

The Solstice Scar

Part 2 – Ivvora's Wrath

Subtier 1-2

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Part 2 1-2 Encounter Cheat Sheet

Securing Passage

20 minutes of roleplaying of trying to acquire tokens.

Don't report anything

Up the Flood Road

Scattered Leaders – All humanoid enemies must succeed at a WILL DC 10 or they are shaken for 1 minute.

They attempt to run away at half hit points.

D. Take Them Head On – Racing Forward to Attack the Charging Orcs

3 Coyotes, Orc Warrior

Report a Success if the PCs overcome this encounter

E. Protect the Convoy – Guarding the Caravan and its Supplies

Orc Raiders (infinite), Brigand, Orc Mystic

If the orcs steal less than five armfuls of loot, either immediately gain the benefits of an Aid Token or auto boost the next Aid Token they receive.

If the orcs steal five or more armfuls of loot, they must take the next Aid Token, erase all boosted benefits from it, and pass the Aid Token on.

Report a Success if the PCs stop the orcs from stealing five or more armfuls of loot.

F. The High Ground – Eliminate Ranged Attackers

3 Brigands, Orc Warrior

Report a Success if the PCs overcome this encounter.

G. Orc Leadership – Confront the Orc Leadership, Challenging Encounter

Mugek, 3 Orc Warriors

Report a Special Success if the PCs overcome this encounter.

D. Take Them Head On

ORC WARRIOR

CR 1/3

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

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

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18-20)

Ranged javelin +1 (1d6+3)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Handle Animal +2

Languages Common, Orc

SQ weapon familiarity

Gear studded leather armor, falchion, javelins (4)

COYOTE (3)

CR 1/2

Young Wolf

N Small animal

Init +4; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 9 (2d8)

Fort +3, **Ref** +7, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +1 (1d4-1 plus trip)

STATISTICS

Str 9, **Dex** 19, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** -1; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +4 (+12 to jump), Perception +8, Stealth +12, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

E. Protect the Convoy

ORC WARRIOR (2*5)

CR 1/3

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

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

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

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

Ranged javelin +1 (1d6+3)

TACTICS

During Combat The raiders attempt to steal an armful of loot before retreating into their cave system.

Desperate for loot, they don't stop to fight unless they cannot escape. They attempt to avoid attacks of opportunity whenever possible.

Morale Once they have the loot, the raiders use the withdraw and run actions to escape into the cave.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Gear studded leather armor, scimitar, javelins (4)

BRIGAND**CR 1/2**

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)**TACTICS****During Combat** The brigand provides covering fire for the area.**Morale** Once the orcs are dead or have stolen enough loot, the brigand retreats.**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);**Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp**POTION OF CURE LIGHT WOUNDS****Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

TANGLEFOOT BAG

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

ORC MYSTIC**CR 2**

Orc cleric 3

CE Medium humanoid (orc)

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE**AC** 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)**hp** 20 (3d8+3)**Fort** +5, **Ref** +1, **Will** +5**Defensive Abilities** ferocity**Weaknesses** light sensitivity

OFFENSE**Speed** 20 ft.**Melee** battleaxe +5 (1d8+3/x3)**Ranged** javelin +1 (1d6+3)**Special Attacks** channel negative energy 4/day (DC 12, 2d6)**Domain Spell-Like Abilities** (CL 3rd; concentration +4)

4/day—copycat (3 rounds), touch of evil (1 rounds)

Cleric Spells Prepared (CL 3rd; concentration +4)2nd—*bull's strength*, *invisibility*^D1st—*bane* (DC 12), *magic weapon*, *murderous command*^{UM} (DC 12), *protection from good*^D0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *read magic***D** domain spell; **Domains** Evil, Trickery

TACTICS**Before Combat** The mystic casts *bull's strength*, *magic weapon*, and *invisibility* on his allies and casts *protection from good* on himself before starting combat.**During Combat** The mystic casts *bane* followed by *murderous command* on the strongest looking opponent.**Morale** Once all their allies are dead or have returned with the loot, the mystic retreats.

STATISTICS**Str** 17, **Dex** 8, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 14**Feats** Combat Casting, Skill Focus (Stealth)**Skills** Knowledge (religion) +4, Perception +2, Stealth +4**Languages** Common, Orc**SQ** weapon familiarity**Combat Gear** *scroll of sound burst*, *scroll of summon monster II*; **Other Gear** breastplate, battleaxe, javelins (4), *cloak of resistance +1*, wooden holy symbol, 135 gp

Orc Mystic Spells

2nd Level Spells

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

1st Level Spells

Bane (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

Magic Weapon (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

Murderous Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

Protection from Good (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

SLAs

Copycat – Move action to gain one mirror image.

SCROLL OF SOUND BURST

Aura faint evocation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School evocation [sonic]; **Level** bard 2, cleric/oracle 2, occultist 2, skald 2, warpriest 2

Casting Time 1 standard action

Range close (30 ft.)

Area 10-ft.-radius spread

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude DC 13 save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves

SCROLL OF SUMMON MONSTER II

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School conjuration (summoning) [see text]; **Level** antipaladin 2, arcanist 2, bard 2, cleric/oracle 2, medium 2, psychic 2, skald 2, sorcerer/wizard 2, spiritualist 2, summoner 2, summoner (unchained) 2, warpriest 2, witch 2

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1st level – Dire rat*, Dolphin*, Dog*, Eagle*, Fire beetle*, Poisonous frog*, Pony (horse)*, Viper (snake)*

2nd level – Ant, giant (worker)*, Elemental (small), Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil), Octopus*, Squid*, Wolf*

F. The High Ground

ORC WARRIOR

CR 1/3

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

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

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee falchion +5 (2d4+4/18-20)

Ranged javelin +1 (1d6+3)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

SQ weapon familiarity

Gear studded leather armor, falchion, javelins (4)

BRIGAND (3)

CR 1/2

Human warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +0**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);**Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp**POTION OF CURE LIGHT WOUNDS****Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

TANGLEFOOT BAG

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

G. Orc Leadership

MUGEK

CR 3

Orc bard (savage skald^{APG}) 4

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 (4d8+4)

Fort +1, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 *undead bane dagger* +7 (1d4+4/19–20) or

mwk scimitar +7 (1d6+3/18–20)

Ranged javelin +4 (1d6+3)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, inspire competence +2, inspire courage +1, inspiring blow)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*hold person* (DC 15), *sound burst* (DC 14)

1st (4/day)—*grease* (DC 13), *hideous laughter* (DC 14), *lesser confusion* (DC 14), *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *read magic*, *summon instrument*

TACTICS

Before Combat Mugek uses his *scroll of cat's grace* on himself.

During Combat Mugek begins his bardic performance to inspire courage, then he casts *hold person*, *sound burst*, and *hideous laughter* to incapacitate the strongest PCs.

Morale Determined to impress his father, Mugek fights to the death.

STATISTICS

Str 17, **Dex** 12, **Con** 8, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 17

Feats Spell Focus (enchantment), Toughness

Skills Bluff +9, Intimidate +9, Knowledge (arcana) +10, Perception +6, Perform (percussion) +11, Sense Motive +6, Spellcraft +8

Languages Common, Goblin, Orc

SQ bardic knowledge +2, versatile performance (percussion), weapon familiarity

Combat Gear *scroll of cat's grace*, *scroll of glitterdust*, *wand of cure light wounds* (20 charges); **Other Gear**

mwk chain shirt, javelins (6), mwk scimitar, *cloak of resistance +1*, masterwork drums, *+1 undead bane dagger*, 129 gp

SPECIAL ABILITIES

Inspiring Blow (Su) A savage skald roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his performance. This performance replaces fascinate.

Orc War Drummer Cheat Sheet

2nd level spells

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Sound Burst (evocation[sonic], VSDF, close, 10ft. radius, SRyes) – Creatures in area take 1d8 sonic and FORT or be stunned for 1 round.

1st level spells

Grease (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Hideous Laughter (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

Lesser Confusion (enchantment(compulsion)[mind-affecting], VSDF, close, one creature, 1rd, SRyes) – WILL or confused for duration.

Summon Monster I (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature from the SMI list.

SUMMONED EAGLE

CR 1/2

XP 200

N Small animal

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** –1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, **Perception** +10; **Racial Modifiers** +8 **Perception**

SCROLL OF CAT'S GRACE

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School transmutation; **Level** alchemist 2, bard 2, bloodrager 2, druid 2, magus 2, medium 2, mesmerist 2, psychic 2, ranger 2, sorcerer/wizard 2, summoner 2, unchained summoner 2

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

SCROLL OF GLITTERDUST

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

School conjuration (creation); **Level** bard 2, bloodrager 2, magus 2, mesmerist 2, occultist 2, sorcerer/wizard 2, summoner 2, unchained summoner 2, witch 2

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

WAND OF CURE LIGHT WOUNDS (20 charges)

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 300 gp; **Weight** —

The touched target heals 1d8+1 hit points if it is living. Undead targets take that much damage with a WILL DC 11 save for half.

(Cure Light Wounds is on the alchemist, bard, cleric, druid, inquisitor, occultist, paladin, ranger, shaman, spiritualist, and witch spell lists.)

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

+1 UNDEAD-BANE DAGGER

Light simple melee weapon, 1d4 damage; **Crit** 19-20/x2; **Type** P or S; **Range** 10 ft.;

Price 8,302gp; **Weight** 1 lb.

Aura moderate conjuration; **CL** 8th; **Identify DC** 23

An *undead-bane* weapon excels against undead creatures. Against undead, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes.

ORC WARRIOR (3)**CR 1/3**

Orc warrior 1

CE Medium humanoid

Init +0; **Senses** darkvision 60 ft.; Perception –1

DEFENSE**AC** 13, touch 10, flat-footed 13 (+3 armor)**hp** 6 (1d10+1)**Fort** +3, **Ref** +0, **Will** –1**Defensive Abilities** ferocity**Weaknesses** light sensitivity

OFFENSE**Speed** 30 ft.**Melee** sap +4 (1d6+3 nonlethal)**Ranged** net +1 touch (entangle)

STATISTICS**Str** 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 14**Feats** Weapon Focus (falchion)**Skills** Intimidate +2**Languages** Common, Orc**SQ** weapon familiarity**Gear** studded leather armor, sap, net