

ORCS OF THE ETERNAL ZENITH: COMPILED STAT BLOCKS

A companion document to *Orcs of the Eternal Zenith*



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CR 5

CONFINED LURKERS IN LIGHT CR 5 (XP 1,600)

This anaemic-looking, barely conscious winged fey grows fainter by the moment, seemingly fading out of sight.

Male lurker in light rogue 1

NE Small fey (extraplanar)

Init +7; **Senses** low-light vision; Perception +16 (trapfinding), Sense Motive +13

Speed 15 ft., base speed 30 ft., fly 15 ft. (average); Flyby Attack; **ACP** 0; Acrobatics +15 (+11 jumping), Escape Artist +15, Fly +17, Stealth +19 (blend with light)

Blend with Light (Su) In areas of bright light, lurkers are invisible (as *greater invisibility*). In shadowy light, it loses this invisibility, but has concealment (50%) unless the viewer has darkvision. While flying, its fluttering wings partially negate this effect (20% miss chance).

AC 17, touch 14, flat-footed 14; **CMD** 16; **Miss Chance** blend with light

(+3 Dex, +3 natural, +1 size)

Immune blindness

Fort +4, **Ref** +11, **Will** +18

hp 20 (9 HD); **DR** cold iron/5

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

Melee 2 claws +9 (1d3-1)

Atk Options poison use, sneak attack +4d6

Special Actions daylight door

Daylight Door (Sp) Once per day, a lurker can *dimension door* itself and up to 50 pounds of material. The start and end points of the teleport must be in bright light; if the destination lacks sufficient light, the teleport fails but does not expend the ability for the day.

Spell-like Abilities (CL 8th; concentration +11)

At will—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *light*, *mage hand* 3/day—*daylight*, *blindness/deafness* (DC 15)

Abilities Str 9, Dex 16, Con 15, Int 18, Wis 14, Cha 17

SQ ritual gate

Ritual Gate (Su) By sacrificing one or more humanoids, a lurker or group of lurkers open a *gate* to the Material Plane, one of the Elemental Planes or the fey realm, either to return home or to conjure allies. Creating a *gate* for travel requires the sacrifice of five victims—the gate created remains open for 1 minute. Creating a gate to call allies to the Material Plane requires one sacrifice for every HD of the creature to pass through the gate. The sacrifices do not need to be simultaneous; but must occur during the hour-long ritual.

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse, Weapon Focus (claws)

Skills as above plus Intimidate +15, Knowledge (arcana) +16, Knowledge (planes) +16, Sleight of Hand +15, Use Magic Device +9

Languages Aklo, Common, Goblin, Orc, Sylvan

Freed and rested lurkers in light have the following statistics:

FREED LURKERS IN LIGHT

CR 6 (XP 2,400)

Init +10

Speed 30 ft., fly 30 ft. (average); Acrobatics +18, Escape Artist +18, Fly +20, Stealth +22

AC 20, touch 17, flat-footed 14; **CMD** 22
(+1 size, +6 Dex, +3 natural)

Ref +14

hp 50; **DR** cold iron/5

CMB +5

Melee 2 claws +12 (1d3+2)

Abilities Str 15, Dex 22

Skills as above plus Sleight of Hand +18

HUMANOID (ORC)

CR 1/2

ORC BERSERKER

CR 1/2 (XP 200)

This fierce-looking orc bears horrific, crescent-shaped burns across its face.

Male orc barbarian 1

CE Medium humanoid (orc)

Init +1; **Senses** darkblind; Perception +4, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -4; Climb +4

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

(+5 armour [scale mail], +1 Dex)

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

hp 15 (1 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee heavy flail +5 (1d10+6/19-20 plus 1d4 fire)

Ranged Touch alchemist's fire (range 20 ft.) +2 (1d6 plus 1 splash)

Atk Options Ignite Weapon, rage (6 rounds)

Combat Gear alchemist's fire (2), oil (3)

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

SQ fast movement

Feats Ignite Weapon

Skills as above

Languages Common, Orc

Gear as above plus flint and steel, 10 tindertwigs, 1d6 sp

While raging, an orc berserker has the following statistics:

ACP -4; Climb +6,

AC 14, touch 9, flat-footed 13

(+5 armour [scale mail], -2 class, +1 Dex)

Fort +6, **Will** +2

hp 17 (1 HD)

CMB +7

Melee heavy flail +7 (1d10+9 plus 1d4 fire/19-20)

Abilities Str 23, Con 18

ORC ADEPT

CR 1/2 (XP 200)

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

Male orc adept 2

CE Medium humanoid (orc)

Init +2; **Senses** darkblind; Perception +3, Sense Motive +3

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

AC 12, touch 12, flat-footed 10; **CMD** 15

(+2 Dex)

Weakness lackey

Fort +1, **Ref** +2, **Will** +4 (+3 vs. enchantments)

hp 12 (2 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee dagger +3 (1d4+2/19-20)

Adept Spells Prepared (CL 2nd; concentration +7 [+11 casting defensively or grappling]; share spells)

1st—*bless, endure elements*

0—*create water, light, touch of fatigue* (DC 11)

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

SQ lackey, summon familiar

Feats Alertness^B, Combat Casting

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

Languages Common, Orc, empathic link

Gear as above plus flint and steel, 10 tindertwigs, 1d6 sp

LIZARD FAMILIAR

CR -

N Tiny magical beast

Init +2; **Senses** low-light vision; Perception +1, Sense Motive +1

Speed 20 ft., climb 20 ft.; **ACP** 0; Acrobatics +10, Climb +10, Stealth +14

AC 14, touch 14, flat-footed 12; **CMD** 7

(+2 Dex, +2 size)

Fort +1, **Ref** +4 (improved evasion), **Will** +4

hp 6 (2 HD)

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

Melee bite +5 (1d4-4)

Abilities Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 2

Feats Weapon Finesse

Languages empathic link

CR 1

ORC IRONWRIGHT

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 -1

Speed 30 ft.; **ACP** -2

AC 15, touch 11, flat-footed 14; **CMD** 14

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

Weakness light sensitivity

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

Fort +1, **Ref** +2, **Will** +2 (+1 vs. enchantments)

hp 16 (3 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee improvised weapon (tools) -1 (1d6+1)

Ranged improvised weapon (tools) +3 (1d6+1) or alchemists fire +4 touch (1d6 fire)

Combat Gear alchemist's fire (2)

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 8, Cha 7

SQ lackey

Feats Skill Focus [Craft (metalworking)], Throw Anything

Skills as above plus Appraise +6, Craft (alchemy) +6, Craft (metalworking) +11, Disable Device +5, Knowledge (engineering) +6, Use Magic Device +4

Languages Common, Orc

Gear as above plus alchemist's lab, masterwork artisan's tools (metalworking), 3d6 cp

ORC SUN-THROWER

CR 1 (XP 400)

This hulking orc's skin is decorated with a series of crescent-shaped, angry burns. In his fist, he holds a chakram sheathed in crackling fire.

Male orc barbarian (hurler) 2

CE Medium humanoid (orc)

Init +2; **Senses** darkblind; Perception +5, Sense Motive +0

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

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

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

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

hp 22 (2 HD); ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee mwk chakram +6 (1d8+4 plus 1d4 fire)

Ranged mwk chakram (range 40 ft.) +6 (1d8+4 plus 1d4 fire) or

Ranged Touch alchemist's fire (range 20 ft.) +4 (1d6)

Atk Options Ignite Weapon, rage (5 rounds)

Combat Gear mwk chakrams (3), alchemist's fire (2), oil (3)

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

SQ skilled thrower (+10 ft.), surprise accuracy

Feats Ignite Weapon

Skills as above

Languages Common, Orc

Gear as above plus flint and steel, 10 tindertwigs, 2d6 gp

While raging, an orc sun-thrower has the following statistics:

Climb +7

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)

CMB +8

Melee mwk chakram +8 (1d8+6 plus 1d4 fire)

Ranged chakram (range 40 ft.) +6 (1d8+6 plus 1d4 fire)

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

Abilities Str 23, Con 17

CR 3

ORC WAR LEADER

CR 3 (XP 800)

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

Male orc barbarian 2/fighter 2

CE Medium humanoid (orc)

Init +1; **Senses** darkblind; Perception +0, Sense Motive +0

Speed 30 ft., base speed 40 ft.; **ACP** -6; Climb +7

AC 20, touch 11, flat-footed 20; **CMD** 20; uncanny dodge (+8 armour [mwk half plate], +1 Dex, +1 natural)

Fort +8, **Ref** +1, **Will** +0

hp 45 (4 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee mwk heavy flail (Power Attack (-2/+6; no attack penalty on first attack) +11 (1d10+7/19-20 plus 1d4 fire)

Ranged mwk chakram (range 30 ft.) +6 (1d8+5 plus 1d4 fire)

Atk Options Ignite Weapon, rage (6 rounds)

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

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

SQ surprise accuracy (+1)

Feats Furious Focus, Ignite Weapon, Power Attack, Weapon Focus (heavy flail)

Skills as above plus Intimidate +5

Languages Common, Orc

Gear as above plus *amulet of natural armour* +1, 19 gp, 36 sp

While raging, the orc war leader has the following statistics:

ACP -6; Climb +9

AC 18, touch 9, flat-footed 17; **CMD** 20

(+8 armour [mwk half plate], -2 class, +1 Dex, +1 natural)

Fort +10, **Will** +2

hp 53 (4 HD)

CMB +11

Melee mwk heavy flail (Power Attack (-2/+6; no attack penalty on first attack) +13 (1d10+10/19-20 plus 1d4 fire)

Ranged mwk chakram (range 30 ft.) +6 (1d8+7 plus 1d4 fire)

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

Abilities Str 24, Con 18

CR 4

FALSE PROPHETS

CR 4 (XP 1,200)

The hooded priest of Darlen gives you a cruel smile, rivulets of oily sweat dripping from his face.

Male orc rogue 5 (rake)

CE Medium humanoid (orc)

Init +1; **Senses** darkblind; Perception +4, Sense Motive +3

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

AC 15, touch 11, flat-footed 14; **CMD** 18 (+4 armour [*mage armour*], +1 Dex)

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

hp 26 (5 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee bite +7 (1d4+4 plus 1d4 fire) or

Melee mwk dagger +8 (1d4+4) and bite +2 (1d4+2 plus 1d4 fire)

Atk Options Ignite Weapon, bravado's blade, surprise attack

Bravado's Blade (Ex) When a false prophet deals sneak attack damage, he can forgo 1d6 damage to make a free Intimidate (demoralize) check. For every additional 1d6 damage he forgoes, he gains a +5 circumstance bonus on this check.

Special Actions honeyed words (re-roll Diplomacy 1/day)

Combat Gear *wand of cure light wounds* (7 charges), *wand of disguise self* (16 charges), *wand of mage armour* (21 charges), *wand of resist energy* (12 charges)

Abilities Str 18, Dex 12, Con 10, Int 11, Wis 6, Cha 14

SQ honeyed words, rake's smile (+1)

Feats Deceitful, Ignite Weapon, Razortusk

Skills as above plus Bluff +13, Diplomacy +11, Disguise +12, Intimidate +10, Knowledge (religion) +5, Use Magic Device +10

Languages Common, Orc

Gear as above plus holy symbol, 25 gp, 75 sp

ORC INQUISITOR

CR 4 (XP 1,200)

This orc is dressed in a battered red tunic of human make. Its eyes blaze with zealous fury.

Male orc inquisitor 5

CE Medium humanoid (orc)

Init +2 (Lookout); **Senses** darkblind; Perception +10, Sense Motive +12

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

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

(+7 armour [+1 breastplate])

Fort +5, **Ref** +1, **Will** +6

hp 36 (5 HD) ferocity

Ferocity (Ex) An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.

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

Melee +1 *falchion* (Power Attack [-1/+3] +8 (2d4+7/18-20 plus 1d4 fire))

Ranged mwk composite longbow (range 110 ft.) +4 (1d8+4/x3 plus 1d4 fire)

Atk Options Ignite Weapon, bane (5 rounds), judgement (2/day)

Inquisitor Spell-Like Abilities (CL 5th; concentration +7)

At will—*detect alignment*

5 rounds/day—*discern lies*

Inquisitor Spells Prepared (CL 5th; concentration +7; Sun)

2nd—*castigate* (DC 14), *flames of the faithful*, *heat metal*^P (DC 14), *undetectable alignment*

1st—*disguise self* (2), *divine favour*, *endure elements*^D, *shield of faith*

0—*bleed* (DC 12), *brand*, *detect magic*, *light*, *read magic*, *resistance*

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

Abilities Str 18, Dex 10, Con 13, Int 6, Wis 14, Cha 10

SQ cunning initiative, solo tactics, stern gaze, track (+2)

Feats Ignite Weapon, Intimidating Prowess, Lookout, Power Attack

Skills as above plus Disguise +8, Intimidate +14, Knowledge (religion) +6 (+8 identifying undead), Survival +2 (+4 tracking)

Languages Common, Orc

Gear as above plus 10 tindertwigs, 85 gp, 126 sp

CR 6

SHAMILIK

CR 6 (XP 1,800)

This ancient, spidery orc moves around gingerly on his spindly legs. His wretched frame is bent beneath the scant protection of mouldering rags.

Male runt (young) old orc witch (shadow) 8

CE Small humanoid (orc)

Init +2; **Senses** darkvision 120 ft.; Perception +12, Sense Motive +12

Speed 30 ft.; **ACP** 0; Stealth +15 (Go Unnoticed)

AC 15, touch 11, flat-footed 15; **CMD** 10

(+4 armour [*mage armour*], +1 size)

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

Fort +0, **Ref** +2, **Will** +8

hp 22 (35 with *false life*) (8 HD); ferocity

Ferocity (Ex) Shamilik remains conscious and can continue fighting even when his hp total is below 0. He is still staggered and loses 1 hp each round.

Space 5 ft.; **Base Atk** +4; **CMB** +0

Melee dagger +2 (1d4-3)

Special Actions blight hex (DC 17), charm hex (DC 17), disguise hex (DC 17), evil eye hex (DC 17), flight hex (*fly*; 8 mins./day)

Witch Spells Prepared (CL 8th; concentration +11; share spells)

4th—*black tentacles*, *shadow conjuration* (DC 17)

3rd—*deeper darkness*, *ray of exhaustion* (DC 16), *vampiric touch*

2nd—*false life*, *summon swarm*, *touch of idiocy* (DC 15), *web* (DC 15)

1st—*chill touch* (DC 14), *identify*, *ill omen*, *mage armour*, *silent image* (DC 14)

0—*bleed* (DC 12), *detect magic*, *detect poison*, *message*

Combat Gear *potion of fox's cunning* (2)

Abilities Str 5, Dex 11, Con 7, Int 16, Wis 14, Cha 10

Feats Alertness^B, Deepsight, Great Fortitude, Go Unnoticed

Skills as above plus Knowledge (nature) +14, Spellcraft +14

Languages Common, Draconic, Giant, Goblin, Orc, empathic link, speak with familiar

Gear as above plus 42 cp

PINCHER (CENTIPEDE FAMILIAR)

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft.; Perception +12, Sense Motive +8

Speed 40 ft., climb 40 ft.; **ACP** 0; Acrobatics +4 (+8 jumping), Climb +12, Stealth +31

AC 18, touch 16, flat-footed 14; **CMD** 11 (can't be tripped) (+4 Dex, +2 natural, +2 size)

Fort +2, **Ref** +6 (improved evasion), **Will** +6

hp 11 (8 HD)

Space 2 1/2 ft.; **Base Atk** +4; **CMB** -3

Melee bite +10 (1d3-5 plus poison [Fort DC 12 {1 save}; *freq.* 1/round for 6 rounds; *effect* 1d3 Dex damage])

Atk Options deliver touch spells

Abilities Str 1, Dex 19, Con 10, Int 9, Wis 10, Cha 2

Feats Weapon Finesse

Languages empathic link, speak with animals of its kind, speak with master

CR 7

GNAWFOUL

CR 7 (XP 2,400)

This armoured orc bears a shining shield forged in the shape of a gothic sun. She moves with unnervingly, powerful grace.

Female advanced orc fighter 7

NE Medium humanoid (orc)

Init +8; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +3

Speed 30 ft.; Step Up; **ACP** -3; Climb +13

AC 29, touch 14, flat-footed 26; **CMD** 27

(+9 armour [mwk full plate], +1 deflection [*ring of protection* +1], +3 Dex, +2 natural +4 shield [*Dawn Chorus* {+2 heavy bashing shield}])

Immune suggestion; **Weakness** light sensitivity

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

Fort +8, **Ref** +6, **Will** +7 (+9 vs. fear)

hp 78 (7 HD); ferocity

Ferocity (Ex) Grawfoul remains conscious and can continue fighting even when her hp total is below 0. She is still staggered and loses 1 hp each round.

Space 5 ft.; **Base Atk** +7/+2; **CMB** +13

Melee *Dawn Chorus* [+2 heavy bashing shield] (Improved Shield Bash, Shield Slam) +18/+13 (2d6+9) or

Melee *Dawn Chorus* [+2 heavy bashing shield] (Improved Shield Bash, Shield Slam) +16/+11 (2d6+9) and +1 battle axe +14/+9 (1d8+7)

Ranged mwk throwing axe (range 10 ft.) +12 (1d6+6)

Combat Gear mwk throwing axe (2)

Abilities Str 22, Dex 18, Con 16, Int 12, Wis 17, Cha 10

SQ armour training (2), weapon training (shields [1])

Feats Double Slice, Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Iron Will, Shield Slam, Step Up, Two-Weapon Fighting

Skills as above plus Survival +13

Languages Common, Giant, Orc

CR 8

GRANALAK SEARSHRIEK

CR 8 (XP 3,200)

This snarling orc is wide-eyed with a burning, insane zeal. His face is covered with shimmering gold, which shines with a brilliant radiance.

Male orc barbarian 1/oracle (incandescence) 8

CE Medium humanoid (orc)

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

Speed 30 ft., base speed 40 ft.; **ACP** -3

AC 25, touch 14, flat-footed 24; **CMD** 25; wrathful corona (3/day; 1d6+8 fire)

(+7 armour [+1 breastplate], +3 deflection, +1 Dex, +1 natural [*amulet of natural armour* +1], +3 shield [+1 heavy steel])

Fort +6, **Ref** +4, **Will** +5

hp 57 (9 HD) ferocity

Ferocity (Ex) Granalak remains conscious and can continue fighting even when his hp total is below 0. he is still staggered and loses 1 hp each round.

Space 5 ft.; **Base Atk** +7/+2; **CMB** +11

Melee *Rays of the Sun's Wrath* (+1 flaming returning chakram; Power Attack [-2/+4]; Vital Strike) +12/+7 (1d8+5 plus 1d6 fire)

Ranged *Rays of the Sun's Wrath* (+1 flaming returning chakram; range 30 ft.) +9 (1d8+5 plus 1d6 fire)

Ranged Touch focussed gaze (6/day, range 120 ft.) +8 (1d6+4)

Atk Options rage (5 rounds)

Oracle Spells Known (CL 8th; concentration +11; revealing radiance)

4th—*lesion* (DC 17), *phototheurgy*^M

3rd—*daylight*^M, *protection from energy*, *searing light*

2nd—*blister*^M (DC 15), *death knell* (DC 15), *eagle's splendour*, *enthrall* (DC 15), *endure elements*^M

0—*bleed* (DC 13), *detect magic*, *detect water*, *light*, *read magic*, *resistance*, *stabilise*, *virtue*

Abilities Str 18, Dex 12, Con 12, Int 11, Wis 6, Cha 16

SQ fast movement, oracle's curse (cackling megalomania), revelations (radiant armour, revealing radiance, wrathful corona)

Feats Extra Revelation, Intimidating Prowess, Power Attack, Vital Strike

Skills as above plus Bluff +12, Disguise +15, Intimidate +19, Knowledge (religion) +12

Languages Common, Orc

Gear as above plus, *cloak of resistance* +1, *headband of alluring charisma* +2, 600 gp worth of gems, 325 gp

While raging, Granalak has the following statistics:

AC 23, touch 12, flat-footed 22; **CMD** 25

(+7 armour [+1 breastplate], -2 class, +3 deflection, +1 Dex, +1 natural [*amulet of natural armour* +1], +3 shield [+1 heavy steel])

Fort +8, **Will** +7

hp 78 (9 HD)

CMB +13

Melee *Rays of the Sun's Wrath* (+1 flaming returning chakram; Power Attack [-2/+4]; Vital Strike) +14/+9 (1d8+7 plus 1d6 fire)

Ranged *Rays of the Sun's Wrath* (+1 flaming returning chakram; range 30 ft.) +9 (1d8+7 plus 1d6 fire)

Abilities Str 22, Con 16

Skills Intimidate +21

OUTSIDER

ANKATOR

CR 8 (XP 3,600)

This scarlet serpentine creature is bedecked with shining jewellery and is caressed with a steady yellow flame.

Male salamander wizard (transmuter) 4

CE Medium outsider (extraplanar, fire)

Init +4; **Senses** darkvision 60 ft.; Perception +23, Sense Motive +18

Speed 20 ft.; **ACP** -1; Acrobatics +12 (+8 jumping), Stealth +12

AC 26, touch 15, flat-footed 22; **CMD** 29 (cannot be tripped)
(+4 armour [*mage armour*], +1 deflection, +4 Dex, +7 natural)

Immune fire; **Weakness** vulnerability to cold

Fort +11, **Ref** +11, **Will** +11

hp 106 (12 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +11; **CMB** +14 (+18 grapple)

Melee mwk longspear (reach 10 ft.) +15/+10 (1d8+6 /x3 plus 1d6 fire) and

tail slap +12 (2d6+2 plus 1d6 fire plus grab)

Ranged telekinetic fist (8/day; range 30 ft.) +14 touch (1d4+2)

Atk Options constrict (2d6+6), grab, heat

Constrict (Ex) Ankator can crush an opponent, dealing bludgeoning damage with a successful grapple check (+18).

Grab (Ex) If Ankator hits a Medium or smaller target with his tail, he can try to grapple as a free action without provoking attacks of opportunity.

Wizard Spells Prepared (CL 4th; concentration +9)

2nd—*bull's strength*, *pyrotechnics* (DC 19)

1st—*alarm*, *mage armour*, *magic weapon*, *reduce person* (DC 18)

Combat Gear *potions of invisibility* (3)

Abilities Str 18, Dex 18, Con 18, Int 20, Wis 17, Cha 11

SQ physical enhancement (+1)

Feats Craft Wondrous Item, Greater Spell Focus (transmutation), Iron Will, Scribe Scroll^B, Skill Focus (Craft [gemcutting]), Skill Focus (Craft [metalworking]), Spell Focus (transmutation)

Skills as above plus Appraise +20, Craft (alchemy) +20, Craft (gemcutting) +26, Craft (metalworking) +26, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (planes) +20

Languages Abyssal, Common, Draconic, Ignan, Infernal, Orc

Gear as above plus *headband of vast intelligence* +2, *eyes of the eagle*, gems and jewellery to the value of 3,000 gp

READING STAT BLOCKS

These notes explain how to read the included stat blocks. 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. 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. 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 the creature's attacks. Subsequent listings describe all but the most basic abilities in more 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.

STAT BLOCKS BY CR

CR

1/2	Orc Berserker (CE orc barbarian 1)
1/2	Orc Adept (CE orc adept 2)
1	Orc Sun-Thrower (CE orc barbarian [hurler] 2)
1	Orc Ironwright (CE orc expert 3)
3	Orc War Leader (CE orc barbarian 2/fighter 2)
4	False Prophets (CE orc rogue [rake] 5)
4	Orc Inquisitor (CE orc inquisitor 5)
5	Confined Lurkers in Light
6	Shamilik (CE male young orc witch [shadow] 8)
7	Gnawfoul (NE female advanced orc fighter 7)
8	Ankator (CE male salamander wizard [transmuter] 4)
8	Granalak Searshriek (CE male orc barbarian 1/oracle [incandescence] 8)