc Captain, Ftr11: CR 11; Medium humanoid; HD 11d10+22; hp 87; Init +1; Spd 20 ft.; AC 22 (+9 Full Plate +1, +1 Ring, +1 natural armor, +1 Dex), touch 11, flat-footed 18; Base Atk +11; Grp +16; Atk Falchion +20 melee (2d4+11/15–20) or javelin +12 ranged (1d6+5); Full Atk: Falchion +20/+15/+10 melee (2d4+11/15–20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +6, Will +4; Str 20, Dex 13, Con 15, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +11, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack, Greater Weapon Focus (Falchion)

Possessions: +2 Falchion, +1 Full Plate, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Resistance +1, 5 javelins.

Orc Scout, Rgr11: CR 11; Medium humanoid; HD 11d8+22; hp 75; Init +2; Spd 30 ft.; AC 22 (+6 Chain Shirt +2, +3 Heavy Shield +1, +1 ring, +2 Dex), touch 13, flat-footed 19; Base Atk +11; Grp +16; Atk Scimitar +17 melee (1d6+6/18-20) or javelin +13 ranged (1d6+5); Full Atk: +15/+10/+5 melee Scimitar (1d6+6/18-20) and +15/+10/+5 melee Shield of Bashing (1d8+3/x2); SA: spells, Favored Enemy (Dwarf +4, Human +4, Elf +2); SQ: darkvision 60 ft., light sensitivity; Wild Empathy, animal companion, Woodland Stride, Swift Tracker, Evasion AL CE; SV Fort +10, Ref +10, Will +4; Str 20, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Languages: Orc, Giant.

Skills: Survival +12, Jump +14, Hide +12, Move Silently +12, Spot +12

Feats: Dodge, Improved Shield Bash, Two Weapon Fighting, Track, Endurance, Mobility, Improved Two Weapon Fighting, Greater Two Weapon Fighting, Elusive Target

Possessions: +1 Scimitar, +1 Heavy Shield of Bashing, +2 chain shirt, Ring of Protection +1, Cloak of resistance +1, Periapt of Wisdom +2, 5 javelins.

Spells: 1) Resist Energy (10 points), Longstrider. 2) Blades of Fire

Wolf: Medium animal; HD 2d8+4+2d8+4; hp 26; Init +3; Spd 50 ft.; AC 18 (+3 Dex, +5 natural), touch 12, flat-footed 12; Base Atk +3; Grp +2; Atk Bite +6 melee (1d6+3); Full Atk (same); SA trip; SQ: link, share spells, Evasion, low-light vision, scent; AL (Always) N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite). (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of

opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description/Combat: Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Tricks: Attack x2, Down, Heel

Orc Warriors, Ftr7: CR 7; Medium humanoid; HD 7d10+14; hp 57; Init +1; Spd 30 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack.; Base Atk +7; Grp +12; Atk Halberd +14 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +14/+9 melee (1d10+10/x3) and Halberd Butt +9 melee (1d6+5/x2); SQ: darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc.

Skills: Climb +8;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd), Formation Expert, Power Attack

Possessions: Falchion, banded mail, javelin, +1 halberd.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 16

Orc Priest, Clr14: CR: 14, Medium Humanoid (Orc); Hit Dice: 14d8+28 (94 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares), AC: 20 (+1 Dex, +6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +10 Grp: +12; Attack: Shortspear +14 melee (1d6+2/x2), or javelin +11 ranged (1d6+2/x2); Full Attack: Shortspear +14/+9 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +13, Ref +7, Will +16; Str 14, Dex 13, Con 14, Int 10, Wis 20, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +19, Knowledge (Religion) +7

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell, Empower Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +4

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+14 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 15 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+4), Bless, Sanctuary

2nd- Spiritual Weapon*, Spiritual Weaponx2, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+3)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall, Prayer

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward, Greater magic Weapon (+3), Summon Monster IV

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living, Empowered Searing Light, Quickened Shield of Faith (+4)

6th- Stoneskin*, Greater Dispel Magic, Harm, Blade Barrier

7th- Power Word Blind*, Blasphemy, Empowered Flame Strike

Orc Acolyte, Clr12: CR: 12, Medium Humanoid (Orc); Hit Dice: 12d8+24 (81 hp); Initi: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 20 (+1 Dex, + 6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +9 Grp: +11; Attack: Shortspear +13 melee (1d6+2/x2), or javelin +10 ranged (1d6+2/x2); Full Attack: Shortspear +13/+8 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +12, Ref +7, Will +15; Str 14, Dex 13, Con 14, Int 10, Wis 20, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +17, Knowledge (Religion) +5

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell, Empower Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +4

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+12 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 15 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+4), Bless, Sanctuary

2nd- Spiritual Weapon*, Spiritual Weapon, Sound Burst, Cure Mod. Wounds, Resist Energy (30), Silence

3rd- Magic Vestment (+3)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall, Prayer

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward, Greater magic Weapon (+3)

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living, Empowered Searing Light

6th- Stoneskin*, Greater Dispel Magic, Harm

Encounter E: EL 16

Orc Barbarian Captain, Brb14: CR 14; Medium humanoid; HD 14d12+28; hp 124; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +14; Grp +19; Atk Falchion +23 melee (2d4+11/15-20) or javelin +14 ranged (1d6+5); Full Atk Falchion +23/+18/+13 melee (2d4+11/15-20); SA: Greater Rage, Rage 4/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +4, Damage Reduction 3/-, Indomitable Will (+4 Will saves vs. enchantments while raging), darkvision 60 ft., light sensitivity; AL CE; SV Fort +12, Ref +8, Will +6; Str 23, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +26, Climb +22, Survival +17

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion), Cleave

Possessions: Gauntlets of Ogre Power +2, +2 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Orc Barbarians, Brb12: CR 12; Medium humanoid; HD 12d12+24; hp 107; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +12; Grp +17; Atk Falchion +21 melee (2d4+11/15-20) or javelin +12 ranged (1d6+5); Full Atk Falchion +21/+16/+11 melee (2d4+11/15-20); SA: Greater Rage, Rage 4/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +4, Damage Reduction 2/-, darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +8, Will +6; Str 23, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +24, Climb +20, Survival +15

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion), Cleave

Possessions: Gauntlets of Ogre Power +2, +2 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Encounter F: EL 14

Orc Captain, Ftr12: CR 12; Medium humanoid; HD 12d10+24; hp 106; Init +1; Spd 20 ft.; AC 22 (+9 Full Plate +1, +1 Ring, +1 natural armor, +1 Dex), touch 11, flat-footed 18; Base Atk +11; Grp +19; Atk Falchion +24 melee (2d4+17/15-20) or javelin +13 ranged (1d6+7); Full Atk: Falchion +24/+19/+14 melee (2d4+17/15-20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +7, Will +5; Str 24, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +8, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Dodge

Possessions: +3 Falchion, +1 Full Plate, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Resistance +1, Belt of Giant Strength +4, 5 javelins.

Orc Warriors, Ftr7: CR 7; Medium humanoid; HD 7d10+14; hp 57; Init +1; Spd 30 ft.; AC 17 (+6 Banded Mail, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack; Base Atk +7; Grp +12; Atk Halberd +14 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +14/+9 melee (1d10+10/x3) and Halberd Butt +9 melee (1d6+5/x2); SQ darkvision 60 ft.,

light sensitivity; AL CE; SV Fort +7, Ref +3, Will +2; Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +8;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd), Formation Expert, Power Attack

Possessions: Falchion, banded mail, javelin, +1 halberd.

Encounter G: EL 16

Orc, 12th level Warmage: CR 12; Medium humanoid (orc); HD 12d6+24; hp 66; Init +1; Spd 20 ft.; AC 21 (+8 Breastplate +3, +2 buckler +1, +1 Dex), touch 11, flat-footed 18; Base Atk +6; Grp +7; Atk: morningstar +8 melee (1d8+2/x2) or javelin +7 ranged (1d6+1); Full Atk morningstar +8/+3 melee (1d8+2/x2); SA: Spells; SQ: Armored Mage (light, medium), Warmage Edge (+7), Advanced Learning (Shield, Wind Wall, Wall of Force), darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +7, Will +9; Str 12, Dex 12, Con 14, Int 16, Wis 8, Cha 17.

Languages: Orc, Common

Skills: Concentration +17 (+21 Cast defensive), Spellcraft +20, Knowledge Arcana +18

Feats: Point Blank Shot, Precise Shot, Extra Edge, Sudden Empower, Sudden Enlarge, Combat Casting, Empower

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure. At 8th level the warmage can wear medium armor and ignore its Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells. He gains an extra spell at 4th, 6th, 11th, and 16th levels.

Possessions: +1 morningstar, Breastplate +3, Cloak of Charisma +2, Headband of Intellect +4, Vest of Resistance +2, and javelin (5).

Spells Per Day: 6/7/7/7/6/5/3

Base Save DC: 13+ Spell Level

o) Acid Splash, Disrupt Undead, Light, Ray of Frost

1st) Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike, Shield

2nd) Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

3rd) Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall

4th) Blast of Flame, Contagion, Evard's Black Tentacles, Phantasmal Killer, Orb of Acid/Cold/Electricity/Fire/Force/Sound, Shout, Wall of Fire

5th) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, Greater Fireburst, Flame Strike, Prismatic Ray

6th) Acid Fog, Blade Barrier, Chain Lightning, Circle of Death, Disintegrate, Fire Seeds, Otiluke's Freezing Sphere, Tenser's Transformation, Wall of Force

Appendix One – APL 16

Encounter A: EL 19

Half-White Dragon Ettin Ftr9: CR 17; Large Dragon; HD 10d10+60+9d10+54; hp 218; Init +5; Spd 40 ft., Fly 80 ft (Good maneuverability); AC 27 (–1 size, +1 Dex, +11 natural, +6 Chain Shirt+2), touch 9, flat-footed 18; Base Atk +16; Grp +30; Atk Morningstar +27 melee (2d6+13) or javelin +26 ranged (1d8+10); (Range Increment: 30'); Full Atk (10 attacks total): 2 morningstars +27/+22/+17/+12 melee (2d6+13) and 2 Bites +23 melee (1d8+5) or 2 javelins +26/+21/+16/+11 ranged (1d8+10) and 2 Bites +23 melee (1d8+5) or 2 claws +25 melee (1d6+10) and 2 Bites +23 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA: 1/day – 30 ft. cone of cold, 6d8 cold damage, DC 21 Reflex for half); SQ: Darkvision 60', low-light vision, superior two-weapon fighting, immunity to sleep, paralysis, and cold; AL CE; SV Fort +19, Ref +9, Will +10; Str 30, Dex 12, Con 22, Int 10, Wis 14, Cha 10.

Languages: Draconic, Orc, Goblin, Giant.

Skills and Listen +18, Search +13, Spot +18, Intimidate +20, Swim +12; (An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.)

Feats: Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Morningstar), Quickdraw, Multiattack, Brutal Throw, Improved Flight, Power Throw, Lightning Reflexes, Weapon Specialization (Morningstar)

Possessions: +1 Morningstar (2), +2 Chain Shirt, masterwork javelins (30).

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Description/Combat: Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years. Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead.

Encounter B: EL 18

Mountain Troll Ftr 6: CR 16; Huge Giant; HD 15d8+195+6d10+78 (373 hp); Init +3; Spd 30ft.; AC: 30 (–2 size, +13 natural armor, +3 Dex, +6 chain shirt +2),

touch 11, flatfooted 25; Base Atk +17; Grp +39; Atk: Greatsword +24 melee (4d6+34)*; Full Atk: Greatsword +26/+21/+16 melee (4d6+34) and bite +19 melee (2d6+12) or 2 claws +24 melee (1d8+19) and bite +19 melee (2d6+12)*; Space/Reach 15 ft./15 ft.; SA: Knockdown; SQ: Darkvision 90ft.; fast healing 9, low-light vision, scent, stability.; Alignment: CE; SV Fort +25, Ref +10, Will +10; Str 38, Dex 16, Con 36, Int 6, Wis 12, Cha 4

*includes adjustments for power attack.

Languages: Giant

Skills: Hide –1 (+1 in mountain settings), Listen +11, Spot +11, Jump +20

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (Greatsword), Great Cleave, Weapon Specialization (Greatsword), Combat Reflexes, Improved Natural Weapon (Bite), Blind Fighting

Possessions: Huge +1 Greatsword, +2 chainshirt

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feat. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

Description/Combat: Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its power attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a great club or other two handed weapon).

Encounter C: EL 17

Orc, Ftr13: CR 13; Medium humanoid; HD 13d10+39; hp 115; Init +1; Spd 20 ft.; AC 22 (+9 Full Plate +1, +1 Ring, +1 natural armor, +1 Dex), touch 11, flat-footed 18; Base Atk +13; Grp +18; Atk Falchion +23

melee (2d4+13/15–20) or javelin +14 ranged (1d6+5); Full Atk: Falchion +23/+18/+13 melee (2d4+13/15–20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +7, Will +5; Str 20, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +11, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Cleave

Possessions: +3 Falchion, +1 Full Plate, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Resistance +1, 5 javelins.

Orc Scout, Rgr13: CR 11; Medium humanoid; HD 11d8+22; hp 75; Init +2; Spd 30 ft.; AC 22 (+6 Chain Shirt +2, +3 Heavy Shield +1, +1 ring, +2 Dex), touch 13, flat-footed 19; Base Atk +11; Grp +16; Atk Scimitar +18 melee (1d6+7/18–20) or javelin +13 ranged (1d6+5); Full Atk: +16/+11/+6 melee Scimitar (1d6+6/18–20) and +15/+10/+5 melee Shield of Bashing (1d8+3/x2); SA: spells, Favored Enemy (Dwarf +4, Human +4, Elf +2); SQ darkvision 60 ft., light sensitivity; Wild Empathy, animal companion, Woodland Stride, Swift Tracker, Evasion, Camouflage, AL CE; SV Fort +11, Ref +11, Will +5; Str 20, Dex 14, Con 14, Int 8, Wis 13, Cha 6.

Languages: Orc, Giant.

Skills: Survival +12, Jump +14, Hide +12, Move Silently +12, Spot +12

Feats: Dodge, Improved Shield Bash, Two Weapon Fighting, Track, Endurance, Mobility, Improved Two Weapon Fighting, Greater Two Weapon Fighting, Elusive Target

Possessions: +2 Scimitar, +1 Heavy Shield of Bashing, +2 chain shirt, Ring of Protection +1, Cloak of resistance +1, Periapt of Wisdom +2, 5 javelins.

Spells: 1) Resist Energy (10 points), Longstrider. 2) Blades of Fire, 3) Bladestorm

Wolf Animal Companion: Medium animal; HD 2d8+4+4d8+8; hp 39; Init +3; Spd 50 ft.; AC 20 (+3 Dex, +7 natural), touch 13, flat-footed 17; Base Atk +4; Grp +2; Atk Bite +6 melee (1d8+3); Full Atk (same); SA trip; SQ: link, share spells, Evasion, low-light vision, scent; AL (Always) N; SV Fort +7, Ref +8, Will +3; Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite). Improved Natural Weapon (Bite), Improved Natural Armor, (Wolves have a +4 racial bonus on Survival checks when tracking by scent.)

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Description/Combat: Wolves are pack hunters known for their persistence and cunning. A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Tricks: Attack x2, Down, Heel, Fetch

Orc Warriors, Ftr9: CR 9; Medium humanoid; HD 9d10+18; hp 72; Init +2; Spd 20 ft.; AC 18 (+7 Banded Mail, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack; Base Atk +9; Grp +18; Atk Halberd +16 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +16/+11 melee (1d10+10/x3) and Halberd Butt +11 melee (1d6+5/x2); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will +3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc.

Skills: Climb +11;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd), Formation Expert, Power Attack, Improved Unarmed Attack, Improved Grapple

Possessions: Falchion, +1 banded mail, armor spikes, javelin, +1 halberd.

Description/Combat: An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Encounter D: EL 18

Orc, Clr16: CR: 16, Medium Humanoid (Orc); Hit Dice: 16d8+32 (107 hp); Init: +7 (+2 Dex, +4

Imp. Init.); Speed: 20 ft. (4 squares); AC: 20 (+1 Dex, + 6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +12 Grp: +14; Attack: Shortspear +16 melee (1d6+3/x2), or javelin +13 ranged (1d6+2/x2); Full Attack: Shortspear +16/+11/+6 melee (1d6+3/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +14, Ref +9, Will +17; Str 14, Dex 14, Con 14, Int 10, Wis 20, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +21, Knowledge (Religion) +9

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell, Empower Spell, Craft Magic Arms and Armor

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +4, Pearl of Power (3rd level spells)

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+14 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 15 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+4), Bless, Sanctuary

2nd- Spiritual Weapon*, Spiritual Weaponx2, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+3)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall, Prayer

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward, Greater magic Weapon (+3), Summon Monster IV

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living, Empowered Searing Light, Quickened Shield of Faith (+4), True Seeing

6th- Stoneskin*, Greater Dispel Magic, Harm, Blade Barrier

7th- Power Word Blind*, Blasphemy, Empowered Flame Strike, Quickened Inflict Critical Wounds,

8th- Power Word Stun*, Maximized Flame Strike, Mass Cure Critical Wounds

Orc, Clr14; CR: 14, Medium Humanoid (Orc); Hit Dice: 14d8+28 (94 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares); AC: 20 (+1 Dex, + 6 Banded Mail, +3 Hvy. Shield+1), touch 11, flat-footed 19; Base Atk: +10 Grp: +12; Attack: Shortspear +14 melee (1d6+2/x2), or javelin +11 ranged (1d6+2/x2); Full Attack: Shortspear +14/+9 melee (1d6+2/x2); SA: Rebuke undead, spells; SQ: darkvision 60 ft., light sensitivity; AL CE; SV: Fort +13, Ref +7, Will +16; Str 14, Dex 13, Con 14, Int 10, Wis 20, Cha 6

Languages: Orc, Common

Skills: Spellcraft +10, Concentration +19, Knowledge (Religion) +7

Feats: Improved Initiative, weapon Focus (Shortspear), Power Attack, Cleave, Quicken Spell, Empower Spell

Possessions: Cloak of Resistance +2, +1 Shortspear, Heavy Shield, +1 Banded Mail, Periapt of Wisdom +4

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+14 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.

Base Save DC: 15 + Spell level

0- Cure Minor, Cure Minor, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx2, Entropic Shield, Shield of Faith (+4), Bless, Sanctuary

2nd- Spiritual Weapon*, Spiritual Weaponx2, Sound Burst, Cure Mod. Wounds, Resist Energy (20), Silence

3rd- Magic Vestment (+3)*, Blindness/Deafness, Dispel Magic, Invisibility Purge, Wind Wall, Prayer

4th- Divine Power*, Cure Critical Wounds, Freedom of Movement, Death Ward, Greater magic Weapon (+3), Summon Monster IV

5th- Flame Strike*, Quickened Divine Favor (+3), Slay Living, Empowered Searing Light, Quickened Shield of Faith (+4)

6th- Stoneskin*, Greater Dispel Magic, Harm, Blade Barrier

7th- Power Word Blind*, Blasphemy, Empowered Flame Strike

Encounter E: EL 18

Orc, Brb16: CR 16; Medium humanoid; HD 16d12+32; hp 141; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +16; Grp +22; Atk Falchion +26 melee (2d4+12/15-20) or javelin +16 ranged (1d6+7); Full Atk Falchion +26/+21/+16/+11 melee (2d4+12/15-20); SA: Greater Rage, Rage 5/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +5, Damage Reduction 4/-, Indomitable Will (+4 Will saves vs. enchantments while raging), darkvision 60 ft., light sensitivity; AL CE; SV Fort +13, Ref +9, Will +7; Str 24, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +29, Climb +25, Survival +19

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion), Cleave, Combat Reflexes

Possessions: Gauntlets of Ogre Power +2, +2 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Orc, Brb14: CR 14; Medium humanoid; HD 14d12+28; hp 124; Init +2; Spd 40 ft.; AC 18 (+5 Chain Shirt +2, +2 Dex), touch 12, flat-footed 16; Base Atk +14; Grp +19; Atk Falchion +23 melee (2d4+11/15-20) or javelin +14 ranged (1d6+5); Full Atk Falchion +23/+18/+13 melee (2d4+11/15-20); SA: Greater Rage, Rage 4/day; SQ: Fast Movement, Improved Uncanny Dodge, Trap Sense +4, Damage Reduction 3/-, Indomitable Will (+4 Will saves vs. enchantments while raging), darkvision 60 ft., light sensitivity; AL CE; SV Fort +12, Ref +8, Will +6; Str 23, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +26, Climb +22, Survival +17

Feats: Power Attack, Weapon Focus (Falchion), Leap Attack, Improved Critical (Falchion), Cleave

Possessions: Gauntlets of Ogre Power +2, +2 Falchion, +2 Chain Shirt, Cloak of Resistance +2, 5 javelins.

Encounter F: EL 16

Orc, Ftr14: CR 14; Medium humanoid; HD 14d10+42; hp 123; Init +1; Spd 20 ft.; AC 27 (+9 Full Plate +1, +1 Ring, +4 natural armor, +1 Dex), touch 13, flat-footed 24; Base Atk +14; Grp +21; Atk Falchion +26 melee (2d4+17/15-20) or javelin +15 ranged (1d6+7); Full Atk: Falchion +26/+21/+16 melee (2d4+17/15-20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +11, Ref +7, Will +5; Str 24, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant.

Skills: Jump +10, Climb +1

Feats: Power Attack, Weapon Focus (Falchion), Improved Sunder, Improved Bull Rush, Weapon Specialization (Falchion), Combat Brute, Shock Trooper, Improved Critical (Falchion), Leap Attack, Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Cleave

Possessions: +3 Falchion, +2 Full Plate, Ring of Protection +2, Amulet of Natural Armor +4, Cloak of Resistance +1, Belt of Giant Strength +4, 5 javelins.

Orc, Ftr9: CR 9; Medium humanoid; HD 9d10+18; hp 72; Init +2; Spd 20 ft.; AC 18 (+7 Banded Mail, +1 Dex), touch 11, flat-footed 14; +1 AC when making full attack; Base Atk +9; Grp +18; Atk Halberd +16 melee (1d10+10/x3) or javelin +6 ranged (1d6+5); Full Atk: Halberd +16/+11 melee (1d10+10/x3) and Halberd Butt +11 melee (1d6+5/x2); SQ: darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will +3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 6.

Languages: Orc. Some orcs know Goblin or Giant as well.

Skills: Climb +11;

Feats: Weapon Focus (Halberd), Combat Reflexes, Two Weapon Fighting, Spinning Halberd Style, Weapon Specialization (Halberd), Formation Expert, Power Attack, Improved Unarmed Attack, Improved Grapple

Possessions: Falchion, +1 banded mail, armor spikes, javelin, +1 halberd.

Encounter G: EL 18

Orc, 14th level Warmage: CR 14; Medium humanoid (orc); HD 14d6+28; hp 77; Init +1; Spd 20 ft.; AC 21 (+8 Breastplate +3, +2 buckler +1, +1 Dex), touch 11, flat-footed 18; Base Atk +7; Grp +8; Atk: morningstar +9 melee (1d8+2/x2) or javelin +7 ranged (1d6+1); Full Atk morningstar +9/+4 melee (1d8+2/x2);

SA: Spells; SQ: Armored Mage (light, medium), Warmage Edge (+7), Advanced Learning (Shield, Wind Wall, Wall of Force), darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +9, Will +12; Str 12, Dex 12, Con 14, Int 16, Wis 8, Cha 19.

Languages: Orc, Common

Skills: Concentration +19 (+23 Cast defensive), Spellcraft +22, Knowledge Arcana +20

Feats: Point Blank Shot, Precise Shot, Extra Edge, Sudden Empower, Sudden Enlarge, Combat Casting, Empower

Possessions: +1 morningstar, Breastplate +3, Cloak of Charisma +4, Headband of Intellect +4, Vest of Resistance +4, and javelin (5).

Armored Mage (Ex): The warmage can wear light armor and use light shields and ignore their Arcane Spell Failure. At 8th level the warmage can wear medium armor and ignore it's Arcane Spell Failure.

Warmage Edge (Ex): Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the total amount of damage dealt.

Advanced Learning (Ex): Warmage may add one evocation spell, up to the highest level he can cast, to his known spells. He gains an extra spell at 4th, 6th, 11th, and 16th levels.

Spells Per Day: 6/7/7/7/7/6/5/3

Base Save DC: 14+ Spell Level

o) Acid Splash, Disrupt Undead, Light, Ray of Frost

1st) Accuracy, Burning Hands, Chill Touch, Fist of Stone, Hail of Stone, Magic Missile, Lesser Orb of Acid/Cold/Electricity/Fire/Sound, Shocking Grasp, True Strike, Shield

2nd) Blades of Fire, Continual Flame, Fire Trap, Fire Burst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade

3rd) Fire Shield, Fireball, Flame Arrow, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud, Wind Wall

4th) Blast of Flame, Contagion, Evard's Black Tentacles, Phantasmal Killer, Orb of Acid/Cold/Electricity/Fire/Force/Sound, Shout, Wall of Fire

5th) Arc of Lightning, Cloudkill, Cone of Cold, Mass Fire Shield, Greater Fireburst, Flame Strike, Prismatic Ray

6th) Acid Fog, Blade Barrier, Chain Lightning, Circle of Death, Disintegrate, Fire Seeds, Otiluke's Freezing Sphere, Tenser's Transformation, Wall of Force

7th) Delayed Blast Fireball, Earthquake, Finger of Death, Firestorm, Mordenkainen's Sword, Prismatic Spray, Sunbeam, Waves of Exhaustion

Appendix One: Eye of Gruumsh Encounter

Orc, Clr7/War Priest 8/Eye of Gruumsh 3

CR 18; Medium humanoid (orc); HD 7d8+14+8d10+16+3d12+6; hp 131; Init +5; Spd 20 ft.; AC 27 (+7 Mithril Breastplate +2, +3 Animated Shield, +1 natural armor, +5 Dex), touch 16, flat-footed 21; Base Atk +15; Grp +21; Atk Double Axe +23 melee (1d8+10/x3) or javelin +20 ranged (1d6+6); Full Atk: Unholy Axe head +21/+16/+11 melee (1d8+7/x3) and Anarchic Axe Head+21/+16/+11 melee (1d8+4/x3) ; SA: Rebuke Undead (Level 15); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +19, Ref +13, Will +14; Str 22, Dex 20, Con 14, Int 10, Wis 16, Cha 6.

Languages: Orc, Giant.

Skills: Diplomacy +11, Sense Motive +8, Concentration +20 (+24 cast defensive), Swim +10

Feats: Combat Casting, Exotic Weapon (Orc Double Axe), Weapon Focus (Orc Double Axe), Two Weapon Fighting, Improved Two Weapon Fighting, Greater Two Weapon Fighting, blind fighting, Quicken Spell

Possessions: Mithril Breastplate +2, +1 Anarchic/+1 Unholy Orc Doubleaxe., Gloves of Dexterity +2, Cloak of Resistance +3, Periapt of Wisdom +2, Belt of Giant Strength +4, +1 Animated Heavy Steel Shield

Rally (Ex): A warpriest who currently is not suffering from a feat effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level (+8 morale bonus).

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect (+6 moral bonus). The effect lasts for 13 minutes, and the warpriest also gains the bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level (level 10).

Fear Aura (Su): Once per day starting at 5th level a warpriest can emanate a feat fear aura in

a 20'foot radius for 1 round a level. Foes must make a DC 16 Will Save or be affected as if by a fear spell.

Heroe's Feast (Sp): Once per day, a warpriest of 6th level or higher can use heroe's feast as a spell-like ability.

Command the Horde (Ex): +2 morale bonus on Will saves for Orc and Half-Orc followers within 30 feet.

Rage (Ex): +8 Strength, +4 Con, +2 on Will Saves, -4 on AC for 7 rounds.

Swing Blindly (Ex): Increases the Rage strength bonus, reduces AC while in a Rage.

Ritual Scarring (EX): +1 natural armor from thick scars.

Domains: War, Strength, Domination

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+7 strength). Activating the power is a free action, the power lasts 1 round, and is usable once per day.
- Spell Focus (Enchantment)

Spells: Caster Level = 10, Save DC = 13 +spell level (+1 for enchantments)

0) Cure minor wounds x2, Purify food and drink x2, Detect Magic, Read Magic

1) Enlarge Person*, Bless, Protection from Good, Shield of Faith, Entropic Shield, Cure Light Wounds.

2) Spiritual Weapon*, Hold Person, Resist Energy (20), Cure Moderate Woundsx2, Bear's Endurance

3) Suggestion*, Dispel Magic, Blindness/Deafness, Bestow Curse

4) Divine Power*, Death Ward, Cure Critical Wounds, Freedom of Movement

5) Righteous Might*, Quicken Divine Favor, Quicken Shield of Faith (+3), Flame Strike

Orc General, Ftr16: CR 16; Medium humanoid; HD 16d10+48; hp 140; Init +2; Spd 20 ft.; AC 22 (+9 Full Plate +1, +1 Ring, +1 natural armor, +1 Dex), touch 11, flat-footed 18; Base Atk +13; Grp +18; Atk Falchion +29 melee (2d4+19/15-20) or javelin +14 ranged (1d6+5); Full Atk: Falchion +29/+24/+19 melee (2d4+19/15-20); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +13, Ref +9, Will +6; Str 26, Dex 14, Con 16, Int 8, Wis 10, Cha 6.

Languages: Orc, Giant, Common.

Skills: Jump +11, Climb +4

Feats: Weapon Focus (Falchion), Weapon Specialization (Falchion), Improved Critical (Falchion), Greater Weapon Focus (Falchion), Greater Weapon Specialization (Falchion), Improved Sunder, Improved Bull Rush, Power Attack, Cleave, Dodge, Mobility, Elusive Target, Combat Brute, Shock Trooper, Leap Attack,

Possessions: +3 Falchion, Belt of Giant Strength +6, +1 Full Plate, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Resistance +1, 5 javelins.

Orc High Priest, Clr16: CR: 16, Medium Humanoid (Orc); Hit Dice: 16d8+32 (107 hp); Init: +5 (+1 Dex, +4 Imp. Init.); Speed: 20 ft. (4 squares), Armor Class: 23 (+1 Dex, + 9 Full Plate +1, +3 Hvy. Shield +1), touch 11, flat-footed 22; Base Attack/Grapple: +12/+14; Attack: Shortspear +17 melee (1d6+4/x2); Full Attack: Shortspear +17/+12/+7 melee (1d6+4/x2); SA: spells; Saves: Fort +14, Ref +9, Will +18; Str 14, Dex 14, Con 14, Int 10, Wis 22, Cha 6

Languages: Orc, Common

Skills: Spellcraft +13, Concentration +15, Knowledge (Religion) +12

Feats: Improved Initiative, Quicken Spell, weapon Focus (Shortspear), Maximize Spell, Power Attack, Cleave

Possessions: Periapt of Wisdom +6, Cloak of Resistance +2, Shortspear +2, Full Plate +1, Heavy Shield +3

Domains: War, Strength,

- Weapon Focus (Shortspear)
- Cleric can perform a feat of strength as a supernatural ability. Cleric gains an enhancement bonus to Strength equal to his cleric level (+16 strength). Activating the power is a free action,

the power lasts 1 round, and is usable once per day.

Base Save DC: 16 + Spell level

0- Cure Minor, Cure Minor, Mend, Detect Poison, Detect magic, Detect Magic

1st- Enlarge Person*, Cure Lt. Woundsx3, Divine Favor (+3), Shield of Faith (+4) x2, Sanctuary,

2nd- Spiritual Weapon*, Spiritual weaponx2, Cure Mod. Woundsx2, Resist Energy x2, Silence

3rd- Magic Vestment (+4)*, Blindness/Deafness, Cure Serious Wounds, Dispel Magic, Wind Wall, Invisibility Purge, Prayer

4th- Divine Power*, Spell Immunity, Death Ward, Cure Critical Wounds, Freedom of Movement, Greater Magic Weapon (+4)

5th- Flame Strike*, Righteous Might, Flame Strike, Spell Resistance, Quickened Divine Favor, Slay Living

6th- Stoneskin*, Heal, Greater Dispel Magic, Harm, Blade Barrier

7th- Power Word Blind*, Blasphemy, Mass Cure Serious Wounds, Word of Chaos

8th- Power Word Stun*, Maximized Flame Strike, Mass Cure Critical Wounds

New Feats from Complete Warrior

Combat Brute [Tactical]

You employ strength and leverage to great effect.

Prerequisites: Improved Sunder, Power Attack, Base Attack Bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers:

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all of your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with bull rush; you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1.5 for x3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Elusive Target [Tactical]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, Base Attack Bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you,

Appendix Two: New Rules Items

the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; The attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attack is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Special: A fighter may select Elusive Target as one of his fighter bonus feats.

Formation Expert [Tactical]

You are trained at fighting in ranks and files.

Prerequisites: Base Attack Bonus +6.

Benefit: The Formation Expert feat enables the use of three tactical maneuvers. You gain the benefit of the feat even if you are fighting in formation with allies that do not have this feat.

Lock Shields: To use this maneuver, you must have a ready shield, and adjacent allies on opposite sides of you must have ready shields. You gain a +1 bonus to Armor Class.

Step into the Breach: To use this maneuver, you must be within a single move of an ally who falls in combat, and an ally must occupy every square between you and the fallen comrade. You can immediately take a single move action (as if you had readied an action to do so) to move into the square the fallen ally occupies.

Wall of Polearms: To use this maneuver, you must be wielding a shortspear, loingspear, trident, glaive, guisarme, halberd, or ranseur, and you must have adjacent allies on opposite sides of you. You gain a +2 bonus on attack rolls.

Special: A fighter may select Formation Expert as one of his fighter bonus feats.

Shock Trooper [Tactical]

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, Base Attack Bonus +6

Benefit: The Shock Trooper Feat enables the use of three tactical maneuvers

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe back one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which gives you a -2 penalty to AC and +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Spinning Halberd Style [Style]

You have mastered the style of fighting with a halberd and can use all parts of the weapon – Blade, Spike, Hook, or Butt – to strike devastating blows.

Prerequisites: Combat Reflexes, Two Weapon Fighting, Weapon Focus (Halberd).

Benefit: When you make a full attack with your halberd, you gain a +1dodge bonus to your Armor Class as well as an additional attack with the weapon at a -5 penalty. This attack deals points of Bludgeoning damage equal to 1d6+1/2 your strength modifier.

New Feats from Complete Adventurer

Brutal Throw

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his dexterity modifier to the attack roll.

Special: a fighter may select Brutal Throw as one of his fighter bonus feats.

Power Throw

You have learned how to hurl weapons to deadly effect.

Prerequisite: Str 13, Brutal Throw, Power Attack

Benefit: On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on attack rolls and the bonus on damage rolls applies until your next turn.

Special: A fighter may select Power Throw as one of his fighter bonus feats.

Leap Attack

You can combine a powerful charge and a mighty leap into one devastating attack.

Benefit: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the power attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack. (Example: With a one-handed weapon this feat allows you to do +2 damage for every -1 penalty on your attack roll, with a two-handed weapon you do +3 damage for every -1 penalty on your attack roll.)

Improved Flight

You gain greater maneuverability when flying than you would normally have.

Prerequisite: Ability to fly (naturally, magically, or through shapechanging).

Benefit: Your maneuverability class while flying improves by one step. Average becomes Good.

New Spells from Complete Arcane

Blades of Fire – Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding.

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

New Spells from Complete Adventurer

Blades of Fire – Transmutation

Level: Ranger 3

Components: V

Casting Time: 1 swift action

Range: Personal

Targets: You

Duration: 1 round

You can cast this spell only at the beginning of your turn, before you take any other actions. After casting bladestorm, you can take a full-round action to make one attack with each melee weapon you are currently wielding against every foe within reach. If you wield two weapons, or a double weapon, you can attack each foe once with each weapon or end, using the normal rules for two-weapon fighting. So, a ranger wielding a longsword and a short sword could attack each opponent he can reach with both weapons. You can attack a maximum number of individual targets equal to your character level. If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.

Added Monsters

Troll, mountain

Large Giant

Hit Dice: 15d8+150 (217 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 22 (-2 size, +13 natural armor, +1 Dex), touch 9, flat-footed 21

Base Attack/Grapple: +11/+31

Attack: Greatclub +16 melee (3d8+28)*

Full Attack: Greatclub +16/+11/+6 (3d8+28) and bite +11 melee (1d8+11); or 2 claws +16 melee (1d8+17) and bite +11 melee (1d8+11)*

Space/Reach: 15ft./15ft

Special Attacks: Knockdown

Special Qualities: Darkvision 90 ft., fast healing 9, low-light vision, scent, stability

Saves: Fort +19, Ref +6, Will +7

Abilities: Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6

Skills: Hide -7 (+1 in mountain settings), Listen +11, Spot +11

Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack.

Environment: Any mountains

Organization: Solitary or pair

Challenge Rating: 10

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +5

*Includes adjustments for Power Attack feat

This hulking creature has thick, grey skin and the rough features of a troll. Its hunched, apelike posture emphasizes its massive bulk and hits at the power of its huge fists.

The massive mountain trolls are the largest members of the troll family. They dwell near mountain peaks and stir from their lairs only to gather food. Like other trolls, mountain trolls have voracious appetites.

Mountain trolls are rarely encountered alone. Brutes and bullies, they casually push around giants, ogres, and smaller trolls. Although giants and ogres make reluctant minions at best, the slow-thinking mountain trolls simply eat any creatures that fail to follow their simplistic commands. A typical mountain troll stands 17 feet tall and weighs 2 tons.

Mountain trolls speak Giant.

Combat

Mountain trolls have no concept of fear or caution. When they see something they want (typically something that they want to eat), they take it. If anything or anyone gets in their way, they smash it.

A mountain troll normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls (+10 if using a greatclub).

Knockdown (Ex): A mountain troll that hits with a weapon or claw attack can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the mountain troll.

Stability (Ex): Mountain trolls are exceptionally stable on their feet. A mountain troll has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Skills: Mountain trolls can blend in with their mountain surroundings, providing them a +8 racial bonus on Hide checks in the mountains.

War Mage

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training warmages instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced. Warmages do no need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting ability on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbblings of sorcerers. Warmage colleges are more similar to boot camps sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other Classes: Warmages find they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks and fighters.

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company

with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

Game Rule Information

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any

Hit Die: d6

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge(Arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2+Int modifier) X 4.

Skill Points at Each Additional Level: 2+ Int modifier.

Class Features

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Armored mage (light), warmage edge
2 nd	+1	+0	+0	+3	--
3 rd	+1	+1	+1	+3	Advanced learning
4 th	+2	+1	+1	+4	--
5 th	+2	+1	+1	+4	--
6 th	+3	+2	+2	+5	Advanced learning
7 th	+3	+2	+2	+5	Sudden Empower
8 th	+4	+2	+2	+6	Armored mage (medium)
9 th	+4	+3	+3	+6	--
10 th	+5	+3	+3	+7	Sudden Enlarge
11 th	+5	+3	+3	+7	Advanced learning
12 th	+6/+1	+4	+4	+8	--
13 th	+6/+1	+4	+4	+8	--
14 th	+7/+2	+4	+4	+9	--
15 th	+7/+2	+5	+5	+9	Sudden Widen
16 th	+8/+3	+5	+5	+10	Advanced learning
17 th	+8/+3	+5	+5	+10	--
18 th	+9/+4	+6	+6	+11	--
19 th	+9/+4	+6	+6	+11	--
20 th	+10/+5	+6	+6	+12	Sudden Maximize

spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Warmage. In addition, he receive bonus spells for a high Charisma score (see Table 1-1, page 8 of the *Player's Handbook*).

Spells per Day										
Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	5	3	-	-	-	-	-	-	-	-
2 nd	6	4	-	-	-	-	-	-	-	-
3 rd	6	5	-	-	-	-	-	-	-	-
4 th	6	6	3	-	-	-	-	-	-	-
5 th	6	6	4	-	-	-	-	-	-	-
6 th	6	6	5	3	-	-	-	-	-	-
7 th	6	6	6	4	-	-	-	-	-	-
8 th	6	6	6	5	3	-	-	-	-	-
9 th	6	6	6	6	4	-	-	-	-	-
10 th	6	6	6	6	5	3	-	-	-	-
11 th	6	6	6	6	6	4	-	-	-	-
12 th	6	6	6	6	6	5	3	-	-	-
13 th	6	6	6	6	6	6	4	-	-	-
14 th	6	6	6	6	6	6	5	3	-	-
15 th	6	6	6	6	6	6	6	4	-	-
16 th	6	6	6	6	6	6	6	5	3	-
17 th	6	6	6	6	6	6	6	6	4	-
18 th	6	6	6	6	6	6	6	6	5	3
19 th	6	6	6	6	6	6	6	6	6	4
20 th	6	6	6	6	6	6	6	6	6	5

Unlike a cleric or wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his

Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However staffs activated by a warmage use not only the warmage's caster level, but also gain the benefits of warmage edge, if applicable.

Advanced Learning (Ex): At 3rd, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard or sorcerer spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (describe in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Warpriest (Complete Divine)

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying military history or tactics. Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Adaptation: This prestige class is designed to represent the cleric who leads large numbers of troops into battle. Accordingly, members of this class are likely to be part of a military organization. It's probable, though not strictly necessary, that the followers are also members of the faith as the warpriest.

Hit Die: d10

REQUIREMENTS

To qualify to become a warpriest, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Diplomacy 8 ranks, Sense Motive 5 ranks.

Feats: Combat Casting

Spells: Able to cast at least one divine spell from one of the following domains' spell lists: Destruction, Protection, Strength, or War. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to turn or rebuke undead.

CLASS SKILLS

The warpriest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Bonus domain, rally, turn or rebuke undead	--
2	+2	+3	+0	+0	Inflame +2	+1 level of existing divine spellcasting class
3	+3	+3	+1	+1	Mass cure light wounds	--
4	+4	+4	+1	+1	Inflame +4	+1 level of existing divine spellcasting class
5	+5	+4	+1	+1	Fear aura	--
6	+6	+5	+2	+2	Heroes' feast, inflame +6	+1 level of existing divine spellcasting class
7	+7	+5	+2	+2	Haste	--
8	+8	+6	+2	+2		+1 level of existing divine spellcasting class
9	+9	+6	+3	+3	Mass heal	--
10	+10	+7	+3	+3	Implacable foe, inflame +8	+1 level of existing divine spellcasting class

CLASS FEATURES

All of the following are class features of the warpriest prestige class.

Weapon and Armor Proficiency: Warpriests gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields).

Spells per Day / Spells Known: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric / 2nd level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric / 3rd-level warpriest, his number of divine spells does not change; but when he improves his warpriest levels to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day and spells known.

Bonus Domain: At 1st level, a warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Turn or Rebuke Undead (Su): Levels of warpriest stack with any of the character's cleric or paladin levels when turning or rebuking undead.

Inflame (Ex): As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 for each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains this bonus.

Mass Cure Light Wounds (Sp): Starting at 3rd level, a warpriest can use *mass cure light wounds* once per day as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Fear Aura (Su): Once per day starting at 5th level, a warpriest can emanate a fear aura in a 20-foot radius for 1 round per level. Foes must make a Will save (DC 10 + warpriest's class level + warpriest's Cha modifier) or be affected as if by a *fear* spell.

Heroes' Feast (Sp): Once per day, a warpriest of 6th level or higher can use *heroes' feast* as a spell-like ability.

Haste (Sp): At 7th level, a warpriest gains the ability to use *haste* three times per day as a spell-like ability.

Mass Heal (Sp): Once per day, a warpriest of 9th level or higher can use *heroes' feast* as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Implacable Foe (Su): At 10th level the warpriest can channel positive (or negative) energy to keep allies fighting even after suffering mortal wounds. Activating this ability requires only a move action, but the warpriest must concentrate to maintain it each round after that.

While active, the warpriest emanates an aura with a 100-foot radius. Allies within the radius may ignore the effects of being reduced to 0 or less hp. However, any creature reduced to -20 hp dies immediately. When the effect ends, or if a creature moves more than 100 feet from the warpriest, the normal effects of the damage apply immediately.

If the warpriest normally turns undead, this ability affects living allies. If the warpriest normally rebukes undead, this ability affects undead allies.

Eye of Gruumsh

Most people think they have seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop—until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision complements that of their deity. Thus, symbolically at least, eyes of Gruumsh can see what Gruumsh cannot. These living martyrs are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the orc double axe and has no moral code to stand in the way of his service, only the test remains – to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the rest. No consequences for failure exist, except that the candidate can never thereafter become an eye of Gruumsh—and he has lost an eye.

Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling. Some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

Requirements

To qualify to become an eye of Gruumsh, a character must fulfill all of the following criteria.

Race: Orc or half-orc

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if the character regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Climb(Str), Intimidate (Cha), Jump(Str), Ride(Dex), Survival(Wis), and Swim(Str). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2+ Int Modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Blind-Fight, command the horde, rage
2 nd	+2	+3	+0	+0	Swing blindly
3 rd	+3	+3	+1	+1	Ritual scarring +1
4 th	+4	+4	+1	+1	Blinding spittle 2/day
5 th	+5	+4	+1	+1	Blindsight 5ft.
6 th	+6	+5	+2	+2	Ritual scarring +2
7 th	+7	+5	+2	+2	Blinding spittle 4/day
8 th	+8	+6	+2	+2	Blindsight 10 ft.

9 th	+9	+6	+3	+3	Ritual scarring +3
10 th	+10	+7	+3	+3	Sight of Gruumsh

Class Features

All of the following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh gain no proficiency with any weapon or armor.

Blind-Fight: An eye of Gruumsh gains Blind-Fight as a bonus feat. In addition, he suffers no adverse effects from the loss of one of his eyes.

Command the Horde (Ex): An eye of Gruumsh can direct the actions of any nongood orcs or half-orcs that are within 30 feet of him and whose Hit Dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc who willingly goes against the eye of Gruumsh's directions loses this bonus immediately.

Rage (Ex): An eye of Gruumsh can fly into a rage just as a barbarian can, with all the same benefits and drawbacks (see page 25 of the *Player's Handbook*). An eye of Gruumsh's class levels stack with his barbarian levels (if any) for determining the number of times per day he can use his rage ability. Add together the character's levels in the eye of Gruumsh and barbarian classes and refer to Table 3-3: The Barbarian on page 25 of the *Player's Handbook* to determine the number of rages per day. For example, a 6th-level barbarian/2nd-level eye of Gruumsh could rage three times per day (the same as an 8th-level barbarian), while a 4th-level eye of Gruumsh with no levels in barbarian could rage twice per day (the same as a 4th-level barbarian).

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an extra +4 to Strength while in a rage, but his Armor Class penalty goes from -2 to -4.

Ritual Scarring (Ex): Through frequent disfiguration of his own skin, an eye of Gruumsh's natural armor bonus improves by +1 at 3rd level (or to +1 if he didn't already have a natural armor bonus). This bonus increases by another +1 for every three eye of Gruumsh levels gained thereafter.

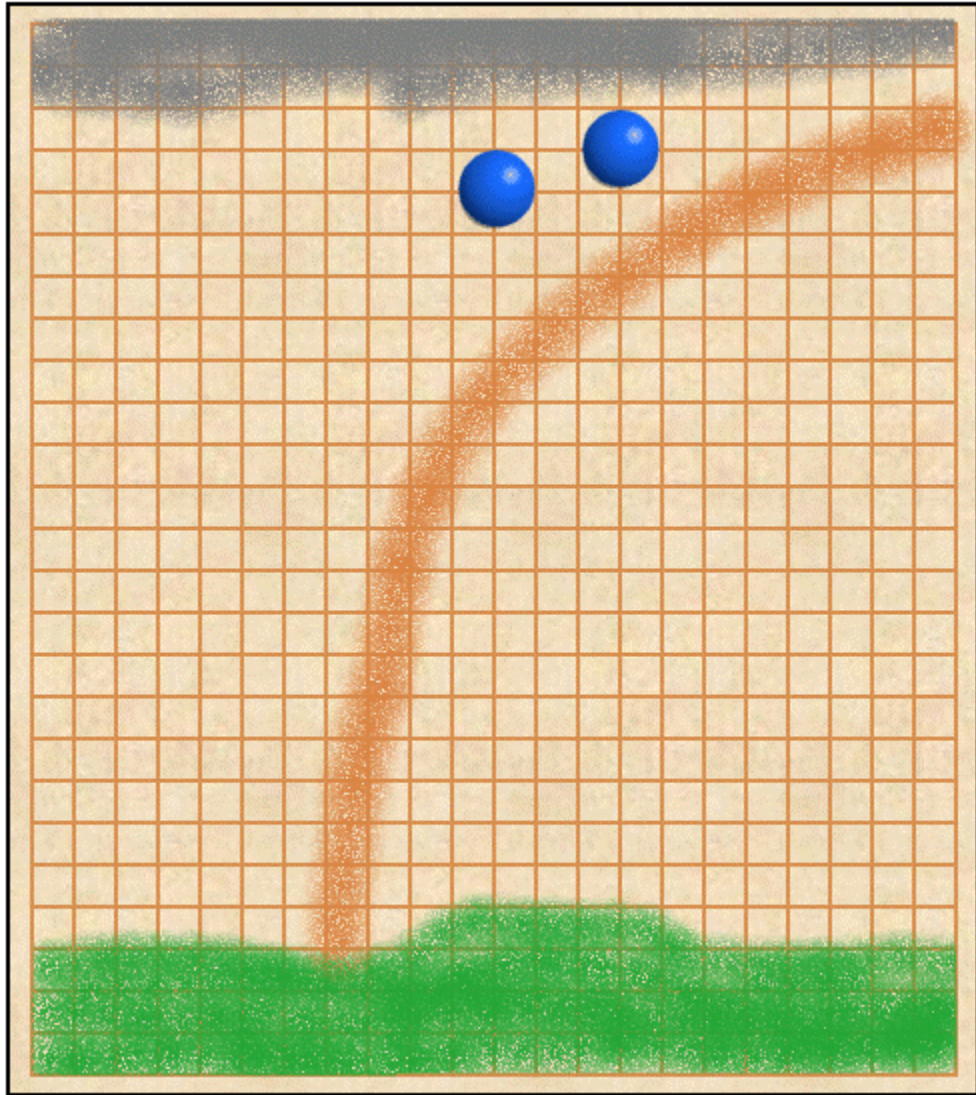
Blinding Spittle (Ex): An eye of Gruumsh of 4th level or higher can launch blinding spittle at any opponent within 20 feet. With a successful ranged touch attack (at a -4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh's class level + eye of Gruumsh's Con modifier) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable twice per day at 4th level and four times per day at 7th level.

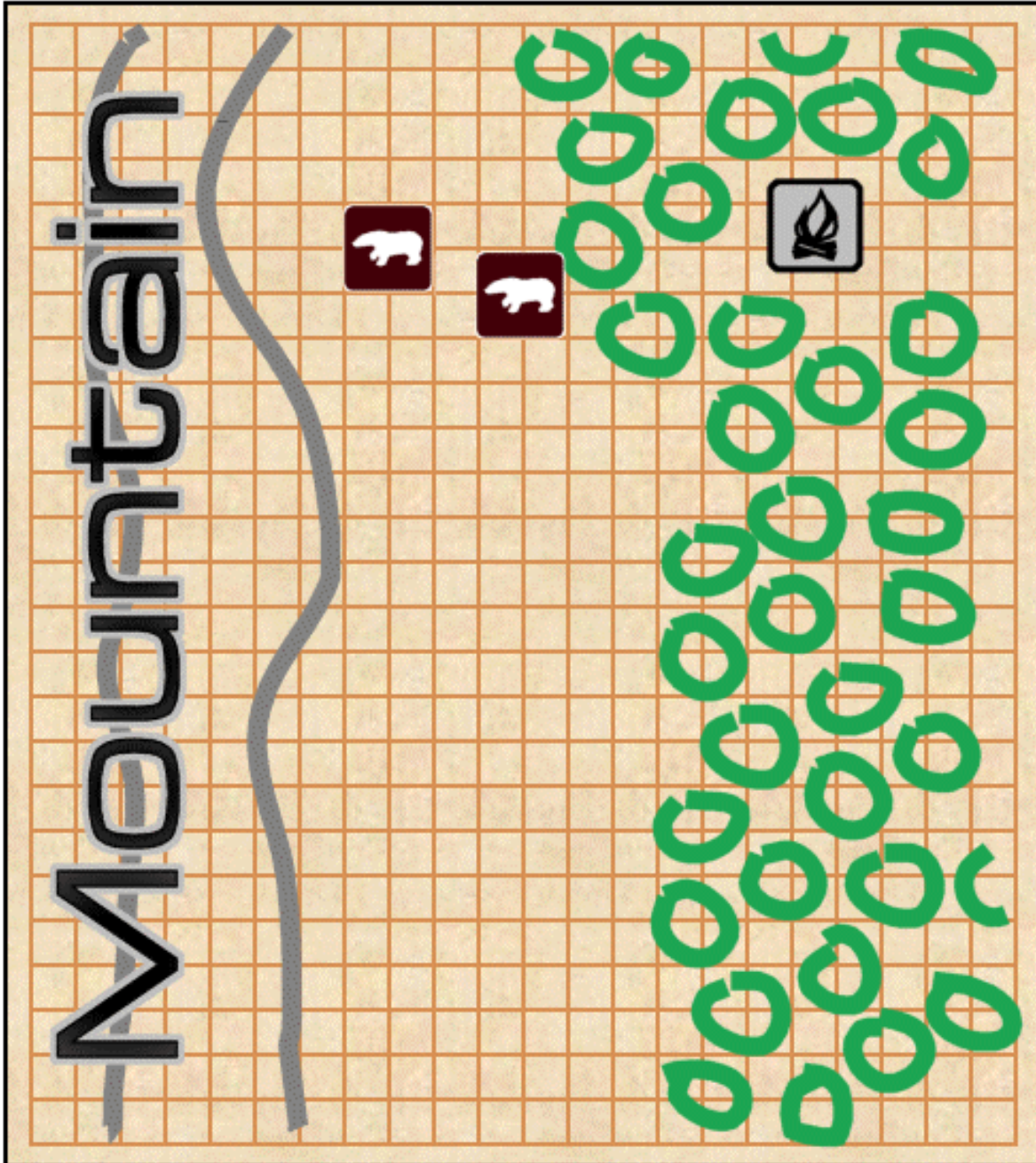
Blindsight (Ex): At 5th level, an eye of Gruumsh gains Blindsight (see page 306 of the *Monster Manual*) out to 5 feet. The range increases to 10 feet at 8th level.

Sight of Gruumsh (Ex): At 10th level, an eye of Gruumsh gains the ability to see the moment of his own death through his missing eyes. This foreknowledge gives him a +2 morale bonus on all saving throws and Armor Class from then on. He also does not go unconscious when reduced to negative hit points; however, the character still dies at -10 hit points. (Whether or not the vision is accurate is irrelevant-the character believes it to be true.)

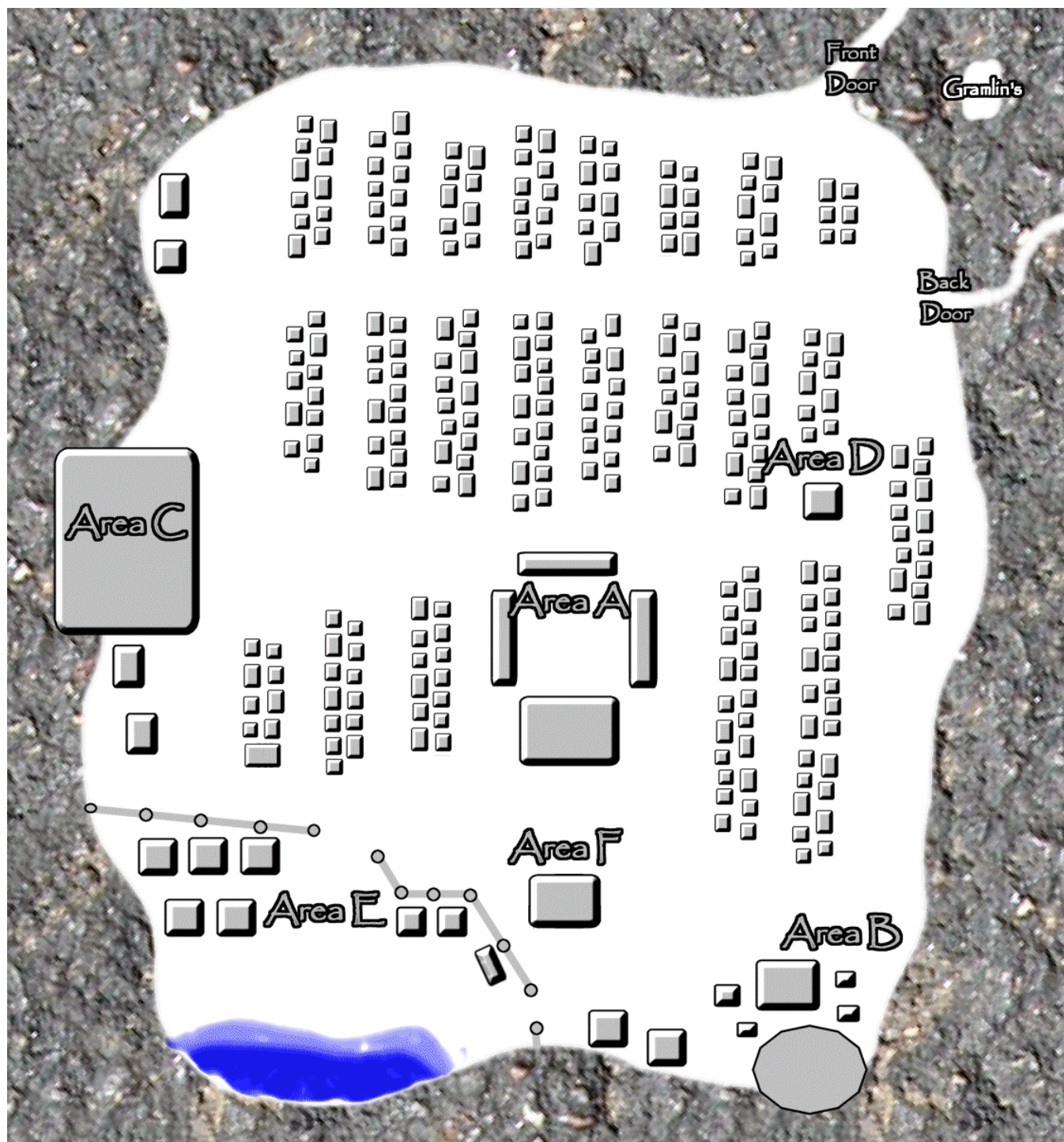
Appendix Three: Maps

Map One: Ogre Encounter

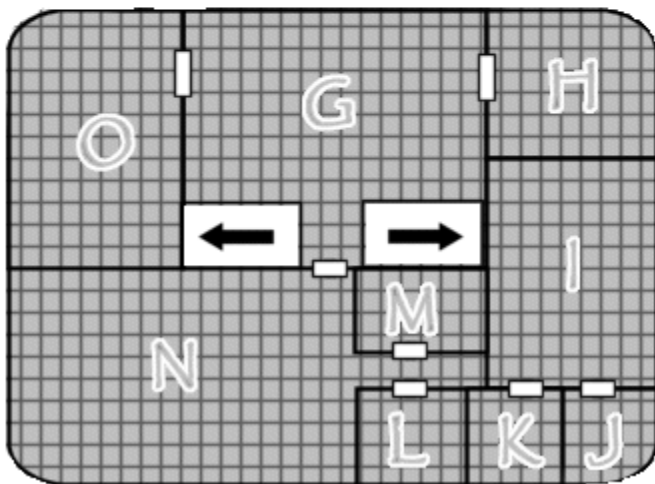
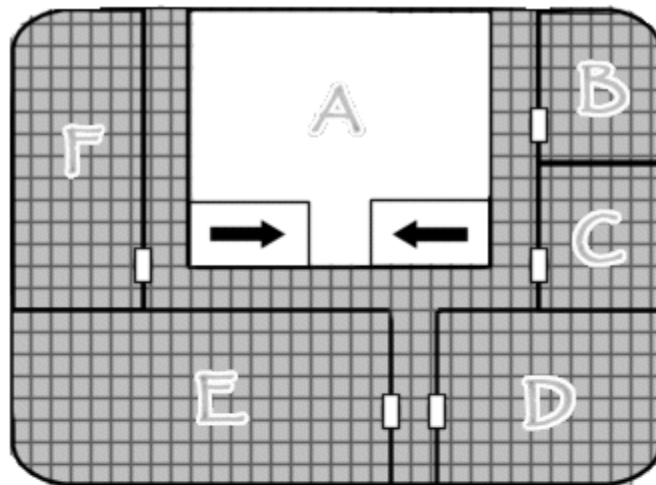




Map Three: The City of Garel Grendal



Map Four: Eye of Gruumsh's Palace



Appendix Four: Player Handouts

Orc Orders (Written in Orc)

You are to discover the strength and position of the enemy armies. Be subtle and do not expose yourselves or by Gruumsh you will suffer.

Dwarven Letter

My esteemed Pholtans:

This letter is to inform you that an army of well trained and fanatical Orcs is poised to overrun your towns and villages within a week or two. I hope this letter finds you in time! Please make the necessary arrangements or by the beard of Moradin there will be excessive bloodshed.

May the Light of Pholtus guide your path and The Hammer of Moradin protect you,

Gramlin