

The Solstice Scar

Part 2 – Ivvora's Wrath

Subtier 10-11

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 10-11 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 17 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 Gortheks, Orc Chieftan, 2 Orc Witch Doctors

Report a Success if the PCs overcome this encounter

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

Orc Raiders (infinite), Blackscale Sorcerer, 2 Bulettes, 2 Orc Chieftans

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

Blackscale Sorcerer, 4 Stone Giants

Report a Success if the PCs overcome this encounter.

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

Mugek, Champion Gutrattle, Wrath Priest, Warcat of Rull

Report a Special Success if the PCs overcome this encounter.

D. Take Them Head On

GORTHEK (3)

CR 7

N Large animal

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 85 (9d8+45)

Fort +13, **Ref** +5, **Will** +3

DR 5/-

OFFENSE

Speed 40 ft.

Melee gore +16 (2d6+16)

w/ Power Attack gore +14 (2d6+22)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 4d6+22), trample (2d6+16, DC 25)

STATISTICS

Str 32, **Dex** 9, **Con** 21, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +6; **CMB** +18 (+20 bull rush or sunder); **CMD** 27 (29 vs. bull rush or sunder, 31 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack

Skills Perception +12

ORC CHIEFTAIN**CR 9**

Orc fighter 10

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)**hp** 99 (10d10+40)**Fort** +9, **Ref** +6, **Will** +1 (+3 vs. fear)**Defensive Abilities** bravery +3, ferocity**Weaknesses** light sensitivity

OFFENSE

Speed 30 ft.**Melee** +1 orc double axe +18/+13 (1d8+9/19–20/x3) or

+1 orc double axe +16/+11 (1d8+9/19–20/x3), +1 orc double axe +16 (1d8+5/19–20/x3)

w/ Power Attack +1 orc double axe +15/+10 (1d8+18/19–20/x3) or

+1 orc double axe +13/+8 (1d8+18/19–20/x3), +1 orc double axe +13 (1d8+8/19–20/x3)

Ranged mwk composite shortbow +15/+10 (1d6+5/x3)**Special Attacks** weapon training (axes +2, bows +1)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 6, **Cha** 10**Base Atk** +10; **CMB** +14; **CMD** 27**Feats** Cleave, Cleaving Finish^{UC}, Grudge Fighter^{ARG}, Improved Critical (orc double axe), Improved Initiative, Intimidating Prowess, Orc Weapon Expertise (killer)^{ARG}, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)**Skills** Intimidate +12, Perception +3**Languages** Common, Orc**SQ** armor training 2, weapon familiarity**Combat Gear** +1 flaming arrow, potions of cure moderate wounds (2), potion of heroism; **Other Gear** +2 full plate, +1/+1 orc double axe, mwk composite shortbow (+4 Str) with 20 arrows, 88 gp

SPECIAL ABILITIES

Cleaving Finish If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.**Grudge Fighter** You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.**Orc Weapon Expertise (killer)** Whenever you wield a weapon that has “orc” in its name, you gain the benefit you chose so long as you are actually proficient with that weapon.*Killer:* Gain a +2 competence bonus on attack rolls made to confirm critical hits.

+1 FLAMING ARROW

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POTION OF HEROISM

Aura faint enchantment; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains a +2 morale to attacks, saves, skill checks for 50 minutes

+2 FULL PLATE

Heavy Armor, +11 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 5,650 gp; **Weight** 50 lbs.

Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1/+1 ORC DOUBLE AXE

Two-handed exotic melee weapon, 1d8/1d8 damage; **Crit** x3; **Type** S; **Price** 4,360 gp; **Weight** 15 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

ORC WITCH DOCTOR (2)**CR 8**

Orc witch (scarred witch doctor) 9

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)**hp** 94 (9d6+60)**Fort** +7, **Ref** +6, **Will** +10; +2 vs. pain**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +6 (1d4+1/19–20)**Ranged** sling +6 (1d4+1)**Special Attacks** hexes (blight [90 feet], cackle, evil eye [–4, 6 rounds], misfortune [2 rounds], slumber [9 rounds], DC 17)**Witch Spells Prepared** (CL 9th; concentration +10)5th—*cloudkill* (DC 18)4th—*enervation*, *shout* (DC 17)3rd—*fly*, *lightning bolt* (DC 16), *pain strike*^{APG} (DC 16), *screech*^{APG} (DC 16)2nd—*blindness/deafness* (DC 15), *blood blaze*^{ARG}, *false life*, *sentry skull*^{ARG}, *touch of idiocy*1st—*burning hands* (DC 14), *chill touch* (DC 14), *enlarge person* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*^{APG}**Patron** vengeance**TACTICS****Before Combat** The witch doctor casts *false life* and *mage armor* on herself before combat.**During Combat** Before enemies reach the orcs, the witch doctor casts *cloudkill* in their midst. She then casts *fly* on herself so she can cast additional spells and uses hexes from above her enemies' melee reach. The witch doctor typically spends a couple of rounds weakening her strongest foes using *enervation* and *ray of exhaustion*, then begins blasting with evocation spells.**Base Statistics** Without *false life* and *mage armor*, the witch doctor's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 79.**STATISTICS****Str** 12, **Dex** 14, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Accursed Hex^{UM}, Combat Casting, Extra Hex^{APG}, Iron Will, Toughness**Skills** Heal +7, Intimidate +12, Perception +10, Spellcraft +13**Languages** Common, Orc**SQ** constitution dependent, fetish mask, hex scar, scarshield (+4, 9 min./day), weapon familiarity**Combat Gear** *potion of cure serious wounds*, *wand of ray of exhaustion* (4 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity* +2, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 98 gp

[EDITOR'S NOTE: This was made with the pre-errata'd version of the Scarred Witch Doctor, but the DCs given in the scenario aren't consistent with either version of the SWD, so numbers have been adjusted to fit the pre-errata'd version. This means DCs have been calculated with CON instead of INT.]

Orc Witch Doctor Cheat Sheet

5th level spells

Cloudkill (conjunction(creation)[poison], VS, medium, 20ft. radius cloud, 1min/lvl) – Fog cloud kills creature with <4HD, 4-6HD FORT or take 1d4 CON dmg/rd, >6HD 1d4 CON dmg/rd FORT half. Cloud moves 10ft. away every round.

4th level spells

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

Shout (evocation[sonic], V, 30ft. cone, SRyes) – creatures in area take 5d6 sonic and deafened for 2d6rds. FORT half and no deaf. Crystalline objects/creatures take 1d6sonic/lvl (max 15d6). FORT half, REF to negate the damage to objects you are holding. *Silence* stops this.

3rd level spells

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

Pain Strike (evocation [evil, pain], VS, close, 1 living creature/lvl, 10 rds, SRyes) – FORT or 1d6 nonlethal/rd and sickened and caster gets +4 to intimidate vs. target.

Screech (evocation [sonic], V, 30ft radius around you, SRyes) – Enemies FORT or provoke from creatures that threaten them.

2nd level spells

Blindness/Deafness (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

Blood Blaze (transmutation[fire], VS, creature touched, 1rd/lvl, SRyes) – Creature gains 5ft aura that causes blood to ignite. Whenever someone in radius takes 5 piercing, slashing, or bleed dmg, fire sprays out to adj space. Person in space takes 1d6 fire, adjacent to that space takes 1 fire. Only one spray/creature/round. (Person with aura isn't immune.)

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Sentry Skull – not relevant in combat

Touch of Idiocy (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

1st level spells

Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

Chill Touch (necromancy, VS, creature(s) touched (1/lvl), SRyes) – Touch deals 1d6 negative energy, FORT or 1 Str dmg. Undead WILL or be panicked for 1d4+lvl rds.

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Hexes

Blight – Too slow to be relevant in combat

Cackle – Move action 1/round to extend the duration of any evil eye or misfortune within 30 ft.

Evil Eye – Target w/in 30 ft. takes a -4 to AC, ability checks, attacks, saves, or skill checks for 6 rounds. WILL reduces this to 1 round.

Misfortune – Target w/in 30 ft. WILL or rolls twice for every d20 roll and takes the lowest for 2 rounds.

Slumber – Target w/in 30 ft. WILL or falls asleep for 9 rounds.

Accursed Hex – If a target makes their save versus a hex, then the Witch Doctor can attempt that hex one more time against them.

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

WAND OF RAY OF EXHAUSTION (4 charges)

Aura faint necromancy; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 900 gp; **Weight** —

Attack one target within 35ft. with a ray. If it hits, they are exhausted for 5 minutes. A successful DC 14 Fortitude save reduces this to fatigued.

(Ray of Exhaustion is on the bloodrager, magus, mesmerist, sorcerer/wizard, spiritualist and witch spell lists.)

BELT OF INCREDIBLE DEXTERITY +2

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Dexterity. This is temporary for the first 24 hours worn.

BRACERS OF ARMOR +1

Aura moderate conjuration; **CL** 7th; **Slot** wrists; **Identify DC** 22; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 armor bonus to AC. These do not function if the wearer has a higher armor bonus from another source.

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.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

E. Protect the Convoy

ORC THUG (3*5) CR 3

Orc rogue 4
CE Medium humanoid (orc)
Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 25 (4d8+4)

Fort +0, **Ref** +7, **Will** +0

Defensive Abilities evasion, ferocity, trap sense +1, uncanny dodge

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk short sword +7 (1d6+3/19–20) or dagger +6 (1d4+4/19–20)

Ranged dagger +6 (1d4+3/19–20)

Special Attacks sneak attack +2d6

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** 16, **Con** 8, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19

Feats Improved Initiative, Toughness

Skills Appraise +8, Bluff +7, Climb +10, Escape Artist +10, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +10, Stealth +10

Languages Common, Goblin, Orc

SQ rogue talents (bleeding attack +2, fast stealth), trapfinding +2, weapon familiarity

Combat Gear *oil of magic weapon*, *potions of invisibility* (2); **Other Gear** +1 leather armor, daggers (6), mwk short sword, 218 gp

BULETTE (2) CR 7

N Huge magical beast
Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, –2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +8, **Will** +5

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks leap, savage bite

TACTICS

During Combat Trained by orc beast masters, the bulette burrows to the wagons during the first round of combat and bursts from the ground during the second round of combat.

Morale Having no regard for personal safety, a bulette fights to the death.

STATISTICS

Str 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11; **Racial Modifiers** +4 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

Savage Bite (Ex) A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

BLACKSCALE SORCERER**CR 9**

Half-orc sorcerer 10

CE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)**hp** 82 (10d6+45)**Fort** +8, **Ref** +5, **Will** +7**Defensive Abilities** orc ferocity; **DR** 10/adamantine; **Resist** acid 10**OFFENSE****Speed** 30 ft.**Melee** mwk greataxe +8 (1d12+3/×3) or
2 claws +7 (1d6+2)**Special Attacks** breath weapon (60-foot line, 10d6 acid, DC 20, 1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)**Sorcerer Spells Known** (CL 10th; concentration +15, +19 defensively)5th (4/day)—*cloudkill* (DC 20)4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*3rd (7/day)—*fireball* (DC 20), *fly*, *rage*, *stinking cloud* (DC 18)2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*1st (8/day)—*burning hands* (DC 18), *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)**Bloodline** draconic (black)**TACTICS****Before Combat** The sorcerer casts *false life*, *mage armor*, and *stoneskin* on himself.**During Combat** The sorcerer casts *cloudkill* to obscure the area and give the raiders time to approach the wagons. Once the bulettes arrive, he casts *fear* on the PCs but avoids hitting the bulettes.**Morale** Once the caravan has been disrupted and all of the orcs have escaped back into the cave system, the sorcerer retreats.**Base Statistics** Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.**STATISTICS****Str** 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation)**Skills** Fly +9, Intimidate +15, Linguistics +1, Perception +7, Spellcraft +7**Languages** Common, Draconic, Orc**SQ** bloodline arcana (acid spells deal +1 damage per die), orc blood, weapon familiarity**Combat Gear** *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** masterwork greataxe, *amulet of natural armor +1*, *cloak of resistance +1*, *headband of alluring charisma +2*, *ring of protection +1*, signet ring, diamond dust (worth 500 gp), 825 gp

Blackscale Sorcerer Cheat Sheet

5th level spells

Cloudkill (conjunction(creation)[poison], VS, medium, 20ft. radius cloud, 1min/lvl) – Fog cloud kills creature with <4HD, 4-6HD FORT or take 1d4 CON dmg/rd, >6HD 1d4 CON dmg/rd FORT half. Cloud moves 10ft. away every round.

Quickened 1st Level Spells

4th level spells

Fear (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

Shout (evocation[sonic], V, 30ft. cone, SRyes) – creatures in area take 5d6 sonic and deafened for 2d6rds. FORT half and no deaf. Crystalline objects/creatures take 1d6sonic/lvl (max 15d6). FORT half, REF to negate the damage to objects you are holding. *Silence* stops this.

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

3rd level spells

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 1d6/lvl fire (max 10d6), REF half.

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Rage (enchantment(compulsion)[mind-affecting], VS, medium, one willing creature/3 lvls w/in 30 ft of each other, concentration + 1 rd/lvl, SRyes) – +2 morale to Str, Con, +1 Will, -2 AC. Carries all the restrictions of rage, but the targets are not fatigued at the end.

Stinking Cloud (conjunction(creation), VSM, 20ft. radius cloud, 20ft. high, 1rd/lvl) – adjacent 20% concealment, more than that 50% concealment. FORT or be nauseated while in cloud and 1d4+1 rds after. People in cloud make a new save each round on your turn.

2nd level spells

Acid Arrow (conjunction(creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch deals 2d4 acid/rd.

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

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Resist Energy (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

1st level spells

Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

Endure Elements (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

WAND OF ACID ARROW (15 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 1,350 gp; **Weight** —

Ranged touch w/in 520 ft. On hit, target takes 2d4 acid and 2d4 acid next turn.

(Acid Arrow is on the bloodrager, magus, and sorcerer/wizard spell lists.)

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

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.

HEADBAND OF ALLURING CHARISMA +2

Aura moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Charisma. This is temporary for the first 24 hours worn.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

ORC CHIEFTAIN (2)**CR 9**

Orc fighter 10

CE Medium humanoid (orc)

Init +7; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex)**hp** 99 (10d10+40)**Fort** +9, **Ref** +6, **Will** +1 (+3 vs. fear)**Defensive Abilities** bravery +3, ferocity**Weaknesses** light sensitivity

OFFENSE

Speed 30 ft.**Melee** +1 orc double axe +18/+13 (1d8+9/19–20/x3) or

+1 orc double axe +16/+11 (1d8+9/19–20/x3), +1 orc double axe +16 (1d8+5/19–20/x3)

w/ Power Attack +1 orc double axe +15/+10 (1d8+18/19–20/x3) or

+1 orc double axe +13/+8 (1d8+18/19–20/x3), +1 orc double axe +13 (1d8+8/19–20/x3)

Ranged mwk composite shortbow +15/+10 (1d6+5/x3)**Special Attacks** weapon training (axes +2, bows +1)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 8, **Wis** 6, **Cha** 10**Base Atk** +10; **CMB** +14; **CMD** 27**Feats** Cleave, Cleaving Finish^{UC}, Grudge Fighter^{ARG}, Improved Critical (orc double axe), Improved Initiative, Intimidating Prowess, Orc Weapon Expertise (killer)^{ARG}, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (orc double axe)**Skills** Intimidate +12, Perception +3**Languages** Common, Orc**SQ** armor training 2, weapon familiarity**Combat Gear** +1 flaming arrow, potions of cure moderate wounds (2), potion of heroism; **Other Gear** +2 full plate, +1/+1 orc double axe, mwk composite shortbow (+4 Str) with 20 arrows, 88 gp

SPECIAL ABILITIES

Cleaving Finish If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.**Grudge Fighter** You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.**Orc Weapon Expertise (killer)** Whenever you wield a weapon that has “orc” in its name, you gain the benefit you chose so long as you are actually proficient with that weapon.*Killer:* Gain a +2 competence bonus on attack rolls made to confirm critical hits.

+1 FLAMING ARROW

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

Aura moderate evocation; **CL** 10th; **Identify DC** 25

The arrow deals an extra +1d6 fire damage on a successful hit. This damage is not multiplied on a crit.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

POTION OF HEROISM

Aura faint enchantment; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains a +2 morale to attacks, saves, skill checks for 50 minutes

+2 FULL PLATE

Heavy Armor, +11 **Armor Bonus**, +1 **Max Dex**, -5 **ACP**, **ASF** 35%, **Price** 5,650 gp; **Weight** 50 lbs.

Aura moderate abjuration; **CL** 6th; **Identify DC** 21

+1/+1 ORC DOUBLE AXE

Two-handed exotic melee weapon, 1d8/1d8 damage; **Crit** x3; **Type** S; **Price** 4,360 gp; **Weight** 15 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

F. The High Ground

BLACKSCALE SORCERER

CR 9

Half-orc sorcerer 10

CE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 82 (10d6+45)

Fort +8, **Ref** +5, **Will** +7

Defensive Abilities orc ferocity; **DR** 10/adamantine; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee mwk greataxe +8 (1d12+3/×3) or

2 claws +7 (1d6+2)

Special Attacks breath weapon (60-foot line, 10d6 acid, DC 20, 1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)

Sorcerer Spells Known (CL 10th; concentration +15, +19 defensively)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *rage*, *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

Bloodline draconic (black)

TACTICS

Before Combat The sorcerer casts *false life*, *mage armor*, and *stoneskin* on himself.

During Combat The sorcerer casts *fly* on the first round of combat along with a quickened *magic missile*. He maneuvers so he can catch as many opponents as possible with his breath weapon. If pressed into melee, he casts *bull's strength* and *rage*, then attacks with his greataxe or claws.

Base Statistics Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

Base Atk +5; **CMB** +7; **CMD** 19

Feats Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation)

Skills Fly +9, Intimidate +15, Linguistics +1, Perception +7, Spellcraft +7

Languages Common, Draconic, Orc

SQ bloodline arcana (acid spells deal +1 damage per die), orc blood, weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of acid arrow* (15 charges); **Other Gear** masterwork greataxe, *amulet of natural armor +1*, *cloak of resistance +1*, *headband of alluring charisma +2*, *ring of protection +1*, signet ring, diamond dust (worth 500 gp), 825 gp

Blackscale Sorcerer Cheat Sheet

5th level spells

Cloudkill (conjunction(creation)[poison], VS, medium, 20ft. radius cloud, 1min/lvl) – Fog cloud kills creature with <4HD, 4-6HD FORT or take 1d4 CON dmg/rd, >6HD 1d4 CON dmg/rd FORT half. Cloud moves 10ft. away every round.

Quickened 1st Level Spells

4th level spells

Fear (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

Shout (evocation[sonic], V, 30ft. cone, SRyes) – creatures in area take 5d6 sonic and deafened for 2d6rds. FORT half and no deaf. Crystalline objects/creatures take 1d6sonic/lvl (max 15d6). FORT half, REF to negate the damage to objects you are holding. *Silence* stops this.

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

3rd level spells

Fireball (evocation [fire], VSM, long, 20ft. radius, SRyes) – 1d6/lvl fire (max 10d6), REF half.

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Rage (enchantment(compulsion)[mind-affecting], VS, medium, one willing creature/3 lvls w/in 30 ft of each other, concentration + 1 rd/lvl, SRyes) – +2 morale to Str, Con, +1 Will, -2 AC. Carries all the restrictions of rage, but the targets are not fatigued at the end.

Stinking Cloud (conjunction(creation), VSM, 20ft. radius cloud, 20ft. high, 1rd/lvl) – adjacent 20% concealment, more than that 50% concealment. FORT or be nauseated while in cloud and 1d4+1 rds after. People in cloud make a new save each round on your turn.

2nd level spells

Acid Arrow (conjunction(creation)[acid], VSM, long, 1rd+1rd/3lvls) – Ranged touch deals 2d4 acid/rd.

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

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Resist Energy (abjuration, VSDF, 10min/lvl) – Resist 20 (acid, cold, electric, fire or sonic)

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

1st level spells

Burning Hands (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

Endure Elements (abjuration, VS, creature touched, 24 hrs, SRyes) – Protected from environment between -50 and 140°F

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Magic Missile (evocation[force], VS, medium, SRyes) – 5 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

WAND OF ACID ARROW (15 charges)

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 1,350 gp; **Weight** —

Ranged touch w/in 520 ft. On hit, target takes 2d4 acid and 2d4 acid next turn.

(Acid Arrow is on the bloodrager, magus, and sorcerer/wizard spell lists.)

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

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.

HEADBAND OF ALLURING CHARISMA +2

Aura moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Charisma. This is temporary for the first 24 hours worn.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

STONE GIANT (4)**CR 8**

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE**AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)**hp** 102 (12d8+48)**Fort** +12, **Ref** +6, **Will** +7**Defensive Abilities** improved rock catching

OFFENSE**Speed** 40 ft.**Melee** greatclub +16/+11 (2d8+12) or

2 slams +16 (1d8+8)

w/ Power Attack greatclub +13/+8 (2d8+21) or

2 slams +13 (1d8+14)

Ranged rock +11/+6 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (180 ft.)

STATISTICS**Str** 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +9; **CMB** +18; **CMD** 30**Feats** Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw**Skills** Climb +12, Intimidate +12, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain**Languages** Common, Giant

SPECIAL ABILITIES**Improved Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

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 (conjunction (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 (conjunction (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.

CHAMPION GUTRATTLE**CR 10**

Male orc brawler 11

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 23, touch 15, flat-footed 19 (+5 armor, +1 deflection, +2 Dex, +2 dodge, +3 shield)**hp** 98 (11d10+33)**Fort** +10, **Ref** +10, **Will** +6**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 *returning chakram* +17/+12/+7 (1d8+7) or

unarmed strike +18/+13/+8 (1d10+8 plus 1d6 fire) or

unarmed strike flurry of blows +16/+16/+11/+11/+6 (1d10+8 plus 1d6 fire)

w/ Power Attack +1 *returning chakram* +14/+9/+4 (1d8+13) or

unarmed strike +15/+10/+5 (1d10+14 plus 1d6 fire) or

unarmed strike flurry of blows +13/+13/+8/+8/+3 (1d10+14 plus 1d6 fire)

Ranged +1 *returning chakram* +18 (1d8+7)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 2/day (DC 21), maneuver training (grapple +3, trip +2, dirty trick +1), martial flexibility 8/day**STATISTICS****Str** 22, **Dex** 14, **Con** 14, **Int** 8, **Wis** 10, **Cha** 6**Base Atk** +11; **CMB** +17 (+18 dirty trick, +20 grapple, +19 trip); **CMD** 32 (33 vs. dirty trick, 35 vs. grapple, 34 vs. trip)**Feats** Combat Reflexes, Improved Unarmed Strike, Iron Will, Martial Weapon Proficiency (chakram), Power Attack, Pummeling Charge^{ACG}, Pummeling Style^{ACG}, Step Up, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)**Skills** Handle Animal +12, Intimidate +12, Ride +14**Languages** Common, Orc**SQ** brawler's cunning, martial training**Combat Gear** *potion of cure serious wounds*, *potion of displacement*, *potion of enlarge person*, *potion of fly*, *potion of remove blindness/deafness*; **Other Gear** +1 chain shirt, +1 heavy steel shield, +1 *returning chakram*^{APG}, *belt of mighty hurling*, *lesser*^{UE}, *cloak of resistance* +1, *flaming amulet of mighty fists*, *ring of protection* +1, gauntlet, hot weather outfit^{APG}**SPECIAL ABILITIES****Knockout (Ex)** At 10th level, twice per day a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the brawler's level + the higher of the brawler's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.**Martial Flexibility (Ex):** A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 4 times per day).

The brawler can use this ability again before the duration expires to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as with Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

Pummeling Charge You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target.

Pummeling Style Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess. You need to spend a swift action to enter Pummeling Style to gain any benefits from it.

Good Martial Flexibility Options:

Improved Disarm – Gain a +2 bonus to CMB & CMD for disarm, disarming doesn't provoke.

Greater Disarm (req Improved Disarm) – Gain a +2 bonus to disarm, the weapon lands 15ft. away in a random direction.

Improved Grapple – Gain a +2 bonus to CMB & CMD for grapple, grappling doesn't provoke.

Greater Grapple (req Improved Grapple) – Gain a +2 bonus for grapple, maintain a grapple as a move action.

Body Shield (req Improved Grapple, Ultimate Combat) – As immediate action, if you are attacked while grappling someone, make a CMB vs. their CMD. Succeed and you gain cover. If the attack misses, then it attacks the cover with the same attack roll.

Pinning Knockout (req Greater Grapple, Ultimate Combat) – If you have an opponent pinned, then if you choose to nonlethal damage on a successful grapple, do double that damage. Creatures immune to crits are immune to this damage.

Improved Trip – Gain a +2 bonus to CMB & CMD for trip, tripping doesn't provoke.

Greater Trip (req Improved Trip) – Gain a +2 bonus to trip, tripped creature provokes AoOs.

Vicious Stomp (Ultimate Combat) – Whenever someone falls next to you, you may make an unarmed strike as an AoO. (This AoO stacks with Greater Trip.)

Critical Focus – Gain +4 to critical confirmation rolls.

Sickening Critical (req Critical Focus) – Target becomes sickened for 1 minute on a crit. This doesn't stack with itself.

Improved Critical – Expand the critical focus of your unarmed strikes to 19-20.

Blind Fight – Invisible attackers gain no bonus against you, you can reroll miss chances one time each.

Deflect Arrows – Block one ranged attack per round that you can see.

Dodge – Gain a +1 dodge bonus to AC.

Greater Weapon Focus – Get a +1 to hit with your unarmed strikes.

Lunge – Gain +5ft of reach for -2 AC.

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

POTION OF DISPLACEMENT

Aura faint illusion; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains a 50% miss chance for 5 rounds.

POTION OF ENLARGE PERSON

Aura faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker grows a size category. This gives them +2 Str, -2 Dex, -1 attack and AC, and damage dice go up by 1. In addition, they gain natural reach.

POTION OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains a fly speed of 30 ft. (good) and a +2 bonus to fly checks for 5 minutes.

POTION OF REMOVE BLINDNESS/DEAFNESS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker is cured of blindness or deafness.

+1 CHAIN SHIRT

Light Armor, +5 **Armor Bonus**, +4 **Max Dex**, -1 **ACP**, **ASF** 20%, **Price** 1,250 gp; **Weight** 25 lbs.

Aura moderate abjuration; **CL** 3rd; **Identify DC** 18

+1 HEAVY STEEL SHIELD

Shield, +3 **Shield Bonus**, -1 **ACP**, **ASF** 15%, **Price** 1,170 gp; **Weight** 15 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 RETURNING CHAKRAM

Martial ranged weapon, 1d8 damage; **Crit** x2; **Type** S; **Range** 30 ft.; **Price** 8,301 gp; **Weight** 1 lb.

Aura moderate evocation and transmutation; **CL** 7th; **Identify DC** 22

You can wield the chakram as a melee weapon, but it is not designed for such use; you take a -1 penalty on your attack roll with the weapon and must succeed at a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save if wearing heavy armor.

This special ability can only be placed on a weapon that can be thrown. A *returning* weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a *returning* weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

LESSER BELT OF MIGHTY HURLING

Aura moderate transmutation; **CL** 8th; **Slot** belt; **Identify DC** 23; **Price** 14,000 gp; **Weight** 1 lb.

This thick leather belt is buckled with a bright bronze clasp in the shape of a fist. When worn, it grants its wearer a +2 enhancement bonus to Strength and allows him to apply his Strength modifier as a bonus on attack rolls instead of his Dexterity modifier when making ranged attacks with thrown weapons. Also, the range increment of any weapon thrown by the wearer gains a +10-foot bonus. Treat this Strength bonus as a temporary ability bonus for the first 24 hours the belt is worn.

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.

FLAMING AMULET OF MIGHTY FISTS

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

The wearer of this amulet gains the *flaming* quality on all their unarmed strikes and their natural attacks.

Upon command, a *flaming* weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

RING OF PROTECTION +1

Aura faint evocation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 4,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

WRATH PRIEST**CR 7**

Half-orc cleric 8

CE Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 20, touch 10, flat-footed 20 (+9 armor, +1 natural)**hp** 71 (8d8+32)**Fort** +8, **Ref** +2, **Will** +8; +2 resistance vs. good**Defensive Abilities** orc ferocity; **Immune** fire (96 points)**OFFENSE****Speed** 20 ft.**Melee** +1 *greataxe* +12/+7 (1d12+9/×3)**w/ Power Attack** +1 *greataxe* +10/+5 (1d12+15/×3)**Ranged** javelin +6/+1 (1d6+6)**Special Attacks** channel negative energy 4/day (DC 15, 4d6), destructive aura (+4, 8 rounds/day), destructive smite (+4, 5/day), scythe of evil (4 rounds, 1/day)**Domain Spell-Like Abilities** (CL 8th; concentration +10)

5/day—touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +10)4th—*chaos hammer* (DC 16), *divine power*, *unholy blight*^D (DC 16)3rd—*invisibility purge*, *prayer*, *protection from energy* (DC 15), *rage*^D2nd—*align weapon*^D (evil weapons only), *bull's strength*, *darkness*, *spiritual weapon* (2)1st—*bane* (DC 13), *divine favor*, *entropic shield*, *protection from good*, *shield of faith*, *true strike*^D0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance***D** Domain spell; **Domains** Destruction, Evil**TACTICS****Before Combat** The cleric casts *protection from energy* (fire).**STATISTICS****Str** 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12**Base Atk** +6; **CMB** +10; **CMD** 20**Feats** Heavy Armor Proficiency, Power Attack, Toughness, Weapon Focus (*greataxe*)**Skills** Intimidate +7, Perception +5, Spellcraft +3**Languages** Common, Orc**SQ** aura, orc blood, weapon familiarity**Combat Gear** *potions of cure serious wounds* (2), *alchemist's fire* (2); **Other Gear** +1 *half-plate*, +1 *greataxe*, javelins (5), *amulet of natural armor* +1, wooden unholy symbol, 184 gp

Wrath Priest Cheat Sheet

4th level spells

- Chaos Hammer** (evocation [chaotic], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Lawful WILL?half:full + slowed for 1d4 rds. Neutral WILL?quarter:half
- Divine Power** (evocation, VSDF, personal, 1rd/lvl) - +1/3lvls on att, weapon dmg, STR checks, STR skills. 1 temp/lvl. Haste attack.
- Unholy Blight** (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half

3rd level spells

- Invisibility Purge** (evocation, VS, personal, 1min/lvl) – Sphere w/ radius 5ft/lvl. Negate all invisibility in the sphere
- Prayer** (enchantment (compulsion) [mind-affecting], VSDF, 40ft. burst centered on you, 1rd/lvl, SRyes) – Allies get +1 luck bonus to attack, weapon damage, saves and skills. Enemies get a similar penalty.
- Protection from Energy** (abjuration, VSDF, creature touched, SRyes) – Absorb 10/lvl (max 120) points of energy damage
- Rage** (enchantment(compulsion)[mind-affecting], VS, medium, one willing creature/3 lvls w/in 30 ft of each other, concentration + 1 rd/lvl, SRyes) – +2 morale to Str, Con, +1 Will, -2 AC. Carries all the restrictions of rage, but the targets are not fatigued at the end.

2nd level spells

- Align Weapon** (transmutation, VSDF, weapon touched or 50 projectiles touched, 1min/lvl, SRyes) – weapon becomes aligned X.
- Bull's Strength** (transmutation, VSDF, creature touched, 1min/lvl, SRyes) – +4 STR enhancement
- Darkness** (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.
- Spiritual Weapon (2)** (evocation[force], VSDF, medium, 1rd/lvl, SRyes) Weapon of force +(WIS+BAB) (1d8+1/3lvls force) Move to redirect the weapon. Touch AC is 12.

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.
- Divine Favor** (evocation, VSDF, personal, 1 minute) +1/3lvls (max +3) luck bonus on attack and weapon damage.
- Entropic Shield** (abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)
- Protection from Good** (abjuration[evil], VSDF, 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
- Shield of Faith** (abjuration, VSM, creature touched, 1min/lvl) - +2+1/6lvls deflection to AC
- True Strike** (divination, VF, personal) – Next attack gets a +20 insight bonus

Domain Powers

- Destructive Aura** – Emit a 30ft. aura of destruction for lvl rounds/day. All attacks made against targets in the area gain a +1/2 lvl morale bonus to damage and crits are auto confirmed.
- Destructive Smite** – Make a single melee attack as a standard action with a morale bonus to damage equal to ½ your level.
- Scythe of Evil** – Once per day, give a weapon touched the unholy quality for ½ lvl rounds.
- Touch of Evil** – Touch attack causes creature to be sickened and count as good for the purpose of spells with [evil] for ½ lvl rounds.

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

POTION OF CURE SERIOUS WOUNDS

Aura faint conjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker regains 3d8+5 hit points

+1 HALF PLATE

Heavy Armor, +9 **Armor Bonus**, +0 **Max Dex**, -6 **ACP**, **ASF** 40%, **Price** 1,750 gp; **Weight** 50 lbs.

Aura faint abjuration; **CL** 3rd; **Identify DC** 18

+1 GREATAXE

Two-handed martial melee weapon, 1d12 damage; **Crit** x3; **Type** S; **Price** 2,320 gp; **Weight** 12 lbs.

Aura faint evocation; **CL** 3rd; **Identify DC** 18

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

N Huge animal

Init +4; **Senses** low-light vision, scent; **Perception** +7

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

hp 184 (16d8+112)

Fort +17, **Ref** +14, **Will** +7

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +22 (2d6+12 plus grab), 2 claw +22 (1d8+12/19-20 plus rend)

w/ Power Attack bite +18 (2d6+20 plus grab), 2 claw +18 (1d8+20/19-20 plus rend)

Space 15 ft., **Reach** 15 ft.

Special Attacks pounce, rend (2 claws, 1d8+18; 1d8+30 w/ Power Attack), trample (2d8, DC 30)

STATISTICS

Str 35, **Dex** 18, **Con** 24, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +12; **CMB** +26; **CMD** 40

Feats Acrobatic, Cleave, Diehard, Endurance, Improved Critical (claw), Iron Will, Power Attack, Run

Skills Acrobatics +11, Climb +25, Perception +7, Stealth +3, Swim +19