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OROGS (GREATER ORCS)



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100% CRUNCH: OROGS (GREATER ORCS)

A Pathfinder Roleplaying Game GM's Resource supplement by Julian Neale

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 for an iconic monster.

This instalment of 100% Crunch presents 27 orogs (CRs 1-9) for the time-crunched GM to immediately utilise in game. Orog - or so called greater orcs - crossbreed of orc and ogre and are stronger and stockier than normal orcs.



CREDITS

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Interior Art: Paul Daly and William McAusland. Some artwork copyright William McAusland, used with permission.

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

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *100% Crunch: Orog (Greater Orcs)* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on 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

Julian began his interest in roleplaying games with the classic "red box" in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London.

Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press.

Julian currently lives in the north of England, but plans to relocate further south in the future.

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CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3
Reading Stat Blocks.....	10

100% CRUNCH: OROGS (GREATER ORCS)

Orogs By CR.....	4
Orogs (Greater Orcs).....	6
Normal Orogs.....	7
CR 3 Orogs.....	8
CR 4 Orog	10
CR 5 Orogs.....	12
CR 6 Orogs.....	14
CR 7 Orogs.....	16
CR 8 Orogs.....	18
CR 9 Orogs.....	19

FOREWORD

100% Crunch: Orogs (Greater Orcs) is, in my opinion, the perfect follow-up and compliment to *100% Crunch: Orcs*. In these pages, Julian has created (for want of a better phrase) 27

“super orcs” of foul and sinister demeanour

A crossbreed between orcs and ogres, orogs are bigger, tougher and meaner than normal orcs. You can use them in your campaign as simply a tribe of orogs – a suitable challenge for characters who now scoff at the danger posed by orcs – or you can use them to bolster an orc tribe – perhaps placing a few as champions, heroes or chieftains. With the stat blocks herein, you have a myriad of options and the great thing is that all you have to do is print out the relevant

pages and you are good to go! (But, before you do so, please consider Julian’s thoughts regarding orogs’ CR – we wouldn’t want any nasty surprises happening to your PCs now would we?)

For myself, I use orcs a lot at the moment in my Borderland of Adventure campaign – and in the past I have featured orogs as tribal leaders of normal orcs. I wish I’d had this supplement then as it would have saved me some considerable stat blocking, which meant I could have spent more time crafting a cool and compelling story. Hopefully, Julian’s work will save you a like amount of hassle!

I hope you find this instalment of *100% Crunch* useful. It would be great to hear how you’ve used it in your game – drop me a line at creighton@ragingswan.com. Finally, do you have a monster you’d like to be featured in an upcoming *100% Crunch*. Why not write to me at the above address and let me know!



OROGS CR

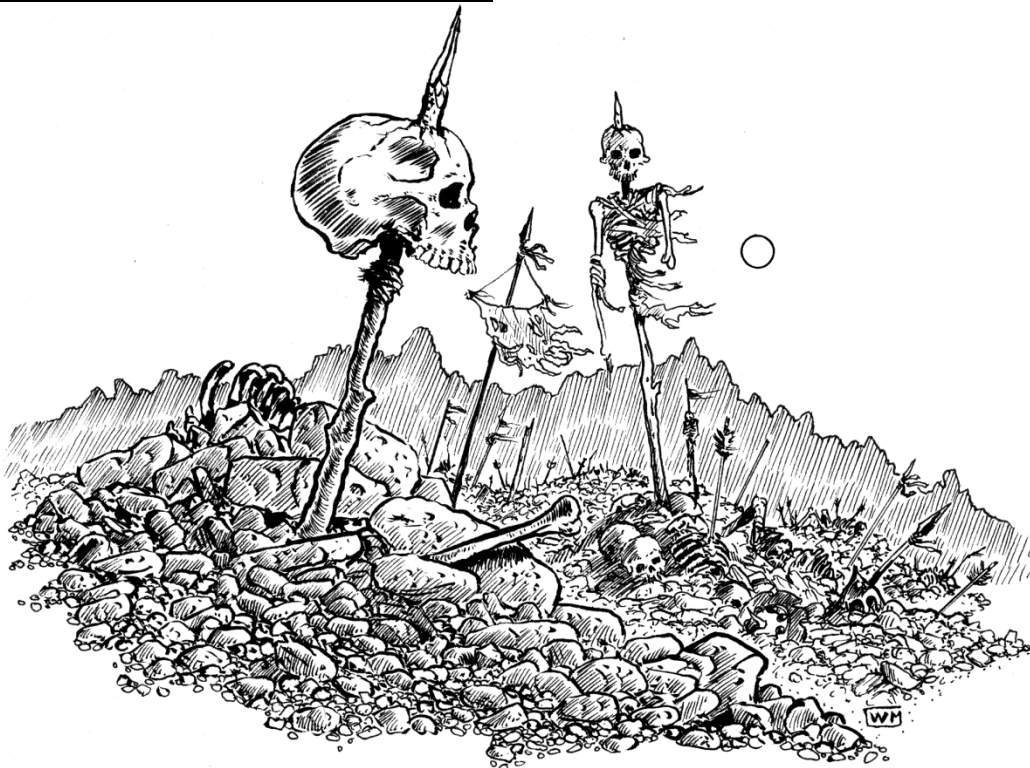
The *Tome of Horrors Complete*, where the orog comes from, presents orogs as CR 1. It is the opinion of this designer that orogs, being tougher than CR 1 gnolls but less strong than CR 3 ogres, should actually be CR 2. This is further born out when compared to table 1-1 in the *Pathfinder Bestiary*. That is the baseline assumption used in this book.

--Julian

OROGS BY CR

CR		PAGE
1	Young Orog LE young orog	7
2	Orog LE orog	7
3	Orog Archer LE accelerated orog	8
3	Orog Cavalryman LE orog cavalier (Dragon) 1	8
3	Orog Crafter LE ogre rogue 2	9
3	Orog of Destiny LE advanced orog	9
3	Orog Throwback CE ogrekin orog	9
4	Orog Potion Brewer LE orog wizard (universalist) 3	10
4	Orog Trainee Monk LE orog monk (hungry ghost) 2 /ranger 1	10
4	Orog Junior War Chanter LE orog bard 3	11
4	Orog War Acolyte LE orog cleric (theologian) 3	11
5	Orog Archer Sergeant LE accelerated orog fighter 2	12
5	Orog Mounted Sergeant LE orog cavalier (Dragon) 3	12
5	Orog Infantry Sergeant LE orog fighter 3	13

5	Orog Werebeast LE orog natural dire wereboar ranger 2	13
6	Orog Lieutenant LE accelerated advanced orog fighter 2	14
6	Orog Monk LE orog monk (hungry ghost, qinggong) 4/ranger 1	14
6	Orog War Chanter LE orog bard 5	15
6	Orog War Priest LE orog cleric (theologian) 5	15
7	Orog Archer Lieutenant LE accelerated orog fighter 4	16
7	Orog Mounted Lieutenant LE orog cavalier (Dragon) 5	16
7	Orog Infantry Lieutenant LE orog fighter 5	17
7	Orog Master Crafter LE orog rogue 6	17
8	Orog Senior War Chanter LE orog bard 7	18
8	Orog Senior War Priest LE orog cleric (theologian) 7	18
9	Orog Archer Lieutenant LE accelerated orog fighter 6	19
9	Orog Infantry Captain LE orog fighter 7	19



READING STAT BLOCKS

100% Crunch: Orog (Greater 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 ^D 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.

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.

OROGS (GREATER ORCS)

This creature gray-skinned stocky humanoid has course dark hair and dark eyes. Small upward-curving tusks jut from its lower jaw.

Orogs, also called elite orcs or greater orcs, are the much larger kin of normal orcs. They usually reach well over 6 feet tall but closely resemble normal orcs in all ways except build: orogs are much stronger and stockier. It is believed that orogs are the result of the union of a male orc and female ogre. In contrast to lesser orcs, orogs are highly disciplined and straightforward. Orog within an orc community quickly rise to leadership positions within their clan, although in orc armies the orogs will segregate themselves into all-orog military units. Orog military units are highly organized, tactically superior, and far more dangerous than those of normal orcs. Such orog units form the vanguard of the army to which they belong. Orog do not separate themselves into their own clans, despite their tendency to self-segregate while in an orc army. Orog speak Orc, and those specimens that boast Intelligence scores of at least 10 also speak Common.

Orogs prefer weapons that deal massive amounts of damage. They try to avoid subterfuge, favouring direct combat to any other tactics.

ECOLOGY

Environment: Temperate hills and mountains

Organization: Solitary, pair, gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level) or band (20-80 plus 100% non-combatants plus 1 3rd-level sergeant per 10 adults, 5 5th-level lieutenants, and 3 7th-level captains)

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

OROG CHARACTERS

Orogs possess racial Hit Dice and may have class levels. Orogs have the following racial traits.

Ability Scores: +6 Strength, +4 Constitution, -2 Wisdom, -2 Charisma: Orogs are powerful warriors.

Medium: Orocs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Orocs have a base speed of 30 feet.

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

Racial Hit Dice: An orog begins with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.

Racial Skills: An orog's humanoid levels give it skill points equal to 3x (2+Int modifier).

Racial Feats: An orog's humanoid levels give it two feats.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

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



NORMAL OROGS

OROG

CR 2 (XP 600)

This muscular, gray-skinned stocky humanoid has course dark hair and dark eyes. Small upward-curving tusks jut from its lower jaw.

LE Medium humanoid (orc)

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

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -3 (-7 jumping)

AC 14, touch 10, flat-footed 14; **CMD** 15
(+4 armour [hide])

Fort +5, **Ref** +1, **Will** +0

hp 22 (3 HD)

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

Melee greataxe +5 (1d12+4/x3)

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

Combat Gear javelins (3)

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

SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Skill Focus (Perception), Toughness

Skills as above plus Survival +5

Language Common, Orc

Gear as above plus pouch with 16 gp worth of mixed coins

YOUNG OROG

CR 1 (XP 400)

This gray-skinned stocky humanoid has course dark hair and dark eyes. Small upward-curving tusks jut from its lower jaw.

LE Small humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +5, Sense Motive -1

Speed 30 ft.; **ACP** 0

AC 14, touch 12, flat-footed 12; **CMD** 15
(+2 armour [leather], +2 Dex)

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

hp 16 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee greataxe +3 (1d10+1/x3)

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

Combat Gear javelins (3)

Abilities Str 12, Dex 14, Con 10, Int 10, Wis 8, Cha 8

SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Skill Focus (Perception), Toughness

Skills as above plus Survival +5

Language Common, Orc

Gear as above plus pouch with 16 gp worth of mixed coins

ABOUT THE STAT BLOCKS

The orog bards, cavaliers, clerics and archer and infantry officers are designed to be part of the traditional organisation structure outlined on page 6.

Do not feel constrained to keep to this structure, however. If you have an idea for a cool encounter, feel free to use what you like; for example, a squad of mounted captains, enhanced by senior war chanters and senior war priests should be formidable indeed, especially if they are surrounded by darkness!

The stat blocks in this supplement contain a number of “wild cards” that do not fit within the orog organisational structure. For example, the orogs of destiny, lieutenants and werebeasts are designed to represent a tribe’s champions and other unique members. GMs should feel free to have some of these orogs be of lawful neutral alignment, to have some fun roleplaying encounters.

The crafter, master crafter, and potion brewer orogs tend to perform special skilled functions for orog society, such as acting as quartermasters, crafters, professionals and so on, and might even be found in orc cities. They tend not to be combatants, but can still fight if need be. Feel free to change the skills of the first two to better represent what they can do, for example, having four craft skills, four profession skills, extra knowledge skills or any other such combination.

The orog monks are also intended as wild card encounters. Such orogs could be encountered anywhere, but form their own monasteries, either newly-built, or by taking over old structures. Such orogs seek perfection through contemplation and battle.

Given that orogs are descended from orcs and ogres, the orog throwbacks have more ogre heritage coming through. In orog society, such throwbacks are killed at birth. The throwbacks are only meant to be encountered with ogres who have orog slaves.

CR 3 OROGS

OROG ARCHER

CR 3 (XP 800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a fine breastplate and carries a powerful bow.

Accelerated orog

LE Medium humanoid (orc)

Init +8; **Senses** darkvision 60 ft.; Perception +2, Sense Motive -1

Speed 40 ft., base speed 60 ft., once per round may make an additional move action after it has moved; **ACP** -3; Acrobatics +1 (+5 jumping)

AC 21, touch 15, flat-footed 16; **CMD** 19; Mobility (+6 armour [mwk breastplate], +3 Dex, +2 dodge [Dodge, haste])

Fort +5, **Ref** +6, **Will** +2

hp 19 (3 HD)

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

Ranged mwk composite longbow (range 110 ft.; Point Blank Shot) +8/+8 (1d8+3/x3)

Melee mwk greataxe +7/+7 (1d12+4/x3)

Atk Options Combat Reflexes, Spring Attack

Spell-Like Abilities (CL 3rd)

Constant—*haste*

Combat Gear arrows (40), *oil of gravity bow* (2), *potion of cure light wounds* (3)

Abilities Str 16, Dex 18, Con 14, Int 10, Wis 8, Cha 8

SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Combat Reflexes^B, Dodge^B, Improved Initiative^B, Iron Will, Mobility^B, Point Blank Shot, Spring Attack^B

Skills as above plus Survival +5

Language Common, Orc

Gear as above plus pouch with 27 gp worth of mixed coin

OROG CAVALRYMAN

CR 3 (XP 800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a fine breastplate and wields an axe.

Orog cavalier (Dragon) 1

LE Medium humanoid (orc)

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

Speed 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -1 (-5 jumping), Ride +5 (+8 riding mount)

AC 20, touch 12, flat-footed 18; **CMD** 20

(+6 armour [mwk breastplate], +2 Dex, +2 shield [mwk heavy steel])

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

hp 32 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +8

Melee cold iron battleaxe +8 (1d8+5/x3)

Melee mwk lance (reach 10 ft.) +9 (1d8+5/x3)

Atk Options Mounted Combat, Ride-by Attack, challenge (1/day)

Challenge (Ex; Swift) The orog chooses one target within sight to challenge. His melee attacks deal +1 damage whenever the

attacks are made against the target of his challenge, and his allies gain a +1 circumstance bonus to melee attack rolls against the target of his challenge whenever he is threatening the target. The cavalier takes a -2 penalty to his Armour Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Special Actions tactician (1/day; Precise Strike)

Precise Strike (Ex) When allies with this feat are flanking the same creature, they deal +1d6 additional precision damage.

Tactician (Ex; Standard) The orog can grant Precise Strike to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds. Allies do not need to meet the prerequisites of Precise Strike.

Combat Gear *oil of darkness*, *potion of cure light wounds* (3), *potion of expeditious retreat* (2)

Abilities Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 12

SQ mount, orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Mounted Combat, Ride-by Attack

Skills as above plus Handle Animal +7, Survival +3 (+4 to provide food and water)

Language Common, Orc

Gear as above plus pouch with 59 gp worth of mixed coins

ORC CAVALIER MOUNTS

The cavalier class states that “the GM might approve other animals as suitable mounts”; this is appropriate for orcs, who should use something other than horses. Dire boars are an excellent choice for orc cavaliers, but some rules need to be applied as they are too powerful for low-level orcs.

For orc cavaliers of 7th-level or higher, use the standard dire boar statistics, modified using the druid animal companion rules. For orc cavaliers of lower than 7th-level, treat dire boars as Large – so that orcs can ride them – but treat them as though they were Medium size for game statistics. Various examples are provided in this book.

OROG CAVALRYMAN'S MOUNT

CR —

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

Dire boar

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +5, Sense Motive +1

Speed 40 ft.; **ACP** 0; Acrobatics +1 (+5 jumping)

AC 17, touch 11, flat-footed 16; **CMD** 14

(+1 Dex, +2 armour [leather barding], +4 natural)

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

hp 11 (2 HD); ferocity

Ferocity (Ex) A boar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -13 hp.

Space 10 ft.; **Base Atk** +1; **CMB** +3

Melee gore (reach 5 ft.) +3 (1d8+3)

Abilities Str 15, Dex 12, Con 13, Int 2, Wis 13, Cha 8

SQ bonus trick (1), combat trained, link

Feats Armour Training (light)^B, Improved Initiative

OROG CRAFTER

CR 3 (XP 800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a chain shirt and wields an axe.

Orog rogue 2

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps), Sense Motive +5

Speed 30 ft.; **ACP** -1; Ride +5

AC 17, touch 13, flat-footed 14; **CMD** 17

(+4 armour [mwk chain shirt], +2 Dex, +1 dodge)

Fort +5, **Ref** +6 (evasion), **Will** +1

hp 38 (5 HD)

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

Melee mwk greataxe +7 (1d12+3/x3)

Ranged mwk composite shortbow (range 70 ft.) +6 (1d6+2/x3)

Atk Options sneak attack (+1d6)

Combat Gear arrows (20), *potion of cure light wounds* (4)

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 11, Cha 10

SQ orc/ogre blood, rogue talent (Weapon Training), trapfinding (+1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Skill Focus (any two), Weapon Focus (greataxe)

Skills as above plus Craft (any two) +10, Handle Animal +5, Heal +6, Knowledge (local) +11, Profession (any two) +7, Survival +6

Language Common, Dwarf, Giant, Orc, Undercommon

Gear as above plus pouch with 352 gp worth of mixed coins and gems

OROG OF DESTINY

CR 3 (XP 800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears half-plate armour and wields a huge axe.

Advanced orog

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -4 (-8 jumping)

AC 22, touch 12, flat-footed 20; **CMD** 19

(+8 armour [mwk half-plate], +2 Dex, +2 natural)

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

hp 28 (3 HD)

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

Melee mwk greataxe +8 (1d12+7/x3)

Ranged javelin (range 30 ft.) +4 (1d6+5)

Combat Gear javelins (3), oil of *darkness*, *potion of cure light wounds* (3), *potion of expeditious retreat* (2)

Abilities Str 20, Dex 14, Con 18, Int 14, Wis 12, Cha 12

SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Skill Focus (Perception), Toughness

Skills as above plus Heal +7, Knowledge (dungeoneering, geography) +5, Survival +7

Language Common, Giant, Orc, Undercommon

Gear as above plus pouch with 26 gp worth of mixed coins

OROG THROWBACK

CR 3 (XP 800)

This twisted, deformed obese creature looks like gray-skinned stocky humanoid with course dark hair and dark eyes. Small upward-curving tusks jut from its lower jaw.

Ogrekin orog

CE Medium humanoid (giant)

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

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

AC 18, touch 9, flat-footed 19; **CMD** 18

(+4 armour [mwk chain shirt], -1 Dex, +5 natural)

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

hp 28 (3 HD)

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

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

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

Combat Gear javelins (3)

Abilities Str 22, Dex 8, Con 18, Int 8, Wis 8, Cha 6

SQ deformities (obese, thick skin)

Feats Power Attack, Toughness

Skills as above

Language Common, Orc

Gear as above plus pouch with 10 gp worth of mixed coins

CR 4 OROG

OROG POTION BREWER

CR 4 (XP 1,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears robes and carries a thick quarterstaff.

Orog wizard (universal) 3

LE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +3

Speed 30 ft.; **ACP** 0; Ride +8

AC 13, touch 13, flat-footed 10; **CMD** 17

(+2 Dex, +1 dodge [Dodge])

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

hp 41 (6 HD)

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

Melee mwk quarterstaff +6 (1d6+3)

Ranged hand of the apprentice (range 30 ft.; 6/day) +7 (1d6+3)

Wizard Spells Prepared (CL 3rd; concentration +6; arcane bond [ring])

2nd—*bear's endurance, invisibility*

1st—*expeditious retreat, mage armour, shield*

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

Combat Gear *oil of darkness, scroll of stinking cloud, wand of web* (11 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 10, Cha 11

SQ orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Brew Potion, Dodge, Improved Initiative, Scribe Scroll^B

Skills as above plus Craft (alchemy) +12, Handle Animal +6, Knowledge (arcana, history) +9, Spellcraft +12, Survival +6

Language Common, Giant, Gnome, Goblin, Orc

Gear as above plus adamantine ring (worth 200 gp), spell component pouch, pouch with 229 gp worth of mixed coins and gems

Spellbook as above plus 2nd—*bull's strength, cat's grace, darkness*; 1st—*alarm, colour spray, disguise self, identify, mount, magic weapon*; 0—all

OROG TRAINEE MONK

CR 4 (XP 1,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears loose clothes and holds a huge longbow.

Orog monk (hungry ghost) 2/ranger1

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +5

Speed 30 ft.; **ACP** 0; Climb +8

AC 14, touch 14, flat-footed 11; **CMD** 21

(+2 Dex, +1 dodge [Dodge], +1 Wis)

Fort +11, **Ref** +8 (evasion), **Will** +6

hp 52 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee unarmed strike +9 (1d6+4), or

Melee unarmed flurry +8/+8 (1d6+4), or

Melee mwk greataxe +9 (1d12+6/x3)

Ranged mwk composite longbow (range 110 ft.) +7 (1d8+4/x3)

Atk Options Boar Style, Combat Reflexes, Punishing Kick (2/day), favoured enemy (+2 humans)

Boar Style The monk can deal bludgeoning damage or slashing damage with his unarmed strikes—changing damage type is a free action. While using this style, once per round when he hits a single foe with two or more unarmed strikes, he can tear flesh. When you does, he deals 2d6 bleed damage.

Punishing Kick The monk must declare that he is using this feat before he makes an attack roll (thus a failed attack roll ruins the attempt). On a hit, the attack deals damage normally and he can choose to push the target 5 feet or attempt to knock them prone. If he decides to push the target, it is moved 5 feet directly away from him. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If the monk decides to attempt to knock the target prone, the target must make a DC 15 Fortitude saving throw to avoid the effect. The monk may not attempt a punishing kick more than once per round.

Combat Gear arrows (20), *oil of darkness, potion of bull's strength, potion of cat's grace, potion of cure light wounds* (4), *potion of mage armour* (2)

Abilities Str 18, Dex 14, Con 17, Int 10, Wis 14, Cha 6

SQ orc/ogre blood, wild empathy (-1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Boar Style, Combat Reflexes^B, Dodge^B, Intimidating Prowess, Punishing Kick^B, Weapon Focus (unarmed strike)

Skills as above plus Heal +7, Intimidate +11, Survival +11 (+12 tracking)

Language Common, Orc

Gear as above plus necklace (worth 100 gp), pouch with 38 gp worth of mixed coins and gems

OROG JUNIOR WAR CHANTER CR 4 (XP 1,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a fine chain shirt and wields a greataxe.

Orog bard 3

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +3 (+8 when singing)

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

AC 17, touch 13, flat-footed 14; **CMD** 18

(+4 armour [mwk chain shirt], +2 Dex, +1 dodge [Dodge])

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

hp 45 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee mwk greataxe +8 (1d12+3/x3)

Special Actions bardic performance (16 rounds; countersong, distraction, fascinate [DC 13], inspire courage [+1], inspire competence [+2])

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—*cure light wounds*, *expeditious retreat*, *identify*, *sleep* (DC 13)

0—*detect magic*, *ghost sound* (DC 12), *lullaby* (DC 12), *message*, *read magic*, *resistance*

Combat Gear *oil of darkness*, *potion of bull's strength* (2), *wand of alarm* (30 chgs.), *wand of cure light wounds* (30 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 11, Cha 14

SQ bardic knowledge (+1), orc/ogre blood, versatile performance, well-versed

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Extra Performance, Weapon Focus (greataxe)

Skills as above plus Bluff +5 (+8 when singing), Diplomacy +11, Knowledge (arcana) +8, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Knowledge (geography) +8, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility) +5, Knowledge (planes) +5, Knowledge (religion) +5, Perform (sing) +8, Spellcraft +7

Language Common, Giant, Orc

Gear as above plus spell component pouch, pouch with 24 gp worth of mixed coins

OROG WAR ACOLYTE CR 4 (XP 1,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a battered breastplate and wields a greataxe.

Orog cleric (theologian) 3

LE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +5

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

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

(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge])

Fort +8, **Ref** +4, **Will** +6

hp 45 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee mwk greataxe +8 (1d12+3/x3)

Special Actions battle rage (5/day, +2 damage, 1 round), channel energy (3/day, 2d6, DC 11)

Cleric Spells Prepared (CL 3rd; concentration +5; War; spontaneous casting [*inflict* spells])

2nd—*bull's strength* (2), *spiritual weapon*^D

1st—*bleed* (2), *magic weapon*^D, *sanctuary* (DC 13)

0—*detect magic*, *read magic*, *resistance*, *stabilise*

Combat Gear *oil of darkness*, *potion of cure moderate wounds* (2), *wand of cure light wounds* (30 chgs.), *wand of shield of faith* (+2; 20 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 11

SQ evil aura (moderate), focused domain, orc/ogre blood

Focused Domain A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal. A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Improved Initiative, Weapon Focus (greataxe)

Skills as above plus Heal +11, Knowledge (religion) +7, Spellcraft +10

Language Common, Giant, Orc

Gear as above plus silver unholy symbol, spell component pouch, pouch with 49 gp worth of mixed coins

OROG ARCHER SERGEANT

CR 5 (XP 1,600)

This gray-skinned, stocky humanoid has coarse dark hair and dark eyes. It wears a fine breastplate, carries a long re-curved bow and moves with preternatural speed.

Accelerated orog fighter 2

LE Medium humanoid (orc)

Init +9; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1**Speed** 40 ft., base speed 60 ft., once per round may make an additional move action after it has moved; **ACP** -3; Acrobatics +2 (+6 jumping)**AC** 22, touch 15, flat-footed 17; **CMD** 24; Mobility

(+7 armour [+1 breastplate], +3 Dex, +2 dodge [Dodge, haste])

Fort +10, **Ref** +7, **Will** +4 (+5 vs. fear)**hp** 51 (5 HD)**Space** 5 ft.; **Base Atk** +4; **CMB** +9**Ranged** mwk composite longbow (range 110 ft.; Deadly Aim [-2/+4], Point Blank Shot, Precise Shot) +12/+12 (1d8+5/x3)**Melee** mwk greataxe +11/+11 (1d12+7/x3)**Atk Options** Combat Reflexes, Spring Attack**Spell-Like Abilities** (CL 5th)

Constant—haste

Combat Gear arrows (40), oil of darkness, oil of gravity bow (2), potion of cure light wounds (3), potion of bear's endurance**Abilities** Str 21, Dex 20, Con 18, Int 10, Wis 12, Cha 6**SQ** bravery (+1), orc/ogre blood**Orc/Ogre Blood (Ex)** For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.**Feats** Combat Reflexes^B, Deadly Aim, Dodge^B, Improved Initiative^B, Iron Will, Mobility^B, Point Blank Shot, Precise Shot^B, Spring Attack^B, Weapon Focus (longbow)^B**Skills** as above plus Survival +9**Language** Common, Orc**Gear** as above plus pouch with 27 gp worth of mixed coins**OROG MOUNTED SERGEANT**

CR 5 (XP 1,600)

This gray-skinned, stocky humanoid has coarse dark hair and dark eyes. It wears a fine breastplate and wields a greataxe.

Orog cavalier (Dragon) 3

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +3**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Ride +8 (+11 riding mount)**AC** 21, touch 12, flat-footed 19; **CMD** 22

(+7 armour [+1 breastplate], +2 Dex, +2 shield [mwk heavy steel])

Fort +8, **Ref** +4, **Will** +4**hp** 49 (6 HD)**Space** 5 ft.; **Base Atk** +5; **CMB** +10**Melee** mwk cold iron battleaxe +11 (1d8+5/x3)**Melee** mwk lance (reach 10 ft.) +11 (1d8+5/x3)**Atk Options** Mounted Combat, Ride-by Attack, aid allies, cavalier's charge, challenge (1/day)**Aid Allies (Ex [standard])** Whenever the orog uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armour Class, attack roll, saving throw or skill check.**Cavalier's Charge (Ex)** The orog receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, he does not suffer any penalty to his AC after making a charge attack while mounted.**Challenge (Ex [Swift])** The orog chooses one target within sight to challenge. His melee attacks deal +3 damage whenever the attacks are made against the target of his challenge, and his allies gain a +1 circumstance bonus to melee attack rolls against the target of his challenge whenever he is threatening the target. The cavalier takes a -2 penalty to his Armour Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.**Special Actions** tactician (1/day; Precise Strike)**Precise Strike (Ex)** When allies with this feat are flanking the same creature, they deal +1d6 additional precision damage.**Tactician (Ex; Standard)** The orog can grant Precise Strike to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 4 rounds. Allies do not need to meet the prerequisites of Precise Strike.**Combat Gear** oil of darkness, potion of bull's strength (2), potion of expeditious retreat (2)**Abilities** Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 12**SQ** mount, orc/ogre blood**Orc/Ogre Blood (Ex)** For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.**Feats** Iron Will, Mounted Combat, Ride-by Attack**Skills** as above plus Handle Animal +7, Survival +3 (+4 to provide food and water)**Language** Common, Orc**Gear** as above plus pouch with 49 gp worth of mixed coins**OROG MOUNTED SERGEANT'S MOUNT** CR —

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

Dire boar

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +7, Sense Motive +1**Speed** 40 ft.; **ACP** 0**AC** 19, touch 11, flat-footed 18; **CMD** 17

(+3 armour [mwk studded leather], +1 Dex, +6 natural, -1 size)

Fort +4, **Ref** +4 (evasion), **Will** +2**hp** 19 (3 HD); ferocity**Ferocity (Ex)** A boar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -13 hp.

Space 10 ft.; **Base Atk** +2; **CMB** +6
Melee gore (reach 5 ft.) +4 (1d8+4)

Abilities Str 16, Dex 13, Con 13, Int 2, Wis 13, Cha 8
SQ bonus tricks (2), combat trained, link
Feats Armour Training (light)^B, Improved Initiative, Toughness

OROG INFANTRY SERGEANT CR 5 (XP 1,600)
This gray-skinned, stocky humanoid has coarse dark hair and dark eyes. It wears full plate armour and wields a greataxe.

Orog fighter 3
LE Medium humanoid (orc)
Init +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping), Climb +7, Swim +7

AC 21, touch 12, flat-footed 19; **CMD** 22
(+9 armour [mwk full plate], +2 Dex)
Fort +8, **Ref** +4, **Will** +4 (+5 vs. fear)
hp 55 (6 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +10
Melee mwk greataxe (Power Attack [-2/+6]) +12 (1d12+7/x3)
Ranged mwk composite longbow (range 110 ft.) +8 (1d8+5/x3)
Combat Gear arrows (20), *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of expeditious retreat* (2)

Abilities Str 21, Dex 14, Con 14, Int 12, Wis 11, Cha 7
SQ armour training (1), bravery (+1), orc/ogre blood
Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use specific ogre or orc powers as if they were ogres or orcs.
Feats Iron Will, Power Attack^B, Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B
Skills as above plus Knowledge (dungeoneering, engineering) +7, Survival +6
Language Common, Giant, Orc
Gear as above plus pouch with 78 gp worth of mixed coins

OROG WEREBEAST CR 5 (XP 1,600)
This creature looks like gray-skinned stocky humanoid with coarse dark hair and dark eyes. Small upward-curving tusks jut from its lower jaw.

Orog natural dire wereboar ranger 2 (orc form)
LE Medium humanoid (orc, shapechanger)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13, Sense Motive +2
Speed 30 ft.; **ACP** -1; Stealth +9

AC 16, touch 12, flat-footed 14; **CMD** 18
(+4 armour [mwk chain shirt], +2 Dex)
Fort +9, **Ref** +7, **Will** +4
hp 45 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6
Melee mwk cold iron greataxe +8 (1d12+3/x3)
Atk Options favoured enemy (humans +2)
Special Actions change shape

Combat Gear *oil of darkness*, *potion of expeditious retreat* (2), *silversheen* (2), *wand of cure light wounds* (40 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 15, Cha 10
SQ combat style (natural weapon), orc/ogre blood, track (+1), wild empathy (+2)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use specific ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (gore^B, greataxe)

Skills as above plus Diplomacy +2, Knowledge (geography, nature) +7, Survival +8 (+9 tracking)

Language Common, Orc

Gear as above plus *cloak of protection* +1, gold necklace (worth 300 gp), pouch with 59 gp worth of mixed coins

In hybrid form, the orog wereboar has the following altered stats:

LE Large humanoid (orc, shapechanger)

AC 23, touch 11, flat-footed 21; **CMD** 24
(+4 armour [mwk chain shirt], +2 Dex, +8 natural, -1 size)

Fort +11

hp 51 (5 HD); ferocity; **DR** silver/10

Ferocity (Ex) An orog wereboar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -19 hp.

Space 10 ft.; **CMB** +12

Melee mwk cold iron greataxe (reach 10 ft.) +11 (1d12+10/x3) and gore (reach 10 ft.) +7 (2d6+3), OR

Melee gore (reach 10 ft.) +12 (2d6+10)

Abilities Str 25, Con 19

SQ lycanthropic empathy

Skills Diplomacy +2 (+6 vs. boars and dire boars)

In animal form, the orog wereboar has the following altered stats:

LE Large humanoid (orc, shapechanger)

Speed 40 ft.; **ACP** 0

AC 19, touch 11, flat-footed 19; **CMD** 24
(+2 Dex, +8 natural, -1 size)

Fort +11

hp 51 (5 HD); ferocity; **DR** silver/10

Ferocity (Ex) An orog wereboar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -19 hp.

Space 10 ft.; **CMB** +12

Melee gore +12 (2d6+10)

Abilities Str 25, Con 19

SQ lycanthropic empathy

Skills Diplomacy +2 (+6 vs. boars and dire boars)

OROG LIEUTENANT

CR 6 (XP 2,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a fine shirt of mithral, carries a greataxe and moves with preternatural speed.

Accelerated advanced orog fighter 2

LE Medium humanoid (orc)

Init +12; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +4

Speed 60 ft., once per round may make an additional move action after it has moved; **ACP** 0; Acrobatics +13 (+25 jump)

AC 24, touch 18, flat-footed 16; **CMD** 27; Mobility (+4 armour [mithral shirt], +6 Dex, +2 dodge [Dodge, haste], +2 natural)

Fort +11, **Ref** +10, **Will** +7 (+8 vs. fear)

hp 61 (5 HD)

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

Melee mwk greataxe (Power Attack [-2/+6]) +11/+11 (1d12+7/x3)

Ranged mwk composite longbow (range 110 ft.; Deadly Aim [-2/+4], Point Blank Shot) +14/+14 (1d8+5/x3)

Atk Options Combat Reflexes

Spell-Like Abilities (CL 5th)

Constant—*haste*

Combat Gear arrows (40), *oil of darkness* (3), *oil of gravity bow* (2), *potion of cure light wounds* (4)

Abilities Str 20, Dex 26, Con 20, Int 17, Wis 18, Cha 10

SQ bravery (+1), orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Combat Reflexes^B, Deadly Aim^B, Dodge^B, Improved Initiative^B, Iron Will, Mobility^B, Point Blank Shot, Power Attack^B, Spring Attack^B, Toughness

Skills as above plus Heal +12, Knowledge (dungeoneering, geography) +8, Survival +10

Language Common, Dwarf, Giant, Orc, Undercommon

Gear as above plus pouch with 1,127 gp worth of mixed coins and gems

OROG MONK

CR 6 (XP 2,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears loose fitting clothes and moves with surprising grace.

Orog monk (hungry ghost, qinggong) 4/ranger 1

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +5

Speed 40 ft.; **ACP** 0; Acrobatics +2 (+6 jumping), Climb +8

AC 17, touch 17, flat-footed 14; **CMD** 23 (+1 deflection [*ring of protection* +1], +2 Dex, +1 dodge [Dodge], +1 Monk, +2 Wis)

Fort +13, **Ref** +9 (evasion), **Will** +7; +2 vs. enchantment spells and effects

hp 77 (8 HD)

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

Melee unarmed strike (magic) +11/+6 (1d8+4) or

Melee unarmed flurry (magic) +10/+10/+5 (1d8+4) or

Melee mwk greataxe +11/+6 (1d12+6/x3)

Ranged mwk composite longbow (range 110 ft.) +9/+4 (1d8+4/x3)

Atk Options Boar Style/Boar Ferocity, Combat Reflexes, Punishing Kick (4/day), favoured enemy (+2 humans)

Boar Style/Boar Ferocity (Ex) The monk can deal bludgeoning damage, piercing damage, or slashing damage with his unarmed strikes—changing damage type is a free action. While using this style, once per round when he hits a single foe with two or more unarmed strikes, he can tear flesh. When he does, he deals 2d6 bleed damage. While using Boar Style, whenever he tears an opponent's flesh, he can spend a free action to make an Intimidate check to demoralize that opponent.

Punishing Kick (Ex) The monk must declare that he is using this feat before he makes an attack roll (thus a failed attack roll ruins the attempt). On a hit, the attack deals damage normally and he can choose to push his target 5 feet or attempt to knock them prone. If he decides to push the target, it is moved 5 feet directly away from him. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If the monk decides to attempt to knock the target prone, the target can make a DC 16 Fortitude saving throw to avoid the effect. He may not attempt a punishing kick more than once per round.

Special Actions ki pool (4 points)

Ki Pool (Su) By spending 1 ki point, the monk can make one additional attack at its highest attack bonus as part of a flurry of blows, increase its speed by 20 ft. for 1 round, gain a +4 dodge bonus to AC for 1 round, or cast *barkskin* (self only, CL 4th).

Combat Gear arrows (20), *oil of darkness*, *potion of bull's strength* (2), *potion of cat's grace*, *potion of cure light wounds* (4), *potion of mage armour* (2)

Abilities Str 18, Dex 14, Con 18, Int 10, Wis 14, Cha 6

SQ fast movement, manoeuvre training, orc/ogre blood, still mind, wild empathy (-1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Boar Ferocity, Boar Style, Combat Reflexes^B, Dodge^B, Intimidating Prowess, Punishing Kick^B, Weapon Focus (unarmed strike)

Skills as above plus Heal +8, Intimidate +13 (+15 demoralise), Survival +13 (+14 tracking)

Language Orc

Gear as above plus pouch with 88 gp worth of mixed coins and gems

OROG WAR CHANTER CR 6 (XP 2,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a chain shirt and carries a battleaxe..

Orog bard 5

LE Medium humanoid (orc)

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

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

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

(+5 armour [+1 *chain shirt*], +2 Dex, +1 dodge [Dodge])

Fort +7, **Ref** +8, **Will** +7; +4 vs. bardic performance, sonic and language-dependant effects

hp 60 (8 HD)

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

Melee mwk greataxe +9 (1d12+3/x3)

Special Actions bardic performance (War Singer; 20 rounds; countersong, distraction, fascinate [DC 14], inspire courage [+2], inspire competence [+2])

War Singer (Ex) When he uses bardic performance with audible components on a battlefield (any area where a combat involving a dozen or more combatants is taking place), the range or area of the bard's chosen performance is doubled. In addition, the DC for saving throws against his bardic performance is increased by +2 for creatures of the orc subtype, regardless of where the performance occurs.

Bard Spells Known (CL 5th; concentration +7)

2nd (3/day)—*cat's grace*, *cure moderate wounds*, *heroism*

1st (5/day)—*cure light wounds*, *expeditious retreat*, *identify*, *sleep* (DC 13)

0—*detect magic*, *ghost sound* (DC 12), *lullaby* (DC 12), *message*, *read magic*, *resistance*

Combat Gear *oil of darkness*, *potion of bull's strength* (2), *wand of alarm* (30 chgs.), *wand of cure light wounds* (30 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14

SQ bardic knowledge (+2), lore master (1/day), orc/ogre blood, versatile performance, well-versed

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Extra Performance, War Singer, Weapon Focus (greataxe)

Skills as above plus Bluff +5 (+12 when singing), Diplomacy +13, Knowledge (arcana) +12, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +12, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perform (sing) +13, Spellcraft +12

Language Common, Giant, Orc

Gear as above plus *elixir of vision*, spell component pouch, pouch with 24 gp worth of mixed coins

OROG WAR PRIEST CR 6 (XP 2,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a breastplate and carries a greataxe.

Orog cleric (theologian) 5

LE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7

Speed 20 ft.; **ACP** -3; Acrobatics -1 (-5 jumping)

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

(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge])

Fort +9, **Ref** +4, **Will** +7

hp 68 (8 HD)

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

Melee mwk greataxe +9 (1d12+3/x3)

Special Actions battle rage (5/day, +3 damage, 1 round), channel negative energy (4/day, 3d6, DC 13)

Cleric Spells Prepared (CL 5th; concentration +7; War; spontaneous casting [*inflict spells*]; domain secret)

3rd—*magic vestment*^D, *prayer*

2nd—*bull's strength* (2), *silence*, *spiritual weapon*^D

1st—*bleed* (2), *divine favour*, *magic weapon*^D, *sanctuary* (DC 13)

0—*detect magic*, *read magic*, *resistance*, *stabilise*

Domain Secret (Ex) When casting *magic vestment*, that spell becomes modified with Extend Spell, without increasing the level of the spell.

Combat Gear *oil of darkness*, *potion of cure moderate wounds* (2), *scroll of shield other*, *wand of cure light wounds* (30 chgs.), *wand of prayer* (10 chgs.), *wand of shield of faith* (10 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12

SQ aura of evil (moderate), focused domain, orc/ogre blood

Focused Domain A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal. A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

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

Skills as above plus Heal +11, Knowledge (religion) +9, Spellcraft +10

Language Common, Giant, Orc

Gear as above plus silver unholy symbol, spell component pouch, pouch with 49 gp worth of mixed coins and gems

OROG ARCHER LIEUTENANT CR 7 (XP 3,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a breastplate, carries a greataxe and moves with preternatural speed.

Accelerated orog fighter 4

LE Medium humanoid (orc)

Init +9; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +1

Speed 60 ft., once per round may make an additional move action after it has moved; **ACP** -2; Acrobatics +3 (+15 jumping)

AC 23, touch 16, flat-footed 17; **CMD** 26; Mobility (+7 armour [+1 breastplate], +4 Dex, +2 dodge [Dodge, haste])

Fort +11, **Ref** +8, **Will** +5 (+6 vs. fear)

hp 72 (7 HD)

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

Melee mwk greataxe +13/+13/+8 (1d12+7/x3)

Ranged +1 composite longbow (range 110 ft.; Deadly Aim [-2/+4], Point Blank Shot, Precise Shot, Rapid Shot) +14/+14/+9 (1d8+8/x3)

Atk Options Combat Reflexes, Spring Attack

Spell-Like Abilities (CL 7th)

Constant—*haste*

Combat Gear arrows (40), *oil of darkness*, *oil of gravity bow* (2), *potion of cure light wounds* (4), *potion of bear's endurance* (2)

Abilities Str 21, Dex 20, Con 18, Int 10, Wis 12, Cha 6

SQ armour training (1), bravery (+1), orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Combat Reflexes^B, Deadly Aim, Dodge^B, Improved Initiative^B, Iron Will, Mobility^B, Point Blank Shot, Precise Shot^B, Rapid Shot, Spring Attack^B, Weapon Focus (longbow)^B, Weapon Specialisation (longbow)^B

Skills as above plus Survival +11

Language Common, Orc

Gear as above plus decorated gold ring (worth 100 gp), pouch with 127 gp worth of mixed coins

OROG MOUNTED LIEUTENANT CR 7 (XP 3,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears fine full plate armour and wields a battleaxe and shield.

Orog cavalier (Dragon) 5

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +3

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping), Ride +11 (+16 riding mount)

AC 24, touch 12, flat-footed 22; **CMD** 25 (+10 armour [+1 full plate], +2 Dex, +2 shield [heavy mithral])

Fort +9, **Ref** +4, **Will** +4

hp 66 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +13

Melee mwk cold iron battleaxe +14/+9 (1d8+6/x3) or

Melee mwk lance (reach 10 ft.) +14/+9 (1d8+6/x3)

Atk Options Mounted Combat, Ride-by Attack, aid allies, cavalier's charge, challenge (2/day), tactician (2/day; Precise Strike)

Aid Allies (Ex [standard]) Whenever the orog uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armour Class, attack roll, saving throw, or skill check.

Cavalier's Charge (Ex) The orog receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, he does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex [swift]) The orog chooses one target within sight to challenge. His melee attacks deal +5 damage whenever the attacks are made against the target of his challenge, and his allies gain a +2 circumstance bonus to melee attack rolls against the target of his challenge whenever he is threatening the target. The cavalier takes a -2 penalty to his Armour Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Precise Strike (Ex) When allies with this feat are flanking the same creature, they deal +1d6 additional precision damage.

Tactician (Ex [standard]) The orog can grant Precise Strike to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 5 rounds. Allies do not need to meet the prerequisites of Precise Strike.

Special Actions banner

Banner (Ex) The orog's banner becomes a symbol of inspiration to his allies and companions. As long as his 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 (bonuses not included above). The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Combat Gear *oil of darkness*, *potion of bull's strength* (2), *potion of expeditious retreat* (2)

Abilities Str 22, Dex 14, Con 14, Int 8, Wis 10, Cha 12

SQ expert trainer, mount, orc/ogre blood

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Iron Will, Mounted Combat, Ride-by Attack, Skill Focus (Ride)

Skills as above plus Handle Animal +9, Survival +3 (+5 to provide food and water)

Language Common, Orc

Gear as above plus pouch with 149 gp worth of mixed coins

OROG MOUNTED LIEUTENANT'S MOUNT CR—

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

Dire boar

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +10, Sense Motive +2

Speed 40 ft.; **ACP** -1; Acrobatics +0 (+4 jumping)

AC 20, touch 10, flat-footed 19; **CMD** 18

(+4 armour [mwk chain shirt], +1 Dex, +6 natural, -1 size)

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

hp 32 (5 HD); ferocity

Ferocity (Ex) An orog wereboar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -13 hp.

Space 10 ft.; **Base Atk** +3; **CMB** +7

Melee gore +5 (1d8+4)

Abilities Str 16, Dex 13, Con 13, Int 2, Wis 14, Cha 8

SQ bonus tricks (2), combat trained, link

Feats Armour Training (light)^B, Improved Initiative, Iron Will, Toughness

OROG INFANTRY LIEUTENANT CR 7 (XP 3,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears full plate armour and wields a greataxe.

Orog fighter 5

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +3

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -2 (-6 jumping), Climb +7, Swim +7

AC 23, touch 13, flat-footed 20; **CMD** 24

(+10 armour [+1 full plate], +2 Dex, +1 dodge [Dodge])

Fort +10, **Ref** +5, **Will** +5 (+6 vs. fear)

hp 74 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee mwk greataxe (Power Attack [-2/+6]) +15/+10 (1d12+10/x3)

Ranged mwk composite longbow (range 110 ft.) +10/+5 (1d8+5/x3)

Combat Gear arrows (20), *oil of darkness*, *oil of silence*, *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of expeditious retreat*

Abilities Str 21, Dex 14, Con 14, Int 12, Wis 11, Cha 8

SQ armour training (1), bravery (+1), orc/ogre blood, weapon training (axes 1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use

special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Iron Will, Power Attack^B, Skill Focus (Perception), Toughness, Weapon Focus (greataxe)^B, Weapon Specialisation (greataxe)^B

Skills as above plus Knowledge (dungeoneering, engineering) +7, Survival +6

Language Common, Giant, Orc

Gear as above plus *cloak of protection* +1, pouch with 78 gp worth of mixed coins

OROG MASTER CRAFTER CR 7 (XP 3,200)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a chain shirt and carries a greataxe.

Orog rogue 6

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +12 (+15 vs. traps), Sense Motive +11

Speed 30 ft.; **ACP** -1; Ride +5

AC 18, touch 13, flat-footed 15; +3 vs. traps; **CMD** 20

(+5 armour [+1 chain shirt], +2 Dex, +1 dodge [Dodge])

Fort +8, **Ref** +9 (+12 vs. traps; evasion), **Will** +5

hp 68 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +8

Melee mwk greataxe +10/+5 (1d12+3/x3)

Ranged mwk composite shortbow (range 70 ft.) +11/+6 (1d6+2/x3)

Atk Options sneak attack (+3d6)

Combat Gear arrows (20), *oil of darkness*, *potion of cure light wounds* (4), *potion of expeditious retreat* (2)

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 12, Cha 10

SQ orc/ogre blood, rogue talent (Combat Trick, Trap Spotter, Weapon Training), trapfinding (+3)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Combat Expertise, Combat Reflexes, Mobility^B, Skill Focus (any two), Weapon Focus (greataxe)^B

Skills as above plus Craft (any two) +15, Handle Animal +5, Heal +8, Knowledge (local) +15, Profession (any two) +13, Survival +7

Language Common, Dwarf, Giant, Orc, Undercommon

Gear as above plus *cloak of resistance* +1, *hat of disguise*, pouch with 502 gp worth of mixed coins and gems

OROG SENIOR WAR CHANTER CR 8 (XP 4,800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a chain shirt and carries a greataxe.

Orog bard 7

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +4 (+16 when singing)

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

AC 17, touch 13, flat-footed 14; **CMD** 21

(+4 armour [mwk chain shirt], +2 Dex, +1 dodge [Dodge])

Fort +8, **Ref** +9, **Will** +8; +4 vs. bardic performance, sonic and language-dependant effects

hp 75 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee mwk greataxe +11/+6 (1d12+3/x3)

Special Actions bardic performance (War Singer; 25 rounds; countersong, distraction, fascinate [DC 16], inspire courage [+2], inspire competence [+3], suggestion [DC 16])

War Singer (Ex) When the orog uses bardic performance with audible components on a battlefield (any area where a combat involving a dozen or more combatants is taking place), the range or area of the chosen performance is doubled. In addition, the DC for saving throws against the bardic performance is increased by +2 for creatures of the orc subtype, regardless of where the performance occurs.

Bard Spells Known (CL 7th; concentration +10)

3rd (2/day)—*displacement*, *haste*

2nd (4/day)—*cat's grace*, *cure moderate wounds*, *heroism*, *mirror image*

1st (5/day)—*cure light wounds*, *expeditious retreat*, *feather fall*, *identify*, *sleep* (DC 14)

0—*detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *message*, *read magic*, *resistance*

Combat Gear *oil of darkness*, *potion of bull's strength* (2), *wand of alarm* (30 chgs.) *wand of cure light wounds* (30 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 16

SQ bardic knowledge (+3), lore master (1/day), orc/ogre blood, versatile performance, well-versed

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Dodge, Extra Performance, War Singer, Weapon Focus (greataxe)

Skills as above plus Bluff +6 (+16 when singing), Diplomacy +16, Knowledge (arcana, geography) +16, Knowledge (others) +7, Perform (sing) +16, Spellcraft +14

Language Common, Giant, Orc

Gear as above plus *elixir of vision*, *headband of alluring charisma* +2, spell component pouch, pouch with 174 gp worth of mixed coins

OROG SENIOR WAR PRIEST CR 8 (XP 4,800)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a breastplate and wields a greataxe.

Orog cleric (theologian) 7

LE Medium humanoid (orc)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7

Speed 20 ft.; **ACP** -3; Acrobatics -1 (-5 jumping)

AC 20, touch 13, flat-footed 17; **CMD** 21

(+6 armour [mwk breastplate], +2 Dex, +1 dodge [Dodge], +1 natural [amulet of natural armour +1])

Fort +10, **Ref** +5, **Will** +8

hp 85 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee mwk greataxe +11/+6 (1d12+3/x3)

Special Actions battle rage (5/day, +4 damage, 1 round), channel negative energy (4/day, 4d6, DC 14)

Cleric Spells Prepared (CL 7th; concentration +9; War; spontaneous casting [*inflict* spells]; domain secret)

4th—*blessing of fervour*, *divine power*^D

3rd—*magic vestment*^D, *prayer* (2)

2nd—*bear's endurance* (2), *bull's strength* (2), *spiritual weapon*^D

1st—*divine favour* (2), *magic weapon*^D, *sanctuary* (DC 13), *shield of faith* (2)

0—*detect magic*, *read magic*, *resistance*, *stabilise*

Domain Secret (Ex) When casting *magic vestment*, that spell becomes modified with Extend Spell, without increasing the level of the spell.

Combat Gear *oil of darkness*, *potion of owl's wisdom* (2), *scroll of shield other*, *wand of cure light wounds* (50 chgs.) *wand of greater magic weapon* (+2; CL 8th; 9 chgs.)

Abilities Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 12

SQ aura of evil (strong), focused domain, orc/ogre blood

Focused Domain A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal. A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Brew Potion, Dodge, Improved Initiative, Toughness, Weapon Focus (greataxe)

Skills as above plus Heal +11, Knowledge (religion) +11, Spellcraft +14

Language Common, Giant, Orc

Gear as above plus silver unholy symbol, spell component pouch, pouch with 59 gp worth of mixed coins

CR 9 OROGS

OROG ARCHER LIEUTENANT CR 9 (XP 6,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears a breastplate, carries a greataxe and moves with preternatural speed.

Accelerated orog fighter 6

LE Medium humanoid (orc)

Init +10; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +1

Speed 60 ft., once per round may make an additional move action after it has moved; **ACP** -2; Acrobatics +3 (+15 jumping)

AC 24, touch 17, flat-footed 17; **CMD** 30

(+7 armour [+1 *breastplate*], +4 Dex, +1 deflection (*ring of protection* +1), +2 dodge [*Dodge*, *haste*])

Fort +12, **Ref** +10, **Will** +6 (+8 vs. fear)

hp 93 (9 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +14

Melee +1 *greataxe* +16/+16/+11 (1d12+10/x3)

Ranged +1 *composite longbow* (range 110 ft.; Deadly Aim [-3/+6], Far Shot, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot) +18/+18/+13 (1d8+9/19-20 x3)

Atk Options Combat Reflexes, Spring Attack

Spell-Like Abilities (CL 9th)

Constant—*haste*

Combat Gear arrows (40), *oil of darkness*, *oil of gravity* bow (2), *potion of cure light wounds* (4), *potion of bear's endurance* (2)

Abilities Str 22, Dex 20, Con 18, Int 10, Wis 12, Cha 6

SQ armour training (1), bravery (+2) orc/ogre blood, weapon training (bows +1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Combat Reflexes^B, Deadly Aim, Dodge^B, Far Shot^B, Improved Critical (longbow), Improved Initiative^B, Iron Will, Mobility^B, Point Blank Shot, Precise Shot^B, Rapid Shot, Spring Attack^B, Weapon Focus (longbow)^B, Weapon Specialisation (longbow)^B

Skills as above plus Survival +13

Gear as above plus decorated gold ring (worth 100 gp), pouch with 77 gp worth of mixed coins

OROG INFANTRY CAPTAIN CR 9 (XP 6,400)

This gray-skinned, stocky humanoid has course dark hair and dark eyes. It wears full plate and carries a greataxe.

Orog fighter 7

LE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +3

Speed 30 ft.; **ACP** -3; Climb +8, Swim +8

AC 23, touch 13, flat-footed 20; **CMD** 26

(+10 armour [+1 *full plate*], +2 Dex, +1 dodge [*Dodge*])

Fort +11, **Ref** +6, **Will** +6 (+8 vs. fear)

hp 93 (10 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +14

Melee +1 *greataxe* (Power Attack [-3/+9]) +17/+12 (1d12+11/x3)

Ranged mwk composite longbow (range 110 ft.) +12/+7 (1d8+5/x3)

Atk Options Combat Reflexes

Combat Gear arrows (20), *oil of darkness*, *oil of silence*, *potion of bear's endurance*, *potion of bull's strength*, *potion of cure light wounds* (2), *potion of cure moderate wounds*, *potion of expeditious retreat*

Abilities Str 21, Dex 14, Con 14, Int 12, Wis 11, Cha 8

SQ armour training (2), bravery (+2), orc/ogre blood, weapon training (axes 1)

Orc/Ogre Blood (Ex) For all special abilities and effects, an orog is considered an orc or ogre. For example, orogs can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Feats Combat Reflexes, Dodge, Iron Will, Power Attack^B, Skill Focus (Perception), Toughness, Weapon Focus (*greataxe*)^B, Weapon Specialisation (*greataxe*)^B

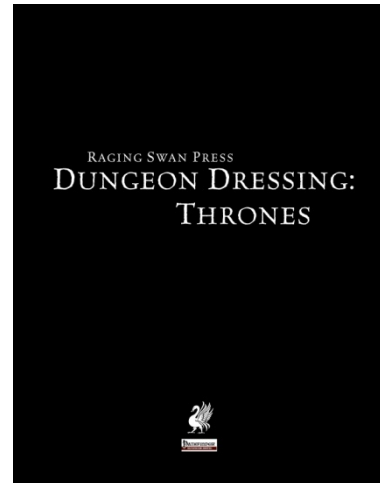
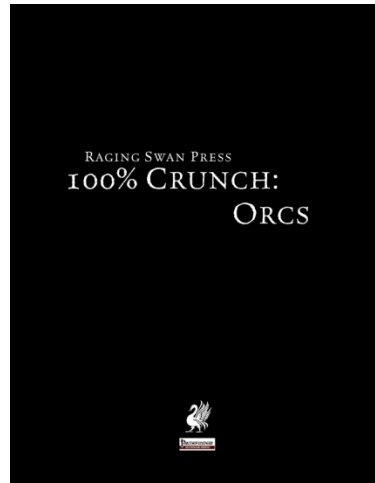
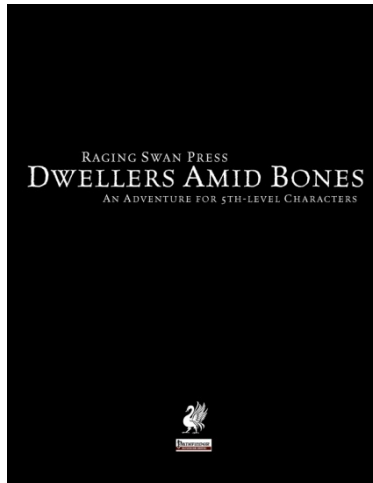
Skills as above plus Knowledge (dungeoneering, engineering) +10, Survival +6

Language Common, Giant, Orc

Gear as above plus *brooch of shielding* (67 charges), *cloak of protection* +1, golden torc (worth 400 gp), pouch with 128 gp worth of mixed coins



YOU MIGHT ALSO ENJOY



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