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# 100% CRUNCH: ORCS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

Got bored with the normal version of a monster and fancy spicing things up a bit? Want to include imaginative and interesting versions of an iconic fantasy monster but don't have the time to build the stat block yourself? Fear not – the 100% Crunch line is here to save the day! Each instalment in the line features dozens of ready-to-go stat blocks at a wide range of CRs of an iconic monster.

This instalment of 100% Crunch presents 34 orcs (CRs 1/4-7) for the time-crunched GM to immediately utilise in game.



## CREDITS

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Thank you for purchasing *100% Crunch: Orcs*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *100% Crunch: Orcs* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

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## FOREWORD

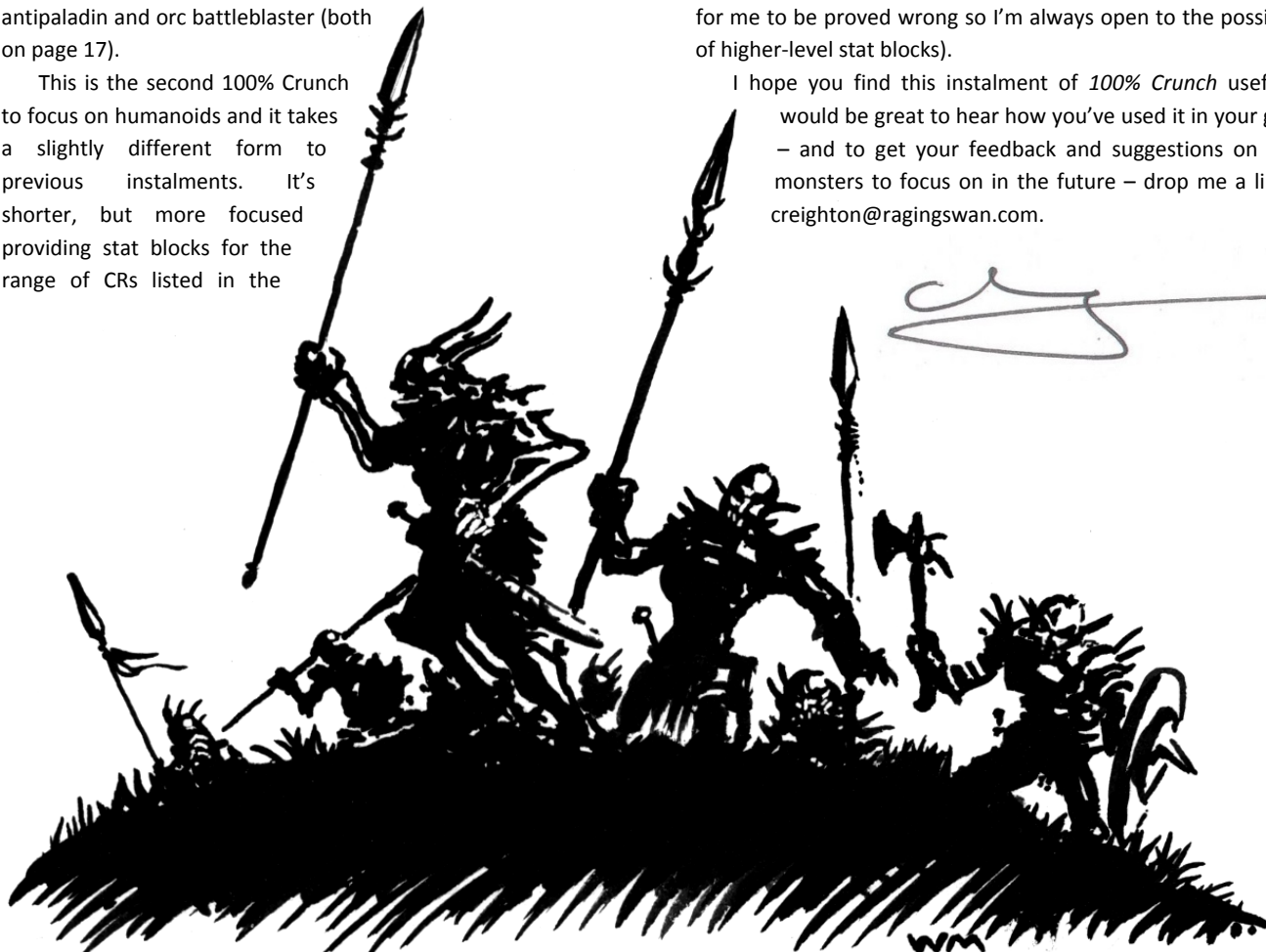
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To date, my Borderland of Adventure campaign has focused on orcs and goblins as enemies. The PCs recently infiltrated and sacked an orc fortress and the stat blocks herein were jolly useful in portraying their foes. They particularly “enjoyed” the orc spearmaster (page 19) and the orc antipaladin and orc battleblaster (both on page 17).

This is the second 100% Crunch to focus on humanoids and it takes a slightly different form to previous instalments. It’s shorter, but more focused providing stat blocks for the range of CRs listed in the

orc’s entry in the *Bestiary*. I think this provides the utility that most GMs using orcs need while allowing me to keep the cost down by not including material almost no-one will use; as is the case with goblins I don’t think many people really need CR 16 orc opponents. (My players, however, I expect would be delighted for me to be proved wrong so I’m always open to the possibility of higher-level stat blocks).

I hope you find this instalment of *100% Crunch* useful. It would be great to hear how you’ve used it in your game – and to get your feedback and suggestions on what monsters to focus on in the future – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



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## READING STAT BLOCKS

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*100% Crunch:* *Orcs* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

## ORCS

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Along with their brute strength and comparatively low intellect, the primary difference between orcs and the civilized humanoids is their attitude. As a culture, orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages when they can get away with it. They have little time for niceties or details, and their camps and villages tend to be filthy, ramshackle affairs filled with drunken brawls, pit fights and other sadistic entertainment. Lacking the patience for farming and only able to shepherd the most robust and self-sufficient animals, orcs almost always find it easier to take what someone else has built than to create things themselves. They are arrogant and quick to anger when challenged, but only worry about honours so far as it directly benefits them to do so.

An adult male orc is roughly 6 feet tall and 210 pounds. Orcs and humans interbreed frequently, though this is almost always

the result of raids and slave-taking rather than consensual unions. Many orc tribes purposefully breed for half-orcs and raise them as their own, as the smarter progeny make excellent strategists and leaders for their tribes.

**Environment:** Temperate hills, mountains or underground

**Organization:** Solitary, gang (2–4), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level) or band (30–100 plus 150% noncombatants plus 1 sergeant of 3rd level per 10 adults, 1 lieutenant of 5th level per 20 adults, and 1 leader of 7th level per 30 adults)

**Treasure:** NPC gear (studded leather armour, falchion, 4 javelins, other treasure)





## NORMAL ORCS

### ORC NON-COMBATANT

CR 1/3 (XP 135)

*This female green-skinned humanoid is ugly and muscular. She wears stained leather armour.*

Female orc commoner 1

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

**Speed** 30 ft.; **ACP** 0; Climb +5

**AC** 13, touch 11, flat-footed 12; **CMD** 13

(+2 armour [leather], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 8 (1 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +0; **CMB** +2

**Melee** morningstar +2 (1d8+2)

**Abilities** Str 15, Dex 12, Con 13, Int 7, Wis 8, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Toughness

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus belt pouch, 2 sp

### ORC YOUNG

CR 1/4 (XP 100)

*This small gray-skinned humanoid wears filthy stained leather armour and fingers a curved dagger menacingly.*

Young orc commoner 1

CE Small humanoid (orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

**Speed** 30 ft.; **ACP** 0; Climb +3, Stealth +7

**AC** 15, touch 13, flat-footed 12; **CMD** 12

(+2 armour [leather], +3 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 6 (1 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -9 hp.

**Space** 5 ft.; **Base Atk** +0; **CMB** -1

**Melee** dagger +1 (1d3/19-20)

**Abilities** Str 11, Dex 16, Con 9, Int 7, Wis 8, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Toughness

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus belt pouch, 2 sp

### ORC WARRIOR

CR 1/3 (XP 135)

*Clad in studded leather armour, this ugly, muscular humanoid wields a falchion.*

Male orc warrior 1

CE Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception -2, Sense Motive -2

**Speed** 30 ft.; **ACP** -1; Climb +6

**AC** 13, touch 10, flat-footed 13; **CMD** 14

(+3 armour [studded leather])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 7 (1 HD); ferocity

**Ferocity (Ex)** An orc warrior remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

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

**Ranged** light crossbow (range 80 ft.) +1 (1d8/19-20)

**Combat Gear** bolts (10)

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

**SQ** weapon familiarity (orc)

**Feats** Weapon Focus (falchion)

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus 12 sp

## ORC CHARACTERS

Orcs are defined by their class levels—they do not possess racial Hit Dice. All orcs have the following racial traits.

**Ability Scores:** +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma: Orcs are brutal and savage.

**Darkvision:** Orcs can see in the dark up to 60 feet.

**Ferocity:** An orc remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

**Light Sensitivity:** Orcs are dazzled as long as they remain in an area of bright light.

**Weapon Familiarity:** Orcs are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

**Languages:** Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from among the following bonus languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.

## CR 1/2 ORCS

### ORC ADEPT

CR 1/2 (XP 200)

*This near-naked orc is daubed with vibrant ochre-red paint.*

Male orc adept 2

CE Medium humanoid (orc)

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

**Speed** 30 ft.; **ACP** 0; Climb +5

**AC** 10, touch 9, flat-footed 10; **CMD** 12

(+1 armour [mwk padded], -1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 11 (2 HD) ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -11 hp.

**Space** 5 ft.; **Base Atk** +1; **CMB** +3

**Melee** falchion +3 (2d4+3/18-20)

**Adept Spells Prepared** (CL 2nd; concentration +2; share spells)

1st—*bless*, *cure light wounds*

0—*create water*, *light*, *touch of fatigue* (DC 10)

**Combat Gear** *potion of shield of faith* (+2)

**Abilities** Str 14, Dex 9, Con 11, Int 10, Wis 11, Cha 6

**SQ** summon familiar (lizard), weapon familiarity (orc)

**Feats** Alertness<sup>B</sup>, Toughness

**Skills** as above plus Knowledge (religion) +5, Survival +6

**Languages** Common, Orc, empathic link

**Gear** as above plus flint and steel, spell component pouch 1d6 sp

### ORC ARCHER

CR 1/2 (XP 200)

*This savage humanoid has green-gray skin and greasy black hair.*

Male orc warrior 2

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)

**AC** 17, touch 11, flat-footed 16; **CMD** 15

(+6 armour [chainmail], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 15 (2 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

**Combat Gear** *potion of shield of faith* (+2)

**Space** 5 ft.; **Base Atk** +2; **CMB** +4

**Ranged** longbow (range 100 ft.) +4 (1d8/x3)

**Melee** heavy flail +4 (1d10+3/19-20)

**Combat Gear** arrows (20)

**Abilities** Str 15, Dex 13, Con 12, Int 7, Wis 8, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Weapon Focus (longbow)

**Skills** as above plus Intimidate +3

**Languages** Common, Orc

**Gear** as above plus belt pouch, 15 sp

### ORC BERSERKER

CR 1/2 (XP 200)

*This muscular, gray-skinned humanoid wields a greataxe.*

Male orc barbarian (superstitious) 1

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

**Speed** 40 ft., base speed 30 ft.; **ACP** 0; Acrobatics +5 (+9 jumping), Climb +8

**AC** 14, touch 11, flat-footed 13; **CMD** 16

(+3 armour [mwk studded leather], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +1, **Will** +2

**hp** 15 (1 HD); ferocity

**Ferocity (Ex)** An orc berserker remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +1; **CMB** +5

**Melee** greataxe +5 (1d12+6/x3)

**Ranged** javelin (range 30 ft.) +2 (1d6+4)

**Atk Options** rage (6 rounds)

**Combat Gear** *potion of cure light wounds*

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

**SQ** fast movement, weapon familiarity (orc)

**Feats** Iron Will

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus

**Raging, the orc berserker as the following altered statistics:**

Climb +10

**AC** 12, touch 9, flat-footed 11; **CMD** 18

(+3 armour [studded leather], -2 class, +1 Dex)

**Fort** +6, **Will** +4

**hp** 17 (1 HD); ferocity (-18 hp)

**CMB** +7

**Melee** greataxe +7 (1d12+9/x3)

**Ranged** javelin (range 30 ft.) +2 (1d6+6)

**Abilities** Str 23, Con 18

**ORC BLOOD PRIEST** CR 1/2 (XP 200)  
*Clad in bloodstained chainmail this bestial humanoid clutches a morningstar matted with hair and rotting flesh.*

Male orc cleric 1  
CE Medium humanoid (orc)  
**Init** -1; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1  
**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -7 (-11 jumping)

**AC** 16, touch 9, flat-footed 16; **CMD** 12  
(+6 armour [chainmail], -1 Dex, +1 shield [light wooden])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 13 (1 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +0; **CMB** +3

**Melee** morningstar +3 (1d8+3) or

**Melee Touch** bleeding touch (4/day) +3 (1d6 bleed [1 round])

**Ranged** javelin (range 30 ft.) -1 (1d6+3)

**Special Actions** battle rage (+1), channel negative energy (4/day; 1d6; DC 12)

**Battle Rage (Sp [4/day])** The blood priest touches an ally to give it a +1 bonus to melee damage rolls for 1 round.

**Cleric Spells Prepared** (CL 1st; domains: death, war; concentration +2; spontaneous casting [*inflict* spells])

1st—*cure light wounds*, *magic weapon*<sup>D</sup>, *shield of faith*

0—*bleed* (DC 11), *resistance*, *virtue*

**Combat Gear** javelin (2), *scroll of bless*, *scroll of cure light wounds*

**Abilities** Str 16, Dex 8, Con 13, Int 8, Wis 13, Cha 12

**SQ** evil aura (faint), weapon familiarity

**Feats** Toughness

**Skills** as above plus Knowledge (religion) +3

**Languages** Common, Orc

**Gear** as above plus unholy symbol, spell component pouch, 5 gp

**ORC FOOTMAN** CR 1/2 (XP 200)  
*This savage humanoid has green-gray skin and greasy black hair. Obviously strong, it wears battered chainmail and carries a huge axe.*

Male orc warrior 2  
CE Medium humanoid (orc)  
**Init** +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1  
**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -5 (-9 jumping)

**AC** 16, touch 10, flat-footed 16; **CMD** 15  
(+6 armour [chainmail])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 15 (2 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +5

**Melee** greataxe +6 (1d12+4/x3)

**Ranged** javelin (range 30 ft.) +2 (1d6+3)

**Combat Gear** javelin (4), *oil of magic weapon*

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

**SQ** weapon familiarity (orc)

**Feats** Weapon Focus (greataxe)

**Skills** as above plus Intimidate +3

**Languages** Common, Orc

**Gear** as above plus belt pouch, 15 sp

**ORC HURLER** CR 1/2 (XP 200)  
*This muscular, green-skinned humanoid wears an oversized quiver full of javelins on its back.*

Male orc barbarian (hurler) 1

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics +0 (-4 jumping), Climb +1

**AC** 18, touch 12, flat-footed 16; **CMD** 16  
(+6 armour [chainmail], +2 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +2, **Will** +0

**hp** 15 (1 HD); ferocity

**Ferocity (Ex)** An orc berserker remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

**Ranged** javelin (range 40 ft.) +4 (1d6+3)

**Melee** greatclub +4 (1d10+4)

**Atk Options** rage (6 rounds)

**Combat Gear** javelins (5), *potion of cure light wounds*

**Abilities** Str 17, Dex 15, Con 14, Int 8, Wis 10, Cha 6

**SQ** skilled thrower, weapon familiarity (orc)

**Feats** Weapon Focus (javelin)

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus

**Raging, the orc javelin hurler has the following altered statistics:**

Climb +2

**AC** 16, touch 10, flat-footed 14; **CMD** 18  
(+6 armour [chainmail], -2 class, +2 Dex)

**Fort** +6, **Will** +2

**hp** 17 (1 HD); ferocity (-18 hp)

**CMB** +6

**Ranged** javelin (range 40 ft.) +4 (1d4+5)

**Melee** greatclub +6 (1d10+7)

**Abilities** Str 21, Con 18

## CR 1 ORCS

### ORC LEARNED ADEPT

CR 1 (XP 400)

*This feral humanoid with green-gray skin holds aloft a bloodstained holy symbol.*

Orc adept 3

CE Medium humanoid (orc)

**Init** -1; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

**Speed** 30 ft.; **ACP** -1

**AC** 13, touch 9, flat-footed 13; **CMD** 12

(+4 armour [mwk chain shirt], -1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +2, **Ref** +0, **Will** +4

**hp** 16 (3 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

**Space** 5 ft.; **Base Atk** +1; **CMB** +3

**Melee** mwk falchion +3 (2d4+3/18-20)

**Ranged** heavy crossbow (range 120 ft.) -1 (1d10/19-20)

**Adept Spells Prepared** (CL 3rd; concentration +3)

1st—*bless*, *burning hands* (DC 11), *cure light wounds*

0—*detect magic*, *ghost sound* (DC 10), *touch of fatigue* (DC 10)

**Combat Gear** scroll of *cure light wounds* (2)

**Abilities** Str 14, Dex 9, Con 12, Int 9, Wis 11, Cha 6

**SQ** summon familiar (typically viper), weapon familiarity (orc)

**Feats** Alertness<sup>B</sup>, Deceitful, Toughness

**Skills** as above plus Bluff +2, Disguise +2, Spellcraft +3

**Languages** Common, Orc

**Gear** as above plus spell component pouch, unholy symbol, belt pouch, 12 gp

### ORC MIGHTY HURLER

CR 1 (XP 400)

*This hulking orc wears scale mail and carries a bunch of javelins on its back in an elongated quiver.*

Male orc barbarian (hurler) 2

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -1 (-5 jumping), Climb +6

**AC** 19, touch 12, flat-footed 17; **CMD** 18; uncanny dodge

(+5 armour [mwk scale mail], +2 Dex, +2 shield [heavy steel])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +2, **Will** +0

**hp** 22 (2 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +6

**Ranged** javelin (range 40 ft.) +5 (1d6+4)

**Melee** mwk battleaxe +6 (1d8+4)

**Atk Options** rage (5 rounds)

**Combat Gear** javelins (5)

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

**SQ** skilled thrower, surprise accuracy, weapon familiarity (orc)

**Feats** Weapon Focus (javelin)

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus pouch, flint and steel, 2d6 gp

**Raging, an orc mighty hurler has the following statistics:**

Climb +8

**AC** 17, touch 10, flat-footed 15

(+5 armour [scale mail], -2 class, +2 Dex, +2 shield [heavy steel])

**Fort** +6, **Will** +2

**hp** 26 (2 HD); ferocity (-17 hp)

**CMB** +8

**Ranged** javelin (range 40 ft.) +5 (1d6+6)

**Melee** mwk battleaxe +8 (1d8+6)

**Atk Options** rage (5 rounds; surprise accuracy [+1])

**Abilities** Str 23, Con 17

### ORC SNIPER

CR 1 (XP 400)

*This savage creature looks like a bestial version of a savage human, with green-gray skin and greasy black hair.*

Male orc ranger 2

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5 (+7 vs. humans), Sense Motive +0 (+2 vs. humans)

**Speed** 30 ft.; **ACP** -2; Stealth +5

**AC** 16, touch 12, flat-footed 14; **CMD** 18

(+4 armour [chain shirt], +2 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +5, **Will** +0

**hp** 17 (2 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +6

**Ranged** mwk composite longbow (range 110 ft.; Rapid Shot) +6 (1d8+4/x3)

**Melee** falchion +5 (2d4+6/18-20)

**Atk Options** favoured enemy (humans [+2])

**Combat Gear** arrows (20), *potion of shield of faith* (+2)

**Abilities** Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6

**SQ** combat style, track (+1), weapon familiarity (orc), wild empathy (+0)

**Feats** Rapid Shot<sup>B</sup>, Weapon Focus (longbow)

**Skills** as above plus Bluff -2 (+0 vs. humans), Intimidate +3, Knowledge (geography) +5, Knowledge (local) -1 (+1 vs. humans), Survival +5 (+7 vs. tracking, +8 tracking humans)

**Languages** Common, Orc

**Gear** as above plus belt pouch, backpack, 12 sp

**ORC SPEARMAN**

CR 1 (XP 400)

*Clad in chainmail, this orc wields a long, slender spear.*

Male orc fighter (polearm master) 2

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping), Climb +3, Swim +3**AC** 17, touch 11, flat-footed 16; **CMD** 17

(+6 armour [chainmail], +1 Dex)

**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +5, **Ref** +1, **Will** +0**hp** 24 (2 HD); ferocity**Ferocity (Ex)** An orc spearfighter remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.**Space** 5 ft.; **Base Atk** +2; **CMB** +6**Melee** mwk longspear (reach 10 ft.; Power Attack [-1/+3]) +8 (1d8+6/x3) or**Melee** dagger (Power Attack [-1/+1]) +6 (1d4+4/19-20)**Atk Options** pole fighting**Pole Fighting (Ex [immediate])** The orc spearman can shorten his grip to use his longspear against adjacent targets (but with a -4 penalty on attack rolls). He can use an immediate action to return to his normal grip.**Combat Gear** *potion of shield of faith* (+2)**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6**SQ** weapon familiarity (orc)**Feats** Power Attack<sup>B</sup>, Toughness, Weapon Focus (longspear)<sup>B</sup>**Skills** as above**Languages** Common, Orc**Gear** as above plus 1 gp**ORC TORTURER**

CR 1 (XP 400)

*This weary-looking orc is covered in filthy grease and mud. He wears a heavy leather apron backed with chain links and carries a selection of crude, heavy tools.*

Male orc expert 3

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception -1, Sense Motive +5**Speed** 30 ft.; **ACP** -1**AC** 15, touch 11, flat-footed 14; **CMD** 14

(+4 armour [mwk chain shirt], +1 Dex)

**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +3, **Ref** +2, **Will** +2**hp** 16 (3 HD); ferocity**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -11 hp.**Space** 5 ft.; **Base Atk** +2; **CMB** +3**Melee** mwk morningstar +4 (1d8+1)**Ranged** dagger (range 10 ft.) +3 (1d4+1/19-20)**Abilities** Str 12, Dex 13, Con 11, Int 10, Wis 8, Cha 7**SQ** weapon familiarity (orc)**Feats** Great Fortitude, Skill Focus (Intimidate)**Skills** as above plus Craft (alchemy) +6, Heal +5, Intimidate +7, Knowledge (engineering) +6, Profession (torturer) +5**Languages** Common, Orc**Gear** as above plus masterwork torturer's tools, 3d6 cp**ORC VETERAN**

CR 1 (XP 400)

*Clad in splint mail, this snarling creature resembles a beast-like human, with green-gray skin and greasy black hair.*

Male orc warrior 3

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -6 (-10 jumping)**AC** 17, touch 10, flat-footed 17; **CMD** 16

(+7 armour [mwk splint mail])

**Weakness** light sensitivity**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.**Fort** +4, **Ref** +1, **Will** +0**hp** 19 (3 HD); ferocity**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.**Space** 5 ft.; **Base Atk** +3; **CMB** +6**Melee** mwk falchion (Power Attack [-1/+3]) +8 (2d4+4/18-20)**Ranged** javelin (range 30 ft.) +3 (1d6+3)**Combat Gear** *potion of cure light wounds***Abilities** Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6**SQ** weapon familiarity (orc)**Feats** Power Attack, Weapon Focus (falchion)**Skills** as above plus Intimidate +3, Survival +0**Languages** Common, Orc**Gear** as above plus coins and jewellery totalling 30 gp

## CR 2 ORCS

### ORC BATTLE ORACLE

CR 2 (XP 600)

*This orc's breastplate is daubed in blood with symbols of evil of destruction.*

Female orc oracle (battle) 3

CE Medium humanoid (orc)

**Init** +5 (war sight); **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

**War Sight (Ex)** Whenever the orc rolls for initiative she rolls twice and takes the best result.

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -2 (-6 jumping)

**AC** 17, touch 11, flat-footed 16; **CMD** 17 (+6 armour [mwk breastplate], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +2, **Ref** +2, **Will** +2

**hp** 23 (3 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +6

**Melee** mwk greataxe +8 (1d12+6/x3)

**Ranged** mwk throwing axe (range 10 ft.) +4 (1d6+4)

**Oracle Spells Known** (CL 3rd; concentration +4 [+8 casting defensively or grappling])

1st (6/day)—*bless*, *cure light wounds*, *enlarge person*, *shield of faith*

0—*bleed* (DC 11), *detect magic*, *read magic*, *stabilize*, *virtue*

**Combat Gear** *potion of blur*, *scroll of cure moderate wounds*

**Abilities** Str 18, Dex 12, Con 13, Int 6, Wis 8, Cha 13

**SQ** oracle's curse (tongues [Abyssal]), revelation (war sight, weapon mastery), weapon familiarity (orc)

**Feats** Combat Casting, Improved Initiative, Weapon Focus (battleaxe)<sup>b</sup>

**Skills** as above plus Knowledge (religion) +4, Spellcraft +4

**Languages** Abyssal, Common, Orc

**Gear** as above plus unholy symbol, spell component pouch, 12 gp

### ORC BLOOD CLERIC

CR 2 (XP 600)

*Clad in bloodstained half-plate this bestial humanoid clutches a morningstar matted with hair and rotting flesh.*

Male orc cleric 3

CE Medium humanoid (orc)

**Init** -1; **Senses** darkvision 60 ft., light sensitivity; Perception +1, Sense Motive +1

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -7 (-11 jumping)

**AC** 18, touch 9, flat-footed 18; **CMD** 14

(+8 armour [mwk half-plate], -1 Dex, +1 shield [mwk light steel])

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

**hp** 26 (3 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +5

**Melee** mwk morningstar +7 (1d8+3) or

**Melee Touch** bleeding touch (4/day) +5 (1d6 bleed [1 round])

**Ranged** javelin (range 30 ft.) +1 (1d6+3)

**Special Actions** battle rage (+1), channel negative energy (4/day; 2d6; DC 12)

**Battle Rage (Sp [4/day])** The blood priest touches an ally to give it a +1 bonus to melee damage rolls for 1 round.

**Cleric Spells Prepared** (CL 3rd; domains: death, war; concentration +4; spontaneous casting [*inflict* spells])

2nd—*bull's strength*, *death knell*<sup>p</sup>

1st—*bless*, *cure light wounds*, *magic weapon*<sup>p</sup>, *protection from good*

0—*bleed* (DC 11), *detect magic*, *resistance*, *virtue*

**Combat Gear** javelin (2), *wand of sound burst* (3 chgs.)

**Abilities** Str 16, Dex 8, Con 13, Int 8, Wis 13, Cha 12

**SQ** evil aura (moderate), weapon familiarity

**Feats** Toughness, Weapon Focus (morningstar)

**Skills** as above plus Knowledge (religion) +5

**Languages** Common, Orc

**Gear** as above plus unholy symbol, spell component pouch, 12 gp

### ORC BRUTE

CR 2 (XP 600)

*Wearing a crude breastplate, this green-gray skinned warrior bellows in fury, chopping the air with his axe!*

Orc male barbarian (breaker) 2/fighter (two-handed fighter) 1

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping)

**AC** 18, touch 11, flat-footed 18; **CMD** 18; uncanny dodge (+7 armour [mwk banded mail], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +7, **Ref** +1, **Will** +0

**hp** 32 (3 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk greataxe (Power Attack [-1/+3]) +9 (1d12+6/x3)

**Ranged** javelin (range 30 ft.) +4 (1d6+4)

**Atk Options** Cleave, destructive (+1) rage (8 rounds)

**Destructive (Ex)** The orc brute deals +1 damage to unattended objects or when performing a sundering manoeuvre.

**Combat Gear** *potion of shield of faith* (+4), *potion of cure light wounds*

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

**SQ** rage power (animal fury), weapon familiarity (orc)

**Feats** Cleave, Power Attack, Weapon Focus (greataxe)  
**Skills** as above plus Intimidate +4, Survival +5  
**Languages** Common, Orc

**Raging, the orc brute has the following altered statistics:**

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**AC** 16, touch 9, flat-footed 15; **CMD** 20; uncanny dodge  
(+7 armour [mwk banded mail], -2 class, +1 Dex)  
**Fort** +9, **Will** +2  
**hp** 38 (3 HD); ferocity (-18 hp)  
**CMB** +9  
**Melee** mwk greataxe (Power Attack [-1/+3]) +11 (1d12+9/x3)  
and  
bite (Power Attack [-1/+2]) +4 (1d4+3)  
**Ranged** javelin (range 30 ft.) +4 (1d6+6)  
**Atk Options** Cleave, destructive (+1) rage (8 rounds; animal fury)  
**Abilities** Str 23, Con 18

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**ORC RAIDER** CR 2 (XP 600)  
*The green-gray skinned humanoid wears a fine chain shirt and clutches a scimitar.*

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Male orc barbarian 1/rogue (thug) 2  
CE Medium humanoid (orc)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0  
**Speed** 40 ft., base speed 30 ft.; **ACP** -1; Acrobatics +7 (+11 jumping), Climb +9, Stealth +7  
**AC** 17, touch 12, flat-footed 15; **CMD** 18  
(+4 armour [mwk chain shirt], +2 Dex, +1 shield [mwk buckler])  
**Weakness** light sensitivity  
**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.  
**Fort** +3, **Ref** +5 (evasion), **Will** +2  
**hp** 25 (3 HD); ferocity  
**Ferocity (Ex)** An orc berserker remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

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**Space** 5 ft.; **Base Atk** +2; **CMB** +6  
**Melee** mwk scimitar +7 (1d6+4/18-20)  
**Ranged** mwk sling (range 50 ft.) +5 (1d4+4)  
**Atk Options** rage (6 rounds), sneak attack (+1d6), surprise attack  
**Surprise Attack (Ex)** During the surprise round, opponents are always considered flat-footed against the orc raider even if they have already acted.  
**Combat Gear** bullets (20), *oil of magic weapon*, *potion of shield of faith* (+2)

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**Abilities** Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6  
**SQ** fast movement, rogue talent (surprise attack), weapon familiarity (orc)  
**Feats** Iron Will, Weapon Focus (scimitar)  
**Skills** as above plus Intimidate +4 (frightening), Survival +5  
**Frightening (Ex)** If the orc raider demoralises an opponent with an Intimidate check, the duration of the shaken condition

increases by 1 round. A target shaken for 4 or more rounds can instead be rendered frightened for 1 round.

**Languages** Common, Orc

**Gear** as above plus belt pouch, 12 gp, 13 sp

**Raging, the orc raider has the following altered statistics:**

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**Climb** +11  
**AC** 15, touch 10, flat-footed 13; **CMD** 20  
(+4 armour [mwk chain shirt], -2 class, +2 Dex, +1 shield [mwk buckler])  
**Fort** +6, **Will** +4  
**hp** 31 (3 HD); ferocity (-17 hp)  
**CMB** +8  
**Melee** mwk scimitar +9 (1d6+6/18-20)  
**Ranged** mwk sling (range 50 ft.) +5 (1d4+6)  
**Abilities** Str 23, Con 17

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**ORC SERGEANT** CR 2 (XP 600)  
*Clad in banded mail, this orc wields a large falchion.*

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Male orc fighter (tactician) 3  
CE Medium humanoid (orc)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +0  
**Speed** 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping), Climb +4, Swim +4  
**AC** 18, touch 11, flat-footed 17; **CMD** 18  
(+7 armour [mwk banded mail], +1 Dex)  
**Weakness** light sensitivity  
**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.  
**Fort** +5, **Ref** +2, **Will** +1  
**hp** 30 (3 HD); ferocity  
**Ferocity (Ex)** An orc sergeant remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

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**Space** 5 ft.; **Base Atk** +3; **CMB** +7  
**Melee** mwk falchion (Power Attack [-1/+2]) +9 (2d4+6/18-20) or  
**Ranged** mwk light crossbow (range 80 ft.) +5 (1d8/19-20)  
**Atk Options** Cleave  
**Combat Gear** bolts (10), *potion of cure light wounds*, *oil of magic weapon* (+1)

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**Abilities** Str 19, Dex 13, Con 14, Int 8, Wis 10, Cha 6  
**SQ** armour training (1), tactical awareness (+1), weapon familiarity (orc)  
**Feats** Cleave, Power Attack<sup>B</sup>, Weapon Focus (falchion)<sup>B</sup>  
**Skills** as above plus Knowledge (geography) +4, Knowledge (engineering) +4  
**Languages** Common, Orc  
**Gear** as above plus 15 gp

## CR 3 ORCS

### ORC GUARD

CR 3 (XP 800)

*This savage humanoid has green-gray skin and greasy black hair. Obviously strong, it wears fine chainmail and carries a huge falchion.*

Male advanced orc warrior 4

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping), Climb +6, Swim +8

**AC** 23, touch 13, flat-footed 20; **CMD** 23

(+6 armour [mwk chainmail], +2 Dex, +1 dodge [Dodge], +2 natural, +2 shield [mwk heavy steel])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +7, **Ref** +3, **Will** +2

**hp** 38 (4 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -16 hp.

**Space** 5 ft.; **Base Atk** +4; **CMB** +10

**Melee** mwk battleaxe +12 (2d4+6/18-20)

**Ranged** mwk javelin (range 30 ft.) +6 (1d6+6)

**Combat Gear** mwk javelin (2), *potion of cure moderate wounds*

**Abilities** Str 22, Dex 15, Con 16, Int 11, Wis 12, Cha 10

**SQ** weapon familiarity (orc)

**Feats** Dodge, Weapon Focus (battleaxe)

**Skills** as above plus Intimidate +7

**Languages** Common, Orc

**Gear** as above plus belt pouch, 15 gp

### ORC HEALER

CR 3 (XP 800)

*This female gray-skinned humanoid is muscular and impressively ugly. She carries a spear in her hands; a black iron wand is shoved behind her belt.*

Female advanced orc adept 4

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

**Speed** 30 ft.; **ACP** 0

**AC** 19, touch 13, flat-footed 16; **CMD** 18

(+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +2 natural, +1 shield [mwk buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +3, **Will** +7

**hp** 34 (4 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -16 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +5

**Melee** mwk spear +5 (1d8+4/x3)

**Ranged** javelin (range 30 ft.) +4 (1d6+3)

**Adept Spells Prepared** (CL 4th; concentration +7)

2nd—*scorching ray*

1st—*bless*, *burning hands* (DC 14), *cure light wounds*

0—*detect magic*, *guidance*, *touch of fatigue*

**Combat Gear** javelin (3), *wand of scorching ray* (6 chgs.), *scroll of cure moderate wounds*, *scroll of invisibility*

**Abilities** Str 17, Dex 15, Con 16, Int 12, Wis 16, Cha 10

**SQ** summon familiar, weapon familiarity (orc)

**Feats** Dodge, Toughness

**Skills** as above plus Heal +9, Knowledge (religion) +7, Spellcraft +7, Survival +9

**Languages** Common, Orc

**Gear** as above plus spell component pouch, unholy symbol, 3 gp

### ORC HEAVY SPEARMAN

CR 3 (XP 800)

*Clad in full plate armour, this orc wields a long, slender spear.*

Male orc fighter (polearm master) 4

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Climb +5, Swim +5

**AC** 20, touch 11, flat-footed 19; **CMD** 20

(+9 armour [full plate], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 42 (4 HD); ferocity

**Ferocity (Ex)** An orc heavy spearfighter remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +4; **CMB** +9

**Melee** mwk longspear (reach 10 ft.; Power Attack [-2/+6]) +11 (1d8+9/x3) or

**Melee** dagger (Power Attack [-2/+2]) +9 (1d4+5/19-20)

**Atk Options** Cleave, pole fighting, steadfast pike

**Pole Fighting (Ex [immediate])** The orc heavy spearman can shorten his grip to use his longspear against adjacent targets (but with a -4 penalty on attack rolls). He can use an immediate action to return to his normal grip.

**Steadfast Pike (Ex)** The orc heavy spearman gains a +1 on attack rolls with readied attacks and attacks of opportunity.

**Combat Gear** *potion of shield of faith* (+4)

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Cleave Power Attack<sup>B</sup>, Toughness, Weapon Focus (longspear)<sup>B</sup>, Weapon Specialisation (longspear)<sup>B</sup>

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus 4 gp



**ORC INVULNERABLE HERO**

CR 3 (XP 800)

*This mighty orc warrior stands nearly seven feet tall, bristling with cruel weapons.*

Male orc barbarian (invulnerable rager) 2/fighter (two-handed fighter) 2

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 20 ft., base speed 40 ft.; **ACP** -6; Acrobatics -5 (-9 jumping), Climb +7

**AC** 19, touch 11, flat-footed 18; **CMD** 20 (21 vs. sunder) (+8 armour [mwk half plate], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +8, **Ref** +1, **Will** +2

**hp** 45 (4 HD) ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +4; **CMB** +9 (+10 sunder)

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +11 (1d10+7/19-20)

**Ranged** mwk throwing axe (range 10 ft.) +6 (1d6+5)

**Combat Gear** *potion of cure moderate wounds*

**Abilities** Str 20, Dex 12, Con 14, Int 6, Wis 11, Cha 11

**SQ** fast movement, invulnerability, rage power (surprise accuracy [+1]), shattering strike [+1], weapon familiarity (orc)

**Feats** Furious Focus, Iron Will, Power Attack, Weapon Focus (heavy flail)

**Skills** as above plus Intimidate +5

**Languages** Common, Orc

**Gear** as above plus 19 gp, 36 sp

**Raging, the orc invulnerable hero has the following statistics:**

**ACP** -6; Climb +9

**AC** 17, touch 9, flat-footed 16; **CMD** 20 (21 vs. sunder) (+8 armour [mwk half plate], -2 class, +1 Dex)

**Fort** +10, **Will** +4

**hp** 47 (4 HD); ferocity (-18 hp); **DR** —/1

**CMB** +11 (+12 sunder)

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +13 (1d10+10/19-20)

**Ranged** mwk throwing axe (range 10 ft.) +6 (1d6+7)

**Atk Options** rage (6 rounds; surprise accuracy [+1])

**Abilities** Str 24, Con 18

**ORC SCOUT**

CR 3 (XP 800)

*Wearing a fine, silvered chain shirt this female orc carries a curved shortbow.*

Female orc ranger (battle scout) 2/rogue (sniper) 2

CE Medium humanoid (orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +7 (+9 vs. humans), Sense Motive +0 (+2 vs. humans)

**Speed** 30 ft.; **ACP** 0; Acrobatics +9, Climb +7, Stealth +10, Swim +8

**AC** 18, touch 13, flat-footed 15; **CMD** 19

(+4 armour [mithral shirt], +3 Dex, +1 shield [mwk buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +5, **Ref** +9 (evasion), **Will** +0

**hp** 34 (4 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +3; **CMB** +6

**Ranged** mwk composite shortbow (range 60 ft. [accuracy]; Point Blank Shot, Precise Shot, Rapid Shot) +8 (1d6+3/x3)

**Melee** mwk short sword +7 (1d6+3/19-20)

**Atk Options** accuracy, favoured enemy (human [+2]), sneak attack (+1d6)

**Accuracy (Ex)** The orc sniper only suffers a -1 penalty by range increment

**Combat Gear** arrows (20), *potion of invisibility*

**Abilities** Str 17, Dex 16, Con 14, Int 8, Wis 10, Cha 6

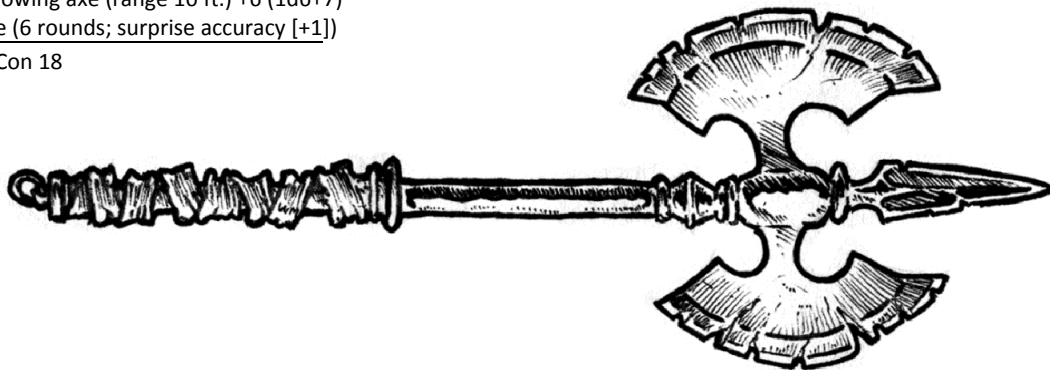
**SQ** combat style (archery), rogue talent (combat trick), track (+1), weapon familiarity (orc), wild empathy (+0)

**Feats** Point Blank Shot, Precise Shot<sup>B</sup>, Rapid Shot, Weapon Focus (shortbow)<sup>B</sup>

**Skills** as above plus Bluff -2 (+0 vs. humans), Knowledge (geography) +4, Knowledge (local) +4 (+6 vs. humans), Knowledge (nature) +4, Survival +7 (+8 tracking, +10 tracking humans)

**Languages** Common, Orc

**Gear** as above plus 12 gp



## CR 4 ORCS

### ORC BLOOD CURATE

CR 4 (XP 1,200)

*Clad in bloodstained half-plate this bestial humanoid clutches a morningstar matted with hair and rotting flesh.*

Male orc cleric 5

CE Medium humanoid (orc)

**Init** -1; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2  
**Speed** 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -7 (-11 jumping)

**AC** 19, touch 9, flat-footed 19; **CMD** 15

(+9 armour [+1 half-plate], -1 Dex, +1 shield [mwk light steel])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +5, **Ref** +0, **Will** +5

**hp** 41 (5 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +3; **CMB** +6

**Melee** mwk morningstar +8 (1d8+3) or

**Melee Touch** bleeding touch (5/day) +6 (1d6 bleed [2 rounds])

**Special Actions** battle rage (+1), channel negative energy (5/day; 3d6; DC 14)

**Battle Rage (Sp [5/day])** The blood priest touches an ally to give it a +2 bonus to melee damage rolls for 1 round.

**Cleric Spells Prepared** (CL 5th; domains: death, war; concentration +7 [+11 casting defensively or grappling]; spontaneous casting [*inflict* spells])

3rd—*cure serious wounds*, *magic vestment*<sup>D</sup>

2nd—*bear's endurance*, *bull's strength*, *death knell*<sup>D</sup>, *resist energy*

1st—*bless*, *cure light wounds*, *entropic shield*, *magic weapon*<sup>D</sup>, *protection from good*

0—*bleed* (DC 12), *detect magic*, *resistance*, *virtue*

**Combat Gear** *wand of unholy blight* (3 chgs.)

**Abilities** Str 16, Dex 8, Con 13, Int 8, Wis 14, Cha 12

**SQ** evil aura (strong), weapon familiarity

**Feats** Combat Casting, Toughness, Weapon Focus (morningstar)

**Skills** as above plus Knowledge (religion) +6

**Languages** Common, Orc

**Gear** as above plus unholy symbol, spell component pouch

### ORC DOUBLE AXE CHAMPION

CR 4 (XP 1,200)

*Clad in plate, this orc wields a vicious double axe.*

Male orc fighter 5

CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-5 jumping), Climb +6, Swim +5

**AC** 22, touch 12, flat-footed 20; **CMD** 21

(+9 armour [mwk full plate], +2 Dex, +1 shield [Two-Weapon Defence])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +5, **Ref** +3, **Will** +1 (+2 vs. fear)

**hp** 47 (5 HD); ferocity

**Ferocity (Ex)** An orc champion remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -13 hp.

**Space** 5 ft.; **Base Atk** +5; **CMB** +10

**Melee** mwk orc double axe (Power Attack [-2/+6]) +12 (1d8+7/x3) or

**Melee** mwk orc double axe (Power Attack [-2/+6]) +10 (1d8+7/x3) and

mwk orc double axe (Power Attack [-2/+6]) +10 (1d8+5/x3)

**Combat Gear** *potion of bull's strength*

**Abilities** Str 19, Dex 15, Con 13, Int 8, Wis 10, Cha 6

**SQ** armour training (1), bravery (+1), weapon familiarity (orc), weapon training (axes [+1])

**Feats** Power Attack<sup>B</sup>, Toughness, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (orc double axe)<sup>B</sup>, Weapon Specialisation (orc double axe)<sup>B</sup>

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus 14 gp

### ORC POISONER

CR 4 (XP 1,200)

*Wearing a muddy cloak, this orc wields a dagger.*

Male orc rogue (poisoner) 5

CE Medium humanoid (orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3

**Speed** 30 ft.; **ACP** 0; Acrobatic +11, Climb +9, Escape Artist +11, Stealth +11

**AC** 18, touch 14, flat-footed 18; **CMD** 21; uncanny dodge

(+4 armour [+1 studded leather], +3 Dex, +1 dodge [Dodge])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +1, **Ref** +7 (evasion), **Will** -1

**hp** 30 (5 HD) ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -10 hp.

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk dagger +9 (1d4+4/19-20)

**Atk Options** poison use, sneak attack (+3d6), surprise attack

**Surprise Attack (Ex)** In the surprise round, opponents are always considered flat-footed against the orc poisoner, even if they have already acted.

**Combat Gear** mwk dagger (2), blue whinnis, purple worm poison, *potion of invisibility*, *potion of cat's grace*

**Abilities** Str 18, Dex 16, Con 10, Int 11, Wis 6, Cha 10

**SQ** master poisoner, rogue talent (surprise attack, weapon training), weapon familiarity (orc)

**Feats** Deceitful, Dodge, Stealthy, Weapon Focus (dagger)<sup>B</sup>

**Skills** as above plus Bluff +10, Diplomacy +8, Disguise +10

**Languages** Common, Orc

**Gear** as above plus disguise kit, belt pouch, 4 gp

## CR 5 ORCS

### ORC ANTIPALADIN

CR 5 (XP 1,600)

*Clad in battered, blood-splattered full plate, this orc hefts a greataxe menacingly.*

Female advanced orc antipaladin 5

CE Medium humanoid (orc)

**Init** +6; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2  
**Speed** 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping), Ride +4

**AC** 23, touch 12, flat-footed 21; **CMD** 24

(+9 armour [mwk full plate], +1 Dex, +1 dodge [Dodge], +2 natural)

**Immune** disease; **Weakness** light sensitivity, smite evil

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Smite Evil (Su)** A paladin using smite evil on the orc antipaladin deals bonus damage equal to 2 points per paladin level on the first successful hit.

**Fort** +11, **Ref** +6, **Will** +9

**hp** 57 (5 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -18 hp.

**Space** 5 ft., aura of cowardice (10 ft.); **Base Atk** +5; **CMB** +11

**Aura of Cowardice (Su)** While conscious, the orc antipaladin radiates an aura of dread that causes enemies within 10 ft. to take a -4 penalty on saving throws against fear effects. Creatures immune to fear lose their immunity within the aura.

**Melee** mwk greataxe +13 (1d12+9/x3) or

**Melee Touch** touch of corruption (5/day) +11 (2d6 plus shaken [DC 15 Fort save negates shaken])

**Ranged** mwk sling (range 50 ft.) +8 (1d4+6)

**Atk Options** fiendish boon, smite good

**Fiendish Boon (Sp [standard])** The orc antipaladin can enhance his weapon for 6 minutes by increasing its enhancement bonus by +1 or by adding the *flaming*, *keen* or *vicious* weapon properties.

**Smite good (Su [swift; 2/day])** +3 attack, +5 damage (+10 damage on first strike against good-aligned cleric, paladin, outsider or dragon), +3 deflection. Smite good overrides the damage reduction of the target

**Special Actions** channel negative energy

**Channel Negative Energy (Su)** 3d6 negative energy (DC 15 Will halves). Using this ability consumes two uses of the antipaladin's touch of corruption.

**Antipaladin Spells Prepared** (CL 2nd; concentration +5)

1st—*death knell* (DC 13), *magic weapon*

**Spell-Like Abilities** (CL 5th; concentration +8)

At-will—*detect evil*

**Combat Gear** +1 *human bane bullets* (7), *potion of cure moderate wounds*, *potion of protection from good*

**Abilities** Str 23, Dex 14, Con 18, Int 10, Wis 14, Cha 16

**SQ** cruelty (shaken), evil aura (strong), plague bringer, weapon familiarity (orc)

**Feats** Dodge, Improved Initiative, Weapon Focus (greataxe)

**Skills** as above plus Intimidate +11, Knowledge (religion) +4

**Languages** Common, Orc

**Gear** as above plus unholy symbol, spell component pouch, belt pouch, 12 gp, skull drinking cup

### ORC BATTLE BLASTER

CR 5 (XP 1,600)

*This powerfully built orc wears faded, mud splattered clothes. He carries a huge longbow and has many pouches at his belt.*

Male advanced orc wizard (evoker) 5

CE Medium humanoid (orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1  
**Speed** 30 ft.; **ACP** 0; Climb +7

**AC** 19, touch 13, flat-footed 17; **CMD** 20

(+4 armour [*mage armour*], +3 Dex, +2 natural)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

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

**hp** 45 (5 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -18 hp.

**Space** 5 ft.; **Base Atk** +2; **CMB** +7

**Melee** mwk falchion +8 (2d4+7/18-20)

**Ranged** force missile (range 150 ft.; 7/day) hits as *magic missile* (1d4+2 force)

**Ranged** mwk composite longbow (range 110 ft.) +6 (1d8+5/x3)

**Wizard Spells Prepared** (CL 5; concentration +9 [+13 casting defensively or grappling]; arcane bond [masterwork ring], intense spells)

3rd—*fireball* (DC 19), *haste*, *keen edge*

2nd—*flaming sphere* (DC 18), *fox's cunning*, *scorching ray* (2)

1st—*expeditious retreat*, *mage armour*, *shield*, *true strike* (2)

0—*detect magic*, *mage hand*, *message*, *read magic*

**Intense Spells (Su)** When the orc battle blaster casts an evocation spell that deals hit point damage, he adds 2 damage of the same type as the spell. This damage is only applied once per spell, not once per missile or ray.

**Combat Gear** arrows (20), *potion of cure serious wounds*, *scroll of fireball*, *scroll of invisibility*

**Abilities** Str 21, Dex 16, Con 18, Int 18, Wis 12, Cha 10

**SQ** weapon familiarity (orc)

**Feats** Combat Casting, Greater Spell Focus (evocation), Spell Focus (evocation), Scribe Scroll<sup>B</sup>

**Skills** as above plus Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Spellcraft +12

**Languages** Common, Draconic, Giant, Goblin, Orc, Undercommon

**Gear** as above plus spell component pouch, *cloak of resistance* +1, 15 gp

**Spellbook** (enchantment, illusion) as above plus 3rd—*lightning bolt*, 2nd—*false life*, *resist energy*; 1st—*magic missile*, *protection from good*, *shocking grasp*; 0—all

## CR 6 ORCS

### ORC CLAN CHIEFTAIN

CR 6 (XP 2,400)

*Wearing a light chain short, this powerfully-built orc whirls a halberd around its head.*

Male orc barbarian 1/fighter 6

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0

**Speed** 40 ft., base speed 30 ft.; **ACP** 0; Acrobatics +5 (+9 jumping), Climb +9, Ride +10

**AC** 16, touch 11, flat-footed 15; **CMD** 22

(+5 armour [+1 chain shirt], +1 Dex)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +9, **Ref** +5, **Will** +4 (+6 vs. fear; Improved Iron Will)

**hp** 65 (7 HD); ferocity

**Ferocity (Ex)** The orc remains conscious when its hit point total is below 0. He is staggered and loses 1 hit point each round, and dies when he reaches -14 hp.

**Space** 5 ft.; **Base Atk** +7; **CMB** +11

**Melee** +1 *halberd* (Power Attack [-2/+6]) +14/+9 (1d10+11/x3)

**Ranged** javelin (range 30 ft.) +7 (1d6+5)

**Atk Options** rage (6 rounds)

**Combat Gear** javelin, *potion of cure serious wounds*, *potion of protection from good*, *potion of displacement*

**Abilities** Str 20, Dex 13, Con 14, Int 8, Wis 10, Cha 6 stats

**SQ** armour training (1), bravery (+2), fast movement, weapon familiarity (orc), weapon training (pole arms [+1])

**Feats** Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack<sup>B</sup>, Weapon Focus (halberd)<sup>B</sup>, Weapon Specialisation (halberd)<sup>B</sup>

**Skills** as above

**Languages** Common, Orc

**Gear** as above plus belt pouch, 12 gp

**Raging, the orc clan chieftain has the following altered statistics:**

Climb +11

**AC** 14, touch 9, flat-footed 13; **CMD** 24

(+5 armour [+1 chain shirt], -2 class, +1 Dex)

**Fort** +11, **Will** +7 (+9 vs. fear)

**hp** 79 (7 HD); ferocity (-18 hp)

**CMB** +13

**Melee** +1 *halberd* +16/+11 (1d10+14/x3)

**Ranged** sling (range 50 ft.) +7 (1d4+7)

**Abilities** Str 24, Con 18

### ORC INVINCIBLE CHAMPION

CR 6 (XP 2,400)

*This mighty orc warrior stands nearly seven feet tall.*

Male giant orc fighter (two-handed fighter) 4/barbarian (invulnerable rager) 2

CE Large humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0

**Speed** 20 ft., base speed 40 ft.; **ACP** -6; Acrobatics -6 (-10 jumping), Climb +9, Stealth -5

**AC** 21, touch 9, flat-footed 21; **CMD** 24 (25 vs. sunder)

(+8 armour [mwk half plate], +4 natural [*amulet of natural armour* +1], -1 size)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +11, **Ref** +1, **Will** +3 (Improved Iron Will)

**hp** 68 (6 HD) ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -18 hp.

**Space** 5 ft.; **Base Atk** +6; **CMB** +14 (+15 sunder)

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +14/+9 (2d8+12/19-20) or

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +14 (2d8+16/19-20)

**Ranged** mwk throwing axe (range 10 ft.) +6/+1 (1d8+7)

**Combat Gear** *potion of cure moderate wounds*, *potion of shield of faith*

**Abilities** Str 24, Dex 10, Con 18, Int 6, Wis 11, Cha 8

**SQ** fast movement, invulnerability, overhand chop, rage power (surprise accuracy [+1]), shattering strike [+1], weapon familiarity (orc)

**Feats** Furious Focus, Improved Iron Will, Iron Will, Power Attack, Weapon Focus (heavy flail), Weapon Specialisation (heavy flail)

**Skills** as above plus Intimidate +6

**Languages** Common, Orc

**Gear** as above plus, 19 gp, 36 sp

**Raging, the orc invincible champion has the following statistics:**

**ACP** -6; Climb +11

**AC** 19, touch 7, flat-footed 19; **CMD** 24 (25 vs. sunder)

(+8 armour [mwk half plate], -2 class, +4 natural [*amulet of natural armour* +1], -1 size)

**Fort** +13, **Will** +5 (Improved Iron Will)

**hp** 80 (6 HD); ferocity (-22 hp); **DR** —/1

**CMB** +16 (+17 sunder)

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +16/+11 (2d8+15/19-20) or

**Melee** mwk heavy flail (Power Attack [-2 {Furious Focus}]/+6) +16 (2d8+20/19-20)

**Ranged** mwk throwing axe (range 10 ft.) +6/+1 (1d8+9)

**Atk Options** rage (6 rounds; surprise accuracy [+1])

**Abilities** Str 28, Con 22

## CR 7 ORCS

### ORC ASSASSIN

CR 7 (XP 3,200)

*This hulking warrior's clothes barely contain his knotted muscles.*

Male orc rogue (thug) 3/fighter 2/assassin 3  
CE Medium humanoid (orc)

**Init** +2; **Senses** darkvision; Perception +9, Sense Motive -1

**Speed** 30 ft.; **ACP** 0; Acrobatics +13, Climb +12, Stealth +12, Swim +9

**AC** 20, touch 13, flat-footed 20; **CMD** 24; Dodge, Shield Focus, uncanny dodge

(+4 armour [+1 studded leather], +2 Dex, +1 dodge, +3 shield [+1 buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +7 (+8 vs. traps), **Ref** +6 (evasion), **Will** +1 (+2 vs. fear)

**hp** 66 (8 HD); orc ferocity

**Orc Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -14 hp.

**Space** 5 ft.; **Base Atk** +6; **CMB** +11

**Melee** +1 *falchion* +13/+8 (2d4+8/18-20)

**Atk Options** death attack, poison use, sneak attack (+4d6, brutal beating), surprise attack

**Brutal Beating (Ex)** The orc assassin can forego 1d6 sneak attack damage to sicken his target for 1 round.

**Special Actions** Dazzling Display (+15 plus frightening)

**Death Attack (Ex)** If the assassin studies his victim for 3 rounds and then makes a sneak attack he can attempt to paralyze (for 1d6+2 rounds) or kill his target (Fortitude DC 14 negates either effect).

**Frightening (Ex)** If the orc assassin demoralises an opponent with an Intimidate check, the duration of the shaken condition increases by 1 round. A target shaken for 4 or more rounds can instead be rendered frightened for 1 round.

**Poison Use (Ex)** The assassin is trained in the use of poisons and cannot accidentally poison himself.

**Combat Gear** *javelin of lightning*, *potion of cure serious wounds*, *potion of fly*

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

**SQ** bravery (+1), rogue talent (surprise attack), weapon familiarity (orc)

**Feats** Dazzling Display, Dodge, Intimidating Prowess, Shield Focus, Toughness, Weapon Focus (*falchion*)

**Skills** as above plus Disable Device +6, Disguise +3, Intimidate +15 (frightening), Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Knowledge (local) +4

**Languages** Common, Orc

**Gear** as above plus masterwork thieves tools, 12 gp, 15 sp

### ORC SPEAR MASTER

CR 7 (XP 3,200)

*Screaming obscenities at you, this orc advanced longspear at the ready.*

Male advanced orc fighter (polearm master) 4/rogue (thug) 3

CE Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +2

**Speed** 30 ft.; **ACP** 0; Acrobatics +14, Climb +10, Stealth +14, Swim +10

**AC** 21, touch 14, flat-footed 17; **CMD** 26

(+5 armour [+1 mithral shirt], +4 Dex, +2 natural)

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orcs are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +9, **Ref** +8 (evasion), **Will** +6

**hp** 71 (7 HD); ferocity

**Ferocity (Ex)** An orc remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -18 hp.

**Space** 5 ft.; **Base Atk** +6; **CMB** +12

**Melee** +1 *longspear* (reach 10 ft.; Power Attack [-2{Furious Focus}/+6]) +14/+9 (1d8+12/x3)

**Ranged** mwk throwing axe (range 10 ft.) +11 (1d6+6)

**Atk Options** Vital Strike, pole fighting, sneak attack (+2d6; brutal beating), steadfast pike

**Brutal Beating (Ex)** When the orc deals sneak attack damage, he can forego 1d6 damage to make the target sickened for 1 round.

**Pole Fighting (Ex [immediate])** The orc can shorten his grip to use his longspear against adjacent targets (but with a -4 penalty on attack rolls). He can use an immediate action to return to his normal grip.

**Steadfast Pike (Ex)** The orc gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with his longspear.

**Special Actions** Dazzling Display (+16 [+1 round])

**Combat Gear** *potion of shield of faith* (+5), *potion of cure moderate wounds*, *potion of invisibility*

**Abilities** Str 23, Dex 18, Con 18, Int 12, Wis 14, Cha 10

**SQ** frightening, rogue talent (strong impression), weapon familiarity (orc)

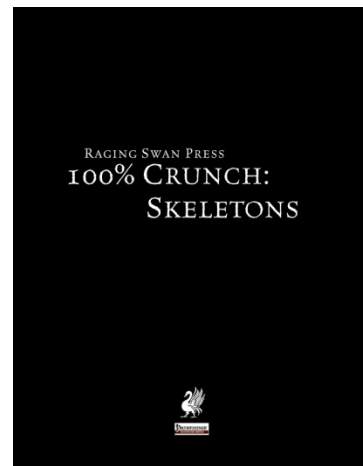
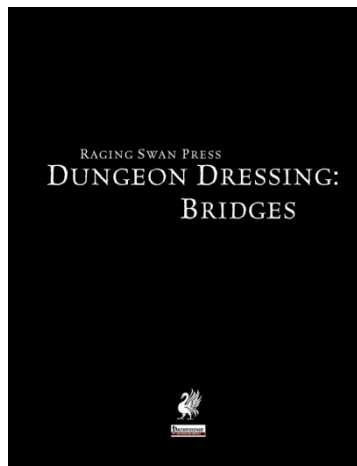
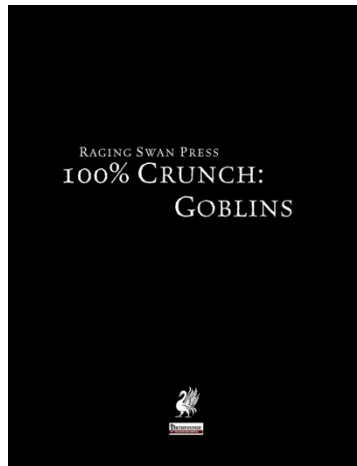
**Feats** Dazzling Display, Intimidating Prowess<sup>B</sup>, Iron Will, Furious Focus, Power Attack<sup>B</sup>, Vital Strike, Weapon Focus (longspear)<sup>B</sup>, Weapon Specialisation (longspear)<sup>B</sup>

**Skills** as above plus, Intimidate +16, Knowledge (dungeoneering) +7, Knowledge (local) +7, Survival +5

**Languages** Common, Goblin, Orc

**Gear** as above plus belt pouch, 25 gp

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