

The Solstice Scar

Part 2 – Ivvora's Wrath

Subtier 7-8

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 7-8 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 15 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

2 Gorthek Mounts, 2 Gorthek Riders, 2 Orc Warlords

Report a Success if the PCs overcome this encounter

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

Orc Raiders (infinite), Bulette, 4 Orc Scouts

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

2 Hill Giants, 2 Orc Scouts

Report a Success if the PCs overcome this encounter.

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

Mugek, Champion Gutrattle, Wrath Priest

Report a Special Success if the PCs overcome this encounter.

D. Take Them Head On

GORTHEK MOUNT

CR —

N Large animal

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 51 each (6d8+24)

Fort +9, **Ref** +5, **Will** +2; +4 vs. enchantment

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee gore +11 (2d6+12)

w/ Power Attack gore +9 (2d6+18)

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

Special Attacks powerful charge (gore, 4d6+16)

STATISTICS

Str 26, **Dex** 11, **Con** 18, **Int** 2, **Wis** 10, **Cha** 5

Base Atk +4; **CMB** +13 (+15 bull rush or sunder); **CMD** 23 (25 vs. bull rush or sunder)

Feats Improved Bull Rush, Improved Sunder, Power Attack

Skills Perception +9

SQ link, share spells, tricks (attack [all creatures], come, defend, heel, guard, seek, stay, work)

GORTHEK RIDER (2)**CR 6**Orc cavalier 7 (*Pathfinder RPG Advanced Player's Guide* 32)

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)**hp** 64 (7d10+21)**Fort** +8, **Ref** +3, **Will** +3**Defensive Abilities** ferocity**Weaknesses** light sensitivity

OFFENSE

Speed 20 ft.**Melee** +1 lance +12/+7 (1d8+7/×3)**Ranged** javelin +7/+2 (1d6+4)**Special Attacks** banner +2/+1, cavalier's charge, challenge (+7, +2, 3/day)

STATISTICS

Str 19, **Dex** 10, **Con** 14, **Int** 6, **Wis** 10, **Cha** 12**Base Atk** +7; **CMB** +11; **CMD** 21**Feats** Animal Affinity, Beast Rider (gorthek)^{ARG}, Dazzling Display, Horde Charge^{ARG}, Intimidating Prowess, Quick Draw, Toughness**Skills** Handle Animal +9, Intimidate +13, Perception +6, Ride +6**Languages** Common, Orc**SQ** expert trainer +3, mount (gorthek), order of the cockatrice (braggart), tactician (2/day, 6 rounds, standard action), weapon familiarity**Combat Gear** *potion of cure moderate wounds*, *potion of eagle's splendor*; **Other Gear** +1 half-plate, +1 lance, javelins (8), *cloak of resistance* +1, 182 gp

SPECIAL ABILITIES

Banner (Ex) At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Braggart (Ex) At 2nd level, the cavalier can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The cavalier receives a +2 morale bonus on melee attack rolls made against demoralized targets.

Cavalier's Charge (Ex) At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge Whenever an order of the cockatrice cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target (not counting his mount). This bonus increases by +1 for every four levels the cavalier possesses.

Horde Charge When charging during the same round as an ally with this feat, you gain a +2 bonus on attack and damage rolls in addition to the normal bonus for charging. If you can make multiple attacks on a charge, this bonus only applies to the first attack.

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 EAGLE'S SPLENDOR

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

The drinker gains a +4 enhancement bonus to Charisma for 3 minutes

+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 LANCE

Two-handed martial melee weapon, 1d8 damage; **Crit** x3; **Type** P; **Price** 2,310 gp; **Weight** 10 lbs.

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

A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

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.

ORC WARLORD (2)**CR 6**

Orc barbarian 7

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 11, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, -2 rage)**hp** 86 (7d12+35)**Fort** +9, **Ref** +4, **Will** +2**Defensive Abilities** ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** +1 *falchion* +14/+9 (2d4+10/18–20), bite +8 (1d4+3) or
mwk shortspear +14/+9 (1d6+9)**Ranged** javelin +9/+4 (1d6+6)**Special Attacks** rage (18 rounds/day), rage powers (animal fury, intimidating glare, strength surge +7)**STATISTICS****Str** 23, **Dex** 14, **Con** 18, **Int** 8, **Wis** 6, **Cha** 10**Base Atk** +7; **CMB** +13; **CMD** 24**Feats** Ferocious Action^{ARG}, Intimidating Prowess, Quick Draw, Resolute Rager^{ARG}**Skills** Intimidate +16, Perception +8, Sense Motive +5**Languages** Common, Orc**SQ** fast movement, weapon familiarity**Combat Gear** *potion of bull's strength*, *potion of cure serious wounds*; **Other Gear** mwk hide armor, +1
falchion, javelins (10), mwk shortspear, *ring of protection +1*, 99 gp**SPECIAL ABILITIES****Ferocious Action** When you fall to 0 hit points or fewer, you lose 2 hit points each round, but you are not staggered. If you are in a rage (such as that caused by the barbarian rage class feature), you instead only lose 1 hit point per round.**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Resolute Rager** While raging, when under the effect of a fear effect that allows a saving throw, you can make a new saving throw against that fear effect at the start of each of your turns before acting. If you make the new save, the fear effect ends.**Strength Surge (Ex)** The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action. This power can only be used once per rage.

POTION OF BULL'S STRENGTH

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

The drinker gains a +4 enhancement bonus to Strength for 3 minutes

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 FALCHION

Two-handed martial melee weapon, 2d4 damage; **Crit** 18-20; **Type** S; **Price** 2,375 gp; **Weight** 8 lbs.

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

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

BULETTE	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.	

ORC SCOUT (4)**CR 5**

Orc ranger 6

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft., scent; Perception +10**DEFENSE****AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)**hp** 49 (6d10+12)**Fort** +6, **Ref** +8, **Will** +3**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** mwk battleaxe +10/+5 (1d8+3/×3)**Ranged** +1 composite shortbow +10/+5 (1d6+4/×3)**Special Attacks** combat style (archery), favored enemy (dwarves +4, humans +2)**Ranger Spells Prepared** (CL 3rd; concentration +4)1st—*longstrider*, *pass without trace***TACTICS****Before Combat** The scouts cast *longstrider* and *pass without trace* before starting on the heist.**During Combat** The scouts initiate combat by using Shot on the Run to throw tanglefoot bags at the PCs. If given a promising opportunity, a scout grabs an armful of loot and retreats.**Morale** Once they have the loot, they use withdraw and run actions to escape.**STATISTICS****Str** 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6**Base Atk** +6; **CMB** +9; **CMD** 23**Feats** Dodge, Endurance, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run**Skills** Handle Animal +7, Intimidate +7, Perception +10, Stealth +12, Survival +10**Languages** Common, Orc**SQ** favored terrain (mountain +2), hunter's bond (companions), track +3, weapon familiarity, wild empathy +4**Combat Gear** +1 flaming arrows (2), *potion of cure moderate wounds*, tanglefoot bags (2); **Other Gear** +1 studded leather, +1 composite shortbow with 40 arrows, mwk battleaxe, 56 gp

+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.

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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

+1 COMPOSITE SHORTBOW (+3 STR)

Two-handed martial ranged weapon, 1d8 damage; **Crit** x3; **Type** P; **Range** 70ft.;

Price 2,675 gp; **Weight** 2 lbs.

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

You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength modifier is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite shortbow. A composite shortbow fires arrows.

For the purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite shortbow is treated as if it were a shortbow.

+1 STUDED LEATHER

Light Armor, +4 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.

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

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.

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F. The High Ground

HILL GIANT (2)

CR 7

CE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +6

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +14/+9 (2d8+10) or

2 slams +13 (1d8+7)

w/ Power Attack greatclub +12/+7 (2d8+16) or

2 slams +11 (1d8+11)

Ranged rock +6 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

ORC SCOUT (2)**CR 5**

Orc ranger 6

CE Medium humanoid (orc)

Init +3; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE**AC** 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)**hp** 49 (6d10+12)**Fort** +6, **Ref** +8, **Will** +3**Defensive Abilities** ferocity**Weaknesses** light sensitivity

OFFENSE**Speed** 30 ft.**Melee** mwk battleaxe +10/+5 (1d8+3/×3)**Ranged** +1 composite shortbow +10/+5 (1d6+4/×3)**Special Attacks** combat style (archery), favored enemy (dwarves +4, humans +2)**Ranger Spells Prepared** (CL 3rd; concentration +4)1st—*longstrider*, *pass without trace*

STATISTICS**Str** 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 12, **Cha** 6**Base Atk** +6; **CMB** +9; **CMD** 23**Feats** Dodge, Endurance, Mobility, Point-Blank Shot, Precise Shot, Shot on the Run**Skills** Handle Animal +7, Intimidate +7, Perception +10, Stealth +12, Survival +10**Languages** Common, Orc**SQ** favored terrain (mountain +2), hunter's bond (companions), track +3, weapon familiarity, wild empathy +4**Combat Gear** +1 flaming arrows (2), *potion of cure moderate wounds*, tanglefoot bags (2); **Other Gear** +1 studded leather, +1 composite shortbow with 40 arrows, mwk battleaxe, 56 gp

+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.

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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

+1 COMPOSITE SHORTBOW (+3 STR)

Two-handed martial ranged weapon, 1d8 damage; **Crit** x3; **Type** P; **Range** 70ft.;

Price 2,675 gp; **Weight** 2 lbs.

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

You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength modifier is lower than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite shortbow. A composite shortbow fires arrows.

For the purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite shortbow is treated as if it were a shortbow.

+1 STUDED LEATHER

Light Armor, +4 **Armor Bonus**, +5 **Max Dex**, 0 **ACP**, **ASF** 15%, **Price** 1,175 gp; **Weight** 20 lbs.

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

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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.

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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.

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, VSMDf, 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], 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
- 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.